Subject: Blacksmithing Mod 0.2
Posted by Keshire on Mon, 06 Apr 2020 05:52:02 GMT
View Forum Message <> Reply to Message

So here we go, the 0.2 version of the blacksmithing mod.

Currently it takes the melee weapon in the sheathe and randomizes the augments every 3 successful hits in a row. The player will hold the weapon while blacksmithing now instead of magically morphing while still sheathed.

I've included a content.xbx for people that use an xlive remover that needs them. Just extract to a higher priority dlc folder. ie data/mod3 or DLC/04_KeshireDLC

https://www.youtube.com/watch?v=bbOOq8hWkMA

File Attachments
1) Content.zip, downloaded 2395 times

Subject: Re: Blacksmithing Mod 0.2
Posted by Beef Bowl on Mon, 08 Jun 2020 09:03:53 GMT
View Forum Message <> Reply to Message

There's an issue with this that I, and at least one other person have encountered which is when opening the chest to get either level 2 or level 3 magic, and likely the rest too. Which is, your character, permanently, turns invisible for some reason. My guess as not even an amateur would be that it's due to the weaponvisualchanges.lua file under scripts\miscellaneous with the section

```
end
function VisualChangeScripts.GauntletVisualChangeScript(applied_augments, weapon_entity)
 local visual_changes = {}
 return visual_changes
end
```

I've tested a little bit and noticed it occurs at the exact moment the model and/or texture should change, during the flash of light, it only occurs when opening the chests and if you are already at level 2 or 3 magic then you install, you aren't invisible. The exact level is likely meaningless.
So, as a total guess, I'd imagine there's some flaw in that section of the visual change which APPEARS to involve nothing at all currently.

EDIT: I should also mention a possible workaround that MAY break your save but all I can confirm is that it avoids the invisibility glitch, is installing the mod at the blacksmith, using it to get the desired result, then uninstalling before messing with gauntlets at all.

Subject: Re: Blacksmithing Mod 0.2
Posted by andy180084 on Sun, 20 Dec 2020 05:31:56 GMT
View Forum Message <> Reply to Message

I can confirm that my character turned invisible when opening the level 3 magic chest

Subject: Re: Blacksmithing Mod 0.2
Posted by urath0118 on Mon, 27 Sep 2021 23:22:40 GMT
View Forum Message <> Reply to Message

You only turn invisible with flames gauntlet. IMO not really a big deal since there are other spells. Not sure if this translates to others setups? tested on both Blacksmithing and Keshire's Lucien guard mod.

Subject: Re: Blacksmithing Mod 0.2
Posted by Phnx on Fri, 10 Dec 2021 01:05:09 GMT
View Forum Message <> Reply to Message

This mod is awesome! Any way this could be used for the ranged weapon as well?

BTW - I have kind of solved the issue with the invisible character:

My character turns invisible using ice storm, vortex and force push gauntlets. You have to restore the original weaponlevels.lua. The modified one causes this bug. And use Inventory.AddItemOfType(GetLocalHero(), 'ITEM_NAME') to get working copies of the gauntlets into your inventory.

Replace ITEM_NAME with:

ObjectClothingSpellGauntletEnflame
ObjectClothingSpellGauntletLightning
ObjectClothingSpellGauntletSwords
ObjectClothingSpellGauntletVortex
ObjectClothingSpellGauntletIceStorm
ObjectClothingSpellGauntletForcePush

Example:
Inventory.AddItemOfType(GetLocalHero(), 'ObjectClothingSpellGauntletForcePush')