Subject: ChunkSpy for KoreVM Lua
Posted by Keshire on Tue, 22 Oct 2013 03:51:18 GMT
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I've uploaded TodX's chunkspy alteration for disassebling KoreVM lua scripts, and well as a handy batch script that shows how to use it. Alternatively you can drag and drop compiled lua scripts onto the batch file to get the text output too.

I've also uploaded the lua source files with the added KoreVM opcodes. It's nowhere near usable as I was just adding them for when I eventually got around to trying to write a decompiler.

File Attachments
1) ChunkSpy_KVM.zip, downloaded 3252 times
2) kvm_opcodes.zip, downloaded 2742 times

Subject: Re: ChunkSpy for KoreVM Lua
Posted by Keshire on Thu, 29 Mar 2018 07:32:10 GMT
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Wow, it's been a while since I've poked at Fable 3.

On a whim I've started updating a newer version of Chunkspy to handle KoreVM lua instructions. I'll also be updating the output so it's more readable and intuitive.

File Attachments
1) ChunkSpy51-0.9.9-KVM.lua.zip, downloaded 2374 times

Subject: Re: ChunkSpy for KoreVM Lua
Posted by Artofeel on Mon, 09 Apr 2018 06:34:25 GMT
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cool!
I may came back to modding F3 too, if you made GDBEditor add new items :)
it's really one of the most annoying thing, when you need to find what you can safely replace on map..

Subject: Re: ChunkSpy for KoreVM Lua
Posted by Keshire on Mon, 09 Apr 2018 17:03:25 GMT
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Artofeel wrote on Sun, 08 April 2018 23:34cool!
I may came back to modding F3 too, if you made GDBEditor add new items
it's really one of the most annoying thing, when you need to find what you can safely replace on map..

I'll take a look at it. May end up writing the thing from scratch.