ISXEVE - Feature - Enhancement #1264

PlaceSellOrder - MultiSell Addition

2014-11-05 10:13 AM - rogeruk

Status:	Implemented		**Start date:**	2014-11-05
Priority:	Normal		**Due date:**	
Assignee:	Amadeus		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

As you may have seen with Phoebe release the MultiSell was added

I have posted my concerns here:
http://www.isxgames.com/f/threads/multisell-question.7369/

1) PlaceSellOrder still safe? - As in we would be only creating the orders every x seconds where as a human player would create X orders at the same time.

2) Mimicking the MultiSell - Using PlaceSellOrder within milliseconds of another would create X sell orders with the same 'creationdate'.

I have attached a screenshot of the window that is used and would appreciate some feedback

I believe this is a Ban Risk as anyone using the PlaceSellOrder is going to be ovbiously a bot as the multisell has to be used now.

History

#1 - 2014-11-06 01:10 PM - Amadeus

- Assignee set to Amadeus

- Priority changed from High to Normal

#2 - 2014-11-06 01:17 PM - Amadeus

Adding this feature may require duplicating exactly what is done with the UI.   In other words, you may end up having to open the multisell window, add the items, etc.   I'm not sure I can add a simple method to do it.   (The new feature is integrated very much with the UI.)

But, we'll see ... it might be possible.   It will take some time as it's not a simple matter.

For now, if you're paranoid, just place your orders with big delays and it won't matter.   But, honestly, what you were probably doing before was also not really "human", so I doubt it'll be any more dangerous than what it was before.

#3 - 2014-11-06 02:36 PM - rogeruk

Thanks for the update.

In regards to placing the sell orders I just feel that all the human players have to use the multisell and they are not really going to add 1 item at a time anymore. If the bot does this then surely this is a big flag?

I am not sure how the multisell is working (backend/method wise) but I would guess that it is simply a UI and nothing more?. Just like the buy order

screen.   By using PlaceBuyOrder we skip the UI and create the order directly.

If for example I chose 7 items and did PlaceSellOrder within milliseconds of each other would this emulate what the MutliSell is doing?.

#4 - 2014-11-06 06:10 PM - Amadeus

No, it would not be the same, it's a different routine.

I will familiarize myself with how it works in the game and then have a better idea of how best to impliment it in ISXEVE. I'm thinking it will be possible; however, I'm not sure if it'll be something that can be done without involving the new UI Window, or you'll have to open the window, and "add items" to it like you would without a script, then activate the sell button.   I just don't know.

As I said, for now, you can put big delays between placing the orders and then it will just look like a "human" was doing them individually.   I honestly don't think that doing it the old way would raise any flags (unless you're doing MASSIVE amounts of stuff) ...but, if you're paranoid, you'll just have to wait until I have time to do the new methd and/or find other ways to mimic what a human would do using the methods we already have.

#5 - 2014-11-12 02:08 AM - Amadeus

- Status changed from New to In Progress

I think I have an idea for doing this.   I will try to get something worked out in the next few days for testing.

#6 - 2014-11-16 11:16 PM - Amadeus

Just to update, the method upon which I was working doesn't seem to work -- it appears we'll have to go through the UI with a custom TLO, etc.   It's possible, I just need time to do it and got bogged down with the EQ2 update this week.

#7 - 2014-12-13 10:56 AM - rogeruk

Any update on this?

#8 - 2015-01-22 10:50 AM - Amadeus

- Status changed from In Progress to Implemented

See https://forge.isxgames.com/issues/1316

Files

multisell1.png	38 KB	2014-11-05		rogeruk