
Subject: Creating banks

Posted by [Keshire](#) on Sun, 27 Oct 2013 02:24:57 GMT

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Tools needed obviously

You'll need two package definitions. One for Fable and one for xLive.

.\Fable III\data\mod9\Content

package.bnk
package.bnk.dat
package_collection_info.xmb

package_collection_info.xmb

```
<?xml version="1.0" ?>
<packageCollection>
  <XContent_AllowProfileTransfer>
    true
  </XContent_AllowProfileTransfer>
  <XContent_PublisherFlags>
    0xFFFFFFFF
  </XContent_PublisherFlags>
  <XContent_PubBitFlags>
    FFFFFFFF
  </XContent_PubBitFlags>
  <isLanguagePack>
    False
  </isLanguagePack>
  <XContent_AllowDeviceTransfer>
    true
  </XContent_AllowDeviceTransfer>
  <XContent_title>
    Fable III
  </XContent_title>
  <package>
    <bankName>
      package.bnk
    </bankName>
    <isRequired>
      True
    </isRequired>
    <name>
```

```
FableIII  
</name>  
</package>  
</packageCollection>
```

package_info.xml as seen in the screenshot is included in the bank.

```
<?xml version="1.0" ?>  
<package>  
  <bankName>  
    package.bnk  
  </bankName>  
  <isRequired>  
    True  
  </isRequired>  
  <packageUniqueId>  
    99  
  </packageUniqueId>  
</package>
```

I beleive packageUniqueId HAS to be unique. Otherwise it might overwrite another bank.
