Subject: GFWL Weapon Augments
Posted by Dman990099 on Mon, 08 Mar 2021 22:04:46 GMT
View Forum Message <> Reply to Message

I'm looking around on this forum and cant seem see a concrete to answer on how to bypass weapon augments.

more specifically giving gifts to X amount of player's over GFWL

weapons that have this trait: The Merchants Bodyguard, The Hero's Companion, The Marnumificator, and Scattershot
(I'd just like to get these out of the way for completionist sake)

P.s.
I know how to use the improved script injection Method(MyScript01.lua / MyScript02.lua)
& I would prefer not to use cheat engine (if possible)

Subject: Re: GFWL Weapon Augments
Posted by CatchLightning on Tue, 09 Mar 2021 06:42:39 GMT
View Forum Message <> Reply to Message

I'm interested in looking into this too. I haven't learned the script injector yet (code has never been my forte) but the data entry style BNK editor I've been learning pretty quickly.

Subject: Re: GFWL Weapon Augments
Posted by CatchLightning on Wed, 10 Mar 2021 05:54:47 GMT
View Forum Message <> Reply to Message

I am going to try and set the values to 0 and see what happens. I'll let you know.

Subject: Re: GFWL Weapon Augments
Posted by CatchLightning on Wed, 24 Mar 2021 06:49:28 GMT
View Forum Message <> Reply to Message

I made a mod on the nexus that bypasses the games with gold challenges by replacing them with spend gold challenges. The mod also reduces all weapon requirements by factors of 3-10x to remove grinding. Its kind of tricky so there would need to be high demand for me to separate them. But essentially you need to change every subvalue to a different one in GDBE editor.