
Subject: DLC xlive removal

Posted by [Keshire](#) on Sun, 27 Oct 2013 02:13:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 7114 times

Subject: Re: DLC xlive removal

Posted by [bobbythejobby](#) on Tue, 18 Feb 2014 12:49:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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:

[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

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

<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

=====

Subject: Re: DLC xlive removal

Posted by [Artofeel](#) on Wed, 25 Mar 2015 12:29:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 3853 times

Subject: Re: DLC xlive removal

Posted by [donkeymilk](#) on Mon, 20 Jul 2015 20:45:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

look there

Subject: Re: DLC xlive removal
Posted by [ClarkBlueDragon](#) on Thu, 20 Apr 2017 05:58:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
