Subject: xlive
Posted by Artofeel on Wed, 25 Mar 2015 11:30:19 GMT
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Since the timeslip GFWL remover does not always work correctly, I recommend using Catspaw's GFWL emu, also it can save game option :)
I attached to this post last working version.
Right now it's 15d

how to place DLC correctly?
put files in:
..\Fable 3\DLC\01_Understone\content*.*
..\Fable 3\DLC\01_Understone\content.xbx
..\Fable 3\DLC\02_TraitorsKeep\content*.*
..\Fable 3\DLC\02_TraitorsKeep\content.xbx
if you dont have content.xbx file then create one by copying the following text
Understone DLC
Toggle Spoiler[All]
Premium=No
TitleID=0x4D53090A
ContentPackageType=0x00000002
LicenseBits=0x00000000
BaseVersion=0x00000000
UpdateVersion=0x00000000
ThumbnailImage=icon.png
OfferingID=0xECF0000
AdminFriendlyName="Fable III PC DLC1"
TitleName="Fable III"
PurchaseOnceOnly=Yes
ContentFlags=0xC0
ContentID=B7D5FE3D720F347CE446785C3F55488C8E7FF201
Platform=0x10
BitFlags=0xFFFFFFFF
ActivationDate=01/01/2010
DefaultDisplayName="Fable III PC DLC1"
OfferRegions.0=103,0,0,TaxNotApplicable
OfferingType=Content
EndDate=12/31/2999
DisplayInDash=Yes
Version=0x00000001
DashDisplayName.0=EN,"Fable III PC DLC1"
DashDescription.0=EN,"Understone Quest"

Traitors Keep DLC
Toggle Spoiler[All]
Premium=No
TitleID=0x4D53090A
ContentPackageType=0x00000002

LicenseBits=0x00000000
BaseVersion=0x00000000
UpdateVersion=0x00000000
ThumbnailImage=icon.png
OfferingID=0xECF0000
AdminFriendlyName="Fable III Traitors Keep PC DLC"
TitleName="Fable III"
PurchaseOnceOnly=Yes
ContentFlags=0xC0
ContentID=D7FCB87DC6790538CC5EE45EC44EC782603B8ACB
Platform=0x10
BitFlags=0xFFFFFFFF
ActivationDate=01/01/2010
DefaultDisplayName="Fable III Traitors Keep PC DLC"
OfferRegions.0=103,0,0,TaxNotApplicable
OfferingType=Content
EndDate=12/31/2999
DisplayInDash=Yes
Version=0x00000001
DashDisplayName.0=EN,"Fable III Traitors Keep PC DLC"
DashDescription.0=EN,"Traitors Keep Quest"

Actually I wrote this "content.xbx" by myself and for those who want to add mods, there is only two main values that need to change, is NAMEs (maybe is not needed) and ContentID (definitely NEED)
so, how to get ContentID for you own mod?
you can just write random numbers, but easiest way is calculate SHA-1 hash of "yourMod.bnk.dat"
also remember to specify it in "package_collection_info.xmb" too, with prefix 0x

File Attachments

1) 15d.7z, downloaded 12086 times

Subject: Re: xlive
Posted by TheGeniusSavant on Tue, 22 Sep 2015 13:45:52 GMT
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Thanks for hooking me up with this, Artofeel! It cleared up TONS of problems I was having!

For folks who have already started a game and don't want to lose their progress, it's too easy to go into the new xlive.ini and change your 16 digit code to match your existing character's code
C:\Users\%User%\Saved Games\Lionhead Studios\Fable 3\################\hero1autosave_*.bin

As advertised, this emu allows you to save your settings, too!

Subject: Re: xlive
Posted by Kallix289 on Mon, 05 Dec 2016 02:08:20 GMT
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It freezes when I change the XID

Subject: Re: xlive
Posted by Artofeel on Wed, 07 Dec 2016 07:35:47 GMT
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cac289 wrote on Mon, 05 December 2016 07:08It freezes when I change the XID
did you used timeslip SaveGame Editor to convert your save game?
if not -- do it.