

Forum:[Hack Forums](#)

Thread: [OSRS Botting - What would you bot?](#)

Mango™ - May 26, 2020, 3:40 pm

So I'm currently tinkering with custom bot scripting. I'm just wondering; what would/wouldn't you bot? I've already made a perfectly working Piscatoris monk fishing bot that auto banks and everything. I want to create some sort of auto responder/talker to implement on any future bots I create.

SIM-4375709 - May 26, 2020, 11:51 pm

Definitely MTA bot, fucking hate that minigame.

gianni12 - May 27, 2020, 8:40 am

Depends, I think you always have to look at long run instead of short run. In short run some high profit bots will work out. But in long run it depends because you have to take in account how much you spend per account and how much you get. I'm pretty sure your Piscatoris monk fishing bot is already good enough and you can profit from it, just use brain while botting.

Yui Hirasawa - May 27, 2020, 8:51 am

Some form of script for automated muling would be great. A script that has the ability to connect with other instances of sub-scripts made by you, which in turn allows them to interact with each other and mule items.

Mango™ - May 28, 2020, 7:52 am

(May 27, 2020 08:51 AM)Yui Hirasawa Wrote: [\[CITE\]](#) Some form of script for automated muling would be great. A script that has the ability to connect with other instances of sub-scripts made by you, which in turn allows them to interact with each other and mule items.

What is the benefit of muling though? I know people get caught all the time for muling items from bot to mule.

Yui Hirasawa - May 28, 2020, 7:59 am

(May 28, 2020 07:52 AM).ODESSA. Wrote: [\[CITE\]](#) What is the benefit of muling though? I know people get caught all the time for muling items from bot to mule.

Would be of interest to farmers. I know multiple people who run bot farms and have to manually mule each 90 minutes or so.

Swip3r - May 28, 2020, 8:01 am

A lot of people don't realize that 99% of the scripts don't make errors like humans would, whatever script you plan on making.. Incorporate some REAL human-like behavior and you'll be golden.

Mango™ - May 28, 2020, 8:08 am

(May 28, 2020 08:01 AM)Swip3r Wrote: [\[CITE\]](#) A lot of people don't realize that 99% of the scripts don't make errors like humans would, whatever script you plan on making.. Incorporate some REAL human-like behavior and you'll be golden.

There are some special parts to my coding software that have human like actions to it. And it incorporates misclicks and what not. Surprisingly its really 'smart'. So what are you thinking for a Muling bot?

Swip3r - May 28, 2020, 8:14 am

(May 28, 2020 08:08 AM).ODESSA. Wrote: [\[CITE\]](#) There are some special parts to my coding

software that have human like actions to it. And it incorporates misclicks and what not. Surprisingly its really 'smart'. So what are you thinking for a Muling bot?

A mule script would be nice for the people using that new software that allows you to simultaneously control 25+ accounts.

Realistically though you'd have to get your name out there on popular botting forums considering the fact that the people with said software are probably already in contact with private script builders.

No matter what script you make its all about exposure & trust.

Mango™ - May 28, 2020, 8:17 am

(May 28, 2020 08:14 AM)Swip3r Wrote: [\[CITE\]](#) A mule script would be nice for the people using that new software that allows you to simultaneously control 25+ accounts.

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No matter what script you make its all about exposure & trust.

True. The only issue is the scripts I make aren't like custom java scripts. Hard to explain but I think that would be a good idea. Just depends on what the bots are doing on the main account stream though. Are they all trying to stay in Edgeville or are they trying to stay in lvl 50 wild. Makes the mule script much different, you know?

Swip3r - May 28, 2020, 8:26 am

(May 28, 2020 08:17 AM).ODESSA. Wrote: [\[CITE\]](#) True. The only issue is the scripts I make aren't like custom java scripts. Hard to explain but I think that would be a good idea. Just depends on what the bots are doing on the main account stream though. Are they all trying to stay in Edgeville or are they trying to stay in lvl 50 wild. Makes the mule script much different, you know?

Hmm so it would be your own client or are you running off OSBot or?

Mango™ - May 28, 2020, 8:29 am

(May 28, 2020 08:26 AM)Swip3r Wrote: [\[CITE\]](#) Hmm so it would be your own client or are you running off OSBot or?

Its a different client I don't want to say but it isn't very much known.

Swip3r - May 28, 2020, 8:44 am

(May 28, 2020 08:29 AM).ODESSA. Wrote: [\[CITE\]](#) Its a different client I don't want to say but it isn't very much known.

Well if you're deadset on this mule script then it shouldn't be that difficult

Alternate between a movement system (minimap, doors, actual game screen) etc have the mule script login to a pre-set table log of accounts that the bot owner would set up prior to running script so yeah make a GUI with a table of content of Username - Password etc

Pretty much just have the mule do whatever your method is to transfer gold, so run from wherever to get to wherever including obstacles and like I said randomize the movement system.

Then have the script log out and log into the next account.

Can even randomize where they go or how they get there etc, movement is big.

Assuming your client has proxy support this could probably work if you had a good enough method lol, I don't know of one though those days are gone.

Mango™ - May 28, 2020, 8:50 am

(May 28, 2020 08:44 AM)Swip3r Wrote: [\[CITE\]](#) Well if you're deadset on this mule script then it shouldn't be that difficult

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It seems like a good idea, but my problem would be getting this script out there to be trusted.

Especially being that it could be such an easy back door if wanted. I would need a large trust base.

Swip3r - May 28, 2020, 9:05 am

(May 28, 2020 08:50 AM).ODESSA. Wrote: [\[CITE\]](#) It seems like a good idea, but my problem would be getting this script out there to be trusted. Especially being that it could be such an easy back door if wanted. I would need a large trust base.

Yep, or have the bot clients' owners manually push scripts as updated rather than you selling it after review.

I think that's how OSB or Power used to do it.

Mango™ - May 28, 2020, 9:25 am

(May 28, 2020 09:05 AM)Swip3r Wrote: [\[CITE\]](#) Yep, or have the bot clients' owners manually push scripts as updated rather than you selling it after review.

I think that's how OSB or Power used to do it.

I definitely like that idea though. I may tinker around with it. Only hard part is getting it to fit the buyer's liking for areas to trade.

The Director - May 29, 2020, 2:09 pm

Rogues' Den minigame, shit is so trash lol.

Mango™ - May 29, 2020, 6:18 pm

(May 29, 2020 02:09 PM)The Don Juan Wrote: [\[CITE\]](#) Rogues' Den minigame, shit is so trash lol.

A friend of mine has that already locked down. It's a pain in the actual ass too. I'd just use his script if needed xD

Scean4 - June 11, 2020, 4:16 pm

(May 28, 2020 08:50 AM).ODESSA. Wrote: [\[CITE\]](#) It seems like a good idea, but my problem would be getting this script out there to be trusted. Especially being that it could be such an easy back door if wanted. I would need a large trust base.

I am actually a lifetime Sponsor and Longtime member of Osbot and i have personal contact with all the scriptwriter's pm me discord info and we can get that trust and notoriety sorted out. If you are doing what i think it could be revolutionary in the Ban evasion.

Ali?s - June 14, 2020, 4:26 pm

Are you using RiD? :P Just wondering OP

Mango™ - June 14, 2020, 6:03 pm

(Jun 14, 2020 04:26 PM)Ali?s Wrote: [\[CITE\]](#) Are you using RiD? :P Just wondering OP
Nope

:)

Mango™ - *July 22, 2020, 6:30 pm*

Reviving this thread to bring the topic back up. I'm still interested in making more scripts. What would you like to see?