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Subject: Xlive weapons updates remove  
Posted by [Artofeel](#) on Tue, 13 Oct 2015 12:18:55 GMT  
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This mod will replace xlive requirements for weapons update with local equivalent  
also it replace update result if is affect on multiplayer game only

it's only affect on new weapons, so you will need to BUY WEAPONS AGAIN if you have it already  
It ONLY for Traitor's Keep DLC!  
It replace globals.gdb so is not compatible with other mods that replace it

Setup:  
use Catspaw's GFWL emu  
put DLC folder to Fable 3 game directory

offsets for manually modding  
globals.gdb

ObjectInventoryLegendaryPistolBarnumificator  
offset: 00114DF8  
9F18DC1B > E9242696

ObjectInventoryLegendaryRifleHeroCompanion  
offset: 00231318  
7CECBA2B > BE372342

offset: 0023131C  
FF0B5E3D > 40A72537

ObjectInventoryLegendaryRifleScattershot  
offset: 00147610  
DFEFD7A > DFE78030

ObjectInventoryLegendarySwordMerchantsBodyguard  
offset: 00166808  
B28A322B > C6ADA885

offset: 00166810  
CA73E5FB > 6D80722F

### File Attachments

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1) [xlive\\_weapons\\_updates\\_remove.zip](#), downloaded 4674 times

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Subject: Re: Xlive weapons updates remove  
Posted by [squark](#) on Wed, 07 Jun 2017 18:24:08 GMT

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Thanks for this, but I've run into a problem.  
It's started spewing out Weapons with blank fields for names and the Descriptions are like so:

```
INV_ITEM_WEAPON_WHALE_DESC  
INV_ITEM_WEAPON_DONOR_DESC  
INV_ITEM_WEAPON_THUNDARAGA_DESC
```

I'm sure I'm using Catspaw's GFWL Emu.  
I have all the DLC installed in the DLC folder.  
This is my Fable 3\DLC folder currently:

```
10_ScriptInjector  
11_xlive_weapons_updates_remove  
Inquisitor_Pack  
Traitor's_Keep  
Understone_Quest+_Free_DLC
```

Everything but the 11\_xlive\_weapons\_updates\_remove is working properly. Any ideas?

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**Subject: Re: Xlive weapons updates remove**  
Posted by [Artofeel](#) on Sat, 10 Jun 2017 06:08:20 GMT  
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Traitor's Keep is working?  
squark wrote on Wed, 07 June 2017 23:24  
Inquisitor\_Pack  
Traitor's\_Keep  
Understone\_Quest+\_Free\_DLC  
anyway, try to rename this to  
01\_InquisitorPack  
02\_Understone  
03\_TraitorsKeep

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**Subject: Re: Xlive weapons updates remove**  
Posted by [squark](#) on Sat, 10 Jun 2017 17:31:50 GMT  
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I tried that and... same error.  
It's a bit weird.

I might have to find somewhere to download the Golf Weapons pack (thought I already had that)  
but I really don't want to create an account on a forum just for that.

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Subject: Re: Xlive weapons updates remove  
Posted by [Artofeel](#) on Mon, 12 Jun 2017 13:48:10 GMT  
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squark wrote on Sat, 10 June 2017 22:31 I tried that and... same error.

It's a bit weird. did you buy weapon again?

remember it's only affects on new items

squark wrote on Sat, 10 June 2017 22:31 I might have to find somewhere to download the Golf Weapons pack (thought I already had that) but I really don't want to create an account on a forum just for that. Golf Weapons pack? What kind of weapons are there? It's probably already in game, you just only need to add them to your inventory by scripts.

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Subject: Re: Xlive weapons updates remove  
Posted by [squark](#) on Wed, 14 Jun 2017 16:34:10 GMT  
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Well... I've never seen any of them in any of the shops.

The Golf Weapons pack (Thundaraga, Hammer of the Whale and Donna's Kebab) was a reward for the Fable Coin Golf thing that was only available of Windows phones IIRC.

So... I guess it's already in the script files though I've already tried to add them via scripting, but they don't show up even though the rest of them do.

```
local mostLegendaries = {  
  'ObjectInventoryLegendaryHammerFaerie', <- this shows up fine  
  ...  
  'ObjectInventoryLegendaryHammerHammerOfTheWhale', <- this doesn't  
  'ObjectInventoryLegendarySwordDonorKebab', <- this doesn't either  
  'ObjectInventoryLegendarySwordThundaraga', <- nor does this  
  ...  
}
```

```
for key,value in pairs(mostLegendaries) do  
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) == 0 then  
    Inventory.AddItemOfType(GetLocalHero(), value)  
    GUI.DisplayReceivedItem(value)  
  end  
end
```

```
for key,value in pairs(mostLegendaries) do  
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) > 1 then  
    Inventory.RemoveItemOfType(GetLocalHero(), value)  
  end  
end
```

I'll see if any of the shops have them for sale. Brightwall's blacksmith is a big pile of nope. I'm guessing neither Bowerstone nor Aurora's selling any of them.

Damn...

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Subject: Re: Xlive weapons updates remove  
Posted by [Artofeel](#) on Thu, 15 Jun 2017 06:01:25 GMT  
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squark wrote on Wed, 14 June 2017 21:34 Well... I've never seen any of them in any of the shops. you can add them by scripts

squark wrote on Wed, 14 June 2017 21:34 The Golf Weapons pack (Thundaraga, Hammer of the Whale and Donna's Kebab)

+

squark wrote on Wed, 07 June 2017 23:24  
INV\_ITEM\_WEAPON\_WHALE\_DESC  
INV\_ITEM\_WEAPON\_DONOR\_DESC  
INV\_ITEM\_WEAPON\_THUNDARAGA\_DESC

It's not just a coincidence  
something completely fucked up  
did you try new game with right DLC order?

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