Subject: GDB editors
Posted by Artofeel on Tue, 15 Mar 2016 19:30:06 GMT
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GDB Dump by sven (on old forum...)
to dump gdb files
you will need some HEX-editor to edit gdb
and this dump file -- it's something like a map
use: drag&drop files on .bat file and select dump method

GDBEditor by Keshire
to edit gdb files directly
use: should be placed in the same directory as gdb file
it's simple way to edit gdb files, but it's not showing all hashes, so something you can't edit with it
you can write string to find some element, but best way is use hash directly like #65D9C904

Loopy is created weapons info list (see attachment Fable3WeaponModification.ods) you will need OpenOffice to open it
it may be very useful if you want mod weapons

File Attachments
1) GDB_Dump.zip, downloaded 2884 times
2) GDBEditor.zip, downloaded 3128 times
3) Fable3WeaponModification.ods, downloaded 3429 times

Subject: Re: GDB editors
Posted by Keshire on Sat, 14 Apr 2018 03:33:53 GMT
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I've started writing a new gdb tool. I've uploaded the source to github.

https://github.com/Keshire/Fable-3-GDB-Tool

Subject: Re: GDB editors
Posted by Keshire on Sun, 15 Apr 2018 02:59:24 GMT
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v0.01

https://i.imgur.com/iGyx3wF.png

Something that will need to be done is being able to load both multiple .gdb and .save files. They share objects and Strings between them all, including hierarchy (parents and children can be located in other files). That's one of the reasons that a lot of these objects are missing names (as seen from the screenshot above).

gdb dumper got around this by just reusing the name of a previous object that had a name if they share a template. "Position" = (x,y,z,parent) for example.

File Attachments

1) GDBEditor.zip, downloaded 2491 times

Subject: Re: GDB editors
Posted by Keshire on Sun, 15 Apr 2018 22:36:23 GMT
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Getting there
https://i.imgur.com/6OMsdPl.png

Once I get multiple file loading, and .save loading I'll put up a new version here. Or you can compile it yourself from github now.

Subject: Re: GDB editors
Posted by Artofeel on Wed, 18 Apr 2018 08:54:22 GMT
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Keshire wrote on Sun, 15 April 2018 07:59.save files. They share objects and Strings between them all, including hierarchythat interesting

anyway, old version crash when I open globals.gdb
do I need others gdb files?
also I compiled new version with NET Framework, it's OK?
C:\Windows\Microsoft.NET\Framework64\v4.0.30319\MSBuild.exe GDBEditor.sln
it is also crash.. (when I open globals.gdb)
maybe I have mess with my NET Framework v4.0

Subject: Re: GDB editors
Posted by Keshire on Wed, 18 Apr 2018 20:56:24 GMT
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Artofeel wrote on Wed, 18 April 2018 01:54Keshire wrote on Sun, 15 April 2018 07:59.save files. They share objects and Strings between them all, including hierarchythat interesting

I've always kinda suspected it, there's also probably a header file that we don't have. Because there's a lua FNVHash function used every once in awhile in the scripts and I doubt they want to load up whatever gdb thing they use to track down an object.

Artofeel wrote on Wed, 18 April 2018 01:54

anyway, old version crash when I open globals.gdb
do I need others gdb files?
also I compiled new version with NET Framework, it's OK?
C:\Windows\Microsoft.NET\Framework64\v4.0.30319\MSBuild.exe GDBEditor.sln
it is also crash.. (when I open globals.gdb)
maybe I have mess with my NET Framework v4.0

That's always a possibility. I'll take a look and make sure it's not set to 32 bit or something.

Edit: yep, default to .net 4.6.1 and prefered 32bit.

Try this one.

File Attachments

1) Release.zip, downloaded 2483 times

Subject: Re: GDB editors
Posted by Artofeel on Thu, 19 Apr 2018 05:53:35 GMT
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my bad
the file was READ ONLY :D

Subject: Re: GDB editors
Posted by Keshire on Tue, 24 Apr 2018 04:09:58 GMT
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v0.02

Lazy loading hierarchy to prevent stack overflow on global.gdb from circular parenting....
Opens multiple gdbs (does not cross reference objects or hashes yet)
.net 4.6.1 x64

File Attachments

1) GDBEditor.zip, downloaded 2512 times

Subject: Re: GDB editors
Posted by Keshire on Sat, 28 Apr 2018 05:15:28 GMT
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https://i.imgur.com/OYXHHzk.png

v0.03
.save loading into string list (see above image)

Cross referencing labels (not objects yet)
Object and label search filter (again, see above image)
.net 4.6.1 x64

I'm getting closer to the point where we can edit data.
Adding new items will be an issue until I know what the 2 bytes are for that seem to be separating everything into folders or categories.

File Attachments

1) GDBEditor.zip, downloaded 2446 times