Subject: Five Star Dog Potion
Posted by squark on Tue, 08 Mar 2016 21:50:34 GMT
View Forum Message <> Reply to Message

So, I have all of the DLC working and loaded. What script do I need to add to get this unwanted heap out of my inventory?
Oh sure, it makes it easy to find everything and to get the Splade and Chickenbane upgrades, but half the fun of the game is discovery.
Please help. I can't go near the game with this item in place. With the mods (and no way of figuring out which weapons will be purchasable before reaching the location) there's very little reason to build a financial empire large enough to afford them.

On that subject, is Chickenbane a quest reward like Wolfsbane?

EDIT: * I can't move or delete this post myself for some reason. Somebody with the right authorisiation take care of that if you would *

Subject: Re: Five Star Dog Potion
Posted by Artofeel on Wed, 09 Mar 2016 12:10:55 GMT
View Forum Message <> Reply to Message

maybe deleting DLC files (dlc_potions.bnk) will help, but I'm not tested it and maybe this file adding something else..
so, code to remove this shit

```
if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5') > 0 then
 Inventory.RemoveItemOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5')
end
```

and alt version to reset dog training levels

```
if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5') > 0 then
 Inventory.RemoveItemOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5')
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_COMBAT, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_COMBAT))
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_TREASURE_HUNTING, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_TREASURE_HUNTING))
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_CHARISMA, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_CHARISMA))
```

end

Subject: Re: Five Star Dog Potion
Posted by squark on Mon, 14 Mar 2016 01:13:36 GMT
View Forum Message <> Reply to Message

Thanks, Arto. It works like a charm, and now my game is about 75% better

Subject: Re: Five Star Dog Potion
Posted by squark on Sat, 22 Dec 2018 17:24:04 GMT
View Forum Message <> Reply to Message

Something weird is going on.
I have the alt version of this script inserted, but it's not resetting Dog Stats.
Also, I believe the Demon Door (Brightwall, Mistpeak) unlock mod is causing my Quests Completed to get bumped by 10 periodically.
I'm attaching both Script files that I'm using.

File Attachments
1) MyScript01.lua, downloaded 3469 times
2) MyScript02.lua, downloaded 3385 times

Subject: Re: Five Star Dog Potion
Posted by Artofeel on Sun, 23 Dec 2018 10:10:43 GMT
View Forum Message <> Reply to Message

scripts are OK
check you game\DLC installation

Subject: Re: Five Star Dog Potion
Posted by squark on Sun, 23 Dec 2018 17:00:10 GMT
View Forum Message <> Reply to Message

I checked and it's all okay. I couldn't figure it out so I just reinstalled everything.
It's all good now and thanks for getting back to me so soon.

Subject: Re: Five Star Dog Potion
Posted by SoundBird93 on Fri, 02 Jul 2021 07:57:24 GMT
View Forum Message <> Reply to Message

I'm awere that this is unlikely that someone will riply me after so many time pass, but still :p
So where specific I should to write down this part of code?

Subject: Re: Five Star Dog Potion
Posted by SoundBird93 on Fri, 02 Jul 2021 08:05:10 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Wed, 09 March 2016 04:10maybe deleting DLC files (dlc_potions.bnk) will help, but I'm not tested it and maybe this file adding something else..
so, code to remove this shit
```
if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5') > 0 then
 Inventory.RemoveItemOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5')
end
```

and alt version to reset dog training levels
```
if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5') > 0 then
 Inventory.RemoveItemOfType(QuestManager.HeroEntity,
'ObjectInventoryPotionDogStatsLevel5')
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_COMBAT, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_COMBAT))
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_TREASURE_HUNTING, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_TREASURE_HUNTING))
 DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_CHARISMA, -
DogStats.GetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_CHARISMA))
end
```

Subject: Re: Five Star Dog Potion
Posted by squark on Tue, 28 Dec 2021 10:14:08 GMT
View Forum Message <> Reply to Message

First thing is you'll need to make a folder for the mod files themselves. I personally use Fable 3\data\scripts\MyMod.
In there I have two files, MyScript01.lua and MyScript02.lua.
I slap the code into MyScript02.lua and it seems to work fine.

Be sure to use the indentation as indicated in Arto's code snippet.

You can make a blank text file to write it in then save it with the .lua extension instead of .txt. They MUST be lua files or they won't work.
Secondly, you'll need to edit dir.manifest (you can use a plain text editor for this as well) and add the address and name of the mod file(s) you're going to use to the end of the file.
For example: scripts\MyMod\MyScript02.lua

You're also going to need Script Injector. Make a folder in the base directory named DLC and put 10_ScriptInjector in there.

File Attachments

1) Fable3_ScriptInjector.zip, downloaded 1756 times

Subject: Re: Five Star Dog Potion
Posted by lucaris on Thu, 24 Oct 2024 00:38:15 GMT
View Forum Message <> Reply to Message

No matter what I do, I cannot make this work. Any other way to remove that blasted potion?
