Subject: DLC xlive removal
Posted by Keshire on Sun, 27 Oct 2013 02:13:22 GMT
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This includes modified script activation for undertown DLC. And disables xlive for Traitor's Keep.

If it's missing anything let me know as I've done minimal testing.

```
File Attachments
1) mod9.zip, downloaded 7979 times
```

Subject: Re: DLC xlive removal
Posted by bobbythejobby on Tue, 18 Feb 2014 12:49:46 GMT
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Hi not sure if this is the right section. I have downloaded G4wl remover, successfully set up fakelive.ini:

[Xlive]
xuidl=0x10001000
xuidh=0x10001000
profile=Rab
ShowMessages=2
LoaderPatch=0
UseDLC=1

I have downloaded all free dlc and traitors keep dlc, copied them to data\dlc\content, merged the package info.xmb files

But no DLC ever shows up in game not even 1 of the free DLCs. I have tried various "dlc unlocker.bnk" files and still nothing. can someone help me please. Fable 3 runs perfect with no games for windows live and teh achievements work but just no DLC no matter what I do

Subject: Re: DLC xlive removal
Posted by Keshire on Wed, 19 Feb 2014 20:27:50 GMT
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bobbythejobby wrote on Tue, 18 February 2014 04:49Hi not sure if this is the right section. I have downloaded G4wl remover, successfully set up fakelive.ini:

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I'm not sure offhand. But there may be some conflicts with the merging?

Try using UseDLC=2 and placing the the dlc's into seperate folders?

data\mod0 for undertown
data\mod1 for traitor keep

Subject: Re: DLC xlive removal
Posted by RulezMac on Sun, 20 Apr 2014 14:22:40 GMT
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Where can I get all DLCs? I'm aware GFWL ended so there's no way to buy them anymore.

Subject: Re: DLC xlive removal
Posted by Keshire on Mon, 21 Apr 2014 15:00:51 GMT
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RulezMac wrote on Sun, 20 April 2014 07:22Where can I get all DLCs? I'm aware GFWL ended so there's no way to buy them anymore.

Torrent I would assume.

Subject: Re: DLC xlive removal
Posted by Phnx on Sat, 25 Oct 2014 00:05:30 GMT
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I couldn't get this to work either using any xlive removal mod folder. But it did work when I replaced the files in the dlc2free.bnk file.

Subject: Re: DLC xlive removal

Posted by donkeymilk on Mon, 16 Mar 2015 19:51:17 GMT
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http://download.xbox.com/content/4d53090a/4d53090a0ecf0000.c ab Understone Quest 245 MB

http://download.xbox.com/content/4d53090a/4d53090a0ecf000e.c ab Traitor's Keep 978 MB
http://download.xbox.com/content/4d53090a/4d53090a0ecf0010.c ab Inquisitor Pack 1.47 MB
==
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Subject: Re: DLC xlive removal
Posted by Artofeel on Wed, 25 Mar 2015 12:29:56 GMT
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version for Catspaw's GFWL emu

donkeymilk, thanks for links!
but Inquisitor Pack is not needed, there is nothing inside

File Attachments
1) DLC_xlive_removal.zip, downloaded 4875 times

Subject: Re: DLC xlive removal
Posted by donkeymilk on Mon, 20 Jul 2015 20:45:34 GMT
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You're welcome
He says ,months later

Hey u can get lots of other gfwl files for other games too.
The info is probably quite well known now.
There's a list with all the correct codes and links for various dlc and other stuff.

Someone posted some goodies here today(july 20 ,2015):
toto621's Traitor's Keep fixes
+ Fabel 3 Golf Weapon Unlock.
http://cs.rin.ru/forum/viewtopic.php?f=10&t=59454&start=90
I think u need his unlocker too ,which is somewhere among the posts on that site.

Subject: Re: DLC xlive removal
Posted by TheGeniusSavant on Wed, 23 Sep 2015 16:08:24 GMT
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thanks for the link! I've found lots of great stuff over there!

Subject: Re: DLC xlive removal
Posted by Alucard98 on Mon, 07 Nov 2016 18:43:50 GMT
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Where do i put the dlc in the instalation?

Subject: Re: DLC xlive removal
Posted by Artofeel on Thu, 10 Nov 2016 18:34:00 GMT
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look there

Subject: Re: DLC xlive removal
Posted by ClarkBlueDragon on Thu, 20 Apr 2017 05:58:37 GMT
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Hi. Do you know where I Can find collector edition gfwl files (with Hunter's Lodge, new quest,etc.?
I had it before but now that the Windows live service closed, I Can't get it back. Good job by the
way with understone and traitor's keep.

Subject: Re: DLC xlive removal
Posted by Artofeel on Mon, 01 May 2017 05:38:57 GMT
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try this code

--Allow Fake PreOrder Quests (2 quest in Brightwall village)
Gameflow.AllowFakePreOrderTemplates = true

-- Activate "Hunter house" in Mistpeak Valley
if Layers.IsLayerActive("layer_MPV_PreLCE") then
 Layers.DeactivateLayer("layer_MPV_PreLCE")
end
if not Layers.IsLayerActive("layer_MPV_PostLCE") then
 Layers.ActivateLayer("layer_MPV_PostLCE")
end