Subject: HeroTrackers.lua
Posted by Keshire on Tue, 12 Nov 2013 16:18:12 GMT
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There were only a few differences from Fable 2. These were initially part of Fable 2's gameflow script that happened to be plain text. ;)

This tracker is primarily for experience tracking and specialFX. The playerdeathtracker.lua is vastly different to Fable 2 because of the kingship and renown changes.

File Attachments
1) herotrackers.lua, downloaded 3204 times

Subject: Re: HeroTrackers.lua
Posted by Phnx on Fri, 24 Oct 2014 12:14:09 GMT
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I've replaced the original script using the xlive patch modding method. But I can't seem to find any difference in the game. What exactly does this mod do?

Subject: Re: HeroTrackers.lua
Posted by Keshire on Wed, 29 Oct 2014 16:14:56 GMT
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Phnx wrote on Fri, 24 October 2014 05:14I've replaced the original script using the xlive patch modding method. But I can't seem to find any difference in the game. What exactly does this mod do?

There are no changes. I rewrote it for others to change.

Subject: Re: HeroTrackers.lua
Posted by Phnx on Wed, 29 Oct 2014 16:16:28 GMT
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Aha, I see.

Subject: Re: HeroTrackers.lua
Posted by TheGeniusSavant on Wed, 30 Sep 2015 13:32:51 GMT
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I read through it and I'm trying to come up with any useful ways to mod it. I suppose you might be able to give yourself a little more XP (but, honestly, you get so stinkin' much XP in this game that

it's already very easy). On that note, you might try to give less XP...

But the most fun (I guess) mod I can imagine right now would be to figure out a way to mod:

Toggle spoiler

```
  local xp_type = message:GetExtraDataAsNumber()

  if xp_type == EExperienceType.EXPERIENCE_STRENGTH then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Strength", "FX",
QuestManager.HeroEntity:GetPosition())
  elseif xp_type == EExperienceType.EXPERIENCE_SKILL then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Skill", "FX",
QuestManager.HeroEntity:GetPosition())
  elseif xp_type == EExperienceType.EXPERIENCE_WILL then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Will", "FX",
QuestManager.HeroEntity:GetPosition())
  end
```

perhaps by swapping Debug.CreateEntityAt("FX_PotionEffect_Experience_Strength", "FX", QuestManager.HeroEntity:GetPosition()) , etc., with a fun animation sequence (similar to Keshire's vestigial F2 code). For "Strength", I might use "Thumbsup", "Flex", and/or "BloodLustRoar".
