Subject: DLC Unlocking discussion (merged)
Posted by Keshire on Mon, 09 Sep 2013 01:09:24 GMT
View Forum Message <> Reply to Message

It's been awhile since I've said anything on this topic. But I'll lay out quickly how Fable handles DLC checks.

This is the Traitor's Keep quest script. The DLC is started by speaking to a steward in the castle which then starts the castle assassion cutscene.
qc190_castleassassin.lua

Here is the notable output that checks for DLC purchsed
The interesting thing is that changing one byte (IE - [XXX] test; to [XXX] if true) with a hex editor will skip the DLC checking entirely. I've done it before so I know it works.
Toggle Spoiler

```
3790                    ** function [19] definition (level 2)
                      ** start of function **
                      source name: (none)
3794  25020000          line defined (549)
3798  EE020000          last line defined (750)
379C  00                nups (0)
379D  01                numparams (1)
379E  00                is_vararg (0)
379F  0A                maxstacksize (10)
                      * code:
37A0  89020000          sizecode (649)
37A4  01000000          [001] getfield      1   0   0    ; ParentQuest
37A8  01010286          [002] getfield_r1   1   1   1    ; InitialState
37AC  02000000          [003] getfield      2   0   0    ; ParentQuest
37B0  02020486          [004] getfield_r1   2   2   2    ; States
37B4  02030486          [005] getfield_r1   2   2   3    ; OLD_QUARTER_ACS
37B8  00010468          [006] le            0   2   1    ; to [8] if true
37BC  00020039          [007] jmp           3            ; to [11]
37C0  01040110          [008] self          1   0   260  ; "SetState"
37C4  03050032          [009] loadk         3   5        ; "ASSASSIN_OUTRO"
37C8  01010604          [010] call_i        1   3   1
37CC  0106000C          [011] getglobal     1   6        ; IsLevelLoaded
37D0  02070032          [012] loadk         2   7        ; "Albion\\CastleBattle"
37D4  01020404          [013] call_i        1   2   2
37D8  01000002          [014] test          1       0    ; to [16] if true
37DC  00060039          [015] jmp           7            ; to [23]
37E0  01000000          [016] getfield      1   0   0    ; ParentQuest
37E4  01080286          [017] getfield_r1   1   1   8    ; TeleportCharactersToPort
37E8  01010082          [018] test_r1       1   0   1
37EC  00020039          [019] jmp           3            ; to [23]
37F0  01040110          [020] self          1   0   260  ; "SetState"
37F4  03090032          [021] loadk         3   9        ; "ASSASSIN_INTRO_A"
```

```
37F8  01010604        [022] call_i        1   3   1
37FC  010A000C        [023] getglobal     1   10      ; PhysicsCharacter
3800  010B0286        [024] getfield_r1   1   1   11  ; SetAsPushableByHero
3804  020C0000        [025] getfield      2   0   12  ; Entity
3808  0300001A        [026] loadbool      3   0   0   ; false
380C  01010604        [027] call_i        1   3   1
3810  010D000C        [028] getglobal     1   13      ; Health
3814  010E0286        [029] getfield_r1   1   1   14  ; SetAsInvulnerable
3818  020C0000        [030] getfield      2   0   12  ; Entity
381C  0300021A        [031] loadbool      3   1   0   ; true
3820  01010604        [032] call_i        1   3   1
3824  010F000C        [033] getglobal     1   15      ; Hittable
3828  01100286        [034] getfield_r1   1   1   16  ; SetEntityAsOnlyHittableByEntity
382C  020C0000        [035] getfield      2   0   12  ; Entity
3830  030C0000        [036] getfield      3   0   12  ; Entity
3834  0400021A        [037] loadbool      4   1   0   ; true
3838  01010804        [038] call_i        1   4   1
383C  0111000C        [039] getglobal     1   17      ; coroutine
3840  01120286        [040] getfield_r1   1   1   18  ; yield
3844  0101027E        [041] call_i_r1     1   1   1
3848  01130110        [042] self          1   0   275 ; "IsState"
384C  03140032        [043] loadk         3   20      ; "SETUP"
3850  01020604        [044] call_i        1   3   2
3854  01000002        [045] test          1       0   ; to [47] if true
3858  000B0039        [046] jmp           12          ; to [59]
385C  0115000C        [047] getglobal     1   21      ; QuestTracker
3860  01160286        [048] getfield_r1   1   1   22  ; SetQuestGiver
3864  0217000C        [049] getglobal     2   23      ; GetLocalHero
3868  0202027E        [050] call_i_r1     2   1   2
386C  03000000        [051] getfield      3   0   0   ; ParentQuest
3870  03180686        [052] getfield_r1   3   3   24  ; QuestName
3874  040C0000        [053] getfield      4   0   12  ; Entity
3878  01010804        [054] call_i        1   4   1
387C  01040110        [055] self          1   0   260 ; "SetState"
3880  03190032        [056] loadk         3   25      ; "GIVE_GIFTS"
3884  01010604        [057] call_i        1   3   1
3888  00EBFF38        [058] jmp           -20         ; to [39]
388C  01130110        [059] self          1   0   275 ; "IsState"
3890  03190032        [060] loadk         3   25      ; "GIVE_GIFTS"
3894  01020604        [061] call_i        1   3   2
3898  01000002        [062] test          1       0   ; to [64] if true
389C  00030039        [063] jmp           4           ; to [68]
38A0  01040110        [064] self          1   0   260 ; "SetState"
38A4  031A0032        [065] loadk         3   26      ; "DLC_CHECK"
38A8  01010604        [066] call_i        1   3   1
38AC  00E2FF38        [067] jmp           -29         ; to [39]
38B0  01130110        [068] self          1   0   275 ; "IsState"
38B4  031A0032        [069] loadk         3   26      ; "DLC_CHECK"
```

```
38B8  01020604          [070] call_i        1   3   2
38BC  01000002          [071] test          1       0    ; to [73] if true
38C0  00130039          [072] jmp           20          ; to [93]
38C4  011B000C          [073] getglobal     1   27       ; ScriptFunction
38C8  011C0286          [074] getfield_r1   1   1   28   ; IsDLC2Premium
38CC  0102027E          [075] call_i_r1     1   1   2
38D0  01000002          [076] test          1       0    ; to [78] if true
38D4  000A0039          [077] jmp           11          ; to [89]
38D8  011D0000          [078] getfield      1   0   29   ; BeenThroughDLCPurchasing
38DC  01010082          [079] test_r1       1   0   1
38E0  00030039          [080] jmp           4           ; to [85]
38E4  01040110          [081] self          1   0   260  ; "SetState"
38E8  031E0032          [082] loadk         3   30       ; "BEGIN_QUEST_INTERACT_DLC"
38EC  01010604          [083] call_i        1   3   1
38F0  00D1FF38          [084] jmp           -46         ; to [39]
38F4  01040110          [085] self          1   0   260  ; "SetState"
38F8  031F0032          [086] loadk         3   31       ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC  01010604          [087] call_i        1   3   1
3900  00CDFF38          [088] jmp           -50         ; to [39]
3904  01040110          [089] self          1   0   260  ; "SetState"
3908  03200032          [090] loadk         3   32       ; "OFFER_DLC_PURCHASE_CUTSCENE"
390C  01010604          [091] call_i        1   3   1
3910  00C9FF38          [092] jmp           -54         ; to [39]
3914  01130110          [093] self          1   0   275  ; "IsState"
3918  031E0032          [094] loadk         3   30       ; "BEGIN_QUEST_INTERACT_DLC"
391C  01020604          [095] call_i        1   3   2
3920  01000002          [096] test          1       0    ; to [98] if true
3924  00130039          [097] jmp           20          ; to [118]
3928  01210110          [098] self          1   0   289  ; "ShowToasterBox"
392C  0305005C          [099] newtable      3   0   5    ; array=0, hash=5
3930  03234588          [100] setfield_r1   3   34  291  ; box_text
"TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
3934  0325491E          [101] setfield      3   36  293  ; box_title "TEXT_QUEST_QC190_NAME"
3938  03274D1E          [102] setfield      3   38  295  ; accept_radius 3
393C  04000000          [103] getfield      4   0   0    ; ParentQuest
3940  04180886          [104] getfield_r1   4   4   24   ; QuestName
3944  0304501E          [105] setfield      3   40  4    ; quest_name
3948  0403005C          [106] newtable      4   0   3    ; array=0, hash=3
394C  042B5588          [107] setfield_r1   4   42  299  ; intro_scene
"QC190_HobsonGiftIntroDLC"
3950  042D591E          [108] setfield      4   44  301  ; wait_around_scene
"QC190_HobsonQuestAcceptWaitaround"
3954  042F5D1E          [109] setfield      4   46  303  ; TriggerArea "QC190_QuestStartTrigger"
3958  0304521E          [110] setfield      3   41  4    ; cutscene_table
395C  01020604          [111] call_i        1   3   2
3960  01000002          [112] test          1       0    ; to [114] if true
3964  00B4FF38          [113] jmp           -75         ; to [39]
```

```
3968  01040110          [114] self          1   0   260  ; "SetState"
396C  03300032          [115] loadk         3   48       ; "BEGIN_QUEST_SETUP"
3970  01010604          [116] call_i        1   3   1
3974  00B0FF38          [117] jmp           -79          ; to [39]
3978  01130110          [118] self          1   0   275  ; "IsState"
397C  031F0032          [119] loadk         3   31       ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
3980  01020604          [120] call_i        1   3   2
3984  01000002          [121] test          1       0    ; to [123] if true
3988  00130039          [122] jmp           20           ; to [143]
398C  01210110          [123] self          1   0   289  ; "ShowToasterBox"
3990  0305005C          [124] newtable      3   0   5    ; array=0, hash=5
3994  03234588          [125] setfield_r1   3   34  291  ; box_text
"TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
3998  0325491E          [126] setfield      3   36  293  ; box_title "TEXT_QUEST_QC190_NAME"
399C  03274D1E          [127] setfield      3   38  295  ; accept_radius 3
39A0  04000000          [128] getfield      4   0   0    ; ParentQuest
39A4  04180886          [129] getfield_r1   4   4   24   ; QuestName
39A8  0304501E          [130] setfield      3   40  4    ; quest_name
39AC  0403005C          [131] newtable      4   0   3    ; array=0, hash=3
39B0  04315588          [132] setfield_r1   4   42  305  ; intro_scene "QC190_HobsonDLCBought"
39B4  042D591E          [133] setfield      4   44  301  ; wait_around_scene
"QC190_HobsonQuestAcceptWaitaround"
39B8  042F5D1E          [134] setfield      4   46  303  ; TriggerArea "QC190_QuestStartTrigger"
39BC  0304521E          [135] setfield      3   41  4    ; cutscene_table
39C0  01020604          [136] call_i        1   3   2
39C4  01000002          [137] test          1       0    ; to [139] if true
39C8  009BFF38          [138] jmp           -100         ; to [39]
39CC  01040110          [139] self          1   0   260  ; "SetState"
39D0  03300032          [140] loadk         3   48       ; "BEGIN_QUEST_SETUP"
39D4  01010604          [141] call_i        1   3   1
39D8  0097FF38          [142] jmp           -104         ; to [39]
39DC  01130110          [143] self          1   0   275  ; "IsState"
39E0  03300032          [144] loadk         3   48       ; "BEGIN_QUEST_SETUP"
39E4  01020604          [145] call_i        1   3   2
39E8  01000002          [146] test          1       0    ; to [148] if true
39EC  00290039          [147] jmp           42           ; to [190]
39F0  01000000          [148] getfield      1   0   0    ; ParentQuest
39F4  01336588          [149] setfield_r1   1   50  307  ; QuestAccepted true
39F8  0115000C          [150] getglobal     1   21       ; QuestTracker
39FC  01340286          [151] getfield_r1   1   1   52   ; SetAsActive
3A00  0235000C          [152] getglobal     2   53       ; QuestManager
3A04  02360486          [153] getfield_r1   2   2   54   ; HeroEntity
3A08  03000000          [154] getfield      3   0   0    ; ParentQuest
3A0C  03180686          [155] getfield_r1   3   3   24   ; QuestName
3A10  0400021A          [156] loadbool      4   1   0    ; true
3A14  01010804          [157] call_i        1   4   1
3A18  0137000C          [158] getglobal     1   55       ; Layers
```

```
3A1C  01380286          [159] getfield_r1    1   1   56   ; DeactivateLayer
3A20  02390032          [160] loadk          2   57       ; "QC190_CastleAssassinMapLayer"
3A24  01010404          [161] call_i         1   2   1
3A28  011B000C          [162] getglobal      1   27       ; ScriptFunction
3A2C  013A0286          [163] getfield_r1    1   1   58   ; StopCutscene
3A30  0203005C          [164] newtable       2   0   3    ; array=0, hash=3
3A34  030C0000          [165] getfield       3   0   12   ; Entity
3A38  0203761E          [166] setfield       2   59  3    ; entity
3A3C  023D791E          [167] setfield       2   60  317  ; wait false
3A40  023D7D1E          [168] setfield       2   62  317  ; let_dialogue_finish false
3A44  01010404          [169] call_i         1   2   1
3A48  013F0110          [170] self           1   0   319  ; "PlayCutscene"
3A4C  0301005C          [171] newtable       3   0   1    ; array=0, hash=1
3A50  03418188          [172] setfield_r1    3   64  321  ; Cutscene
"QC190_HobsonQuestAccepted"
3A54  01010604          [173] call_i         1   3   1
3A58  0142000C          [174] getglobal      1   66       ; Timing
3A5C  01430286          [175] getfield_r1    1   1   67   ; Wait
3A60  02440032          [176] loadk          2   68       ; 0.75
3A64  01010404          [177] call_i         1   2   1
3A68  0145000C          [178] getglobal      1   69       ; GUI
3A6C  01460286          [179] getfield_r1    1   1   70   ; FadeScreenOut
3A70  02470032          [180] loadk          2   71       ; 2
3A74  01010404          [181] call_i         1   2   1
3A78  0142000C          [182] getglobal      1   66       ; Timing
3A7C  01430286          [183] getfield_r1    1   1   67   ; Wait
3A80  02470032          [184] loadk          2   71       ; 2
3A84  01010404          [185] call_i         1   2   1
3A88  01040110          [186] self           1   0   260  ; "SetState"
3A8C  03480032          [187] loadk          3   72       ; "BEGIN_QUEST"
3A90  01010604          [188] call_i         1   3   1
3A94  0068FF38          [189] jmp            -151         ; to [39]
3A98  01130110          [190] self           1   0   275  ; "IsState"
3A9C  03200032          [191] loadk          3   32       ; "OFFER_DLC_PURCHASE_CUTSCENE"
3AA0  01020604          [192] call_i         1   3   2
3AA4  01000002          [193] test           1       0    ; to [195] if true
3AA8  00120039          [194] jmp            19           ; to [214]
3AAC  01210110          [195] self           1   0   289  ; "ShowToasterBox"
3AB0  0305005C          [196] newtable       3   0   5    ; array=0, hash=5
3AB4  03494588          [197] setfield_r1    3   34  329  ; box_text
"TEXT_QUEST_QC190_TOASTER_PURCHASE"
3AB8  0325491E          [198] setfield       3   36  293  ; box_title "TEXT_QUEST_QC190_NAME"
3ABC  03274D1E          [199] setfield       3   38  295  ; accept_radius 3
3AC0  04000000          [200] getfield       4   0   0    ; ParentQuest
3AC4  04180886          [201] getfield_r1    4   4   24   ; QuestName
3AC8  0304501E          [202] setfield       3   40  4    ; quest_name
3ACC  0402005C          [203] newtable       4   0   2    ; array=0, hash=2
3AD0  044A5588          [204] setfield_r1    4   42  330  ; intro_scene
```

```
"QC190_HobsonGiftIntroNoDLC"
3AD4  044B591E          [205] setfield      4   44  331  ; wait_around_scene
"QC190_HobsonPurchaseDLCWaitaround"
3AD8  0304521E          [206] setfield      3   41  4    ; cutscene_table
3ADC  01020604          [207] call_i        1   3   2
3AE0  01000002          [208] test          1       0    ; to [210] if true
3AE4  0054FF38          [209] jmp           -171         ; to [39]
3AE8  01040110          [210] self          1   0   260  ; "SetState"
3AEC  034C0032          [211] loadk         3   76       ; "OFFER_DLC_PURCHASE"
3AF0  01010604          [212] call_i        1   3   1
3AF4  0050FF38          [213] jmp           -175         ; to [39]
3AF8  01130110          [214] self          1   0   275  ; "IsState"
3AFC  034C0032          [215] loadk         3   76       ; "OFFER_DLC_PURCHASE"
3B00  01020604          [216] call_i        1   3   2
3B04  01000002          [217] test          1       0    ; to [219] if true
3B08  00330039          [218] jmp           52           ; to [271]
3B0C  011B000C          [219] getglobal     1   27       ; ScriptFunction
3B10  013A0286          [220] getfield_r1   1   1   58   ; StopCutscene
3B14  0203005C          [221] newtable      2   0   3    ; array=0, hash=3
3B18  030C0000          [222] getfield      3   0   12   ; Entity
3B1C  0203761E          [223] setfield      2   59  3    ; entity
3B20  023D791E          [224] setfield      2   60  317  ; wait false
3B24  023D7D1E          [225] setfield      2   62  317  ; let_dialogue_finish false
3B28  01010404          [226] call_i        1   2   1
3B2C  014D000C          [227] getglobal     1   77       ; Network
3B30  014E0286          [228] getfield_r1   1   1   78   ; IsSignedInLive
3B34  0102027E          [229] call_i_r1     1   1   2
3B38  01010002          [230] test          1       1    ; to [232] if false
3B3C  00190039          [231] jmp           26           ; to [258]
3B40  0145000C          [232] getglobal     1   69       ; GUI
3B44  014F0286          [233] getfield_r1   1   1   79   ; DisplayMessageBox
3B48  02500032          [234] loadk         2   80       ; "TEXT_DLC2_SIGN_IN_TO_PURCHASE"
3B4C  01010404          [235] call_i        1   2   1
3B50  0145000C          [236] getglobal     1   69       ; GUI
3B54  01510286          [237] getfield_r1   1   1   81   ; IsAnyMenuOpen
3B58  0102027E          [238] call_i_r1     1   1   2
3B5C  01010002          [239] test          1       1    ; to [241] if false
3B60  00030039          [240] jmp           4            ; to [245]
3B64  0111000C          [241] getglobal     1   17       ; coroutine
3B68  01120286          [242] getfield_r1   1   1   18   ; yield
3B6C  0101027E          [243] call_i_r1     1   1   1
3B70  00F6FF38          [244] jmp           -9           ; to [236]
3B74  0145000C          [245] getglobal     1   69       ; GUI
3B78  01510286          [246] getfield_r1   1   1   81   ; IsAnyMenuOpen
3B7C  0102027E          [247] call_i_r1     1   1   2
3B80  01000002          [248] test          1       0    ; to [250] if true
3B84  00030039          [249] jmp           4            ; to [254]
3B88  0111000C          [250] getglobal     1   17       ; coroutine
```

```
3B8C  01120286          [251] getfield_r1    1   1   18   ; yield
3B90  0101027E          [252] call_i_r1      1   1   1
3B94  00F6FF38          [253] jmp           -9          ; to [245]
3B98  01040110          [254] self          1   0   260  ; "SetState"
3B9C  03200032          [255] loadk          3   32      ; "OFFER_DLC_PURCHASE_CUTSCENE"
3BA0  01010604          [256] call_i         1   3   1
3BA4  0024FF38          [257] jmp           -219         ; to [39]
3BA8  0152000C          [258] getglobal      1   82       ; InGameStore
3BAC  01530286          [259] getfield_r1    1   1   83   ; DownloadOfferByOfferId
3BB0  02540032          [260] loadk          2   84       ; "0CCF009F"
3BB4  01010404          [261] call_i         1   2   1
3BB8  00333B1E          [262] setfield       0   29  307  ; BeenThroughDLCPurchasing true
3BBC  0142000C          [263] getglobal      1   66       ; Timing
3BC0  01430286          [264] getfield_r1    1   1   67   ; Wait
3BC4  02470032          [265] loadk          2   71       ; 2
3BC8  01010404          [266] call_i         1   2   1
3BCC  01040110          [267] self           1   0   260  ; "SetState"
3BD0  031A0032          [268] loadk          3   26       ; "DLC_CHECK"
3BD4  01010604          [269] call_i         1   3   1
3BD8  0017FF38          [270] jmp           -232         ; to [39]
3BDC  01130110          [271] self           1   0   275  ; "IsState"
3BE0  034C0032          [272] loadk          3   76       ; "OFFER_DLC_PURCHASE"
3BE4  01020604          [273] call_i         1   3   2
3BE8  01000002          [274] test           1       0    ; to [276] if true
3BEC  00000039          [275] jmp            1           ; to [277]
3BF0  0011FF38          [276] jmp           -238         ; to [39]
3BF4  01130110          [277] self          1   0   275  ; "IsState"
3BF8  03480032          [278] loadk          3   72       ; "BEGIN_QUEST"
3BFC  01020604          [279] call_i         1   3   2
3C00  01000002          [280] test           1       0    ; to [282] if true
3C04  001F0039          [281] jmp            32          ; to [314]
3C08  0155000C          [282] getglobal      1   85       ; SetLevelDisplayName
3C0C  02070032          [283] loadk          2   7        ; "Albion\\CastleBattle"
3C10  03560032          [284] loadk          3   86       ;
"TEXT_LEVEL_ALBION_BOWERSTONECASTLE"
3C14  01010604          [285] call_i         1   3   1
3C18  0157000C          [286] getglobal      1   87       ; Gameflow
3C1C  01580286          [287] getfield_r1    1   1   88   ; Judgements
3C20  01590286          [288] getfield_r1    1   1   89   ; EvilDecoration
3C24  01000082          [289] test_r1        1   0   0
3C28  00060039          [290] jmp            7           ; to [298]
3C2C  0137000C          [291] getglobal      1   55       ; Layers
3C30  015A0286          [292] getfield_r1    1   1   90   ; ActivateScenario
3C34  025B0032          [293] loadk          2   91       ; "Fable3"
3C38  03070032          [294] loadk          3   7        ; "Albion\\CastleBattle"
3C3C  045C0032          [295] loadk          4   92       ; "Episode1ScenarioEvil"
3C40  01010804          [296] call_i         1   4   1
3C44  00050039          [297] jmp            6           ; to [304]
```

```
3C48  0137000C          [298] getglobal      1   55       ; Layers
3C4C  015A0286          [299] getfield_r1    1   1   90   ; ActivateScenario
3C50  025B0032          [300] loadk          2   91       ; "Fable3"
3C54  03070032          [301] loadk          3   7        ; "Albion\\CastleBattle"
3C58  045D0032          [302] loadk          4   93       ; "Episode1Scenario"
3C5C  01010804          [303] call_i         1   4   1
3C60  015E000C          [304] getglobal      1   94       ; cprint
3C64  025F0032          [305] loadk          2   95       ; "Activating scenario: Fable3,
Albion\\CastleBattle, Episode1Scenario"
3C68  01010404          [306] call_i         1   2   1
3C6C  0160000C          [307] getglobal      1   96       ; Debug
3C70  01610286          [308] getfield_r1    1   1   97   ; LoadLevel
3C74  025B0032          [309] loadk          2   91       ; "Fable3"
3C78  03070032          [310] loadk          3   7        ; "Albion\\CastleBattle"
3C7C  04620032          [311] loadk          4   98       ; "QC190_ThroneRoomTeleportMarker"
3C80  01010804          [312] call_i         1   4   1
3C84  00ECFE38          [313] jmp            -275         ; to [39]
3C88  01130110          [314] self           1   0   275  ; "IsState"
3C8C  03090032          [315] loadk          3   9        ; "ASSASSIN_INTRO_A"
3C90  01020604          [316] call_i         1   3   2
3C94  01000002          [317] test           1       0    ; to [319] if true
3C98  00430039          [318] jmp            68           ; to [387]
3C9C  01630110          [319] self           1   0   355  ; "GetEntityWithName"
3CA0  03640032          [320] loadk          3   100      ; "BCGarden_Courtyard"
3CA4  01020604          [321] call_i         1   3   2
3CA8  01000002          [322] test           1       0    ; to [324] if true
3CAC  000C0039          [323] jmp            13           ; to [337]
3CB0  02650310          [324] self           2   1   357  ; "IsAlive"
3CB4  0202047E          [325] call_i_r1      2   2   2
3CB8  02000002          [326] test           2       0    ; to [328] if true
3CBC  00080039          [327] jmp            9            ; to [337]
3CC0  0266000C          [328] getglobal      2   102      ; GraphicAppearance
3CC4  02670486          [329] getfield_r1    2   2   103  ; StartPreloadingMeshes
3CC8  0300020E          [330] move           3   1
3CCC  02010404          [331] call_i         2   2   1
3CD0  0266000C          [332] getglobal      2   102      ; GraphicAppearance
3CD4  02680486          [333] getfield_r1    2   2   104  ; SetAsAlwaysInView
3CD8  0300020E          [334] move           3   1
3CDC  0400021A          [335] loadbool       4   1   0    ; true
3CE0  02010604          [336] call_i         2   3   1
3CE4  0269000C          [337] getglobal      2   105      ; EnvironmentTheme
3CE8  026A0486          [338] getfield_r1    2   2   106  ; BlendToEnvironmentTheme
3CEC  036B0032          [339] loadk          3   107      ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3CF0  046C0032          [340] loadk          4   108      ; 1
3CF4  056D0032          [341] loadk          5   109      ; 0
3CF8  02010804          [342] call_i         2   4   1
3CFC  023F0110          [343] self           2   0   319  ; "PlayCutscene"
```

```
3D00  0401005C          [344] newtable      4   0   1    ; array=0, hash=1
3D04  046E8188          [345] setfield_r1   4   64  366  ; Cutscene "QC190_AssassinIntroA"
3D08  02010604          [346] call_i        2   3   1
3D0C  0269000C          [347] getglobal     2   105      ; EnvironmentTheme
3D10  026A0486          [348] getfield_r1   2   2   106  ; BlendToEnvironmentTheme
3D14  036B0032          [349] loadk         3   107      ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3D18  046D0032          [350] loadk         4   109      ; 0
3D1C  056D0032          [351] loadk         5   109      ; 0
3D20  02010804          [352] call_i        2   4   1
3D24  02630110          [353] self          2   0   355  ; "GetEntityWithName"
3D28  046F0032          [354] loadk         4   111      ; "QC190_HobsonACSTalkMarker"
3D2C  02020604          [355] call_i        2   3   2
3D30  02000002          [356] test          2       0    ; to [358] if true
3D34  00080039          [357] jmp           9            ; to [367]
3D38  03650510          [358] self          3   2   357  ; "IsAlive"
3D3C  0302047E          [359] call_i_r1     3   2   2
3D40  03000002          [360] test          3       0    ; to [362] if true
3D44  00040039          [361] jmp           5            ; to [367]
3D48  0370000C          [362] getglobal     3   112      ; Talk
3D4C  03710686          [363] getfield_r1   3   3   113  ; StopTalking
3D50  0400040E          [364] move          4   2
3D54  05720032          [365] loadk         5   114      ; 5000
3D58  03010604          [366] call_i        3   3   1
3D5C  0342000C          [367] getglobal     3   66       ; Timing
3D60  03430686          [368] getfield_r1   3   3   67   ; Wait
3D64  04470032          [369] loadk         4   71       ; 2
3D68  03010404          [370] call_i        3   2   1
3D6C  03000000          [371] getfield      3   0   0    ; ParentQuest
3D70  0333E788          [372] setfield_r1   3   115 307  ; StartAssassinIntroB true
3D74  0342000C          [373] getglobal     3   66       ; Timing
3D78  03740686          [374] getfield_r1   3   3   116  ; SetTimeOfDay
3D7C  04750032          [375] loadk         4   117      ; 22
3D80  03010404          [376] call_i        3   2   1
3D84  0369000C          [377] getglobal     3   105      ; EnvironmentTheme
3D88  036A0686          [378] getfield_r1   3   3   106  ; BlendToEnvironmentTheme
3D8C  04760032          [379] loadk         4   118      ; "DLC2_BowerstoneOldQuarter_Night"
3D90  056C0032          [380] loadk         5   108      ; 1
3D94  066D0032          [381] loadk         6   109      ; 0
3D98  03010804          [382] call_i        3   4   1
3D9C  03040110          [383] self          3   0   260  ; "SetState"
3DA0  05770032          [384] loadk         5   119      ; "ASSASSIN_INTRO_B"
3DA4  03010604          [385] call_i        3   3   1
3DA8  00A3FE38          [386] jmp           -348         ; to [39]
3DAC  01130110          [387] self          1   0   275  ; "IsState"
3DB0  03770032          [388] loadk         3   119      ; "ASSASSIN_INTRO_B"
3DB4  01020604          [389] call_i        1   3   2
3DB8  01000002          [390] test          1       0    ; to [392] if true
```

```
3DBC  00070039          [391] jmp           8           ; to [400]
3DC0  01000000          [392] getfield      1   0   0   ; ParentQuest
3DC4  01780286          [393] getfield_r1   1   1   120 ; StartAssassinIntroC
3DC8  01000082          [394] test_r1       1   0   0
3DCC  009AFE38          [395] jmp           -357        ; to [39]
3DD0  01040110          [396] self          1   0   260 ; "SetState"
3DD4  03790032          [397] loadk         3   121     ; "ASSASSIN_INTRO_C"
3DD8  01010604          [398] call_i        1   3   1
3DDC  0096FE38          [399] jmp           -361        ; to [39]
3DE0  01130110          [400] self          1   0   275 ; "IsState"
3DE4  03790032          [401] loadk         3   121     ; "ASSASSIN_INTRO_C"
3DE8  01020604          [402] call_i        1   3   2
3DEC  01000002          [403] test          1       0   ; to [405] if true
3DF0  00340039          [404] jmp           53          ; to [458]
3DF4  01630110          [405] self          1   0   355 ; "GetEntityWithName"
3DF8  03640032          [406] loadk         3   100     ; "BCGarden_Courtyard"
3DFC  01020604          [407] call_i        1   3   2
3E00  01000002          [408] test          1       0   ; to [410] if true
3E04  00080039          [409] jmp           9           ; to [419]
3E08  02650310          [410] self          2   1   357 ; "IsAlive"
3E0C  0202047E          [411] call_i_r1     2   2   2
3E10  02000002          [412] test          2       0   ; to [414] if true
3E14  00040039          [413] jmp           5           ; to [419]
3E18  0266000C          [414] getglobal     2   102     ; GraphicAppearance
3E1C  02680486          [415] getfield_r1   2   2   104 ; SetAsAlwaysInView
3E20  0300020E          [416] move          3   1
3E24  0400001A          [417] loadbool      4   0   0   ; false
3E28  02010604          [418] call_i        2   3   1
3E2C  0269000C          [419] getglobal     2   105     ; EnvironmentTheme
3E30  026A0486          [420] getfield_r1   2   2   106 ; BlendToEnvironmentTheme
3E34  03760032          [421] loadk         3   118     ; "DLC2_BowerstoneOldQuarter_Night"
3E38  046D0032          [422] loadk         4   109     ; 0
3E3C  056D0032          [423] loadk         5   109     ; 0
3E40  02010804          [424] call_i        2   4   1
3E44  0269000C          [425] getglobal     2   105     ; EnvironmentTheme
3E48  026A0486          [426] getfield_r1   2   2   106 ; BlendToEnvironmentTheme
3E4C  036B0032          [427] loadk         3   107     ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3E50  046C0032          [428] loadk         4   108     ; 1
3E54  056D0032          [429] loadk         5   109     ; 0
3E58  02010804          [430] call_i        2   4   1
3E5C  023F0110          [431] self          2   0   319 ; "PlayCutscene"
3E60  0401005C          [432] newtable      4   0   1   ; array=0, hash=1
3E64  047A8188          [433] setfield_r1   4   64  378 ; Cutscene "QC190_AssassinIntroC"
3E68  02010604          [434] call_i        2   3   1
3E6C  027B0110          [435] self          2   0   379 ; "GetAllEntitiesWithNameIncluding"
3E70  047C0032          [436] loadk         4   124     ; "QC190_BloodSplat"
3E74  02020604          [437] call_i        2   3   2
```

```
3E78  037D000C          [438] getglobal      3   125      ; ipairs
3E7C  0400040E          [439] move           4   2
3E80  03040404          [440] call_i         3   2   4
3E84  00010039          [441] jmp            2           ; to [444]
3E88  087E0F10          [442] self           8   7   382  ; "Destroy"
3E8C  0801047E          [443] call_i_r1      8   2   1
3E90  0302001C          [444] tforloop       3       2    ; to [446] if exit
3E94  00FBFF38          [445] jmp            -4          ; to [442]
3E98  037F000C          [446] getglobal      3   127      ; Orchestra
3E9C  033D0189          [447] setfield_r1    3   128 317  ; Enabled false
3EA0  0369000C          [448] getglobal      3   105      ; EnvironmentTheme
3EA4  036A0686          [449] getfield_r1    3   3   106  ; BlendToEnvironmentTheme
3EA8  046B0032          [450] loadk          4   107      ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3EAC  056D0032          [451] loadk          5   109      ; 0
3EB0  066D0032          [452] loadk          6   109      ; 0
3EB4  03010804          [453] call_i         3   4   1
3EB8  03040110          [454] self           3   0   260  ; "SetState"
3EBC  05810032          [455] loadk          5   129      ; "ASSASSIN_FIGHT"
3EC0  03010604          [456] call_i         3   3   1
3EC4  005CFE38          [457] jmp            -419         ; to [39]
3EC8  01130110          [458] self           1   0   275  ; "IsState"
3ECC  03810032          [459] loadk          3   129      ; "ASSASSIN_FIGHT"
3ED0  01020604          [460] call_i         1   3   2
3ED4  01000002          [461] test           1       0    ; to [463] if true
3ED8  00770039          [462] jmp            120          ; to [583]
3EDC  011B000C          [463] getglobal      1   27       ; ScriptFunction
3EE0  01820286          [464] getfield_r1    1   1   130  ; MoveAndRotateEntityToMarkerNamed
3EE4  020C0000          [465] getfield       2   0   12   ; Entity
3EE8  03830032          [466] loadk          3   131      ; "QC190_HobsonCowerMarker"
3EEC  0400021A          [467] loadbool       4   1   0    ; true
3EF0  0500021A          [468] loadbool       5   1   0    ; true
3EF4  0600021A          [469] loadbool       6   1   0    ; true
3EF8  01010C04          [470] call_i         1   6   1
3EFC  0184000C          [471] getglobal      1   132      ; GetRemoteHero
3F00  0102027E          [472] call_i_r1      1   1   2
3F04  01000002          [473] test           1       0    ; to [475] if true
3F08  00170039          [474] jmp            24           ; to [499]
3F0C  02650310          [475] self           2   1   357  ; "IsAlive"
3F10  0202047E          [476] call_i_r1      2   2   2
3F14  02000002          [477] test           2       0    ; to [479] if true
3F18  00130039          [478] jmp            20           ; to [499]
3F1C  021B000C          [479] getglobal      2   27       ; ScriptFunction
3F20  02820486          [480] getfield_r1    2   2   130  ; MoveAndRotateEntityToMarkerNamed
3F24  0384000C          [481] getglobal      3   132      ; GetRemoteHero
3F28  0302027E          [482] call_i_r1      3   1   2
3F2C  04850032          [483] loadk          4   133      ; "QC190_HobsonAssassinEndMarker"
3F30  02010604          [484] call_i         2   3   1
```

```
3F34  0286000C        [485] getglobal     2   134     ; GetRemoteHeroDog
3F38  0202027E        [486] call_i_r1     2   1   2
3F3C  02000002        [487] test          2       0   ; to [489] if true
3F40  00090039        [488] jmp           10          ; to [499]
3F44  03650510        [489] self          3   2   357 ; "IsAlive"
3F48  0302047E        [490] call_i_r1     3   2   2
3F4C  03000002        [491] test          3       0   ; to [493] if true
3F50  00050039        [492] jmp           6           ; to [499]
3F54  031B000C        [493] getglobal     3   27      ; ScriptFunction
3F58  03820686        [494] getfield_r1   3   3   130 ; MoveAndRotateEntityToMarkerNamed
3F5C  0486000C        [495] getglobal     4   134     ; GetRemoteHeroDog
3F60  0402027E        [496] call_i_r1     4   1   2
3F64  05850032        [497] loadk         5   133     ; "QC190_HobsonAssassinEndMarker"
3F68  03010604        [498] call_i        3   3   1
3F6C  02000000        [499] getfield      2   0   0   ; ParentQuest
3F70  02330F89        [500] setfield_r1   2   135 307 ; StartAssassinCombat true
3F74  0288000C        [501] getglobal     2   136     ; Action
3F78  02890486        [502] getfield_r1   2   2   137 ; FinishAllActions
3F7C  030C0000        [503] getfield      3   0   12  ; Entity
3F80  02010404        [504] call_i        2   2   1
3F84  0257000C        [505] getglobal     2   87      ; Gameflow
3F88  02580486        [506] getfield_r1   2   2   88  ; Judgements
3F8C  02590486        [507] getfield_r1   2   2   89  ; EvilDecoration
3F90  02000082        [508] test_r1       2   0   0
3F94  00050039        [509] jmp           6           ; to [516]
3F98  02630110        [510] self          2   0   355 ; "GetEntityWithName"
3F9C  048B0032        [511] loadk         4   139     ; "BC_Throne_Evil"
3FA0  058C0032        [512] loadk         5   140     ; "object"
3FA4  02020804        [513] call_i        2   4   2
3FA8  0002141F        [514] setfield      0   138 2   ; Throne
3FAC  00040039        [515] jmp           5           ; to [521]
3FB0  02630110        [516] self          2   0   355 ; "GetEntityWithName"
3FB4  048D0032        [517] loadk         4   141     ; "BC_Throne_Good"
3FB8  058C0032        [518] loadk         5   140     ; "object"
3FBC  02020804        [519] call_i        2   4   2
3FC0  0002141F        [520] setfield      0   138 2   ; Throne
3FC4  028A0000        [521] getfield      2   0   138 ; Throne
3FC8  02000082        [522] test_r1       2   0   0
3FCC  002F0039        [523] jmp           48          ; to [572]
3FD0  028A0000        [524] getfield      2   0   138 ; Throne
3FD4  02650510        [525] self          2   2   357 ; "IsAlive"
3FD8  0202047E        [526] call_i_r1     2   2   2
3FDC  02000002        [527] test          2       0   ; to [529] if true
3FE0  002A0039        [528] jmp           43          ; to [572]
3FE4  028E000C        [529] getglobal     2   142     ; Physics
3FE8  028F0486        [530] getfield_r1   2   2   143 ; SetCanCollideWithEntity
3FEC  030C0000        [531] getfield      3   0   12  ; Entity
3FF0  048A0000        [532] getfield      4   0   138 ; Throne
```

```
3FF4  0500001A        [533] loadbool      5   0   0    ; false
3FF8  02010804        [534] call_i        2   4   1
3FFC  0211000C        [535] getglobal     2   17       ; coroutine
4000  02120486        [536] getfield_r1   2   2   18   ; yield
4004  0201027E        [537] call_i_r1     2   1   1
4008  0266000C        [538] getglobal     2   102      ; GraphicAppearance
400C  02900486        [539] getfield_r1   2   2   144  ; HasDummyObject
4010  038A0000        [540] getfield      3   0   138  ; Throne
4014  04910032        [541] loadk         4   145      ; "Prop.Action.Generic"
4018  056D0032        [542] loadk         5   109      ; 0
401C  02020804        [543] call_i        2   4   2
4020  02000002        [544] test          2       0    ; to [546] if true
4024  00160039        [545] jmp           23           ; to [569]
4028  0266000C        [546] getglobal     2   102      ; GraphicAppearance
402C  02920486        [547] getfield_r1   2   2   146  ; GetDummyObjectFacingDirection
4030  038A0000        [548] getfield      3   0   138  ; Throne
4034  04910032        [549] loadk         4   145      ; "Prop.Action.Generic"
4038  056D0032        [550] loadk         5   109      ; 0
403C  02020804        [551] call_i        2   4   2
4040  038E000C        [552] getglobal     3   142      ; Physics
4044  03930686        [553] getfield_r1   3   3   147  ; SetFacingVector
4048  040C0000        [554] getfield      4   0   12   ; Entity
404C  0500040E        [555] move          5   2
4050  03010604        [556] call_i        3   3   1
4054  0366000C        [557] getglobal     3   102      ; GraphicAppearance
4058  03950686        [558] getfield_r1   3   3   149  ; GetDummyObjectPosition
405C  048A0000        [559] getfield      4   0   138  ; Throne
4060  05910032        [560] loadk         5   145      ; "Prop.Action.Generic"
4064  066D0032        [561] loadk         6   109      ; 0
4068  03020804        [562] call_i        3   4   2
406C  03940036        [563] setglobal     3   148      ; dummy
4070  038E000C        [564] getglobal     3   142      ; Physics
4074  03960686        [565] getfield_r1   3   3   150  ; TeleportToPosition
4078  040C0000        [566] getfield      4   0   12   ; Entity
407C  0594000C        [567] getglobal     5   148      ; dummy
4080  03010604        [568] call_i        3   3   1
4084  0211000C        [569] getglobal     2   17       ; coroutine
4088  02120486        [570] getfield_r1   2   2   18   ; yield
408C  0201027E        [571] call_i_r1     2   1   1
4090  0297000C        [572] getglobal     2   151      ; ModeManager
4094  02980486        [573] getfield_r1   2   2   152  ; AddModeByEnumWithAnimGroupName
4098  030C0000        [574] getfield      3   0   12   ; Entity
409C  0499000C        [575] getglobal     4   153      ; EEntityModeType
40A0  049A0886        [576] getfield_r1   4   4   154  ; EM_CUTSCENE_CUSTOM_POSE
40A4  059B0032        [577] loadk         5   155      ; "HobsonCowering"
40A8  02010804        [578] call_i        2   4   1
40AC  02040110        [579] self          2   0   260  ; "SetState"
40B0  04050032        [580] loadk         4   5        ; "ASSASSIN_OUTRO"
```

```
40B4  02010604          [581] call_i        2   3   1
40B8  00DFFD38          [582] jmp           -544        ; to [39]
40BC  01130110          [583] self          1   0   275  ; "IsState"
40C0  03050032          [584] loadk         3   5        ; "ASSASSIN_OUTRO"
40C4  01020604          [585] call_i        1   3   2
40C8  01000002          [586] test          1       0    ; to [588] if true
40CC  00210039          [587] jmp           34          ; to [622]
40D0  01000000          [588] getfield      1   0   0    ; ParentQuest
40D4  019C0286          [589] getfield_r1    1   1   156  ; AssassinDefeated
40D8  01000082          [590] test_r1       1   0   0
40DC  00D6FD38          [591] jmp           -553        ; to [39]
40E0  0188000C          [592] getglobal      1   136      ; Action
40E4  01890286          [593] getfield_r1    1   1   137  ; FinishAllActions
40E8  020C0000          [594] getfield      2   0   12   ; Entity
40EC  01010404          [595] call_i        1   2   1
40F0  0197000C          [596] getglobal      1   151      ; ModeManager
40F4  019D0286          [597] getfield_r1    1   1   157  ; RemoveMode
40F8  020C0000          [598] getfield      2   0   12   ; Entity
40FC  0399000C          [599] getglobal      3   153      ; EEntityModeType
4100  039A0686          [600] getfield_r1    3   3   154  ; EM_CUTSCENE_CUSTOM_POSE
4104  01010604          [601] call_i        1   3   1
4108  0169000C          [602] getglobal      1   105      ; EnvironmentTheme
410C  016A0286          [603] getfield_r1    1   1   106  ; BlendToEnvironmentTheme
4110  026B0032          [604] loadk         2   107      ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
4114  036C0032          [605] loadk         3   108      ; 1
4118  046D0032          [606] loadk         4   109      ; 0
411C  01010804          [607] call_i        1   4   1
4120  013F0110          [608] self          1   0   319  ; "PlayCutscene"
4124  0301005C          [609] newtable      3   0   1    ; array=0, hash=1
4128  039E8188          [610] setfield_r1    3   64  414  ; Cutscene "QC190_AssassinDying"
412C  01010604          [611] call_i        1   3   1
4130  0169000C          [612] getglobal      1   105      ; EnvironmentTheme
4134  016A0286          [613] getfield_r1    1   1   106  ; BlendToEnvironmentTheme
4138  026B0032          [614] loadk         2   107      ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
413C  036D0032          [615] loadk         3   109      ; 0
4140  046D0032          [616] loadk         4   109      ; 0
4144  01010804          [617] call_i        1   4   1
4148  01040110          [618] self          1   0   260  ; "SetState"
414C  039F0032          [619] loadk         3   159      ; "MOVE_TO_PORT"
4150  01010604          [620] call_i        1   3   1
4154  00B8FD38          [621] jmp           -583        ; to [39]
4158  01130110          [622] self          1   0   275  ; "IsState"
415C  039F0032          [623] loadk         3   159      ; "MOVE_TO_PORT"
4160  01020604          [624] call_i        1   3   2
4164  01000002          [625] test          1       0    ; to [627] if true
4168  000F0039          [626] jmp           16          ; to [643]
```

```
416C  01000000          [627] getfield       1   0   0    ; ParentQuest
4170  01A00286          [628] getfield_r1    1   1   160  ; TeleportHobsonToPort
4174  01000082          [629] test_r1        1   0   0
4178  00AFFD38          [630] jmp            -592         ; to [39]
417C  011B000C          [631] getglobal      1   27       ; ScriptFunction
4180  01820286          [632] getfield_r1    1   1   130  ; MoveAndRotateEntityToMarkerNamed
4184  020C0000          [633] getfield       2   0   12   ; Entity
4188  03A10032          [634] loadk          3   161      ; "QC190_HobsonPortTeleportMarker"
418C  0400021A          [635] loadbool       4   1   0    ; true
4190  0500021A          [636] loadbool       5   1   0    ; true
4194  0600021A          [637] loadbool       6   1   0    ; true
4198  01010C04          [638] call_i         1   6   1
419C  01040110          [639] self           1   0   260  ; "SetState"
41A0  03A20032          [640] loadk          3   162      ; "END"
41A4  01010604          [641] call_i         1   3   1
41A8  00A3FD38          [642] jmp            -604         ; to [39]
41AC  01130110          [643] self           1   0   275  ; "IsState"
41B0  03A20032          [644] loadk          3   162      ; "END"
41B4  01020604          [645] call_i         1   3   2
41B8  01000002          [646] test           1       0    ; to [648] if true
41BC  009EFD38          [647] jmp            -609         ; to [39]
41C0  009DFD38          [648] jmp            -610         ; to [39]
41C4  00000212          [649] return         0   1
                  * constants:
41C8  A3000000          sizek (163)
41CC  04                const type 4
                  const [0]: "ParentQuest"
41DD  04                const type 4
                  const [1]: "InitialState"
41EF  04                const type 4
                  const [2]: "States"
41FB  04                const type 4
                  const [3]: "OLD_QUARTER_ACS"
4210  04                const type 4
                  const [4]: "SetState"
421E  04                const type 4
                  const [5]: "ASSASSIN_OUTRO"
4232  04                const type 4
                  const [6]: "IsLevelLoaded"
4245  04                const type 4
                  const [7]: "Albion\\CastleBattle"
425E  04                const type 4
                  const [8]: "TeleportCharactersToPort"
427C  04                const type 4
                  const [9]: "ASSASSIN_INTRO_A"
4292  04                const type 4
                  const [10]: "PhysicsCharacter"
42A8  04                const type 4
```

const [11]: "SetAsPushableByHero"
42C1 04 const type 4
const [12]: "Entity"
42CD 04 const type 4
const [13]: "Health"
42D9 04 const type 4
const [14]: "SetAsInvulnerable"
42F0 04 const type 4
const [15]: "Hittable"
42FE 04 const type 4
const [16]: "SetEntityAsOnlyHittableByEntity"
4323 04 const type 4
const [17]: "coroutine"
4332 04 const type 4
const [18]: "yield"
433D 04 const type 4
const [19]: "IsState"
434A 04 const type 4
const [20]: "SETUP"
4355 04 const type 4
const [21]: "QuestTracker"
4367 04 const type 4
const [22]: "SetQuestGiver"
437A 04 const type 4
const [23]: "GetLocalHero"
438C 04 const type 4
const [24]: "QuestName"
439B 04 const type 4
const [25]: "GIVE_GIFTS"
43AB 04 const type 4
const [26]: "DLC_CHECK"
43BA 04 const type 4
const [27]: "ScriptFunction"
43CE 04 const type 4
const [28]: "IsDLC2Premium"
43E1 04 const type 4
const [29]: "BeenThroughDLCPurchasing"
43FF 04 const type 4
const [30]: "BEGIN_QUEST_INTERACT_DLC"
441D 04 const type 4
const [31]: "BEGIN_QUEST_INTERACT_BOUGHT_DLC"
4442 04 const type 4
const [32]: "OFFER_DLC_PURCHASE_CUTSCENE"
4463 04 const type 4
const [33]: "ShowToasterBox"
4477 04 const type 4
const [34]: "box_text"
4485 04 const type 4

```
                const [35]: "TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
44AF  04            const type 4
                const [36]: "box_title"
44BE  04            const type 4
                const [37]: "TEXT_QUEST_QC190_NAME"
44D9  04            const type 4
                const [38]: "accept_radius"
44EC  03            const type 3
44ED  00004040          const [39]: (3)
44F1  04            const type 4
                const [40]: "quest_name"
4501  04            const type 4
                const [41]: "cutscene_table"
4515  04            const type 4
                const [42]: "intro_scene"
4526  04            const type 4
                const [43]: "QC190_HobsonGiftIntroDLC"
4544  04            const type 4
                const [44]: "wait_around_scene"
455B  04            const type 4
                const [45]: "QC190_HobsonQuestAcceptWaitaround"
4582  04            const type 4
                const [46]: "TriggerArea"
4593  04            const type 4
                const [47]: "QC190_QuestStartTrigger"
45B0  04            const type 4
                const [48]: "BEGIN_QUEST_SETUP"
45C7  04            const type 4
                const [49]: "QC190_HobsonDLCBought"
45E2  04            const type 4
                const [50]: "QuestAccepted"
45F5  01            const type 1
45F6  01            const [51]: (true)
45F7  04            const type 4
                const [52]: "SetAsActive"
4608  04            const type 4
                const [53]: "QuestManager"
461A  04            const type 4
                const [54]: "HeroEntity"
462A  04            const type 4
                const [55]: "Layers"
4636  04            const type 4
                const [56]: "DeactivateLayer"
464B  04            const type 4
                const [57]: "QC190_CastleAssassinMapLayer"
466D  04            const type 4
                const [58]: "StopCutscene"
467F  04            const type 4
```

```
                    const [59]: "entity"
468B  04                const type 4
                    const [60]: "wait"
4695  01                const type 1
4696  00                const [61]: (false)
4697  04                const type 4
                    const [62]: "let_dialogue_finish"
46B0  04                const type 4
                    const [63]: "PlayCutscene"
46C2  04                const type 4
                    const [64]: "Cutscene"
46D0  04                const type 4
                    const [65]: "QC190_HobsonQuestAccepted"
46EF  04                const type 4
                    const [66]: "Timing"
46FB  04                const type 4
                    const [67]: "Wait"
4705  03                const type 3
4706  0000403F              const [68]: (0.75)
470A  04                const type 4
                    const [69]: "GUI"
4713  04                const type 4
                    const [70]: "FadeScreenOut"
4726  03                const type 3
4727  00000040              const [71]: (2)
472B  04                const type 4
                    const [72]: "BEGIN_QUEST"
473C  04                const type 4
                    const [73]: "TEXT_QUEST_QC190_TOASTER_PURCHASE"
4763  04                const type 4
                    const [74]: "QC190_HobsonGiftIntroNoDLC"
4783  04                const type 4
                    const [75]: "QC190_HobsonPurchaseDLCWaitaround"
47AA  04                const type 4
                    const [76]: "OFFER_DLC_PURCHASE"
47C2  04                const type 4
                    const [77]: "Network"
47CF  04                const type 4
                    const [78]: "IsSignedInLive"
47E3  04                const type 4
                    const [79]: "DisplayMessageBox"
47FA  04                const type 4
                    const [80]: "TEXT_DLC2_SIGN_IN_TO_PURCHASE"
481D  04                const type 4
                    const [81]: "IsAnyMenuOpen"
4830  04                const type 4
                    const [82]: "InGameStore"
4841  04                const type 4
```

const [83]: "DownloadOfferByOfferId"
485D 04 const type 4
const [84]: "0CCF009F"
486B 04 const type 4
const [85]: "SetLevelDisplayName"
4884 04 const type 4
const [86]: "TEXT_LEVEL_ALBION_BOWERSTONECASTLE"
48AC 04 const type 4
const [87]: "Gameflow"
48BA 04 const type 4
const [88]: "Judgements"
48CA 04 const type 4
const [89]: "EvilDecoration"
48DE 04 const type 4
const [90]: "ActivateScenario"
48F4 04 const type 4
const [91]: "Fable3"
4900 04 const type 4
const [92]: "Episode1ScenarioEvil"
491A 04 const type 4
const [93]: "Episode1Scenario"
4930 04 const type 4
const [94]: "cprint"
493C 04 const type 4
const [95]: "Activating scenario: Fable3, Albion\\CastleBattle, Episode1Scenario"
4984 04 const type 4
const [96]: "Debug"
498F 04 const type 4
const [97]: "LoadLevel"
499E 04 const type 4
const [98]: "QC190_ThroneRoomTeleportMarker"
49C2 04 const type 4
const [99]: "GetEntityWithName"
49D9 04 const type 4
const [100]: "BCGarden_Courtyard"
49F1 04 const type 4
const [101]: "IsAlive"
49FE 04 const type 4
const [102]: "GraphicAppearance"
4A15 04 const type 4
const [103]: "StartPreloadingMeshes"
4A30 04 const type 4
const [104]: "SetAsAlwaysInView"
4A47 04 const type 4
const [105]: "EnvironmentTheme"
4A5D 04 const type 4
const [106]: "BlendToEnvironmentTheme"
4A7A 04 const type 4

const [107]: "DLC2_BowerstoneOldQuarter_ThroneRoom"
4AA4 03 const type 3
4AA5 0000803F const [108]: (1)
4AA9 03 const type 3
4AAA 00000000 const [109]: (0)
4AAE 04 const type 4
const [110]: "QC190_AssassinIntroA"
4AC8 04 const type 4
const [111]: "QC190_HobsonACSTalkMarker"
4AE7 04 const type 4
const [112]: "Talk"
4AF1 04 const type 4
const [113]: "StopTalking"
4B02 03 const type 3
4B03 00409C45 const [114]: (5000)
4B07 04 const type 4
const [115]: "StartAssassinIntroB"
4B20 04 const type 4
const [116]: "SetTimeOfDay"
4B32 03 const type 3
4B33 0000B041 const [117]: (22)
4B37 04 const type 4
const [118]: "DLC2_BowerstoneOldQuarter_Night"
4B5C 04 const type 4
const [119]: "ASSASSIN_INTRO_B"
4B72 04 const type 4
const [120]: "StartAssassinIntroC"
4B8B 04 const type 4
const [121]: "ASSASSIN_INTRO_C"
4BA1 04 const type 4
const [122]: "QC190_AssassinIntroC"
4BBB 04 const type 4
const [123]: "GetAllEntitiesWithNameIncluding"
4BE0 04 const type 4
const [124]: "QC190_BloodSplat"
4BF6 04 const type 4
const [125]: "ipairs"
4C02 04 const type 4
const [126]: "Destroy"
4C0F 04 const type 4
const [127]: "Orchestra"
4C1E 04 const type 4
const [128]: "Enabled"
4C2B 04 const type 4
const [129]: "ASSASSIN_FIGHT"
4C3F 04 const type 4
const [130]: "MoveAndRotateEntityToMarkerNamed"
4C65 04 const type 4

const [131]: "QC190_HobsonCowerMarker"
4C82 04 const type 4
const [132]: "GetRemoteHero"
4C95 04 const type 4
const [133]: "QC190_HobsonAssassinEndMarker"
4CB8 04 const type 4
const [134]: "GetRemoteHeroDog"
4CCE 04 const type 4
const [135]: "StartAssassinCombat"
4CE7 04 const type 4
const [136]: "Action"
4CF3 04 const type 4
const [137]: "FinishAllActions"
4D09 04 const type 4
const [138]: "Throne"
4D15 04 const type 4
const [139]: "BC_Throne_Evil"
4D29 04 const type 4
const [140]: "object"
4D35 04 const type 4
const [141]: "BC_Throne_Good"
4D49 04 const type 4
const [142]: "Physics"
4D56 04 const type 4
const [143]: "SetCanCollideWithEntity"
4D73 04 const type 4
const [144]: "HasDummyObject"
4D87 04 const type 4
const [145]: "Prop.Action.Generic"
4DA0 04 const type 4
const [146]: "GetDummyObjectFacingDirection"
4DC3 04 const type 4
const [147]: "SetFacingVector"
4DD8 04 const type 4
const [148]: "dummy"
4DE3 04 const type 4
const [149]: "GetDummyObjectPosition"
4DFF 04 const type 4
const [150]: "TeleportToPosition"
4E17 04 const type 4
const [151]: "ModeManager"
4E28 04 const type 4
const [152]: "AddModeByEnumWithAnimGroupName"
4E4C 04 const type 4
const [153]: "EEntityModeType"
4E61 04 const type 4
const [154]: "EM_CUTSCENE_CUSTOM_POSE"
4E7E 04 const type 4

```
                const [155]: "HobsonCowering"
4E92  04            const type 4
                const [156]: "AssassinDefeated"
4EA8  04            const type 4
                const [157]: "RemoveMode"
4EB8  04            const type 4
                const [158]: "QC190_AssassinDying"
4ED1  04            const type 4
                const [159]: "MOVE_TO_PORT"
4EE3  04            const type 4
                const [160]: "TeleportHobsonToPort"
4EFD  04            const type 4
                const [161]: "QC190_HobsonPortTeleportMarker"
4F21  04            const type 4
                const [162]: "END"
                * functions:
4F2A  00000000          sizep (0)
                * lines:
4F2E  00000000          sizelineinfo (0)
                [pc] (line)
                * locals:
4F32  00000000          sizelocvars (0)
                * upvalues:
4F36  00000000          sizeupvalues (0)
                ** end of function **
```

If you write a custom script that you want to be reliant on DLC checks. You'd follow this same flow. Not that you would too, but whatever.
This is for reference only.

Subject: Re: Paid DLC Checks
Posted by asmcint on Mon, 09 Sep 2013 01:24:10 GMT
View Forum Message <> Reply to Message

Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest packs?

Subject: Re: Paid DLC Checks
Posted by Keshire on Mon, 09 Sep 2013 02:42:33 GMT
View Forum Message <> Reply to Message

asmcint wrote on Sun, 08 September 2013 18:24Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest

packs?

Got me. I just give it all to myself via script commands.

Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()

Subject: Re: Paid DLC Checks
Posted by asmcint on Mon, 09 Sep 2013 14:33:49 GMT
View Forum Message <> Reply to Message

Keshire wrote on Sun, 08 September 2013 19:42asmcint wrote on Sun, 08 September 2013 18:24Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest packs?

Got me. I just give it all to myself via script commands.
Debug.AddAllDLC1Items(
Debug.AddAllDLC2Items(

Huh. Gonna have to remember that one.

Subject: Re: Paid DLC Checks
Posted by Keshire on Mon, 09 Sep 2013 18:41:44 GMT
View Forum Message <> Reply to Message

asmcint wrote on Mon, 09 September 2013 07:33

Huh. Gonna have to remember that one.

Yep. They should all show up in guild hall once you unlock it.
I'm not sure when they would unlock under normal circumstances.

That newgame lua I posted basically starts you as a male, with the main game completed and good alignment. It made it easier to test quest changes obviously. With games for windows live being removed in the future I'm curious how the DLC stuff is going to be handled in retail version(Steam).

Subject: Re: Paid DLC Checks
Posted by asmcint on Mon, 09 Sep 2013 18:58:57 GMT

View Forum Message <> Reply to Message

Huh. So what would I have to remove/change from that to have it just start a normal new game with the DLC available?

Subject: Re: Paid DLC Checks
Posted by Keshire on Mon, 09 Sep 2013 19:16:22 GMT
View Forum Message <> Reply to Message

asmcint wrote on Mon, 09 September 2013 11:58Huh. So what would I have to remove/change from that to have it just start a normal new game with the DLC available?

Well the quickest way would be to not use that newgame script (It's just for testing~!), and instead use the script activation hacks listed in the old forum.

Then you just need to plug in the debug unlocks and you are good to go.

Subject: Re: Paid DLC Checks
Posted by asmcint on Mon, 09 Sep 2013 22:03:11 GMT
View Forum Message <> Reply to Message

So... Does the old forum even exist, then? Because otherwise I won't be able to find what you're talking about. :/

Subject: Re: Paid DLC Checks
Posted by Keshire on Tue, 10 Sep 2013 01:25:18 GMT
View Forum Message <> Reply to Message

asmcint wrote on Mon, 09 September 2013 15:03So... Does the old forum even exist, then? Because otherwise I won't be able to find what you're talking about. :/

kind of, maybe... Apart from the internet archive website, I have a backup of all the posts.

Edit: http://fable3mod.com/forums/index.php?t=msg&th=33&st art=0&

Subject: Re: Paid DLC Checks
Posted by asmcint on Tue, 10 Sep 2013 03:19:42 GMT
View Forum Message <> Reply to Message

Alright, final question. What specifically should I change about the byte of data in order to skip the DLC check? Should I just change the number for the test byte to one that doesn't exist yet in the

listings? Or is there something else I need to do?

Subject: Re: Paid DLC Checks
Posted by Keshire on Tue, 10 Sep 2013 05:16:12 GMT
View Forum Message <> Reply to Message

asmcint wrote on Mon, 09 September 2013 20:19Alright, final question. What specifically should I change about the byte of data in order to skip the DLC check? Should I just change the number for the test byte to one that doesn't exist yet in the listings? Or is there something else I need to do?

It's actually a pretty easy change once you figure out which statement to do.

The first column is the offset. The second is the data.

```
38D0  01000002          [076] test          1       0    ; to [78] if true
38D4  000A0039          [077] jmp           11          ; to [89]
38D8  011D0000          [078] getfield      1   0   29   ; BeenThroughDLCPurchasing
38DC  01010082          [079] test_r1       1   0   1
38E0  00030039          [080] jmp           4           ; to [85]
38E4  01040110          [081] self          1   0   260  ; "SetState"
38E8  031E0032          [082] loadk         3   30       ; "BEGIN_QUEST_INTERACT_DLC"
38EC  01010604          [083] call_i        1   3   1
38F0  00D1FF38          [084] jmp           -46         ; to [39]
38F4  01040110          [085] self          1   0   260  ; "SetState"
38F8  031F0032          [086] loadk         3   31       ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC  01010604          [087] call_i        1   3   1
3900  00CDFF38          [088] jmp           -50         ; to [39]
3904  01040110          [089] self          1   0   260  ; "SetState"
3908  03200032          [090] loadk         3   32       ; "OFFER_DLC_PURCHASE_CUTSCENE"
390C  01010604          [091] call_i        1   3   1
```

You'd open it up in a hex editor and change, say, offset 0x38D0 to 01010002. You'd wind up with this if you disassembled it again:

```
38D0  01010002          [076] test          1       1    ; to [78] if false
```

Which completely reverses that statement. This is some decently high level hacking here. I don't condone doing it accept as a learning experience once you've bought the DLC. Yada yada legal mumbo jumbo.

The second part is being able to repack it into a working bank. It should work if you just stick it back into the DLC bank it came from. But then you have to deal with backups and stuff. I used

timeslips mod stuff and stuck it in a higher folder. I'll put that tutorial up at some point in the future if someone else doesn't do it first.

Subject: DLC Unlocking help
Posted by StellKilo on Mon, 14 Oct 2013 16:49:48 GMT
View Forum Message <> Reply to Message

I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

Subject: Re: DLC Unlocking help
Posted by asmcint on Wed, 16 Oct 2013 04:13:29 GMT
View Forum Message <> Reply to Message

Fable III reads plaintext LUA the same way it reads the compiled shit. You ought to be just fine in saving the text as a .lua file and calling it a day.

Subject: Re: DLC Unlocking help
Posted by Keshire on Wed, 16 Oct 2013 12:34:35 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Mon, 14 October 2013 09:49I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

So I'm assuming you changed the assembly output file? It's not quite that easy. You have to use a hex editor and make the change in the compiled lua. The assembly output at least tells you the offset you need to go to though.

Subject: Re: DLC Unlocking help
Posted by StellKilo on Mon, 21 Oct 2013 03:40:37 GMT
View Forum Message <> Reply to Message

Keshire wrote on Wed, 16 October 2013 05:34StellKilo wrote on Mon, 14 October 2013 09:49I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I

need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

So I'm assuming you changed the assembly output file? It's not quite that easy. You have to use a hex editor and make the change in the compiled lua. The assembly output at least tells you the offset you need to go to though.

This was my problem, thank you. I thought you just remade the bnk's with the decompiled lua instead. Would explain why my game would screw up after reloading my save. Thanks man.

EDIT:
Another problem. Now When I get to Ravenscar keep, I cannot move. Weird.

Subject: Cannot move character [Need help]
Posted by StellKilo on Mon, 21 Oct 2013 19:20:59 GMT
View Forum Message <> Reply to Message

I have used the post http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0& to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

Subject: Re: Cannot move character [Need help]
Posted by Keshire on Tue, 22 Oct 2013 03:37:56 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Mon, 21 October 2013 12:20I have used the post http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0& to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Subject: Understone
Posted by Keshire on Tue, 22 Oct 2013 13:41:02 GMT
View Forum Message <> Reply to Message

Does this quest show up if you haven't purchased it? Traitor's Keep at least has an NPC that offers to sell the DLC. I've had it working before but for the life of me I can't remember what I originally did.

I know the pack is showing up because I've given myself all the content in the pack.
And I could have swore 'The Voice' shows up in your quest list no matter what?

Subject: Re: Understone
Posted by Keshire on Tue, 22 Oct 2013 20:02:28 GMT
View Forum Message <> Reply to Message

As an aside. And to make sure everything was being loaded for myself. This opens up the path to Undertown.

```
Layers.DeactivateLayer("Layer_QO100_FactorySim")
Layers.DeactivateLayer("Layer_Understone_Locked")
Layers.ActivateLayer("Layer_Understone_Open")
```

But without activating the quest it looks like the villager simulation never starts (no shops), and of course no story and such.

Subject: Re: Cannot move character [Need help]
Posted by StellKilo on Wed, 23 Oct 2013 02:16:14 GMT
View Forum Message <> Reply to Message

Keshire wrote on Mon, 21 October 2013 20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0& to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

Subject: Re: Cannot move character [Need help]
Posted by Keshire on Wed, 23 Oct 2013 02:22:59 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Tue, 22 October 2013 19:16Keshire wrote on Mon, 21 October 2013

20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0& to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

It might be the way we circumvented the script. I started midway and played a couple of hours just to be sure. Still stuck. I'll probably play with the script and see if I can pinpoint where it might be causing it. Might first guess though would be that the script states aren't getting set correctly, and then you never get released from the cutscene. Someone better at lua than I am could probably write up a quick debugger.

Subject: Re: Cannot move character [Need help]
Posted by StellKilo on Wed, 23 Oct 2013 19:41:31 GMT
View Forum Message <> Reply to Message

Keshire wrote on Tue, 22 October 2013 19:22StellKilo wrote on Tue, 22 October 2013 19:16Keshire wrote on Mon, 21 October 2013 20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0& to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

It might be the way we circumvented the script. I started midway and played a couple of hours just to be sure. Still stuck. I'll probably play with the script and see if I can pinpoint where it might be causing it. Might first guess though would be that the script states aren't getting set correctly, and then you never get released from the cutscene. Someone better at lua than I am could probably write up a quick debugger.

Oh, does this happen with everyone's game by trying to bypass the dlc check? You sound like you've heard about it before.

By the way, thank you for the quick replies and the help you've been giving me. I have a very small understanding on how the DLC check worked, maybe I could find out how to fix this myself.

Another thing about the not being able to move was I couldn't return to sanctuary at all. Pressing ESC acted like it was an important cutscene (like you said) and would bring up the pause menu. I was able to go into the Game management and hit load, I was able to move in the load room, but upon returning I still could not move.

Edit: Any idea what's the event name of stopping a character from moving / allowing a character to move during a cutscene?

Subject: Re: Cannot move character [Need help]
Posted by Artofeel on Thu, 24 Oct 2013 07:11:23 GMT
View Forum Message <> Reply to Message

I don't understand why you are trying to changing something in the quest script...
is enough to change the following function in a scriptactivation.txt and rename it to .lua

```
function ScriptFunction.IsDLC2Premium()

 -- this is for debug purposes.  The only reason this will get set is if you have it in your
mystartup.lua
 if DLC2ScriptsDontCareAboutThePackage then
  return true
 end

 return PackageManager.IsPackagePremium("FableIII_DLC2_Paid")

end
```

to

```
function ScriptFunction.IsDLC2Premium()

 return true

end
```

Subject: Re: Understone
Posted by Artofeel on Thu, 24 Oct 2013 09:26:00 GMT
View Forum Message <> Reply to Message

need to change "AbleToRun function" in scriptactivation.lua

```
ScriptActivation[ScriptCode.QO100].AbleToRun = function()
 --// check to see if we're the premium package before unlocking
 if PackageManager.IsPackagePremium("FableIII_DayOne_UnderstoneQuestPack") then
  return true
 end
end
```

just remove it

```
ScriptActivation[ScriptCode.QO100].AbleToRun = nil
```

this also need to be done for "Shooting Range"
QV070_RenegadeShootingRangeDLC
QV030_ReaverMansionOwnership

Subject: Re: Cannot move character [Need help]
Posted by Keshire on Thu, 24 Oct 2013 14:38:09 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Thu, 24 October 2013 00:11I don't understand why you are trying to changing something in the quest script...
is enough to change the following function in a scriptactivation.txt and rename it to .lua

```
function ScriptFunction.IsDLC2Premium()

 -- this is for debug purposes.  The only reason this will get set is if you have it in your mystartup.lua
 if DLC2ScriptsDontCareAboutThePackage then
  return true
 end

 return PackageManager.IsPackagePremium("FableIII_DLC2_Paid")

end
```

to

```
function ScriptFunction.IsDLC2Premium()

 return true

end
```

I feel kinda stupid for not thinking of overwriting that to begin with. I mean it says the function right

there...

```
38C4  011B000C          [073] getglobal      1   27       ; ScriptFunction
38C8  011C0286          [074] getfield_r1    1   1   28   ; IsDLC2Premium
38CC  0102027E          [075] call_i_r1      1   1   2
38D0  01000002          [076] test           1       0    ; to [78] if true
```

Edit:
I'm not sure that's all that needs to be done. It looks like it's still asking for purchase with just that.

Subject: Re: Understone
Posted by Keshire on Thu, 24 Oct 2013 21:19:28 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Thu, 24 October 2013 02:26need to change "AbleToRun function" in scriptactivation.lua

```
ScriptActivation[ScriptCode.QO100].AbleToRun = function()
 --// check to see if we're the premium package before unlocking
 if PackageManager.IsPackagePremium("FableIII_DayOne_UnderstoneQuestPack") then
  return true
 end
end
```

just remove it

```
ScriptActivation[ScriptCode.QO100].AbleToRun = nil
```

this also need to be done for "Shooting Range"
QV070_RenegadeShootingRangeDLC
QV030_ReaverMansionOwnership

Did that work for you? I've tried it and it's still not showing up?

Subject: Re: Cannot move character [Need help]
Posted by Keshire on Thu, 24 Oct 2013 22:13:23 GMT
View Forum Message <> Reply to Message

I'm still not sure the solution is in the scriptactivation.lua

But this change should be better than messing with the DLC check state. Since it skips it.

```
38A0  01040110        [064] self        1   0   260  ; "SetState"
38A4  031A0032        [065] loadk         3   26      ; "DLC_CHECK"
38A8  01010604        [066] call_i      1   3   1
```

```
38A0  01040110        [064] self        1   0   260  ; "SetState"
38A4  031E0032        [065] loadk         3   30      ; "BEGIN_QUEST_INTERACT_DLC"
38A8  01010604        [066] call_i      1   3   1
```

There still seems like there's a problem with not being able to move though after this function runs and then it loads the ravenscar level. It's supposed to advance gameflow at that point and load the next script.

```
00E4  0005000C        [049] getglobal     0   5       ; QC190_CastleAssassin
00E8  010D0078        [050] closure       1   13      ; 0 upvalues
00EC  0001261E        [051] setfield      0   19  1   ; State_END_Main
```

```
2ADB                ** function [13] definition (level 2)
```

Subject: Re: Understone
Posted by Artofeel on Fri, 25 Oct 2013 06:12:44 GMT
View Forum Message <> Reply to Message

works fine for me
did you use "fresh" hero?
I have checked it on "non DLC" hero

Subject: Re: Cannot move character [Need help]
Posted by Artofeel on Fri, 25 Oct 2013 06:14:18 GMT
View Forum Message <> Reply to Message

also works fine for me, like this

Subject: Re: Understone
Posted by Keshire on Fri, 25 Oct 2013 14:13:53 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Thu, 24 October 2013 23:12works fine for me
did you use "fresh" hero?
I have checked it on "non DLC" hero

Yep, I start a new game every time via a modified newgame.lua

By non-DLC hero, do you mean without Understone and Traitor's Keep? Because that's what I'm trying to Access, the Undertown and Traitor's Keep quests while removing the xlive checks. The rest of the DLC and LE content is free and doesn't need to be circumvented.

Subject: Re: Understone
Posted by Artofeel on Fri, 25 Oct 2013 16:27:56 GMT
View Forum Message <> Reply to Message

Keshire wrote on Fri, 25 October 2013 20:13
By non-DLC hero, do you mean without Understone and Traitor's Keep?
yes, just main game
I tried both cases, with Traitor's Keep and without it. Everything is working.
Perhaps the problem in your newgame.lua
can you show it?

Subject: Re: Understone
Posted by Keshire on Sat, 26 Oct 2013 02:29:23 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Fri, 25 October 2013 09:27Keshire wrote on Fri, 25 October 2013 20:13
By non-DLC hero, do you mean without Understone and Traitor's Keep?
yes, just main game
I tried both cases, with Traitor's Keep and without it. Everything is working.
Perhaps the problem in your newgame.lua
can you show it?

Always a possibility.

I usually start at the end cutscene. But I've also started at the coronation, because the end cutscene doesn't set the bowerstone castle layer correctly. But it's mostly for testing anyway.
Toggle Spoiler

```
QuestManager.NewThread(GameflowThreadBase, "NewGameManager")

function NewGameManager:Init()

end
function NewGameManager:StateEnum()

end
function NewGameManager:InitialSetup()

end
```

```
function NewGameManager:Update()

 while not GUILevel.IsLevelLoaded("PVP_GUI\\FrontEnd") do
  coroutine.yield()
 end

 coroutine.yield()

 SetInitialHeroEntityName("CreatureHero")
 GUIPlayer.ChangePlayerEntityType(GetLocalHero(), "CreatureHero")

 SetInitialWorldName("Fable3")
 SetInitialLevelName("Albion\\BowerstoneCastle")
 --SetInitialScenarioName("DefaultScenario")
 SetInitialScenarioName("GOOD")
 SetGameflowScriptEnum("QC180")
 SetGameflowScriptState("THERESA")
 SetLevelNameStartsWithACS("Albion\\BowerstoneCastle")
 SetOpeningLoadingScreen(true)

 SetSavingAsAllowed(true)
  TutorialManager.SetToPlayNewExpressionLearnedTutorials(true)
 TutorialManager.SetTutorialsEnabled(true)
 self:SetDefaultCamera()

  GameComponentSwitchManager.SwitchToMainGameFromRetailFrontEn d()
 self:Terminate()
 coroutine.yield()

end
function NewGameManager:OnExit()

 -- Initiate Kes functions --
 GeneralScriptManager.AddScript(Kesfunction)

end

QuestManager.AddQuestThread(NewGameManager:new(), QuestManager.UpdateLists.GUI)

-- Testing stuff --
Kesfunction = {}
function Kesfunction:Init()
end
function Kesfunction:Update()

 --ScriptFunction.FinishActiveCutscenes()
 Gameflow.RoadToRule.UNLOCK_EVERYTHING(GetLocalHero())
 Debug.AddAllDLC1Items()
```

```
Debug.AddAllDLC2Items()
--QO100_UndergroundTown:State_ACCEPTED_SkipTo()
Money.Add(GetLocalHero(), 10000000, 0)
--Layers.DeactivateLayer("Layer_QO100_FactorySim")
--Layers.DeactivateLayer("Layer_Understone_Locked")
--Layers.ActivateLayer("Layer_Understone_Open")


self:Terminate()
coroutine.yield()

end
function Kesfunction:OnExit()
end
```

File Attachments

1) newgame.lua, downloaded 3052 times
2) mod9.zip, downloaded 2141 times

Subject: Re: Understone
Posted by Artofeel on Sat, 26 Oct 2013 06:46:01 GMT
View Forum Message <> Reply to Message

haha
your scriptactivation.lua in 'miscellaneous' folder, instead of 'quests'
everything worked here
only Traitor's Keep quest is not showing up in quests list, but it worked

---

Subject: Re: Understone
Posted by Keshire on Sat, 26 Oct 2013 12:25:36 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Fri, 25 October 2013 23:46haha
your scriptactivation.lua in 'miscellaneous' folder, instead of 'quests'
everything worked here
only Traitor's Keep quest is not showing up in quests list, but it worked
I could just erase the forum again and no one would be the wiser...

OK. With that it solved all my problems. I can also move at the start of ravenscar within Traitor's Keep.
Traitor's Keep doesn't show up in the quest list until you accept it. I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though.

Subject: Re: Understone
Posted by Artofeel on Sat, 26 Oct 2013 14:53:26 GMT
View Forum Message <> Reply to Message

Keshire wrote on Sat, 26 October 2013 18:25Traitor's Keep doesn't show up in the quest list until you accept it.
Problem is probably in your method of starting. With my non-DLC hero it's displayed.
Keshire wrote on Sat, 26 October 2013 18:25I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though.
What for? After all, the quest is starts, what do you need else? items?

Subject: Re: Cannot move character [Need help]
Posted by StellKilo on Sat, 26 Oct 2013 18:44:47 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Thu, 24 October 2013 23:14also works fine for me, like this

Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work...
I'm sorry if I'm a moron, I'm going to look around for whatever line you mean

Edit: I have no idea how to get rid of that winking smiley thing next to Work... , I'm trying to close that parenthesis, but that ass keeps winking at me.

Subject: Re: Cannot move character [Need help]
Posted by Artofeel on Sat, 26 Oct 2013 19:45:49 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Sun, 27 October 2013 00:44Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work...)
I'm sorry if I'm a moron, I'm going to look around for whatever line you mean :? for Traitor's Keep, you need this

Subject: Re: Cannot move character [Need help]
Posted by StellKilo on Sat, 26 Oct 2013 19:52:34 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Sat, 26 October 2013 12:45StellKilo wrote on Sun, 27 October 2013 00:44Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work...
I'm sorry if I'm a moron, I'm going to look around for whatever line you mean for Traitor's Keep, you need this

I feel really dumb .
Do you mean Vanilla questscriptactivation or Traitor's keep's one?

Edit: Many thanks! That did it! It even unstuck my character's save at Ravenscar, and the cutscene picked right up! Thanks a bunch man!
Edit 2: Though I have another problem Reading about, you get the soldier outfit for free, as a gift almost immediatly, yet I have not gotten this. Any idea how to get it? Same goes for the clockwork dog.

Subject: Re: Understone
Posted by Keshire on Sun, 27 Oct 2013 02:34:44 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Sat, 26 October 2013 07:53Keshire wrote on Sat, 26 October 2013 18:25I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though.
What for? After all, the quest is starts, what do you need else? items?

What I'm mostly concerned about is this part:

```
38D8  011D0000          [078] getfield      1   0   29   ; BeenThroughDLCPurchasing
38DC  01010082          [079] test_r1       1   0   1
38E0  00030039          [080] jmp           4           ; to [85]

38F4  01040110          [085] self          1   0   260  ; "SetState"
38F8  031F0032          [086] loadk         3   31       ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC  01010604          [087] call_i        1   3   1
```

I'd rather skip it entirely just to make sure we cover all our bases.

StellKilo wrote on Sat, 26 October 2013 12:52 Edit 2: Though I have another problem Reading about, you get the soldier outfit for free, as a gift almost immediatly, yet I have not gotten this. Any idea how to get it? Same goes for the clockwork dog.

I thought it was something you picked up along the way during the quest? Like in a chest or something?

Subject: Re: Understone
Posted by StellKilo on Sun, 27 Oct 2013 14:59:46 GMT
View Forum Message <> Reply to Message

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

Subject: Re: Understone
Posted by Artofeel on Sun, 27 Oct 2013 17:14:53 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```

Subject: Re: Understone
Posted by StellKilo on Sun, 27 Oct 2013 17:26:08 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
Where would I put this? I'm not the greatest with this scripting .

Subject: Re: Understone
Posted by Keshire on Mon, 28 Oct 2013 03:07:15 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

function dlc2_unlock()
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
 end

 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
 end
end

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()

Subject: Re: Understone
Posted by StellKilo on Mon, 28 Oct 2013 20:40:36 GMT
View Forum Message <> Reply to Message

Keshire wrote on Sun, 27 October 2013 20:07StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

function dlc2_unlock()
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
 end

```
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
== 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
 end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Subject: Re: Understone
Posted by Keshire on Mon, 28 Oct 2013 21:10:06 GMT
View Forum Message <> Reply to Message

StellKilo wrote on Mon, 28 October 2013 13:40Keshire wrote on Sun, 27 October 2013 20:07StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') ==

```
0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```
Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
 end

 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
== 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
 end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

```
Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()
```

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Smiley's borked. XD

Don't even bother with chunkspy. Just paste that function into a text file called dlc2_unlocks.lua and replace the one in traitor's keep. Also of note is anything you place in the traitor's keep banks will overwrite the base game and undertownDLC. But man that'd be a pain the ass. We need to

find a way to remove the GFWL while still allowing multiplayer.

Subject: Re: Understone
Posted by StellKilo on Tue, 29 Oct 2013 20:18:45 GMT
View Forum Message <> Reply to Message

Keshire wrote on Mon, 28 October 2013 14:10StellKilo wrote on Mon, 28 October 2013 13:40Keshire wrote on Sun, 27 October 2013 20:07StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59
Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?
That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in
scripts\miscellaneous\dlc2_unlocks.lua
but the easiest way to get it:
```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end

if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
 Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```
Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
 end

 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
 end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Smiley's borked. XD

Don't even bother with chunkspy. Just paste that function into a text file called dlc2_unlocks.lua and replace the one in traitor's keep. Also of note is anything you place in the traitor's keep banks will overwrite the base game and undertownDLC. But man that'd be a pain the ass. We need to find a way to remove the GFWL while still allowing multiplayer.

Teknogods were able to make a multiplayer hack program that would ignore GFWL with Resident Evil 5. I just searched their site for Fable III, but seeing how the game was a flunk to most people, I don't think they believe it's a "valuable" game to spend that much time on.

I'm trying out that script in second, got the bnk rebuilding as I type.
Edit: Nope, didn't work. Though I just did traitor's keep's script. Not really a big deal if I can't get those, it would just feel more interesting to have them collected. Thanks