Subject: My Script file is failing to run
Posted by squark on Thu, 15 Jun 2017 23:27:23 GMT
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Before I get to the crux of the problem, I just want to know one thing:
Short of making assumptions, is there any way of making sure the DLC is active?

So here's what's what:
I have catspaw's xlive remover 15d, the DLC packs in the DLC folder, the catspaw version of GFWL remover, the dir.manifest switched out and edited and the script file's in the MyMod folder.
It's pathed like this in the dir.manifest: scripts\MyMod\MyScript01.lua

What's actually happening is MyScript01.lua is failing to run.

So, DLC folder structure:
01_Understone
02_TraitorsKeep
03_InquisitorPack
10_ScriptInjector
90_DLC_xlive_remover

I'm hoping someone can tell me what's wrong here.
I'm also attaching my script file.

EDIT: I have another script file that works as intended (opening Brightwall and Mistpeak Demon Doors and removing the ***** dog potion)
EDIT 2: Starting a new game doesn't help.

File Attachments
1) MyScript01.lua, downloaded 3297 times

Subject: Re: My Script file is failing to run
Posted by Artofeel on Sat, 17 Jun 2017 06:26:47 GMT
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DLC is active if your scripts executed (they loaded if 10_ScriptInjector loaded too)
also you don't need InquisitorPack if you add weapons by script (there is nothing inside)
and about script
is msgbox working? it's easy way to check script
just add it to the end of MyScript01.lua

Subject: Re: My Script file is failing to run
Posted by squark on Sat, 17 Jun 2017 14:01:39 GMT
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Deleted Inquisitor Pack.
Still nothing doing.
There's no need to add a msgbox as the weapons should show up in a GUI box when added.
I even tried to start a new game.

Subject: Re: My Script file is failing to run
Posted by Artofeel on Sat, 17 Jun 2017 17:10:14 GMT
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squark wrote on Sat, 17 June 2017 19:01There's no need to add a msgbox as the weapons should show up in a GUI box when added.
but if some weapons is wrong, what happened?
add msgbox to the end of script

Subject: Re: My Script file is failing to run
Posted by squark on Sat, 17 Jun 2017 17:57:47 GMT
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The problem actually is that NOTHING is happening with the script.
But... I probably should add it anyhow.

Subject: Re: My Script file is failing to run
Posted by squark on Sun, 18 Jun 2017 03:18:46 GMT
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Okay, can't find a "delete" button, so I have to doublepost.

I decided to try timeslip's method... And it fecking worked.
So unless timeslip's xlive file will cause problems with the DLC, I'm pretty much set.

Subject: Re: My Script file is failing to run
Posted by Artofeel on Sun, 18 Jun 2017 06:28:39 GMT
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I have problems with timeslip's xlive (DLC are not determined and my saves failed to load)
so that why I switched to catspaw's xlive

Subject: Re: My Script file is failing to run
Posted by squark on Sun, 18 Jun 2017 15:59:53 GMT
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Okay, I'm having problems. It's borked.
Even with Script Injector and my custom scripts removed, it's starting me with all the weapons.
I don't need to tell anyone that'll cause the game to freeze on the first visit to The Road to Rule.

Back to trying to get catspaw's stuff to work.

Subject: Re: My Script file is failing to run
Posted by squark on Sun, 18 Jun 2017 20:36:40 GMT
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Sussed!
I was one "end" statement short!
So, even though I'd ended the if and for statements, I didn't end the script entirely!
Wow, that's a weight off my shoulders... And yours, Arto. Thanks for the support and understanding.

Subject: Re: My Script file is failing to run
Posted by Artofeel on Mon, 19 Jun 2017 06:35:41 GMT
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as I say
always keep msgbox at the end of script to know if scripts is correct :)
