



AVALANCHE CLIENT APPLICATION

0.3.1 BETA



Warning: Avalanche Client Application is a scripting program. Use at your own risk. We are not responsible for any suspensions or expulsions you may receive from using this program. To avoid such consequences, do not abuse any of the functions on this program to an extent of blatant scripting activity.

This program preferably runs best under screen resolutions of 1024x768 or greater, but a specific resolution is not required.

How to Start

Once the application has successfully initialized, a connection panel will slide to the left of the main window. Choose a hotel to connect to by clicking on the hotel's flag. A browser will appear on the main window. Wait for the hotel to load, and either login to the hotel with an existing account, or create a new account. If the connection was successful, the functions panel will slide near the bottom of the main window, where you can activate several scripts and functions.

If you have difficulty during this process, please consult the *Troubleshoot* section.

Relativity to the Windows Desktop

The Avalanche Client Application will not appear in the taskbar. Instead, you will notice an icon for the application in your system tray. If you ever need to minimize the program, you can restore it by finding the program's icon in the system tray, right-clicking on it, and choosing *Show*. You may also choose to close the application from here.

The icon's tooltip will also display the program's version, and if you have connected to a hotel, it will also display your Habbo name and current hotel. (This is so you can distinguish which application is currently logged in with a certain account if you are running multiple Avalanche Client Applications.)

Because the application does not have a standard Windows border, you can move both the main window and function windows by clicking and dragging on the top border. The connection and function panels will move along with the main window, but the function windows will not move with them, as these windows can be moved without restrictions. The "Click" windows can be moved by clicking and dragging on any of its borders (If you're not careful, you can accidentally activate the window's function).

Lastly, you should notice a "Win-top" button on each of the function windows. Once the button is activated, the window will stay on top of others without hiding behind any other active windows. Remember, any two or more windows with "Win-top" activated can hide behind each other, but not behind others.

Interface



1. Main Window

This window contains the Habbo Hotel browser, and of any loading error messages. The connection (3) and function (4) windows branch off of its sides, and can be hidden with the arrow buttons found on the main window's left border.

2. Connection Status

The status of both the Habbo Hotel browser and Avalanche Client Communications (ACC) are displayed on the main window's bottom border.

3. Connection Panel

The Habbo Hotel connection options can be accessed on this sliding panel. You may choose to connect to one of the 10 displayed hotels, or disconnect from a hotel that has already been connected to. You may choose to reload the program's external data (which contains all external badges, figures, furniture, bots, etc.), or update all loaders. Please note that loaders are as well updated externally, and may not always be up-to-date. Attempt to update loaders often if you still cannot connect to certain hotels after updating.

4. Functions Panel

The sliding functions panel contains all scripts, tools, and functions available for immediate use. For a description of each function in this panel, consult the *Functions* section.

5. Function Window

Function windows will slide to the right of the main window (1) when called from the function panel (4). These windows can be moved freely, and can be hidden or chosen to stay on top of other windows (Otherwise known as "Win-top). For a description of each of these function windows, consult the *Functions* section.

6. "Click" Window

Most tools that require mouse movement will pop-up a "Click" window when activated. If you move your mouse over these windows, its corresponding action will commence. These windows are as well moveable to a comforting position. "Click" windows were replaced with the shortcut keys in previous versions, due to not being able to use menus in this version (If you recall an "Events" menu).

Functions

The following functions can be activated through the functions panel, and are ordered as they appear:

(#) = Window, (^) = Send, () = Filter, (\$) = Alert*

Information

Packet Log (#)

Any packets that were sent or received from the Habbo Hotel server are displayed here. You can choose to not show either type of packet. You can also clear the packet log (which greatly increases gradual lag), or save the current contents of the packet log for future reference. Any saved packet logs are stored in the /packetlogs/ folder.

Room Information (#)

This window will display the current room name, owner, and model/type. If any exist, floor objects and wall items in the room will also be displayed in a following list. Selected items from the list can be edited below client-side.

User Information (#)

If you are in a room, the users currently in the room will be displayed in this list. The number before the user's name is their current room identification number. *There are currently several glitches with this user list. I'll try to fix any and all glitches that occur, as the user list is depended upon by several other functions.*

Chatlog (#)

The chatlog will keep a list of all chat said in the room you are currently in. You can choose to add the time of when the chat was received. The chatlog can be cleared and saved for future reference. All saved chatlogs are stored in the /chatlogs/ folder.

Furniture Watch (#)

Although one of the pointless functions of this program, the furniture watch can both alarm you of a certain type of furniture that is moved or placed in the room, and log any furniture actions. For the Furniture Watch, specify the furniture's ID you want to be alerted of. The alert type mimics the alert settings that are set under the Alert Options function. *The Furniture Log may record other packets by accident.*

Quick Notes (#)

You can store any thoughts, ideas, packets, information, etc. in this window. Notes can be saved and loaded from the /notes/ folder.

Application Credits (#)

This is basically the credits to the Avalanche Client Application. You will find a list of all contributors to the application in this window.

Data / Tools

Send Custom Data (#)

Packets can be sent to the client or server in this window. Specify a packet in the box, edit if needed (You can use the Insert Hex buttons to insert special hexes in the packet), and send to either the server or client. *Sending data to the server will more than likely result in your browser crashing, but this option was included by request.* You can also choose to send the packet as Raw Data, which is explained in a small description next to the option. *Do not include any hexes in your packet when sending Raw Data.*

Client Furniture (#)

This function allows you to create fake client-side furniture in the current room. With knowledge of furniture packets, insert the required details in the following input boxes, and click Create to send the furniture packet. If you do not wish to use the LV64 encoding with coordinates, you can disable *Advanced Coordination*. To view a complete list of sprites, click *View Compiled Sprite List*, and wait for the list to load. If you choose to delete a furniture piece created in the room, specify the ID of the furniture in the bottom-right corner of the window, and click Remove to delete it.

Flooder (#)

The flooder allows you to flood messages in rooms with a specified interval. Insert the message you want to flood in the Flooded Message textbox. You can change the interval with the slider (1.001 seconds is the minimum, since a lower interval will result in the "flood" warning), and enable or disable *Include Enter* if you want to automatically or manually press enter when the message is flooded. After activating the flooder, immediately click back on the chat box in the Habbo Hotel browser to commence flooding.

Navigator Data (#)

The Navigator Data function is an advanced type of Raw Data. It is required that you change the header @U for each Navigator Data section to the one provided. Instructions are shown above the tabs.

Posters In Black - Places posters at a certain coordinate. The poster must be in your hand when sending the data.

Carry Any Drink - Allows you to carry any existing drink. Drink IDs range from 1 - 23. You can only use a manual drink name in public rooms.

Imitate Figure - Imitates a certain person's look in a room. If the person has HC features, you must as well have HC for the figure to be successfully copied. Reload the room to take effect.

Stop Action - Stops any action that your Habbo is undergoing. Unfortunately, there isn't a Start Action that mimics this Navigator Data function.

Manual Movement - Automatically moves you to a position in the room. Coordinates are not LV64 encoded. Works well in mazes.

Manual Speech - Allows you to say a certain message in the room with no length limitations. This can also be used to manually flood messages.

Sign Furniture - You can use this feature to sign certain furniture pieces in the room; also used to nuke objects that can be activated, such as fridges or teleports.

Move Furniture - No idea how this can be useful, but allows you to move furniture to a specific position and rotation in the room. You cannot move furniture out of bounds with this feature.

Delete Furniture - Allows you to delete furniture in the room if necessary. This cannot be done if you are not the owner of the room.

Mutant Tool (#)

This function can be used to create client-side mutants in the room. With knowledge of user packets, specify the required items, and click *Create Mutant*. You can choose to use either a mutant, normal, or pet figure. Make sure to read the descriptions for further use of the figures.

B64/LV64 Conversion (#)

This tool allows you to encode integers with either the LV64 system (Used with speech, room identification numbers, and furniture coordinates) or B64 system (Used in sending Raw Data). You'll receive an error if the input is invalid or too large.

Auto-Kicker (#)

The Auto-Kicker is used to automatically click on the Kick button when Habbos in the room are selected. A "Click" window will appear after activation.

Auto-Click Coordinates (#)

Again, one of the less useful functions of this program, the Auto-Click Coordinates tool can be used to click certain coordinates in the room. A “Click” window will appear for each coordinate activated.

A.F.K. Bot (#)

“If you ever need to leave the computer, but do not want to be automatically kicked from the room, you can activate this tool to maintain an active status.” A “Click” window will appear after activation.

Falling Furniture Tool (#)

The Falling Furniture Tool is one of the most favored functions of Avalanche Client Application, as it automatically moves your mouse to dropped or moved chairs in the room. This tool now works in all room models! A “Click” window will appear after activation.

Mimic (#)

This tool will mimic a certain person’s speech automatically. *The user MUST be listed in the User Information list for this tool to work properly.*

Broadcast Command Tool (#)

This tool allows you to automatically send broadcast commands to other users. You may also choose to use encryption so non-ACA users will not be able to view the code, *but this may not always work*. If you have *Include Enter* activated, make sure your chat setting is set to “shout”.

Remember, broadcast commands are receive packets that are shouted in the room and sent to other ACA users. Each broadcast is converted, and has a specific function. Since you cannot insert hexes in chat, you must use the following characters in replacement:

@ - [a]

Hex 01 – [1]

Hex 02 – [2]

Hex 04 – [4]

Hex 09 – [9]

Hex 13 – [13]

Hex 32 – [32]

Hex 127 – [127]

Break (To avoid filter) – ^0^

For a more detailed tutorial on broadcast commands, visit <http://www.acaclient.avalhosting.com/>, and go to the Tutorials section.

Filters

Custom Filters (#)

This function allows you to filter three different strings at once. Remember, these filters will only alter received packets from the Habbo Hotel server.

Users with Rights Wave (*)

Any users in the room who have rights will wave client-side. This and *Users with Rights Smile* cannot be activated at the same time.

Users with Rights Smile (*)

Any users in the room who have rights will smile client-side. This and *Users with Rights Wave* cannot be activated at the same time.

No Dancing (*)

This filter prevents users from dancing client-side.

Ignore Trade (*)

You will ignore all trade requests when this is activated.

Ignore Chat (*)

You will not be able to view chat when this is activated.

Ignore Friend Requests (*)

You will not receive friend requests when this is activated. All friend requests that have been received while this filter was activated will appear on next login.

Ignore Doorbell (*)

You will not be able to view doorbell requests when this is activated.

Ignore Teleporting (*)

You will not be teleported when entering a teleport with this filter activated.

Ignore Furni/Item Change (*)

Any furniture or item change, such as movement or placement, will be ignored client-side.

Anti-Stickie Error (*)

This prevents you from receiving an error when someone updates a stickie that is out of bounds.

Lock Room Actions (*)

All in-room actions will be ignored client-side when this filter is activated.

Remove Motion Path (*)

Motion paths will be ignored (/mv/ tag) when this filter is activated.

Remove Objects (Public) (*)

Objects in public rooms will appear invisible when this filter is activated. Reload the room to take effect.

Remove Objects (Guest) (*)

Objects in guest rooms will appear invisible when this filter is activated. Reload the room to take effect.

Remove Wall Items (Guest) (*)

Items in guest rooms will appear invisible when this filter is activated. Reload the room to take effect.

Remove Habbos (*)

Habbos in the room will appear invisible (Chat will also be ignored). Reload the room to take effect.

Reload Rm. When Kicked (*)

If you are kicked from the room, you will automatically reload. If the room is password-protected, the action will be cancelled.

Auto Doorbell (*)

Automatically resends a doorbell request when a previous request is denied.

Teleport Warp (*)

Activate this filter before entering a teleport. Leave the teleport, and deactivate this filter to cause the teleport to warp you to the linked teleport. If you wait to deactivate the filter for too long, you will not warp properly.

Stay in Teleport (*)

Activate this filter to prevent from exiting the teleport after teleporting. Only works if the linked teleports are in the same room.

Send Packets

Fuse :chooser (^)

This allows you to use the HC command :chooser without having an HC account.

Fuse :furni (^)

This allows you to use the HC command :furni without having an HC account.

Fuse :performance (^)

This allows you to view the performance of your client with the command :performance.

Fuse Moderator Tool (^)

Although quite useless, allows you to view “The Tool” used by moderators. Reload the room to take effect. Remember, none of the features on the moderator tool will work.

Get Fake Camera (^)

This gives you a fake camera that you can take out. You cannot place the camera in your room, or receive free pictures.

Go To Hotel View (^)

This sends you to the Hotel View automatically. You may still be able to view room activity in the packet log.

Reload Room (Warp) (^)

Automatically reloads the room if the room is not locked. If you simultaneously click on a reachable position in the room, you will warp to it once the reload finishes. You can also use this to fix “black screens”.

Self-Error (^)

You will receive a quick error when sending this packet.

Quick Change (^)

You can use this to quickly change your figure and details. Reload the room to update the figure.

Extend Heightmap (^)

This extends the room’s heightmap. This feature was used to place furniture in walls, but the script has been patched.

Search Official Rooms (^)

Automatically searches the hotel’s official ACA rooms, if any exist.

Open Teleporters (#)

This function can be used to open teleporters in the room. Specify the teleport’s ID (You can use the Object List under Room Information to find furniture ID’s), activate whether you want to also open its linked teleport, and click Open Teleport to open the teleport in the room. This function is server-side.

Alerts

Alert Options (#)

This window allows you to change alert settings. When *Toggle Sound Effects* is activated, a sound will play for certain activated alerts. Activating *Habbo Alert* causes an alert to display an alert on Habbo. Activating *Window Alert* causes a pop-up quick alert to appear in the top-right corner of the main window. You may also choose to receive *No Alert*, and just hear sound effects.

Entering Habbos (\$)

This alerts you of any Habbos who enter the room, along with their room identification number and their name.

Leaving Habbos (\$)

This alerts you of any Habbos who leave the room, along with their room identification number and their name.

Placed/Moved Furni (\$)

This alerts you of any placed or moved furniture in the room. To alert you of a specific furniture piece, use the Furni Watch function.

Friends Come Online (\$)

This alerts you if anyone in your friends list comes online. This alert hasn't been thoroughly tested.

Friend Requests (\$)

This alerts you if anyone has sent you a friend request.

Received Errors (\$)

If you receive an error (@a), you will be alerted of what the error was.

Greet Habbos Who Enter (#)

You can use this function to greet any Habbos who enter the room. Use %n as a placeholder for the Habbo's name, and %i for his or her room identification number.

ACC

Server Status (#)

This window displays the status of the ACC server (Which can be also viewed in the bottom-right corner of the main window). If the server is offline, you can choose to reconnect manually, or toggle whether you want the program to attempt to reconnect automatically every 30 seconds. If the server is online, you can also view a list of all, *or at least most*, users currently logged into the Avalanche Client Application.

Chatroom (#)

If the ACC server is online, you can connect to a server-wide chat room, where you can communicate with other ACA users. You can now also choose a font, style, and color for your chat to make your speech distinguishable. **If you abuse the chat room's functions, you will be kicked from the chat room.**

Call for Help (#)

If you need assistance with certain aspects of the program, you may use the Call for Help to send a diligent query of your issue. Please try to use the correct category, as the server administrator would be able to view all calls for help much more easily. **If you abuse the Call for Help by flooding or sending inappropriate calls, you will be *kicked*, or even *banned*, from the program.**

Miscellaneous

While You Wait... (#)

This window will automatically appear when you connect to the Chinese [.Cn] hotel. Since this particular hotel is known for its excruciatingly slow loading periods, you may have a try at the sliding puzzle on this window while you pass the time. As instructed, use the arrow keys to slide the blocks around the 4x4 grid to form a complete and legible picture. You can choose to re-scramble the blocks by clicking "Randomize". Have fun.

Troubleshoot / FAQ

Q: I receive a "Run-time error '53': File not found" when trying to connect to a hotel.

A: A file in the program's directory is most likely missing. Try re-downloading the program to restore the missing file.

Q: I receive a "Run-time error '10048': Address in use" when trying to connect to a hotel.

A: If you are running another program that is connected to a hotel, and not logged in, you must login in that application before attempting to login in ACC.

Q: I receive a "Run-time error '-4 (ffffffc)" or a similar error when trying to connect to a hotel.

A: You've reached a maximum connection limit for this application's run-time. Close and reopen the program to fix the error.

Q: I receive an error on load notifying me of an outdated .OCX or .DLL file.

A: You must register the .OCX/.DLL file with your system. To do this, go to Start → Run. In the dialog box, type: regsvr32 "<Path of .OCX/.DLL>" (You can drag the .OCX/.DLL file into the dialog box to immediately input the .OCX's/.DLL's path). Click OK to register the file. Remember, you must be logged into a user that has owner privileges on the computer, else you will be denied access. If the file isn't located in the ACA folder, find a download for the file with a search engine, such as Google.

Q: The program errors when I change values in Artmoney.

A: You have most likely changed an invalid address. When changing values with Artmoney, your main strategy is trial and error. If a specific address errors you when setting its value, try not to change that address's range in the future.

Q: When I connect to a hotel, I am able to successfully connect, but the client freezes after sending a long send packet.

A: The loader you are trying to connect with is not updated. Try going to Update Loaders in the connection panel. If you still receive this error after updating, the external loaders aren't updated either. Try to Update Loaders later until the loader successfully updates.

Q: When I connect to a hotel, my anti-virus software notifies me of an unsolicited change in the system folder. Should the change be allowed?

A: Yes. Due to the additional connection security in hotels that have installed Version 11, a change in your drivers/etc/hosts file is required to connect properly to the hotel's server. This change will not negatively affect your system's performance.

Q: The program froze, help!

A: Some receive packets can freeze the program for no apparent reason. Already, one packet has already been blocked (AU), but if your program still freezes, try to reproduce the packet that caused you to freeze while your packet log is activated. The last packet to be logged should be the packet that froze you. Please send notification of this error to Avalanche, with what the packet that froze you was, and I'll block the packet in a future version.

Q: When I try to enter a room, my client freezes at a black screen, but I still receive packets from room activity. What should I do?

A: The best thing you can do is use the Quick Change feature under the Send Packets tab on the functions panel. Scroll through the pages on the Update ID window, and click "Done" to proceed loading the room. As common as this occurs, I am sorry to say that this issue cannot be appended.

Q: I get an error on load saying “Program disabled.”

A: This could mean that the program is outdated. Download the newest version of ACA from <http://www.acaclient.avalhosting.com/> to continue using the program. If there isn't a new version available, you could have either attempted connecting when the external databases were being updated, or that the databases could not be found. Your best solution is to try again later.

Q: I get an error on load saying “Connection error.”

A: This error most likely refers to not being able to access the internet. If you have your firewall activated, make sure it has granted ACA full outbound access. Otherwise, you might want to attempt to connect at a later time.

Q: The program unexpectedly terminated, saying that I am not an administrator. What just happened?

A: This could be due to two reasons: One, you tried to hack into the ACC Administration Panel, or two, while administration was activated, the program failed to alter an administration variable, which is quite rare. Please contact me if you have further questions regarding this issue.

Q: I've been hacked after using this program. Does it contain a keylogger?

A: No matter the cause, Avalanche Client Application does *not* log your password. To be sure, try logging packets with WPE Pro to see if your information is being sent somewhere. You were most likely keylogged from another source or program.

Q: No one can see the furniture I've created with the Client Furni function or the mutants I've created with the Mutant Tool, or with another similar function. Why is that?

A: This is because these functions are client-side, or that only you are able to see the changes. If you want the changes to be program-side, or that only ACA users can see, you must send the data as a broadcast command. If you want the changes to be server-side, or that all users can see the changes, you must find another method to send the data.

Q: I have seen someone with an unusual badge or appearance while using ACA. How is this possible?

A: These users have requested badges or figures to administrators that have been set externally, so only ACA users can see them.

Q: I would like to request a badge or a figure.

A: If you want to request a badge, consult the ACC: Call for Help function, and go to the Badges category for a proper URL to request badges. If you wish to request a figure, consult Avalanche with your Habbo Name and a *complete and valid* mutant figure.

Q: I've received my badge or figure, but no one can see it. Why?

A: You were most likely told to reload from the connection panel, correct? This is because in order for changes to be seen, your client had to receive the new database containing the badges or figures. Therefore, the other ACA users must reload from the connection panel to update. Afterward, you must reload the room, and the badge or figure should be visible to them. If you have another badge, keep that badge off for others to see your ACA one. If you click your badge while in a room, the badge will appear invisible to others. Reload the room to restore the badge. Users with mutant or pet figures are not able to show badges.

Q: How is the fake furniture created in the official rooms?

A: The furniture is set externally, and processed through the client, so the furniture is seen program-side.

Q: How do the bots in the official rooms work?

A: Again, the bots' information is read from externally, and processed by both the client and the ACC server (Which means that if the ACC server is offline, you'll be able to view the bot, but he or she won't respond). The client handles where the bot is, its name, description, and appearance, and what it can respond to. The server handles who is in a room with a bot, whether someone is close enough to hear the bot's chat, and what chat to send to certain clients to make the bot talk.

Q: Can I request to have fake furniture or a bot in my room?

A: No. I'm afraid these items are reserved for only official room owners.

Q: How do I use broadcast commands?

A: There is an official tutorial on the Avalanche Client website concerning broadcast commands.

Q: Are broadcast commands visible for everyone?

A: No. Broadcast commands are only visible to yourself and other ACA users. Habbos who are not using ACA cannot view broadcast commands.

Q: Someone is abusing broadcast commands, or sending broadcast commands that cause me to freeze, error, etc. What should I do?

A: Immediately report them through the ACC: Call for Help system. The person will be dealt with in a matter of either kicking him or her from the program (If they are using it), or depriving him or her of broadcasting rights.

Q: An administrator banned me from the program for something I do not think is justifiable. Is there anything that can be done?

A: No, I'm afraid. Program bans are consistent through machine identification, so the injection cannot be reversed. If you have another computer in your household, you may request to have yourself unbanned. If accepted, you may use the program on that computer with your unbanned account.

Q: Can I become an administrator?

A: That depends if positions are available. Remember, administration is not simple to uphold. You have to be able to withstand your position by having knowledge, patience, and adoration to Avalanche Client. Administration can be taken away much more easily if you fail to uphold your status. If you think you are capable, contact Avalanche with your administration request.



Avalanche Client Application was created by, yours truly, Avalanche (A.k.a. Justin/Carl)

If you have further questions, please contact me at Carl5551@hotmail.com.

Any e-mails sent to the address above must be APPROPRIATE and descriptive regarding a comment, complaint, or question. If you aren't specific, your e-mail will be ignored.

Thank you for using Avalanche Client Application, and have a nice day.

www.avalancheclient.com