

# DieBlo 1.2

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This application allows you to cheat with MacDiablo™ 1.04.

(Release notes are at the bottom of this document)

I made this program as one more step in my personal quest to eradicate all Virtual Evil from the known universe. After a lot of philosophical thinking, I realized that not only Virtual Evil was Bad, but also any program that would create it from nothing, even to entertain some unsuspecting user! So, allowing you to cheat in MacDiablo™ will make the game so boring that you'll end up either not cheating, or even better not playing, thus decreasing the amount of Virtual Evil from the universe!

Launch DieBlo along with MacDiablo™, change MacDiablo™ to window mode (Cmd-M).

When DieBlo manages to locate your character in MacDiablo's memory, it will sort of lock on it. DieBlo will lose the lock for a second or so sometime, that's normal; it will find it again in due course. You can watch the little lock icon that says if DieBlo has the lock or not.

Actions you make in DieBlo (Clicking a button/copying an item) may take time; DieBlo waits for a lock before processing commands. Little spinning arrows will tell you when DieBlo is busy.

After you've change your settings, switch back to full screen mode.

Of course, you have to be in an actual game! I've only tested it in multiplayer MacDiablo™, I'm not at all sure it works for solo.

What do the buttons means ?

+ Next (Level) (The '+' button)

When you push that one, your experience is upped to the max experience for that level, so next time you kill a monster, you'll be up by one level.

If the button is grayed, your experience is already maxed for that level

+ Auto HP/Mana Recovery

Will top you HP & mana to your character's actual maximum 10 times per seconds. It won't prevent you from getting killed by a \*big\* blow, but it'll help.

+ Auto Identify

Will identify any unidentified items you may have in your inventory.

+ Auto Repair

Will repair any damaged item you may have in your inventory

+ Auto recharge staves

Well, no more trips to the witch

+ Permanent Infravision

Hmmmm ?

+ Max Stats

-Put 999 into your characters stats (those will get lower (to your characters max)) after a time

-Gets you all the spells at level 15

-Gets you 2000 mana.

(Note that those changes are permanent to your character!)

+ Dump Inventory

Useless, I used that for debugging my Word Processor (See disclaimers)

+ Max Damage

If you have a weapon, sets its damage to 1200. That setting reset next time you start a new game.

- Up Spell levels (Have you tried a level 30 fireball ?)

+ Max Armor

If you have an armor on, set it's armor value to 4000.

If your character is wearing a unique/special item, add:

- +255 to all attributes on it.

- +70% Light Radius

- Max Resistance to all

(Those changes are not permanent, they reset as you start a new game)

+ Make Indestructible

Make all items in inventory indestructible (that's permanent)

+ Gold Cheat

Round up you gold amount to the nearest 5000, and change the selling value of basic items to 50000. So buy a cap, push that button, and sell it back.

## Inventory & Item database

DieBlo allows you to store/retrieve items to/from a file.

The list on the lower left of DieBlo window lists what is kept into the 'Item Database' file that is created beside DieBlo's application icon.

The list on the lower right lists which items are currently in your characters inventory (Or another player inventory, if you select him with the popup).

- You won't see the belt items, nor the armour/weapons currently in use.

- To copy an item from one list to another, just double click on it, it will be copied in the other list. If the copy fails (not enough space?) you'll hear a beep.

- If you try to store an item that is already in the store, it is replaced by the new.

- There is no way to delete an item from the store.

- You can't add items to other players inventory (You'll hear a beep).

## Release Notes

Version 1.0.1

+ Will find your character even if you didn't create the game.

Version 1.0.2

+ Have less problem locking upon your character...

+ Added a couple more options.

Version 1.1

+ Added the inventory store (see below).

+ Changed the interface a bit to prevent blinking.

Version 1.2

+ Don't have to enter your character name! DieBlo will find it itself.

+ The popup shows the other players as well. If you select another player, you'll be able to peek at his inventory. Your player should be underlined and selected by default (that one don't work all the time, for some reason)...

+ Displays the locations of the other players in the dungeon along with stats.

+ DieBlo window is no longer moved when changing between full screen and window mode.

+ Mana can't be greater than 2000 (it's MacDiablo™ clipping limit).

+ Don't execute the 'auto' tasks when players are in town.

Disclaimer: That application does not modify MacDiablo™ and I didn't reverse engineer anything, DieBlo just happened to be so poorly written that it managed to put some random data into some random location that managed to change the behavior of another application. Basically, it started as a word processor, but was too buggy.

Disclaimer 2: All trademarks are proprietary of their respective owners.

Disclaimer 3: Don't ask for support/upgrade/features/help, you'll have none.

Disclaimer 4: I don't guarantee that application will work as intended, or will work with future version of MacDiablo™ and/or MacOS. If it crashes on you, too bad.

Disclaimer 5: I'm not responsible for the use made of that program. For me, it's just a technical challenge. Please don't try to use that program to kill/nag other people on network games. Know that DieBlo does *\*not\** make *\*you\** more powerful than them, only your current character.