Subject: Nude Female Hero by Ryuseiken
Posted by Artofeel on Sat, 19 Sep 2015 08:38:04 GMT
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here is nude mod by Ryuseiken v4.0
original link

this is my Catspaw's GFWL emu port of it
is no longer need to modify bank files, it just replace two text files
data\dir.manifest
data\startup.vfsconfig
why?
since a change in hero textures after compositing is not possible, you need to replace them before
so, there is two new files
data\art\characters\heros\morphs\morphs_textures_nude.bnk
data\art\characters\heros\morphs\morphs_textures_nude.bnk.da t
that need to be added to "dir.manifest"
and we need to change <Composite> section in "startup.vfsconfig" by new files
I have already made changes, so you need just backup your dir.manifest and startup.vfsconfig

Setup:
use Catspaw's GFWL emu
put folders from archive to Fable 3 game directory
..\Fable 3\data*
..\Fable 3\DLC*

Download

Subject: Re: Nude Female Hero by Ryuseiken
Posted by TheGeniusSavant on Sun, 20 Sep 2015 10:24:33 GMT
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I love it, Thanks!

I already have it installed the other way, so I won't need your version, but it looks great! (The only challenge I'm having is that they gave her a flat butt... but I'm trying to fix that as we speak!

Subject: Re: Nude Female Hero by Ryuseiken
Posted by Artofeel on Sun, 20 Sep 2015 16:22:44 GMT
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TheGeniusSavant wrote on Sun, 20 September 2015 16:24they gave her a flat butt...
you mean bug in texture color on legs?
it something with this files

art\characters\heros\unclothed
female\pictures\ch_herofemale_morph_firstpass\diff_herofemale_legs_01.tex
art\characters\heros\unclothed
female\pictures\ch_herofemale_morph_firstpass\norm_herofemale_legs_01.tex
art\characters\heros\unclothed
female\pictures\ch_herofemale_morph_firstpass\spec_herofemale_legs_01.tex

if you fix this, please share :)

Subject: Re: Nude Female Hero by Ryuseiken
Posted by TheGeniusSavant on Sun, 20 Sep 2015 18:40:56 GMT
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No... that's annoying, too... That is just that they didn't make a mod for all three files.

I'm saying it isn't sufficiently rounded... (not FAT enough! but I'm getting it tweaked with skeletalmorphs...

Subject: Re: Nude Female Hero by Ryuseiken
Posted by Artofeel on Sun, 20 Sep 2015 19:06:35 GMT
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TheGeniusSavant wrote on Mon, 21 September 2015 00:40I'm saying it isn't sufficiently rounded... (not FAT enough!) but I'm getting it tweaked with skeletalmorphs...
ohh this...
yeah is very easy can be fixed by modifying skeletalmorphs (I have already did it) but it only works if hero have fat\strong\tall value, so that why I'm searching for original coefficients to make it like permanent effect

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Subject: Re: Nude Female Hero by Ryuseiken
Posted by TheGeniusSavant on Sun, 20 Sep 2015 19:21:11 GMT
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I agree! But I think original values are part of the .mdl files probably... IDK for sure.

I still haven't figured out how to open them, even with the Blender plugin. Not sure if I have files in the wrong places (or even some still packed in the banks) or what...

I would just use the fat scale in the meantime since it's so easy to manipulate in game... or in my case, since I have "stature" maxed, I'll just use "_tall".

Subject: Re: Nude Female Hero by Ryuseiken
Posted by TheGeniusSavant on Mon, 21 Sep 2015 13:40:18 GMT
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I was just reading through the functions list again... thought you might find these interesting, Artofeel.

ScriptFunction.RemoveAllClothingFromEntitiesInventory(entity)
ScriptFunction.MakeEntityNaked(entity)

Of course, I have no idea how they work just yet, but I'm imagining they could be fun. I have to figure out what the options are for (entity). I believe that's where I've seen the function GetLocalHero() used often, but I would want to get nearest NPC... or something like that... I have no idea what the game syntax is for that (yet, as always ;))

EDIT: I've dug a little deeper and found some entries that MIGHT be suitable for (entity)...

GetEnemy()
GetEntityFromDatabaseObject(self,database_object)
GetEntityFromCharacterName(self,character_name)
GetClosestGuard()
GetPrimarySpouse()
GetPartner(self,entity) - might work while you're in the Expression menu?
GetConverser(self,num) - or is this the one for the expression menu?
GetLocalHeroTarget() - I'm not sure whether this only counts combat targets or if conversation targets count, too.
target - simply putting "target" in for "entity" might do the same as GetLocalHeroTarget()
GetClosestTo(self,position)
GetBard()
... I don't have time to finish digging right now.. :(

and at least one that might help identify entities:

InteractiveCutsceneGroupMind:GetCharacterList(self)

Subject: Re: Nude Female Hero by Ryuseiken
Posted by Artofeel on Fri, 25 Sep 2015 11:31:13 GMT
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TheGeniusSavant wrote on Mon, 21 September 2015 19:40I believe that's where I've seen the function GetLocalHero(used often, but I would want to get nearest NPC... or something like that...
I think you cant undress NPC (if you mean that), because they dont have any clothes (I believe... but need to check models)

Subject: Re: Nude Female Hero by Ryuseiken
Posted by TheGeniusSavant on Sun, 27 Sep 2015 01:38:27 GMT
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You know what, now that you mention it, I think you're right... I wonder if you could trick the game into using hero models for the villagers. For example, instead of using the stock "dweller woman" model with morphs for fat and tall and strong (and others?), use the "unclothed female" hero model wearing the dweller woman outfit and THEN apply the NPC morphs.

I imagine that would be a LOT of work for little old me, but for an expert like you, it might not be so bad!

Subject: Re: Nude Female Hero by Ryuseiken
Posted by RaxterXx on Sun, 10 Dec 2017 12:44:30 GMT
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Hi, someone know, how can in fix the the legs texture problem. thanks

Subject: Re: Nude Female Hero by Ryuseiken
Posted by squark on Sat, 22 Dec 2018 19:57:19 GMT
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Delete this reply please.

Subject: Re: Nude Female Hero by Ryuseiken
Posted by squark on Thu, 30 Apr 2020 23:05:44 GMT
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Okay, something's gone wrong and I think it's this mod.
Upon gaining Level 2 magic with 2-Star Magical Aura, the entire character model vanished. I had her running around topless at the time because of the leg texture thing. That, and the belt Nudepatcher PUTS ON EVERYTHING THEY DO looks bloody stupid. I woudln't mind if they'd put a harness on her top to hold the weapons but the belt thing is plain moronic, IMO.
What's going on?

EDIT: As I believe the error is now tied to my save (tried removing the mod and reloading, didn't work), I'm uploading my save folder as well just in case that helps to narrow things down.
(Had to split the file due to size restrictions).

This is the Hero2 save file; I think it's the right one. You'll need to download all three parts to check. It's no good just picking one of them, being a split archive.

As a precaution, I'm uploading an archive with my current dir.manifest and startup.vfsconfig.

File Attachments
1) srslywtf.png, downloaded 2350 times
2) 1122334400000000.7z.001, downloaded 2404 times
3) 1122334400000000.7z.002, downloaded 2387 times
4) 1122334400000000.7z.003, downloaded 2405 times
5) otherfiles.7z, downloaded 2263 times

Subject: Re: Nude Female Hero by Ryuseiken
Posted by squark on Sat, 09 May 2020 08:48:12 GMT
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I'm going to see if I can replicate it.
Probably has something to do with the Will Lines.

EDIT: Try as a I might, it seems to have been a save bork.

Subject: Re: Nude Female Hero by Ryuseiken
Posted by CatchLightning on Thu, 11 Mar 2021 06:23:17 GMT
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So has anyone ever fixed those red legs?

Subject: Re: Nude Female Hero by Ryuseiken
Posted by CatchLightning on Sat, 17 Apr 2021 07:41:20 GMT
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I fixed it! https://www.nexusmods.com/fableIII/mods/5