
Subject: Where are the "ObjectInventory" texts?
Posted by [AngelDa28](#) on Sat, 26 Mar 2022 06:42:48 GMT
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Hey, I have a problem with the weapons from the shooting range and the Reaver's Wheel thing, I had used that one items unlocker that unlocks everything, used it after defeating Saker and after I complete the Masquerade quest and play those two places I mentioned on the start, im left with twice of the 4 weapons. So if anyone has a lua script or something, i would appreciate it. Edit 2: Forgot to mention the Wolfsbane being duplicated too lol.

PD: Sorry for bad english

Edit: Also, how I can make the "Hobnobbing with Hobbes" quest appear earlier rather than after completing the base game?

Subject: Re: Where are the "ObjectInventory" texts?
Posted by [squark](#) on Fri, 01 Apr 2022 01:23:21 GMT
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I'm going to assume you know how to get the game to load mod scripts already.

Here's the code to remove an item:if

```
Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity, 'x') > 0 then  
  Inventory.RemoveItemOfType(QuestManager.HeroEntity, 'x')  
end
```

Just replace x with anything from the list that you want to remove and the 0 with however many you want removed.

The list of weapons:

```
'ObjectInventoryLegendaryHammerAbsolver',  
'ObjectInventoryLegendaryHammerAnwarGlory',  
'ObjectInventoryLegendaryHammerAuroraShield',  
'ObjectInventoryLegendaryHammerChampion',  
'ObjectInventoryLegendaryHammerDragonboneHammer',  
'ObjectInventoryLegendaryHammerFaerie',  
'ObjectInventoryLegendaryHammerHammerOfTheWhale',  
'ObjectInventoryLegendaryHammerJackHammer',  
'ObjectInventoryLegendaryHammerLunariumPounder',  
'ObjectInventoryLegendaryHammerMalletsMallet',  
'ObjectInventoryLegendaryHammerScytheHammer',  
'ObjectInventoryLegendaryHammerSorrowsFist',  
'ObjectInventoryLegendaryHammerTenderiser',  
'ObjectInventoryLegendaryHammerTrollblight',  
'ObjectInventoryLegendaryHammerTwater',  
'ObjectInventoryLegendaryHammerWillmageddon',  
'ObjectInventoryLegendaryPistolBarnumificator',  
'ObjectInventoryLegendaryPistolBloodcraver',  
'ObjectInventoryLegendaryPistolBriarsBlaster',
```

'ObjectInventoryLegendaryPistolChickenbane',
'ObjectInventoryLegendaryPistolDesertFury',
'ObjectInventoryLegendaryPistolDragonstomper',
'ObjectInventoryLegendaryPistolFullMonty',
'ObjectInventoryLegendaryPistolGnomewrecker',
'ObjectInventoryLegendaryPistolHolyVengeance',
'ObjectInventoryLegendaryPistolIceMaiden',
'ObjectInventoryLegendaryPistolMiriansMutilator',
'ObjectInventoryLegendaryPistolPerforator',
'ObjectInventoryLegendaryPistolSailorGeriShooter',
'ObjectInventoryLegendaryRifleArkwrightFlintlock',
'ObjectInventoryLegendaryRifleDefender',
'ObjectInventoryLegendaryRifleEqualiser',
'ObjectInventoryLegendaryRifleEthelbertBoner',
'ObjectInventoryLegendaryRifleFacemelter',
'ObjectInventoryLegendaryRifleHeroCompanion',
'ObjectInventoryLegendaryRifleMarksman',
'ObjectInventoryLegendaryRifleMolynator',
'ObjectInventoryLegendaryRifleSakerFlintlock',
'ObjectInventoryLegendaryRifleScattershot',
'ObjectInventoryLegendaryRifleSimmonsShotgun',
'ObjectInventoryLegendaryRifleSkormJustice',
'ObjectInventoryLegendaryRifleSwiftIrregular',
'ObjectInventoryLegendarySwordAvoLamentation',
'ObjectInventoryLegendarySwordBeadleCutlass',
'ObjectInventoryLegendarySwordCasanova',
'ObjectInventoryLegendarySwordChanneler',
'ObjectInventoryLegendarySwordDonorKebab',
'ObjectInventoryLegendarySwordFishknife',
'ObjectInventoryLegendarySwordInquisitor',
'ObjectInventoryLegendarySwordMerchantsBodyguard',
'ObjectInventoryLegendarySwordMogoShafter',
'ObjectInventoryLegendarySwordMrStabby',
'ObjectInventoryLegendarySwordPorkSword',
'ObjectInventoryLegendarySwordShardborne',
'ObjectInventoryLegendarySwordSlimquick',
'ObjectInventoryLegendarySwordSouldrinker',
'ObjectInventoryLegendarySwordSwingingSword',
 'ObjectInventoryLegendarySwordWolfsbane',
'ObjectInventoryLegendarySwordThundaraga',
'ObjectInventoryLegendarySwordThunderblade'

So, it should look something like this:

```
if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,  
'ObjectInventoryLegendarySwordWolfsbane') > 1 then  
    Inventory.RemoveItemOfType(QuestManager.HeroEntity,  
'ObjectInventoryLegendarySwordWolfsbane')
```

end

This will remove one Wolfsbane from your weapons. At least, it SHOULD.

Or you could be cheeky and try this out:

```
local wolfsbane = {  
    'ObjectInventoryLegendarySwordWolfsbane'  
}
```

```
for key,value in pairs(wolfsbane) do  
    if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) == 0 then  
        Inventory.RemoveItemOfType(GetLocalHero(), value)  
    end  
end
```

Once you figure out what the names of your other duplicated weapons are, a slight alteration will work fine.
