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.
