
Subject: Change Dog Breed Pre-Sanctuary Access?

Posted by [HidetheKitchenKnives](#) on Wed, 05 Sep 2018 04:41:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not sure if an answer is possible as I'm super late to the party again, but here we go. Is there some way I can turn my hero's dog into a doberman before I get access to the sanctuary?

I tried swapping the model outright, but that just got me an invisible dog. I've been looking into a scripting option, but I understand very little of what I'm looking at. Is there a way to script giving the dog the doberman potion? Or accessing the sanctuary early so I can change it that way? Or just some kind of SetBreed thing?

I know it's a small thing and you're without the sanctuary for such a short segment of the game. I just like consistency.

Any help with this would be appreciated.

On an unrelated note, last time I was here, I had a question concerning dye color and using scripts to change hair/clothing colors pre-sanctuary (surprise!). I actually figured out the answer to that one. It works really well and I find it better than dying things via the sanctuary as the use of RGB values allows for any color you want instead of just the available dyes. Again, really late, but here's how if anyone is interested:

```
Debug.SetHeroWornItemDyeColour('ObjectClothingTrousersPrincessPracticalF', true, 166, 121, 210, 0.05)
Debug.SetHeroWornItemDyeColour('ObjectClothingTrousersPrincessPracticalF', false, 255, 155, 0, 0.65)
```

You need the object ID of the clothing/hair your hero is currently wearing which goes between the single quotes. In this example it's the Practical Princess Skirt. In this instance "true" means "Main Dye Color" and "false" means "Trim Dye Color". Following that are the RGB values in order. Thus on the first line, "166" is the RED value, "121" is the GREEN value, and "210" is the BLUE value giving us a nice purple not possible with the current dyes. The last number, "0.05" controls the lightness and darkness of the color. The lower the number, the darker the color. You can use negative values.

And that's it. You can add these lines with your changes to Artofeel's Script Injector mod (MyScript01.lua or MyScript02.lua) as is and they'll function. ZackTiro's method will work too.

Here's an ingame example of some color changes done with this method.

Also, I've tweaked several of the make up textures as well as some of the color masks for the clothes to look nicer (excluding the gold accents from being dye-able on the Elegant Princess Bodice for instance). I can upload those too if anyone wants 'em.

File Attachments

1) [Fable3 2018-09-04 22-13-20-06.png](#), downloaded 2981 times

Subject: Re: Change Dog Breed Pre-Sanctuary Access?

Posted by [Keshire](#) on Tue, 11 Sep 2018 03:02:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's obviously a way to do it. It should be some bit of scripting that the sanctuary already has in it's script I assume.

Probably in the gui or guild lua script. Maybe GUI_Dog:StateEnum(self)

Subject: Re: Change Dog Breed Pre-Sanctuary Access?

Posted by [HidetheKitchenKnives](#) on Tue, 11 Sep 2018 11:32:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

First off, thanks for the response. I wasn't expecting, but I was hoping someone might still be around. :3

I've come across a couple things poking through the scripts you suggested plus a couple others:

guildnew.lua has GUI_Dogbed in it after GUI_Dog:StateEnum.

3dguienums.lua has GUI_SIDE_MENU_ENTRY_DOG_BREEDS in it which is one of like three mentions of breeds I've found.

guildcallbackfunctions.lua has IsDogAlreadySideMenuBreed and GUI_AllDogBreedPotions.

guildroomssingle.lua has TUTORIAL_DOG_CHANGE_BREED and Dog_Breed_Changed.

guildutilityfunctions.lua has stuff about training the dog, but that's about it.

There is a mention of the dog as a collie in miscfuntions.lua like CreatureDogACSCollie, ReplacementACSCollie, and DogCollet.

The thing is I have no idea what to do with that information or if any of it is even relevant to what I'm trying to accomplish. I'm not sure where else to look either. I'm not seeing any other gui/sanctuary related scripts except under the gameface folder which seem to have more to do with the actual UI rather than the workings of the Sanctuary. :/

Subject: Re: Change Dog Breed Pre-Sanctuary Access?

Posted by [squark](#) on Sat, 22 Dec 2018 17:27:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Never mind. Wrong post. Also, can't delete this post for some reason.
