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Subject: [Edited]Just a question.

Posted by [Schuldiner](#) on Tue, 18 Mar 2014 09:54:03 GMT

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Just to get straight into the topic, I have a problem with xlive.dll, whenever I toggle some settings on/off they just reset when I restart the game. For example, when I turn the tutorials off, they remain off for my current session, but if I restart the game they turn back on again. Is there any workaround to that or do I have to keep toggling them on/off every time I launch the game? Another thing about xlive is the avatar, how can I set one? Either a custom one or from the default gfwl avatars?

Edit: I've tried almost everything and I'm all out of ideas. First of all I've created a save via gfwl because this saves any changed settings and I ported it over xlive. No luck. Settings did reset again. I've tried using a save editor and disabling anything that has "Tutorial" on it. Still nothing. I've tried copying the settings from one save to another via the save editor, nothing. The only thing that changes is the choice between difficulties but ONLY when you choose your difficulty setting at the beginning of the game. Following that logic, I've tried making a new game and changing the settings to the desired ones along with the difficulty, yet again nothing. It's so annoying because you have to toggle the settings every time you start the game, I'm desperately looking for a solution on this issue. I'm guessing that I somehow have to alter the default settings, but there isn't such a file anywhere, the only settings files that I have seen were the controls.xml and videooptions.xml. I'm giving up on this hoping someone will read this thread and offer a solution or a logical explanation to why this is happening.

Oh and greetings by the way. ^\_^ I guess it's kinda late for that seeing that the forum is a bit inactive.

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Subject: Re: [Edited]Just a question.

Posted by [cjchris](#) on Wed, 19 Mar 2014 19:49:11 GMT

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Would these be game settings? Display audio etc?

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Subject: Re: [Edited]Just a question.

Posted by [Schuldiner](#) on Thu, 20 Mar 2014 09:50:39 GMT

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Exactly. It kinda makes sense though, as only the video settings are saved, there is a file for that at %appdata%\Roaming\Lionhead Studios\Fable 3\VideoOptions.xml, and also another one for controls, although there aren't any settings file for the other options such as audio, general, etc... But the thing is that gfwl should store the other options somewhere. Although I literally have no idea.

Here's the deal though, it seems that Controls.xml are stored on different folders on each profile based on its xuid header. But that's only for controls, I was expecting to find the other settings on

that folder but it seemed as a dead end also.

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Subject: Re: [Edited]Just a question.  
Posted by [cjchris](#) on Thu, 20 Mar 2014 16:22:47 GMT  
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Mine saved from changing them in game. Try running the game as administrator each time and see what happens.  
I couldn't find the settings file for this either but I didn't look particularly hard for it will have a look later.

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Subject: Re: [Edited]Just a question.  
Posted by [Schuldiner](#) on Thu, 20 Mar 2014 19:54:33 GMT  
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Are you sure that you did this with timeslip's fake xlive? That didn't seem to work for me.

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Subject: Re: [Edited]Just a question.  
Posted by [Artofeel](#) on Fri, 21 Mar 2014 05:36:49 GMT  
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confirm  
Some game settings are not saved when using timeslip xlive remover

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Subject: Re: [Edited]Just a question.  
Posted by [Schuldiner](#) on Fri, 21 Mar 2014 07:09:32 GMT  
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Q\_Q, I guess there's nothing I can do about it.

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