
Subject: DLC Unlocking discussion (merged)
Posted by [Keshire](#) on Mon, 09 Sep 2013 01:09:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's been awhile since I've said anything on this topic. But I'll lay out quickly how Fable handles DLC checks.

This is the Traitor's Keep quest script. The DLC is started by speaking to a steward in the castle which then starts the castle assassion cutscene.

qc190_castleassassin.lua

Here is the notable output that checks for DLC purchased

The interesting thing is that changing one byte (IE - [XXX] test; to [XXX] if true) with a hex editor will skip the DLC checking entirely. I've done it before so I know it works.

Toggle Spoiler

```
3790          ** function [19] definition (level 2)
          ** start of function **
          source name: (none)
3794 25020000      line defined (549)
3798 EE020000      last line defined (750)
379C 00           nups (0)
379D 01           numparams (1)
379E 00           is_vararg (0)
379F 0A           maxstacksize (10)
          * code:
37A0 89020000      sizecode (649)
37A4 01000000      [001] getfield   1 0 0 ; ParentQuest
37A8 01010286      [002] getfield_r1 1 1 1 ; InitialState
37AC 02000000      [003] getfield   2 0 0 ; ParentQuest
37B0 02020486      [004] getfield_r1 2 2 2 ; States
37B4 02030486      [005] getfield_r1 2 2 3 ; OLD_QUARTER_ACS
37B8 00010468      [006] le         0 2 1 ; to [8] if true
37BC 00020039      [007] jmp        3 ; to [11]
37C0 01040110      [008] self       1 0 260 ; "SetState"
37C4 03050032      [009] loadk      3 5 ; "ASSASSIN_OUTRO"
37C8 01010604      [010] call_i     1 3 1
37CC 0106000C      [011] getglobal  1 6 ; IsLevelLoaded
37D0 02070032      [012] loadk      2 7 ; "Albion\\CastleBattle"
37D4 01020404      [013] call_i     1 2 2
37D8 01000002      [014] test       1 0 ; to [16] if true
37DC 00060039      [015] jmp        7 ; to [23]
37E0 01000000      [016] getfield   1 0 0 ; ParentQuest
37E4 01080286      [017] getfield_r1 1 1 8 ; TeleportCharactersToPort
37E8 01010082      [018] test_r1    1 0 1
37EC 00020039      [019] jmp        3 ; to [23]
37F0 01040110      [020] self       1 0 260 ; "SetState"
37F4 03090032      [021] loadk      3 9 ; "ASSASSIN_INTRO_A"
```

```

37F8 01010604 [022] call_i 1 3 1
37FC 010A000C [023] getglobal 1 10 ; PhysicsCharacter
3800 010B0286 [024] getfield_r1 1 1 11 ; SetAsPushableByHero
3804 020C0000 [025] getfield 2 0 12 ; Entity
3808 0300001A [026] loadbool 3 0 0 ; false
380C 01010604 [027] call_i 1 3 1
3810 010D000C [028] getglobal 1 13 ; Health
3814 010E0286 [029] getfield_r1 1 1 14 ; SetAsInvulnerable
3818 020C0000 [030] getfield 2 0 12 ; Entity
381C 0300021A [031] loadbool 3 1 0 ; true
3820 01010604 [032] call_i 1 3 1
3824 010F000C [033] getglobal 1 15 ; Hittable
3828 01100286 [034] getfield_r1 1 1 16 ; SetEntityAsOnlyHittableByEntity
382C 020C0000 [035] getfield 2 0 12 ; Entity
3830 030C0000 [036] getfield 3 0 12 ; Entity
3834 0400021A [037] loadbool 4 1 0 ; true
3838 01010804 [038] call_i 1 4 1
383C 0111000C [039] getglobal 1 17 ; coroutine
3840 01120286 [040] getfield_r1 1 1 18 ; yield
3844 0101027E [041] call_i_r1 1 1 1
3848 01130110 [042] self 1 0 275 ; "IsState"
384C 03140032 [043] loadk 3 20 ; "SETUP"
3850 01020604 [044] call_i 1 3 2
3854 01000002 [045] test 1 0 ; to [47] if true
3858 000B0039 [046] jmp 12 ; to [59]
385C 0115000C [047] getglobal 1 21 ; QuestTracker
3860 01160286 [048] getfield_r1 1 1 22 ; SetQuestGiver
3864 0217000C [049] getglobal 2 23 ; GetLocalHero
3868 0202027E [050] call_i_r1 2 1 2
386C 03000000 [051] getfield 3 0 0 ; ParentQuest
3870 03180686 [052] getfield_r1 3 3 24 ; QuestName
3874 040C0000 [053] getfield 4 0 12 ; Entity
3878 01010804 [054] call_i 1 4 1
387C 01040110 [055] self 1 0 260 ; "SetState"
3880 03190032 [056] loadk 3 25 ; "GIVE_GIFTS"
3884 01010604 [057] call_i 1 3 1
3888 00EBFF38 [058] jmp -20 ; to [39]
388C 01130110 [059] self 1 0 275 ; "IsState"
3890 03190032 [060] loadk 3 25 ; "GIVE_GIFTS"
3894 01020604 [061] call_i 1 3 2
3898 01000002 [062] test 1 0 ; to [64] if true
389C 00030039 [063] jmp 4 ; to [68]
38A0 01040110 [064] self 1 0 260 ; "SetState"
38A4 031A0032 [065] loadk 3 26 ; "DLC_CHECK"
38A8 01010604 [066] call_i 1 3 1
38AC 00E2FF38 [067] jmp -29 ; to [39]
38B0 01130110 [068] self 1 0 275 ; "IsState"
38B4 031A0032 [069] loadk 3 26 ; "DLC_CHECK"

```

```

38B8 01020604    [070] call_i      1  3  2
38BC 01000002    [071] test        1   0   ; to [73] if true
38C0 00130039    [072] jmp          20           ; to [93]
38C4 011B000C    [073] getglobal     1  27   ; ScriptFunction
38C8 011C0286    [074] getfield_r1    1  1  28 ; IsDLC2Premium
38CC 0102027E    [075] call_i_r1      1  1  2
38D0 01000002    [076] test          1   0   ; to [78] if true
38D4 000A0039    [077] jmp           11           ; to [89]
38D8 011D0000    [078] getfield       1  0  29 ; BeenThroughDLCPurchasing
38DC 01010082    [079] test_r1        1  0  1
38E0 00030039    [080] jmp            4           ; to [85]
38E4 01040110    [081] self           1  0  260 ; "SetState"
38E8 031E0032    [082] loadk          3  30   ; "BEGIN_QUEST_INTERACT_DLC"
38EC 01010604    [083] call_i         1  3  1
38F0 00D1FF38    [084] jmp           -46          ; to [39]
38F4 01040110    [085] self           1  0  260 ; "SetState"
38F8 031F0032    [086] loadk          3  31   ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC 01010604    [087] call_i         1  3  1
3900 00CDFF38    [088] jmp           -50          ; to [39]
3904 01040110    [089] self           1  0  260 ; "SetState"
3908 03200032    [090] loadk          3  32   ; "OFFER_DLC_PURCHASE_CUTSCENE"
390C 01010604    [091] call_i         1  3  1
3910 00C9FF38    [092] jmp           -54          ; to [39]
3914 01130110    [093] self           1  0  275 ; "IsState"
3918 031E0032    [094] loadk          3  30   ; "BEGIN_QUEST_INTERACT_DLC"
391C 01020604    [095] call_i         1  3  2
3920 01000002    [096] test          1   0   ; to [98] if true
3924 00130039    [097] jmp           20           ; to [118]
3928 01210110    [098] self           1  0  289 ; "ShowToasterBox"
392C 0305005C    [099] newtable       3  0  5   ; array=0, hash=5
3930 03234588    [100] setfield_r1    3  34  291 ; box_text
"TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
3934 0325491E    [101] setfield       3  36  293 ; box_title "TEXT_QUEST_QC190_NAME"
3938 03274D1E    [102] setfield       3  38  295 ; accept_radius 3
393C 04000000    [103] getfield       4  0  0   ; ParentQuest
3940 04180886    [104] getfield_r1    4  4  24 ; QuestName
3944 0304501E    [105] setfield       3  40  4   ; quest_name
3948 0403005C    [106] newtable       4  0  3   ; array=0, hash=3
394C 042B5588    [107] setfield_r1    4  42  299 ; intro_scene
"QC190_HobsonGiftIntroDLC"
3950 042D591E    [108] setfield       4  44  301 ; wait_around_scene
"QC190_HobsonQuestAcceptWaitaround"
3954 042F5D1E    [109] setfield       4  46  303 ; TriggerArea "QC190_QuestStartTrigger"
3958 0304521E    [110] setfield       3  41  4   ; cutscene_table
395C 01020604    [111] call_i         1  3  2
3960 01000002    [112] test          1   0   ; to [114] if true
3964 00B4FF38    [113] jmp           -75          ; to [39]

```

```

3968 01040110      [114] self      1  0 260 ; "SetState"
396C 03300032      [115] loadk      3 48      ; "BEGIN_QUEST_SETUP"
3970 01010604      [116] call_i     1  3  1
3974 00B0FF38      [117] jmp         -79      ; to [39]
3978 01130110      [118] self      1  0 275 ; "IsState"
397C 031F0032      [119] loadk      3 31      ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
3980 01020604      [120] call_i     1  3  2
3984 01000002      [121] test       1   0    ; to [123] if true
3988 00130039      [122] jmp         20       ; to [143]
398C 01210110      [123] self      1  0 289 ; "ShowToasterBox"
3990 0305005C      [124] newtable   3  0  5    ; array=0, hash=5
3994 03234588      [125] setfield_r1 3 34 291 ; box_text
"TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
3998 0325491E      [126] setfield   3 36 293 ; box_title "TEXT_QUEST_QC190_NAME"
399C 03274D1E      [127] setfield   3 38 295 ; accept_radius 3
39A0 04000000      [128] getfield   4  0  0    ; ParentQuest
39A4 04180886      [129] getfield_r1 4  4  24  ; QuestName
39A8 0304501E      [130] setfield   3 40  4    ; quest_name
39AC 0403005C      [131] newtable   4  0  3    ; array=0, hash=3
39B0 04315588      [132] setfield_r1 4 42 305 ; intro_scene "QC190_HobsonDLCBought"
39B4 042D591E      [133] setfield   4 44 301 ; wait_around_scene
"QC190_HobsonQuestAcceptWaitaround"
39B8 042F5D1E      [134] setfield   4 46 303 ; TriggerArea "QC190_QuestStartTrigger"
39BC 0304521E      [135] setfield   3 41  4    ; cutscene_table
39C0 01020604      [136] call_i     1  3  2
39C4 01000002      [137] test       1   0    ; to [139] if true
39C8 009BFF38      [138] jmp        -100     ; to [39]
39CC 01040110      [139] self      1  0 260 ; "SetState"
39D0 03300032      [140] loadk      3 48      ; "BEGIN_QUEST_SETUP"
39D4 01010604      [141] call_i     1  3  1
39D8 0097FF38      [142] jmp        -104     ; to [39]
39DC 01130110      [143] self      1  0 275 ; "IsState"
39E0 03300032      [144] loadk      3 48      ; "BEGIN_QUEST_SETUP"
39E4 01020604      [145] call_i     1  3  2
39E8 01000002      [146] test       1   0    ; to [148] if true
39EC 00290039      [147] jmp         42       ; to [190]
39F0 01000000      [148] getfield   1  0  0    ; ParentQuest
39F4 01336588      [149] setfield_r1 1 50 307 ; QuestAccepted true
39F8 0115000C      [150] getglobal  1 21      ; QuestTracker
39FC 01340286      [151] getfield_r1 1  1  52  ; SetAsActive
3A00 0235000C      [152] getglobal  2 53      ; QuestManager
3A04 02360486      [153] getfield_r1 2  2  54  ; HeroEntity
3A08 03000000      [154] getfield   3  0  0    ; ParentQuest
3A0C 03180686      [155] getfield_r1 3  3  24  ; QuestName
3A10 0400021A      [156] loadbool   4  1  0    ; true
3A14 01010804      [157] call_i     1  4  1
3A18 0137000C      [158] getglobal  1 55      ; Layers

```

```

3A1C 01380286 [159] getfield_r1 1 1 56 ; DeactivateLayer
3A20 02390032 [160] loadk 2 57 ; "QC190_CastleAssassinMapLayer"
3A24 01010404 [161] call_i 1 2 1
3A28 011B000C [162] getglobal 1 27 ; ScriptFunction
3A2C 013A0286 [163] getfield_r1 1 1 58 ; StopCutscene
3A30 0203005C [164] newtable 2 0 3 ; array=0, hash=3
3A34 030C0000 [165] getfield 3 0 12 ; Entity
3A38 0203761E [166] setfield 2 59 3 ; entity
3A3C 023D791E [167] setfield 2 60 317 ; wait false
3A40 023D7D1E [168] setfield 2 62 317 ; let_dialogue_finish false
3A44 01010404 [169] call_i 1 2 1
3A48 013F0110 [170] self 1 0 319 ; "PlayCutscene"
3A4C 0301005C [171] newtable 3 0 1 ; array=0, hash=1
3A50 03418188 [172] setfield_r1 3 64 321 ; Cutscene
"QC190_HobsonQuestAccepted"
3A54 01010604 [173] call_i 1 3 1
3A58 0142000C [174] getglobal 1 66 ; Timing
3A5C 01430286 [175] getfield_r1 1 1 67 ; Wait
3A60 02440032 [176] loadk 2 68 ; 0.75
3A64 01010404 [177] call_i 1 2 1
3A68 0145000C [178] getglobal 1 69 ; GUI
3A6C 01460286 [179] getfield_r1 1 1 70 ; FadeScreenOut
3A70 02470032 [180] loadk 2 71 ; 2
3A74 01010404 [181] call_i 1 2 1
3A78 0142000C [182] getglobal 1 66 ; Timing
3A7C 01430286 [183] getfield_r1 1 1 67 ; Wait
3A80 02470032 [184] loadk 2 71 ; 2
3A84 01010404 [185] call_i 1 2 1
3A88 01040110 [186] self 1 0 260 ; "SetState"
3A8C 03480032 [187] loadk 3 72 ; "BEGIN_QUEST"
3A90 01010604 [188] call_i 1 3 1
3A94 0068FF38 [189] jmp -151 ; to [39]
3A98 01130110 [190] self 1 0 275 ; "IsState"
3A9C 03200032 [191] loadk 3 32 ; "OFFER_DLC_PURCHASE_CUTSCENE"
3AA0 01020604 [192] call_i 1 3 2
3AA4 01000002 [193] test 1 0 ; to [195] if true
3AA8 00120039 [194] jmp 19 ; to [214]
3AAC 01210110 [195] self 1 0 289 ; "ShowToasterBox"
3AB0 0305005C [196] newtable 3 0 5 ; array=0, hash=5
3AB4 03494588 [197] setfield_r1 3 34 329 ; box_text
"TEXT_QUEST_QC190_TOASTER_PURCHASE"
3AB8 0325491E [198] setfield 3 36 293 ; box_title "TEXT_QUEST_QC190_NAME"
3ABC 03274D1E [199] setfield 3 38 295 ; accept_radius 3
3AC0 04000000 [200] getfield 4 0 0 ; ParentQuest
3AC4 04180886 [201] getfield_r1 4 4 24 ; QuestName
3AC8 0304501E [202] setfield 3 40 4 ; quest_name
3ACC 0402005C [203] newtable 4 0 2 ; array=0, hash=2
3AD0 044A5588 [204] setfield_r1 4 42 330 ; intro_scene

```

"QC190_HobsonGiftIntroNoDLC"

3AD4 044B591E [205] setfield 4 44 331 ; wait_around_scene

"QC190_HobsonPurchaseDLCWaitaround"

3AD8 0304521E [206] setfield 3 41 4 ; cutscene_table

3ADC 01020604 [207] call_i 1 3 2

3AE0 01000002 [208] test 1 0 ; to [210] if true

3AE4 0054FF38 [209] jmp -171 ; to [39]

3AE8 01040110 [210] self 1 0 260 ; "SetState"

3AEC 034C0032 [211] loadk 3 76 ; "OFFER_DLC_PURCHASE"

3AF0 01010604 [212] call_i 1 3 1

3AF4 0050FF38 [213] jmp -175 ; to [39]

3AF8 01130110 [214] self 1 0 275 ; "IsState"

3AFC 034C0032 [215] loadk 3 76 ; "OFFER_DLC_PURCHASE"

3B00 01020604 [216] call_i 1 3 2

3B04 01000002 [217] test 1 0 ; to [219] if true

3B08 00330039 [218] jmp 52 ; to [271]

3B0C 011B000C [219] getglobal 1 27 ; ScriptFunction

3B10 013A0286 [220] getfield_r1 1 1 58 ; StopCutscene

3B14 0203005C [221] newtable 2 0 3 ; array=0, hash=3

3B18 030C0000 [222] getfield 3 0 12 ; Entity

3B1C 0203761E [223] setfield 2 59 3 ; entity

3B20 023D791E [224] setfield 2 60 317 ; wait false

3B24 023D7D1E [225] setfield 2 62 317 ; let_dialogue_finish false

3B28 01010404 [226] call_i 1 2 1

3B2C 014D000C [227] getglobal 1 77 ; Network

3B30 014E0286 [228] getfield_r1 1 1 78 ; IsSignedInLive

3B34 0102027E [229] call_i_r1 1 1 2

3B38 01010002 [230] test 1 1 ; to [232] if false

3B3C 00190039 [231] jmp 26 ; to [258]

3B40 0145000C [232] getglobal 1 69 ; GUI

3B44 014F0286 [233] getfield_r1 1 1 79 ; DisplayMessageBox

3B48 02500032 [234] loadk 2 80 ; "TEXT_DLC2_SIGN_IN_TO_PURCHASE"

3B4C 01010404 [235] call_i 1 2 1

3B50 0145000C [236] getglobal 1 69 ; GUI

3B54 01510286 [237] getfield_r1 1 1 81 ; IsAnyMenuOpen

3B58 0102027E [238] call_i_r1 1 1 2

3B5C 01010002 [239] test 1 1 ; to [241] if false

3B60 00030039 [240] jmp 4 ; to [245]

3B64 0111000C [241] getglobal 1 17 ; coroutine

3B68 01120286 [242] getfield_r1 1 1 18 ; yield

3B6C 0101027E [243] call_i_r1 1 1 1

3B70 00F6FF38 [244] jmp -9 ; to [236]

3B74 0145000C [245] getglobal 1 69 ; GUI

3B78 01510286 [246] getfield_r1 1 1 81 ; IsAnyMenuOpen

3B7C 0102027E [247] call_i_r1 1 1 2

3B80 01000002 [248] test 1 0 ; to [250] if true

3B84 00030039 [249] jmp 4 ; to [254]

3B88 0111000C [250] getglobal 1 17 ; coroutine


```

3B8C 01120286 [251] getfield_r1 1 1 18 ; yield
3B90 0101027E [252] call_i_r1 1 1 1
3B94 00F6FF38 [253] jmp -9 ; to [245]
3B98 01040110 [254] self 1 0 260 ; "SetState"
3B9C 03200032 [255] loadk 3 32 ; "OFFER_DLC_PURCHASE_CUTSCENE"
3BA0 01010604 [256] call_i 1 3 1
3BA4 0024FF38 [257] jmp -219 ; to [39]
3BA8 0152000C [258] getglobal 1 82 ; InGameStore
3BAC 01530286 [259] getfield_r1 1 1 83 ; DownloadOfferByOfferId
3BB0 02540032 [260] loadk 2 84 ; "0CCF009F"
3BB4 01010404 [261] call_i 1 2 1
3BB8 00333B1E [262] setfield 0 29 307 ; BeenThroughDLC Purchasing true
3BBC 0142000C [263] getglobal 1 66 ; Timing
3BC0 01430286 [264] getfield_r1 1 1 67 ; Wait
3BC4 02470032 [265] loadk 2 71 ; 2
3BC8 01010404 [266] call_i 1 2 1
3BCC 01040110 [267] self 1 0 260 ; "SetState"
3BD0 031A0032 [268] loadk 3 26 ; "DLC_CHECK"
3BD4 01010604 [269] call_i 1 3 1
3BD8 0017FF38 [270] jmp -232 ; to [39]
3BDC 01130110 [271] self 1 0 275 ; "IsState"
3BE0 034C0032 [272] loadk 3 76 ; "OFFER_DLC_PURCHASE"
3BE4 01020604 [273] call_i 1 3 2
3BE8 01000002 [274] test 1 0 ; to [276] if true
3BEC 00000039 [275] jmp 1 ; to [277]
3BF0 0011FF38 [276] jmp -238 ; to [39]
3BF4 01130110 [277] self 1 0 275 ; "IsState"
3BF8 03480032 [278] loadk 3 72 ; "BEGIN_QUEST"
3BFC 01020604 [279] call_i 1 3 2
3C00 01000002 [280] test 1 0 ; to [282] if true
3C04 001F0039 [281] jmp 32 ; to [314]
3C08 0155000C [282] getglobal 1 85 ; SetLevelDisplayName
3C0C 02070032 [283] loadk 2 7 ; "Albion\\CastleBattle"
3C10 03560032 [284] loadk 3 86 ;
"TEXT_LEVEL_ALBION_BOWERSTONECASTLE"
3C14 01010604 [285] call_i 1 3 1
3C18 0157000C [286] getglobal 1 87 ; Gameflow
3C1C 01580286 [287] getfield_r1 1 1 88 ; Judgements
3C20 01590286 [288] getfield_r1 1 1 89 ; EvilDecoration
3C24 01000082 [289] test_r1 1 0 0
3C28 00060039 [290] jmp 7 ; to [298]
3C2C 0137000C [291] getglobal 1 55 ; Layers
3C30 015A0286 [292] getfield_r1 1 1 90 ; ActivateScenario
3C34 025B0032 [293] loadk 2 91 ; "Fable3"
3C38 03070032 [294] loadk 3 7 ; "Albion\\CastleBattle"
3C3C 045C0032 [295] loadk 4 92 ; "Episode1ScenarioEvil"
3C40 01010804 [296] call_i 1 4 1
3C44 00050039 [297] jmp 6 ; to [304]

```

```

3C48 0137000C      [298] getglobal    1 55      ; Layers
3C4C 015A0286      [299] getfield_r1   1 1 90    ; ActivateScenario
3C50 025B0032      [300] loadk         2 91      ; "Fable3"
3C54 03070032      [301] loadk         3 7       ; "Albion\\CastleBattle"
3C58 045D0032      [302] loadk         4 93      ; "Episode1Scenario"
3C5C 01010804      [303] call_i        1 4 1
3C60 015E000C      [304] getglobal    1 94      ; cprint
3C64 025F0032      [305] loadk         2 95      ; "Activating scenario: Fable3,
Albion\\CastleBattle, Episode1Scenario"
3C68 01010404      [306] call_i        1 2 1
3C6C 0160000C      [307] getglobal    1 96      ; Debug
3C70 01610286      [308] getfield_r1   1 1 97    ; LoadLevel
3C74 025B0032      [309] loadk         2 91      ; "Fable3"
3C78 03070032      [310] loadk         3 7       ; "Albion\\CastleBattle"
3C7C 04620032      [311] loadk         4 98      ; "QC190_ThroneRoomTeleportMarker"
3C80 01010804      [312] call_i        1 4 1
3C84 00ECFE38      [313] jmp          -275     ; to [39]
3C88 01130110      [314] self          1 0 275   ; "IsState"
3C8C 03090032      [315] loadk         3 9       ; "ASSASSIN_INTRO_A"
3C90 01020604      [316] call_i        1 3 2
3C94 01000002      [317] test          1 0      ; to [319] if true
3C98 00430039      [318] jmp           68      ; to [387]
3C9C 01630110      [319] self          1 0 355   ; "GetEntityWithName"
3CA0 03640032      [320] loadk         3 100     ; "BCGarden_Courtyard"
3CA4 01020604      [321] call_i        1 3 2
3CA8 01000002      [322] test          1 0      ; to [324] if true
3CAC 000C0039      [323] jmp           13      ; to [337]
3CB0 02650310      [324] self          2 1 357   ; "IsAlive"
3CB4 0202047E      [325] call_i_r1      2 2 2
3CB8 02000002      [326] test          2 0      ; to [328] if true
3CBC 00080039      [327] jmp           9       ; to [337]
3CC0 0266000C      [328] getglobal    2 102     ; GraphicAppearance
3CC4 02670486      [329] getfield_r1   2 2 103   ; StartPreloadingMeshes
3CC8 0300020E      [330] move          3 1
3CCC 02010404      [331] call_i        2 2 1
3CD0 0266000C      [332] getglobal    2 102     ; GraphicAppearance
3CD4 02680486      [333] getfield_r1   2 2 104   ; SetAsAlwaysInView
3CD8 0300020E      [334] move          3 1
3CDC 0400021A      [335] loadbool     4 1 0    ; true
3CE0 02010604      [336] call_i        2 3 1
3CE4 0269000C      [337] getglobal    2 105     ; EnvironmentTheme
3CE8 026A0486      [338] getfield_r1   2 2 106   ; BlendToEnvironmentTheme
3CEC 036B0032      [339] loadk         3 107     ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3CF0 046C0032      [340] loadk         4 108     ; 1
3CF4 056D0032      [341] loadk         5 109     ; 0
3CF8 02010804      [342] call_i        2 4 1
3CFC 023F0110      [343] self          2 0 319   ; "PlayCutscene"

```



```

3D00 0401005C      [344] newtable    4  0  1  ; array=0, hash=1
3D04 046E8188      [345] setfield_r1   4 64 366 ; Cutscene "QC190_AssassinIntroA"
3D08 02010604      [346] call_i         2  3  1
3D0C 0269000C      [347] getglobal      2 105  ; EnvironmentTheme
3D10 026A0486      [348] getfield_r1   2  2 106 ; BlendToEnvironmentTheme
3D14 036B0032      [349] loadk         3 107  ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3D18 046D0032      [350] loadk         4 109  ; 0
3D1C 056D0032      [351] loadk         5 109  ; 0
3D20 02010804      [352] call_i         2  4  1
3D24 02630110      [353] self          2  0 355 ; "GetEntityWithName"
3D28 046F0032      [354] loadk         4 111  ; "QC190_HobsonACSTalkMarker"
3D2C 02020604      [355] call_i         2  3  2
3D30 02000002      [356] test          2   0  ; to [358] if true
3D34 00080039      [357] jmp           9       ; to [367]
3D38 03650510      [358] self          3  2 357 ; "IsAlive"
3D3C 0302047E      [359] call_i_r1     3  2  2
3D40 03000002      [360] test          3   0  ; to [362] if true
3D44 00040039      [361] jmp           5       ; to [367]
3D48 0370000C      [362] getglobal     3 112  ; Talk
3D4C 03710686      [363] getfield_r1  3  3 113 ; StopTalking
3D50 0400040E      [364] move          4  2
3D54 05720032      [365] loadk         5 114  ; 5000
3D58 03010604      [366] call_i         3  3  1
3D5C 0342000C      [367] getglobal     3  66  ; Timing
3D60 03430686      [368] getfield_r1  3  3  67 ; Wait
3D64 04470032      [369] loadk         4  71  ; 2
3D68 03010404      [370] call_i         3  2  1
3D6C 03000000      [371] getfield      3  0  0  ; ParentQuest
3D70 0333E788      [372] setfield_r1   3 115 307 ; StartAssassinIntroB true
3D74 0342000C      [373] getglobal     3  66  ; Timing
3D78 03740686      [374] getfield_r1  3  3 116 ; SetTimeOfDay
3D7C 04750032      [375] loadk         4 117  ; 22
3D80 03010404      [376] call_i         3  2  1
3D84 0369000C      [377] getglobal     3 105  ; EnvironmentTheme
3D88 036A0686      [378] getfield_r1   3  3 106 ; BlendToEnvironmentTheme
3D8C 04760032      [379] loadk         4 118  ; "DLC2_BowerstoneOldQuarter_Night"
3D90 056C0032      [380] loadk         5 108  ; 1
3D94 066D0032      [381] loadk         6 109  ; 0
3D98 03010804      [382] call_i         3  4  1
3D9C 03040110      [383] self          3  0 260 ; "SetState"
3DA0 05770032      [384] loadk         5 119  ; "ASSASSIN_INTRO_B"
3DA4 03010604      [385] call_i         3  3  1
3DA8 00A3FE38      [386] jmp          -348  ; to [39]
3DAC 01130110      [387] self          1  0 275 ; "IsState"
3DB0 03770032      [388] loadk         3 119  ; "ASSASSIN_INTRO_B"
3DB4 01020604      [389] call_i         1  3  2
3DB8 01000002      [390] test          1   0  ; to [392] if true

```

```

3DBC 00070039 [391] jmp 8 ; to [400]
3DC0 01000000 [392] getfield 1 0 0 ; ParentQuest
3DC4 01780286 [393] getfield_r1 1 1 120 ; StartAssassinIntroC
3DC8 01000082 [394] test_r1 1 0 0
3DCC 009AFE38 [395] jmp -357 ; to [39]
3DD0 01040110 [396] self 1 0 260 ; "SetState"
3DD4 03790032 [397] loadk 3 121 ; "ASSASSIN_INTRO_C"
3DD8 01010604 [398] call_i 1 3 1
3DDC 0096FE38 [399] jmp -361 ; to [39]
3DE0 01130110 [400] self 1 0 275 ; "IsState"
3DE4 03790032 [401] loadk 3 121 ; "ASSASSIN_INTRO_C"
3DE8 01020604 [402] call_i 1 3 2
3DEC 01000002 [403] test 1 0 ; to [405] if true
3DF0 00340039 [404] jmp 53 ; to [458]
3DF4 01630110 [405] self 1 0 355 ; "GetEntityWithName"
3DF8 03640032 [406] loadk 3 100 ; "BCGarden_Courtyard"
3DFC 01020604 [407] call_i 1 3 2
3E00 01000002 [408] test 1 0 ; to [410] if true
3E04 00080039 [409] jmp 9 ; to [419]
3E08 02650310 [410] self 2 1 357 ; "IsAlive"
3E0C 0202047E [411] call_i_r1 2 2 2
3E10 02000002 [412] test 2 0 ; to [414] if true
3E14 00040039 [413] jmp 5 ; to [419]
3E18 0266000C [414] getglobal 2 102 ; GraphicAppearance
3E1C 02680486 [415] getfield_r1 2 2 104 ; SetAsAlwaysInView
3E20 0300020E [416] move 3 1
3E24 0400001A [417] loadbool 4 0 0 ; false
3E28 02010604 [418] call_i 2 3 1
3E2C 0269000C [419] getglobal 2 105 ; EnvironmentTheme
3E30 026A0486 [420] getfield_r1 2 2 106 ; BlendToEnvironmentTheme
3E34 03760032 [421] loadk 3 118 ; "DLC2_BowerstoneOldQuarter_Night"
3E38 046D0032 [422] loadk 4 109 ; 0
3E3C 056D0032 [423] loadk 5 109 ; 0
3E40 02010804 [424] call_i 2 4 1
3E44 0269000C [425] getglobal 2 105 ; EnvironmentTheme
3E48 026A0486 [426] getfield_r1 2 2 106 ; BlendToEnvironmentTheme
3E4C 036B0032 [427] loadk 3 107 ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3E50 046C0032 [428] loadk 4 108 ; 1
3E54 056D0032 [429] loadk 5 109 ; 0
3E58 02010804 [430] call_i 2 4 1
3E5C 023F0110 [431] self 2 0 319 ; "PlayCutscene"
3E60 0401005C [432] newtable 4 0 1 ; array=0, hash=1
3E64 047A8188 [433] setfield_r1 4 64 378 ; Cutscene "QC190_AssassinIntroC"
3E68 02010604 [434] call_i 2 3 1
3E6C 027B0110 [435] self 2 0 379 ; "GetAllEntitiesWithNameIncluding"
3E70 047C0032 [436] loadk 4 124 ; "QC190_BloodSplat"
3E74 02020604 [437] call_i 2 3 2

```

```

3E78 037D000C    [438] getglobal    3 125    ; ipairs
3E7C 0400040E    [439] move          4 2
3E80 03040404    [440] call_i         3 2 4
3E84 00010039    [441] jmp             2          ; to [444]
3E88 087E0F10    [442] self            8 7 382 ; "Destroy"
3E8C 0801047E    [443] call_i_r1       8 2 1
3E90 0302001C    [444] tforloop        3 2    ; to [446] if exit
3E94 00FBFF38    [445] jmp            -4          ; to [442]
3E98 037F000C    [446] getglobal       3 127    ; Orchestra
3E9C 033D0189    [447] setfield_r1     3 128 317 ; Enabled false
3EA0 0369000C    [448] getglobal       3 105    ; EnvironmentTheme
3EA4 036A0686    [449] getfield_r1    3 3 106 ; BlendToEnvironmentTheme
3EA8 046B0032    [450] loadk          4 107    ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
3EAC 056D0032    [451] loadk          5 109    ; 0
3EB0 066D0032    [452] loadk          6 109    ; 0
3EB4 03010804    [453] call_i         3 4 1
3EB8 03040110    [454] self            3 0 260 ; "SetState"
3EBC 05810032    [455] loadk          5 129    ; "ASSASSIN_FIGHT"
3EC0 03010604    [456] call_i         3 3 1
3EC4 005CFE38    [457] jmp            -419       ; to [39]
3EC8 01130110    [458] self            1 0 275 ; "IsState"
3ECC 03810032    [459] loadk          3 129    ; "ASSASSIN_FIGHT"
3ED0 01020604    [460] call_i         1 3 2
3ED4 01000002    [461] test           1 0    ; to [463] if true
3ED8 00770039    [462] jmp            120        ; to [583]
3EDC 011B000C    [463] getglobal       1 27    ; ScriptFunction
3EE0 01820286    [464] getfield_r1    1 1 130 ; MoveAndRotateEntityToMarkerNamed
3EE4 020C0000    [465] getfield       2 0 12    ; Entity
3EE8 03830032    [466] loadk          3 131    ; "QC190_HobsonCowerMarker"
3EEC 0400021A    [467] loadbool       4 1 0    ; true
3EF0 0500021A    [468] loadbool       5 1 0    ; true
3EF4 0600021A    [469] loadbool       6 1 0    ; true
3EF8 01010C04    [470] call_i         1 6 1
3EFC 0184000C    [471] getglobal       1 132    ; GetRemoteHero
3F00 0102027E    [472] call_i_r1       1 1 2
3F04 01000002    [473] test           1 0    ; to [475] if true
3F08 00170039    [474] jmp            24        ; to [499]
3F0C 02650310    [475] self            2 1 357 ; "IsAlive"
3F10 0202047E    [476] call_i_r1       2 2 2
3F14 02000002    [477] test           2 0    ; to [479] if true
3F18 00130039    [478] jmp            20        ; to [499]
3F1C 021B000C    [479] getglobal       2 27    ; ScriptFunction
3F20 02820486    [480] getfield_r1    2 2 130 ; MoveAndRotateEntityToMarkerNamed
3F24 0384000C    [481] getglobal       3 132    ; GetRemoteHero
3F28 0302027E    [482] call_i_r1       3 1 2
3F2C 04850032    [483] loadk          4 133    ; "QC190_HobsonAssassinEndMarker"
3F30 02010604    [484] call_i         2 3 1

```

```

3F34 0286000C    [485] getglobal  2 134    ; GetRemoteHeroDog
3F38 0202027E    [486] call_i_r1   2 1 2
3F3C 02000002    [487] test       2 0    ; to [489] if true
3F40 00090039    [488] jmp        10    ; to [499]
3F44 03650510    [489] self       3 2 357 ; "IsAlive"
3F48 0302047E    [490] call_i_r1   3 2 2
3F4C 03000002    [491] test       3 0    ; to [493] if true
3F50 00050039    [492] jmp        6     ; to [499]
3F54 031B000C    [493] getglobal  3 27    ; ScriptFunction
3F58 03820686    [494] getfield_r1 3 3 130 ; MoveAndRotateEntityToMarkerNamed
3F5C 0486000C    [495] getglobal  4 134    ; GetRemoteHeroDog
3F60 0402027E    [496] call_i_r1   4 1 2
3F64 05850032    [497] loadk     5 133    ; "QC190_HobsonAssassinEndMarker"
3F68 03010604    [498] call_i     3 3 1
3F6C 02000000    [499] getfield   2 0 0    ; ParentQuest
3F70 02330F89    [500] setfield_r1 2 135 307 ; StartAssassinCombat true
3F74 0288000C    [501] getglobal  2 136    ; Action
3F78 02890486    [502] getfield_r1 2 2 137 ; FinishAllActions
3F7C 030C0000    [503] getfield   3 0 12   ; Entity
3F80 02010404    [504] call_i     2 2 1
3F84 0257000C    [505] getglobal  2 87    ; Gameflow
3F88 02580486    [506] getfield_r1 2 2 88   ; Judgements
3F8C 02590486    [507] getfield_r1 2 2 89   ; EvilDecoration
3F90 02000082    [508] test_r1   2 0 0
3F94 00050039    [509] jmp        6     ; to [516]
3F98 02630110    [510] self       2 0 355 ; "GetEntityWithName"
3F9C 048B0032    [511] loadk     4 139    ; "BC_Throne_Evil"
3FA0 058C0032    [512] loadk     5 140    ; "object"
3FA4 02020804    [513] call_i     2 4 2
3FA8 0002141F    [514] setfield   0 138 2 ; Throne
3FAC 00040039    [515] jmp        5     ; to [521]
3FB0 02630110    [516] self       2 0 355 ; "GetEntityWithName"
3FB4 048D0032    [517] loadk     4 141    ; "BC_Throne_Good"
3FB8 058C0032    [518] loadk     5 140    ; "object"
3FBC 02020804    [519] call_i     2 4 2
3FC0 0002141F    [520] setfield   0 138 2 ; Throne
3FC4 028A0000    [521] getfield   2 0 138 ; Throne
3FC8 02000082    [522] test_r1   2 0 0
3FCC 002F0039    [523] jmp        48    ; to [572]
3FD0 028A0000    [524] getfield   2 0 138 ; Throne
3FD4 02650510    [525] self       2 2 357 ; "IsAlive"
3FD8 0202047E    [526] call_i_r1   2 2 2
3FDC 02000002    [527] test       2 0    ; to [529] if true
3FE0 002A0039    [528] jmp        43    ; to [572]
3FE4 028E000C    [529] getglobal  2 142    ; Physics
3FE8 028F0486    [530] getfield_r1 2 2 143 ; SetCanCollideWithEntity
3FEC 030C0000    [531] getfield   3 0 12   ; Entity
3FF0 048A0000    [532] getfield   4 0 138 ; Throne

```

3FF4	0500001A	[533]	loadbool	5	0	0	; false
3FF8	02010804	[534]	call_i	2	4	1	
3FFC	0211000C	[535]	getglobal	2	17		; coroutine
4000	02120486	[536]	getfield_r1	2	2	18	; yield
4004	0201027E	[537]	call_i_r1	2	1	1	
4008	0266000C	[538]	getglobal	2	102		; GraphicAppearance
400C	02900486	[539]	getfield_r1	2	2	144	; HasDummyObject
4010	038A0000	[540]	getfield	3	0	138	; Throne
4014	04910032	[541]	loadk	4	145		; "Prop.Action.Generic"
4018	056D0032	[542]	loadk	5	109		; 0
401C	02020804	[543]	call_i	2	4	2	
4020	02000002	[544]	test	2	0		; to [546] if true
4024	00160039	[545]	jmp	23			; to [569]
4028	0266000C	[546]	getglobal	2	102		; GraphicAppearance
402C	02920486	[547]	getfield_r1	2	2	146	; GetDummyObjectFacingDirection
4030	038A0000	[548]	getfield	3	0	138	; Throne
4034	04910032	[549]	loadk	4	145		; "Prop.Action.Generic"
4038	056D0032	[550]	loadk	5	109		; 0
403C	02020804	[551]	call_i	2	4	2	
4040	038E000C	[552]	getglobal	3	142		; Physics
4044	03930686	[553]	getfield_r1	3	3	147	; SetFacingVector
4048	040C0000	[554]	getfield	4	0	12	; Entity
404C	0500040E	[555]	move	5	2		
4050	03010604	[556]	call_i	3	3	1	
4054	0366000C	[557]	getglobal	3	102		; GraphicAppearance
4058	03950686	[558]	getfield_r1	3	3	149	; GetDummyObjectPosition
405C	048A0000	[559]	getfield	4	0	138	; Throne
4060	05910032	[560]	loadk	5	145		; "Prop.Action.Generic"
4064	066D0032	[561]	loadk	6	109		; 0
4068	03020804	[562]	call_i	3	4	2	
406C	03940036	[563]	setglobal	3	148		; dummy
4070	038E000C	[564]	getglobal	3	142		; Physics
4074	03960686	[565]	getfield_r1	3	3	150	; TeleportToPosition
4078	040C0000	[566]	getfield	4	0	12	; Entity
407C	0594000C	[567]	getglobal	5	148		; dummy
4080	03010604	[568]	call_i	3	3	1	
4084	0211000C	[569]	getglobal	2	17		; coroutine
4088	02120486	[570]	getfield_r1	2	2	18	; yield
408C	0201027E	[571]	call_i_r1	2	1	1	
4090	0297000C	[572]	getglobal	2	151		; ModeManager
4094	02980486	[573]	getfield_r1	2	2	152	; AddModeByEnumWithAnimGroupName
4098	030C0000	[574]	getfield	3	0	12	; Entity
409C	0499000C	[575]	getglobal	4	153		; EEntityType
40A0	049A0886	[576]	getfield_r1	4	4	154	; EM_CUTSCENE_CUSTOM_POSE
40A4	059B0032	[577]	loadk	5	155		; "HobsonCowering"
40A8	02010804	[578]	call_i	2	4	1	
40AC	02040110	[579]	self	2	0	260	; "SetState"
40B0	04050032	[580]	loadk	4	5		; "ASSASSIN_OUTRO"


```

40B4 02010604 [581] call_i 2 3 1
40B8 00DFFD38 [582] jmp -544 ; to [39]
40BC 01130110 [583] self 1 0 275 ; "IsState"
40C0 03050032 [584] loadk 3 5 ; "ASSASSIN_OUTRO"
40C4 01020604 [585] call_i 1 3 2
40C8 01000002 [586] test 1 0 ; to [588] if true
40CC 00210039 [587] jmp 34 ; to [622]
40D0 01000000 [588] getfield 1 0 0 ; ParentQuest
40D4 019C0286 [589] getfield_r1 1 1 156 ; AssassinDefeated
40D8 01000082 [590] test_r1 1 0 0
40DC 00D6FD38 [591] jmp -553 ; to [39]
40E0 0188000C [592] getglobal 1 136 ; Action
40E4 01890286 [593] getfield_r1 1 1 137 ; FinishAllActions
40E8 020C0000 [594] getfield 2 0 12 ; Entity
40EC 01010404 [595] call_i 1 2 1
40F0 0197000C [596] getglobal 1 151 ; ModeManager
40F4 019D0286 [597] getfield_r1 1 1 157 ; RemoveMode
40F8 020C0000 [598] getfield 2 0 12 ; Entity
40FC 0399000C [599] getglobal 3 153 ; EEntityType
4100 039A0686 [600] getfield_r1 3 3 154 ; EM_CUTSCENE_CUSTOM_POSE
4104 01010604 [601] call_i 1 3 1
4108 0169000C [602] getglobal 1 105 ; EnvironmentTheme
410C 016A0286 [603] getfield_r1 1 1 106 ; BlendToEnvironmentTheme
4110 026B0032 [604] loadk 2 107 ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
4114 036C0032 [605] loadk 3 108 ; 1
4118 046D0032 [606] loadk 4 109 ; 0
411C 01010804 [607] call_i 1 4 1
4120 013F0110 [608] self 1 0 319 ; "PlayCutscene"
4124 0301005C [609] newtable 3 0 1 ; array=0, hash=1
4128 039E8188 [610] setfield_r1 3 64 414 ; Cutscene "QC190_AssassinDying"
412C 01010604 [611] call_i 1 3 1
4130 0169000C [612] getglobal 1 105 ; EnvironmentTheme
4134 016A0286 [613] getfield_r1 1 1 106 ; BlendToEnvironmentTheme
4138 026B0032 [614] loadk 2 107 ;
"DLC2_BowerstoneOldQuarter_ThroneRoom"
413C 036D0032 [615] loadk 3 109 ; 0
4140 046D0032 [616] loadk 4 109 ; 0
4144 01010804 [617] call_i 1 4 1
4148 01040110 [618] self 1 0 260 ; "SetState"
414C 039F0032 [619] loadk 3 159 ; "MOVE_TO_PORT"
4150 01010604 [620] call_i 1 3 1
4154 00B8FD38 [621] jmp -583 ; to [39]
4158 01130110 [622] self 1 0 275 ; "IsState"
415C 039F0032 [623] loadk 3 159 ; "MOVE_TO_PORT"
4160 01020604 [624] call_i 1 3 2
4164 01000002 [625] test 1 0 ; to [627] if true
4168 000F0039 [626] jmp 16 ; to [643]

```



```

416C 01000000    [627] getfield    1  0  0  ; ParentQuest
4170 01A00286    [628] getfield_r1  1  1 160 ; TeleportHobsonToPort
4174 01000082    [629] test_r1      1  0  0
4178 00AFFD38    [630] jmp            -592    ; to [39]
417C 011B000C    [631] getglobal       1  27    ; ScriptFunction
4180 01820286    [632] getfield_r1     1  1 130 ; MoveAndRotateEntityToMarkerNamed
4184 020C0000    [633] getfield        2  0 12  ; Entity
4188 03A10032    [634] loadk           3 161    ; "QC190_HobsonPortTeleportMarker"
418C 0400021A    [635] loadbool        4  1  0  ; true
4190 0500021A    [636] loadbool        5  1  0  ; true
4194 0600021A    [637] loadbool        6  1  0  ; true
4198 01010C04    [638] call_i          1  6  1
419C 01040110    [639] self            1  0 260 ; "SetState"
41A0 03A20032    [640] loadk           3 162    ; "END"
41A4 01010604    [641] call_i          1  3  1
41A8 00A3FD38    [642] jmp            -604    ; to [39]
41AC 01130110    [643] self            1  0 275 ; "IsState"
41B0 03A20032    [644] loadk           3 162    ; "END"
41B4 01020604    [645] call_i          1  3  2
41B8 01000002    [646] test            1   0    ; to [648] if true
41BC 009EFD38    [647] jmp            -609    ; to [39]
41C0 009DFD38    [648] jmp            -610    ; to [39]
41C4 00000212    [649] return          0  1

```

* constants:

```

41C8 A3000000    sizek (163)
41CC 04          const type 4
                    const [0]: "ParentQuest"
41DD 04          const type 4
                    const [1]: "InitialState"
41EF 04          const type 4
                    const [2]: "States"
41FB 04          const type 4
                    const [3]: "OLD_QUARTER_ACS"
4210 04          const type 4
                    const [4]: "SetState"
421E 04          const type 4
                    const [5]: "ASSASSIN_OUTRO"
4232 04          const type 4
                    const [6]: "IsLevelLoaded"
4245 04          const type 4
                    const [7]: "Albion\\CastleBattle"
425E 04          const type 4
                    const [8]: "TeleportCharactersToPort"
427C 04          const type 4
                    const [9]: "ASSASSIN_INTRO_A"
4292 04          const type 4
                    const [10]: "PhysicsCharacter"
42A8 04          const type 4

```

42C1 04 const [11]: "SetAsPushableByHero"
 const type 4
 42CD 04 const [12]: "Entity"
 const type 4
 42D9 04 const [13]: "Health"
 const type 4
 42F0 04 const [14]: "SetAsInvulnerable"
 const type 4
 42FE 04 const [15]: "Hittable"
 const type 4
 4323 04 const [16]: "SetEntityAsOnlyHittableByEntity"
 const type 4
 4332 04 const [17]: "coroutine"
 const type 4
 433D 04 const [18]: "yield"
 const type 4
 434A 04 const [19]: "IsState"
 const type 4
 4355 04 const [20]: "SETUP"
 const type 4
 4367 04 const [21]: "QuestTracker"
 const type 4
 437A 04 const [22]: "SetQuestGiver"
 const type 4
 438C 04 const [23]: "GetLocalHero"
 const type 4
 439B 04 const [24]: "QuestName"
 const type 4
 43AB 04 const [25]: "GIVE_GIFTS"
 const type 4
 43BA 04 const [26]: "DLC_CHECK"
 const type 4
 43CE 04 const [27]: "ScriptFunction"
 const type 4
 43E1 04 const [28]: "IsDLC2Premium"
 const type 4
 43FF 04 const [29]: "BeenThroughDLC Purchasing"
 const type 4
 441D 04 const [30]: "BEGIN_QUEST_INTERACT_DLC"
 const type 4
 4442 04 const [31]: "BEGIN_QUEST_INTERACT_BOUGHT_DLC"
 const type 4
 4463 04 const [32]: "OFFER_DLC_PURCHASE_CUTSCENE"
 const type 4
 4477 04 const [33]: "ShowToasterBox"
 const type 4
 4485 04 const [34]: "box_text"
 const type 4

```

const [35]: "TEXT_DLC2_QUEST_QC190_TOASTER_ACCEPT"
44AF 04      const type 4
const [36]: "box_title"
44BE 04      const type 4
const [37]: "TEXT_QUEST_QC190_NAME"
44D9 04      const type 4
const [38]: "accept_radius"
44EC 03      const type 3
44ED 00004040 const [39]: (3)
44F1 04      const type 4
const [40]: "quest_name"
4501 04      const type 4
const [41]: "cutscene_table"
4515 04      const type 4
const [42]: "intro_scene"
4526 04      const type 4
const [43]: "QC190_HobsonGiftIntroDLC"
4544 04      const type 4
const [44]: "wait_around_scene"
455B 04      const type 4
const [45]: "QC190_HobsonQuestAcceptWaitaround"
4582 04      const type 4
const [46]: "TriggerArea"
4593 04      const type 4
const [47]: "QC190_QuestStartTrigger"
45B0 04      const type 4
const [48]: "BEGIN_QUEST_SETUP"
45C7 04      const type 4
const [49]: "QC190_HobsonDLCBought"
45E2 04      const type 4
const [50]: "QuestAccepted"
45F5 01      const type 1
45F6 01      const [51]: (true)
45F7 04      const type 4
const [52]: "SetAsActive"
4608 04      const type 4
const [53]: "QuestManager"
461A 04      const type 4
const [54]: "HeroEntity"
462A 04      const type 4
const [55]: "Layers"
4636 04      const type 4
const [56]: "DeactivateLayer"
464B 04      const type 4
const [57]: "QC190_CastleAssassinMapLayer"
466D 04      const type 4
const [58]: "StopCutscene"
467F 04      const type 4

```

468B 04 const [59]: "entity"
 const type 4
 4695 01 const [60]: "wait"
 const type 1
 4696 00 const [61]: (false)
 4697 04 const type 4
 const [62]: "let_dialogue_finish"
 46B0 04 const type 4
 const [63]: "PlayCutscene"
 46C2 04 const type 4
 const [64]: "Cutscene"
 46D0 04 const type 4
 const [65]: "QC190_HobsonQuestAccepted"
 46EF 04 const type 4
 const [66]: "Timing"
 46FB 04 const type 4
 const [67]: "Wait"
 4705 03 const type 3
 4706 0000403F const [68]: (0.75)
 470A 04 const type 4
 const [69]: "GUI"
 4713 04 const type 4
 const [70]: "FadeScreenOut"
 4726 03 const type 3
 4727 00000040 const [71]: (2)
 472B 04 const type 4
 const [72]: "BEGIN_QUEST"
 473C 04 const type 4
 const [73]: "TEXT_QUEST_QC190_TOASTER_PURCHASE"
 4763 04 const type 4
 const [74]: "QC190_HobsonGiftIntroNoDLC"
 4783 04 const type 4
 const [75]: "QC190_HobsonPurchaseDLCWaitaround"
 47AA 04 const type 4
 const [76]: "OFFER_DLC_PURCHASE"
 47C2 04 const type 4
 const [77]: "Network"
 47CF 04 const type 4
 const [78]: "IsSignedInLive"
 47E3 04 const type 4
 const [79]: "DisplayMessageBox"
 47FA 04 const type 4
 const [80]: "TEXT_DLC2_SIGN_IN_TO_PURCHASE"
 481D 04 const type 4
 const [81]: "IsAnyMenuOpen"
 4830 04 const type 4
 const [82]: "InGameStore"
 4841 04 const type 4

485D 04 const [83]: "DownloadOfferByOfferId"
 const type 4
 486B 04 const [84]: "0CCF009F"
 const type 4
 4884 04 const [85]: "SetLevelDisplayName"
 const type 4
 48AC 04 const [86]: "TEXT_LEVEL_ALBION_BOWERSTONECASTLE"
 const type 4
 48BA 04 const [87]: "Gameflow"
 const type 4
 48CA 04 const [88]: "Judgements"
 const type 4
 48DE 04 const [89]: "EvilDecoration"
 const type 4
 48F4 04 const [90]: "ActivateScenario"
 const type 4
 4900 04 const [91]: "Fable3"
 const type 4
 491A 04 const [92]: "Episode1ScenarioEvil"
 const type 4
 4930 04 const [93]: "Episode1Scenario"
 const type 4
 493C 04 const [94]: "cprint"
 const type 4
 4984 04 const [95]: "Activating scenario: Fable3, Albion\\CastleBattle, Episode1Scenario"
 const type 4
 498F 04 const [96]: "Debug"
 const type 4
 499E 04 const [97]: "LoadLevel"
 const type 4
 49C2 04 const [98]: "QC190_ThroneRoomTeleportMarker"
 const type 4
 49D9 04 const [99]: "GetEntityWithName"
 const type 4
 49F1 04 const [100]: "BCGarden_Courtyard"
 const type 4
 49FE 04 const [101]: "IsAlive"
 const type 4
 4A15 04 const [102]: "GraphicAppearance"
 const type 4
 4A30 04 const [103]: "StartPreloadingMeshes"
 const type 4
 4A47 04 const [104]: "SetAsAlwaysInView"
 const type 4
 4A5D 04 const [105]: "EnvironmentTheme"
 const type 4
 4A7A 04 const [106]: "BlendToEnvironmentTheme"
 const type 4

const [107]: "DLC2_BowerstoneOldQuarter_ThroneRoom"
 4AA4 03 const type 3
 4AA5 0000803F const [108]: (1)
 4AA9 03 const type 3
 4AAA 00000000 const [109]: (0)
 4AAE 04 const type 4
 const [110]: "QC190_AssassinIntroA"
 4AC8 04 const type 4
 const [111]: "QC190_HobsonACSTalkMarker"
 4AE7 04 const type 4
 const [112]: "Talk"
 4AF1 04 const type 4
 const [113]: "StopTalking"
 4B02 03 const type 3
 4B03 00409C45 const [114]: (5000)
 4B07 04 const type 4
 const [115]: "StartAssassinIntroB"
 4B20 04 const type 4
 const [116]: "SetTimeOfDay"
 4B32 03 const type 3
 4B33 0000B041 const [117]: (22)
 4B37 04 const type 4
 const [118]: "DLC2_BowerstoneOldQuarter_Night"
 4B5C 04 const type 4
 const [119]: "ASSASSIN_INTRO_B"
 4B72 04 const type 4
 const [120]: "StartAssassinIntroC"
 4B8B 04 const type 4
 const [121]: "ASSASSIN_INTRO_C"
 4BA1 04 const type 4
 const [122]: "QC190_AssassinIntroC"
 4BBB 04 const type 4
 const [123]: "GetAllEntitiesWithNameIncluding"
 4BE0 04 const type 4
 const [124]: "QC190_BloodSplat"
 4BF6 04 const type 4
 const [125]: "ipairs"
 4C02 04 const type 4
 const [126]: "Destroy"
 4C0F 04 const type 4
 const [127]: "Orchestra"
 4C1E 04 const type 4
 const [128]: "Enabled"
 4C2B 04 const type 4
 const [129]: "ASSASSIN_FIGHT"
 4C3F 04 const type 4
 const [130]: "MoveAndRotateEntityToMarkerNamed"
 4C65 04 const type 4

4C82 04 const [131]: "QC190_HobsonCowerMarker"
 const type 4
 4C95 04 const [132]: "GetRemoteHero"
 const type 4
 4CB8 04 const [133]: "QC190_HobsonAssassinEndMarker"
 const type 4
 4CCE 04 const [134]: "GetRemoteHeroDog"
 const type 4
 4CE7 04 const [135]: "StartAssassinCombat"
 const type 4
 4CF3 04 const [136]: "Action"
 const type 4
 4D09 04 const [137]: "FinishAllActions"
 const type 4
 4D15 04 const [138]: "Throne"
 const type 4
 4D29 04 const [139]: "BC_Throne_Evil"
 const type 4
 4D35 04 const [140]: "object"
 const type 4
 4D49 04 const [141]: "BC_Throne_Good"
 const type 4
 4D56 04 const [142]: "Physics"
 const type 4
 4D73 04 const [143]: "SetCanCollideWithEntity"
 const type 4
 4D87 04 const [144]: "HasDummyObject"
 const type 4
 4DA0 04 const [145]: "Prop.Action.Generic"
 const type 4
 4DC3 04 const [146]: "GetDummyObjectFacingDirection"
 const type 4
 4DD8 04 const [147]: "SetFacingVector"
 const type 4
 4DE3 04 const [148]: "dummy"
 const type 4
 4DFF 04 const [149]: "GetDummyObjectPosition"
 const type 4
 4E17 04 const [150]: "TeleportToPosition"
 const type 4
 4E28 04 const [151]: "ModeManager"
 const type 4
 4E4C 04 const [152]: "AddModeByEnumWithAnimGroupName"
 const type 4
 4E61 04 const [153]: "EEntityModeType"
 const type 4
 4E7E 04 const [154]: "EM_CUTSCENE_CUSTOM_POSE"
 const type 4

```

const [155]: "HobsonCowering"
4E92 04      const type 4
const [156]: "AssassinDefeated"
4EA8 04      const type 4
const [157]: "RemoveMode"
4EB8 04      const type 4
const [158]: "QC190_AssassinDying"
4ED1 04      const type 4
const [159]: "MOVE_TO_PORT"
4EE3 04      const type 4
const [160]: "TeleportHobsonToPort"
4EFD 04      const type 4
const [161]: "QC190_HobsonPortTeleportMarker"
4F21 04      const type 4
const [162]: "END"
* functions:
4F2A 00000000      sizep (0)
* lines:
4F2E 00000000      sizelineinfo (0)
[pc] (line)
* locals:
4F32 00000000      sizelocvars (0)
* upvalues:
4F36 00000000      sizeupvalues (0)
** end of function **

```

If you write a custom script that you want to be reliant on DLC checks. You'd follow this same flow. Not that you would too, but whatever. This is for reference only.

Subject: Re: Paid DLC Checks
 Posted by [asmcint](#) on Mon, 09 Sep 2013 01:24:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest packs?

Subject: Re: Paid DLC Checks
 Posted by [Keshire](#) on Mon, 09 Sep 2013 02:42:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

asmcint wrote on Sun, 08 September 2013 18:24 Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest

packs?

Got me. I just give it all to myself via script commands.

```
Debug.AddAllDLC1Items()  
Debug.AddAllDLC2Items()
```

Subject: Re: Paid DLC Checks
Posted by [asmcint](#) on Mon, 09 Sep 2013 14:33:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keshire wrote on Sun, 08 September 2013 19:42asmcint wrote on Sun, 08 September 2013 18:24Would it be safe to assume that the same check works on all the DLC, including weapons and various articles of clothing? Or is it just the quest packs?

Got me. I just give it all to myself via script commands.
Debug.AddAllDLC1Items(
Debug.AddAllDLC2Items(

Huh. Gonna have to remember that one.

Subject: Re: Paid DLC Checks
Posted by [Keshire](#) on Mon, 09 Sep 2013 18:41:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

asmcint wrote on Mon, 09 September 2013 07:33

Huh. Gonna have to remember that one.

Yep. They should all show up in guild hall once you unlock it.
I'm not sure when they would unlock under normal circumstances.

That newgame lua I posted basically starts you as a male, with the main game completed and good alignment. It made it easier to test quest changes obviously. With games for windows live being removed in the future I'm curious how the DLC stuff is going to be handled in retail version(Steam).

Subject: Re: Paid DLC Checks
Posted by [asmcint](#) on Mon, 09 Sep 2013 18:58:57 GMT

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

Huh. So what would I have to remove/change from that to have it just start a normal new game with the DLC available?

Subject: Re: Paid DLC Checks
Posted by [Keshire](#) on Mon, 09 Sep 2013 19:16:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

asmcint wrote on Mon, 09 September 2013 11:58Huh. So what would I have to remove/change from that to have it just start a normal new game with the DLC available?

Well the quickest way would be to not use that newgame script (It's just for testing~!), and instead use the script activation hacks listed in the old forum.

Then you just need to plug in the debug unlocks and you are good to go.

Subject: Re: Paid DLC Checks
Posted by [asmcint](#) on Mon, 09 Sep 2013 22:03:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

So... Does the old forum even exist, then? Because otherwise I won't be able to find what you're talking about. :/

Subject: Re: Paid DLC Checks
Posted by [Keshire](#) on Tue, 10 Sep 2013 01:25:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

asmcint wrote on Mon, 09 September 2013 15:03So... Does the old forum even exist, then? Because otherwise I won't be able to find what you're talking about. :/

kind of, maybe... Apart from the internet archive website, I have a backup of all the posts.

Edit: <http://fable3mod.com/forums/index.php?t=msg&th=33&start=0&>

Subject: Re: Paid DLC Checks
Posted by [asmcint](#) on Tue, 10 Sep 2013 03:19:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alright, final question. What specifically should I change about the byte of data in order to skip the DLC check? Should I just change the number for the test byte to one that doesn't exist yet in the

listings? Or is there something else I need to do?

Subject: Re: Paid DLC Checks

Posted by [Keshire](#) on Tue, 10 Sep 2013 05:16:12 GMT

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

asmcint wrote on Mon, 09 September 2013 20:19 Alright, final question. What specifically should I change about the byte of data in order to skip the DLC check? Should I just change the number for the test byte to one that doesn't exist yet in the listings? Or is there something else I need to do?

It's actually a pretty easy change once you figure out which statement to do.

The first column is the offset. The second is the data.

```
38D0 01000002      [076] test      1    0    ; to [78] if true
38D4 000A0039      [077] jmp        11          ; to [89]
38D8 011D0000      [078] getfield   1  0  29 ; BeenThroughDLCPurchasing
38DC 01010082      [079] test_r1      1  0  1
38E0 00030039      [080] jmp          4          ; to [85]
38E4 01040110      [081] self         1  0  260 ; "SetState"
38E8 031E0032      [082] loadk        3  30        ; "BEGIN_QUEST_INTERACT_DLC"
38EC 01010604      [083] call_i       1  3  1
38F0 00D1FF38      [084] jmp        -46          ; to [39]
38F4 01040110      [085] self         1  0  260 ; "SetState"
38F8 031F0032      [086] loadk        3  31        ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC 01010604      [087] call_i       1  3  1
3900 00CDFF38      [088] jmp        -50          ; to [39]
3904 01040110      [089] self         1  0  260 ; "SetState"
3908 03200032      [090] loadk        3  32        ; "OFFER_DLC_PURCHASE_CUTSCENE"
390C 01010604      [091] call_i       1  3  1
```

You'd open it up in a hex editor and change, say, offset 0x38D0 to 01010002. You'd wind up with this if you disassembled it again:

```
38D0 01010002      [076] test      1    1    ; to [78] if false
```

Which completely reverses that statement. This is some decently high level hacking here. I don't condone doing it except as a learning experience once you've bought the DLC. Yada yada legal mumbo jumbo.

The second part is being able to repack it into a working bank. It should work if you just stick it back into the DLC bank it came from. But then you have to deal with backups and stuff. I used

timeslips mod stuff and stuck it in a higher folder. I'll put that tutorial up at some point in the future if someone else doesn't do it first.

Subject: DLC Unlocking help
Posted by [StellKilo](#) on Mon, 14 Oct 2013 16:49:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

Subject: Re: DLC Unlocking help
Posted by [asmcint](#) on Wed, 16 Oct 2013 04:13:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fable III reads plaintext LUA the same way it reads the compiled shit. You ought to be just fine in saving the text as a .lua file and calling it a day.

Subject: Re: DLC Unlocking help
Posted by [Keshire](#) on Wed, 16 Oct 2013 12:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

StellKilo wrote on Mon, 14 October 2013 09:49 I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

So I'm assuming you changed the assembly output file? It's not quite that easy. You have to use a hex editor and make the change in the compiled lua. The assembly output at least tells you the offset you need to go to though.

Subject: Re: DLC Unlocking help
Posted by [StellKilo](#) on Mon, 21 Oct 2013 03:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keshire wrote on Wed, 16 October 2013 05:34 StellKilo wrote on Mon, 14 October 2013 09:49 I was trying to figure out how to unlock the DLC files for Traitor's Keep using the "Paid DLC Checks" post. I was able to get everything sorted to the point of disassembling qc190_castleassassin.lua using chunkspy. Got the line the bottom post told to edit, and saved it. I

need to know if I have to reassemble the .txt SpyChunk makes, or can I just rename the .txt to a .lua and call it a day.

So I'm assuming you changed the assembly output file? It's not quite that easy. You have to use a hex editor and make the change in the compiled lua. The assembly output at least tells you the offset you need to go to though.

This was my problem, thank you. I thought you just remade the bnk's with the decompiled lua instead. Would explain why my game would screw up after reloading my save. Thanks man.

EDIT:

Another problem. Now When I get to Ravenscar keep, I cannot move. Weird.

Subject: Cannot move character [Need help]
Posted by [StellKilo](#) on Mon, 21 Oct 2013 19:20:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have used the post <http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0&> to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?

I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

Subject: Re: Cannot move character [Need help]
Posted by [Keshire](#) on Tue, 22 Oct 2013 03:37:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

StellKilo wrote on Mon, 21 October 2013 12:20I have used the post <http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0&> to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?

I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Subject: Understone
Posted by [Keshire](#) on Tue, 22 Oct 2013 13:41:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does this quest show up if you haven't purchased it? Traitor's Keep at least has an NPC that offers to sell the DLC. I've had it working before but for the life of me I can't remember what I originally did.

I know the pack is showing up because I've given myself all the content in the pack. And I could have sworn 'The Voice' shows up in your quest list no matter what?

Subject: Re: Understone
Posted by [Keshire](#) on Tue, 22 Oct 2013 20:02:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

As an aside. And to make sure everything was being loaded for myself. This opens up the path to Undertown.

```
Layers.DeactivateLayer("Layer_QO100_FactorySim")
Layers.DeactivateLayer("Layer_Understone_Locked")
Layers.ActivateLayer("Layer_Understone_Open")
```

But without activating the quest it looks like the villager simulation never starts (no shops), and of course no story and such.

Subject: Re: Cannot move character [Need help]
Posted by [StellKilo](#) on Wed, 23 Oct 2013 02:16:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keshire wrote on Mon, 21 October 2013 20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post <http://fable3mod.com/forums/index.php?t=msg&th=28&start=0> to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

Subject: Re: Cannot move character [Need help]
Posted by [Keshire](#) on Wed, 23 Oct 2013 02:22:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

StellKilo wrote on Tue, 22 October 2013 19:16Keshire wrote on Mon, 21 October 2013

20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post <http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0&> to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?

I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

It might be the way we circumvented the script. I started midway and played a couple of hours just to be sure. Still stuck. I'll probably play with the script and see if I can pinpoint where it might be causing it. Might first guess though would be that the script states aren't getting set correctly, and then you never get released from the cutscene. Someone better at lua than I am could probably write up a quick debugger.

Subject: Re: Cannot move character [Need help]

Posted by [StellKilo](#) on Wed, 23 Oct 2013 19:41:31 GMT

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

Keshire wrote on Tue, 22 October 2013 19:16Keshire wrote on Mon, 21 October 2013 20:37StellKilo wrote on Mon, 21 October 2013 12:20I have used the post <http://fable3mod.com/forums/index.php?t=msg&th=28&st art=0&> to trick the DLC check in Traitors Keep, it worked so far, but once I get off the boat to Ravenscar Keep, my character is completely frozen. I cannot move, yet I can hold CTRL and go into first person, and look around. Any idea how to fix this / the cause of this?
I read a fix is to have someone join you in co-op, but I have no one to do this with. If anyone could help me with this, that'd be awesome.

It looks like there might be a script failure. It happens to me too. But I skipped straight the end of the game and there's all kinds of things that are borked.

Bah. So is it tied with a savegame, or just the dlc files? I don't know if I have the patience to start another game from start to finish.

It might be the way we circumvented the script. I started midway and played a couple of hours just to be sure. Still stuck. I'll probably play with the script and see if I can pinpoint where it might be causing it. Might first guess though would be that the script states aren't getting set correctly, and then you never get released from the cutscene. Someone better at lua than I am could probably write up a quick debugger.

Oh, does this happen with everyone's game by trying to bypass the dlc check? You sound like you've heard about it before.

By the way, thank you for the quick replies and the help you've been giving me. I have a very small understanding on how the DLC check worked, maybe I could find out how to fix this myself.

Another thing about the not being able to move was I couldn't return to sanctuary at all. Pressing ESC acted like it was an important cutscene (like you said) and would bring up the pause menu. I was able to go into the Game management and hit load, I was able to move in the load room, but upon returning I still could not move.

Edit: Any idea what's the event name of stopping a character from moving / allowing a character to move during a cutscene?

Subject: Re: Cannot move character [Need help]
Posted by [Artofeel](#) on Thu, 24 Oct 2013 07:11:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't understand why you are trying to changing something in the quest script...
is enough to change the following function in a scriptactivation.txt and rename it to .lua

```
function ScriptFunction.IsDLC2Premium()

-- this is for debug purposes. The only reason this will get set is if you have it in your
mystartup.lua
if DLC2ScriptsDontCareAboutThePackage then
    return true
end

return PackageManager.IsPackagePremium("FableIII_DLC2_Paid")

end

to

function ScriptFunction.IsDLC2Premium()

return true

end
```

Subject: Re: Understone
Posted by [Artofeel](#) on Thu, 24 Oct 2013 09:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

need to change "AbleToRun function" in scriptactivation.lua

```
ScriptActivation[ScriptCode.QO100].AbleToRun = function()
--// check to see if we're the premium package before unlocking
if PackageManager.IsPackagePremium("FableIII_DayOne_UnderstoneQuestPack") then
    return true
end
end
```

just remove it

```
ScriptActivation[ScriptCode.QO100].AbleToRun = nil
```

this also need to be done for "Shooting Range"
QV070_RenegadeShootingRangeDLC
QV030_ReaverMansionOwnership

Subject: Re: Cannot move character [Need help]
Posted by [Keshire](#) on Thu, 24 Oct 2013 14:38:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Artofeel wrote on Thu, 24 October 2013 00:11 I don't understand why you are trying to changing something in the quest script...
is enough to change the following function in a scriptactivation.txt and rename it to .lua

```
function ScriptFunction.IsDLC2Premium()
```

```
-- this is for debug purposes. The only reason this will get set is if you have it in your
mystartup.lua
if DLC2ScriptsDontCareAboutThePackage then
    return true
end
```

```
return PackageManager.IsPackagePremium("FableIII_DLC2_Paid")
```

```
end
```

to

```
function ScriptFunction.IsDLC2Premium()
```

```
return true
```

```
end
```

I feel kinda stupid for not thinking of overwriting that to begin with. I mean it says the function right

there...

```
38C4 011B000C      [073] getglobal    1 27    ; ScriptFunction
38C8 011C0286      [074] getfield_r1  1 1 28  ; IsDLC2Premium
38CC 0102027E      [075] call_i_r1     1 1 2
38D0 01000002      [076] test          1 0    ; to [78] if true
```

Edit:

I'm not sure that's all that needs to be done. It looks like it's still asking for purchase with just that.

Subject: Re: Understone

Posted by [Keshire](#) on Thu, 24 Oct 2013 21:19:28 GMT

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

Artofeel wrote on Thu, 24 October 2013 02:26 need to change "AbleToRun function" in scriptactivation.lua

```
ScriptActivation[ScriptCode.QO100].AbleToRun = function()
--// check to see if we're the premium package before unlocking
if PackageManager.IsPackagePremium("FableIII_DayOne_UnderstoneQuestPack") then
    return true
end
end
```

just remove it

```
ScriptActivation[ScriptCode.QO100].AbleToRun = nil
```

this also need to be done for "Shooting Range"

```
QV070_RenegadeShootingRangeDLC
```

```
QV030_ReaverMansionOwnership
```

Did that work for you? I've tried it and it's still not showing up?

Subject: Re: Cannot move character [Need help]

Posted by [Keshire](#) on Thu, 24 Oct 2013 22:13:23 GMT

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

I'm still not sure the solution is in the scriptactivation.lua

But this change should be better than messing with the DLC check state. Since it skips it.

```
38A0 01040110    [064] self      1  0 260 ; "SetState"
38A4 031A0032    [065] loadk     3  26   ; "DLC_CHECK"
38A8 01010604    [066] call_i    1  3  1
```

```
38A0 01040110    [064] self      1  0 260 ; "SetState"
38A4 031E0032    [065] loadk     3  30   ; "BEGIN_QUEST_INTERACT_DLC"
38A8 01010604    [066] call_i    1  3  1
```

There still seems like there's a problem with not being able to move though after this function runs and then it loads the ravenscar level. It's supposed to advance gameflow at that point and load the next script.

```
00E4 0005000C    [049] getglobal   0  5   ; QC190_CastleAssassin
00E8 010D0078    [050] closure     1  13   ; 0 upvalues
00EC 0001261E    [051] setfield    0  19  1 ; State_END_Main
```

2ADB ** function [13] definition (level 2)

Subject: Re: Understone
Posted by [Artofeel](#) on Fri, 25 Oct 2013 06:12:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

works fine for me
did you use "fresh" hero?
I have checked it on "non DLC" hero

Subject: Re: Cannot move character [Need help]
Posted by [Artofeel](#) on Fri, 25 Oct 2013 06:14:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

also works fine for me, like this

Subject: Re: Understone
Posted by [Keshire](#) on Fri, 25 Oct 2013 14:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Artofeel wrote on Thu, 24 October 2013 23:12 works fine for me
did you use "fresh" hero?
I have checked it on "non DLC" hero

Yep, I start a new game every time via a modified newgame.lua

By non-DLC hero, do you mean without Understone and Traitor's Keep? Because that's what I'm trying to Access, the Undertown and Traitor's Keep quests while removing the xlive checks. The rest of the DLC and LE content is free and doesn't need to be circumvented.

Subject: Re: Understone

Posted by [Artofeel](#) on Fri, 25 Oct 2013 16:27:56 GMT

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

Keshire wrote on Fri, 25 October 2013 20:13

By non-DLC hero, do you mean without Understone and Traitor's Keep?

yes, just main game

I tried both cases, with Traitor's Keep and without it. Everything is working.

Perhaps the problem in your newgame.lua

can you show it?

Subject: Re: Understone

Posted by [Keshire](#) on Sat, 26 Oct 2013 02:29:23 GMT

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

Artofeel wrote on Fri, 25 October 2013 09:27Keshire wrote on Fri, 25 October 2013 20:13

By non-DLC hero, do you mean without Understone and Traitor's Keep?

yes, just main game

I tried both cases, with Traitor's Keep and without it. Everything is working.

Perhaps the problem in your newgame.lua

can you show it?

Always a possibility.

I usually start at the end cutscene. But I've also started at the coronation, because the end cutscene doesn't set the bowerstone castle layer correctly. But it's mostly for testing anyway.

Toggle Spoiler

```
QuestManager.NewThread(GameflowThreadBase, "NewGameManager")
```

```
function NewGameManager:Init()
```

```
end
```

```
function NewGameManager:StateEnum()
```

```
end
```

```
function NewGameManager:InitialSetup()
```

```
end
```

```

function NewGameManager:Update()

while not GUILevel.IsLevelLoaded("PVP_GUI\FrontEnd") do
    coroutine.yield()
end

coroutine.yield()

SetInitialHeroEntityName("CreatureHero")
GUIPlayer.ChangePlayerEntityType(GetLocalHero(), "CreatureHero")

SetInitialWorldName("Fable3")
SetInitialLevelName("Albion\BowerstoneCastle")
--SetInitialScenarioName("DefaultScenario")
SetInitialScenarioName("GOOD")
SetGameflowScriptEnum("QC180")
SetGameflowScriptState("THERESA")
SetLevelNameStartsWithACS("Albion\BowerstoneCastle")
SetOpeningLoadingScreen(true)

SetSavingAsAllowed(true)
TutorialManager.SetToPlayNewExpressionLearnedTutorials(true)
TutorialManager.SetTutorialsEnabled(true)
self:SetDefaultCamera()

    GameComponentSwitchManager.SwitchToMainGameFromRetailFrontEnd()
self:Terminate()
coroutine.yield()

end
function NewGameManager:OnExit()

-- Initiate Kes functions --
GeneralScriptManager.AddScript(Kesfunction)

end

QuestManager.AddQuestThread(NewGameManager:new(), QuestManager.UpdateLists.GUI)

-- Testing stuff --
Kesfunction = {}
function Kesfunction:Init()
end
function Kesfunction:Update()

--ScriptFunction.FinishActiveCutscenes()
Gameflow.RoadToRule.UNLOCK_EVERYTHING(GetLocalHero())
Debug.AddAllDLC1Items()

```

```
Debug.AddAllDLC2Items()
--QO100_UndergroundTown:State_ACCEPTED_SkipTo()
Money.Add(GetLocalHero(), 10000000, 0)
--Layers.DeactivateLayer("Layer_QO100_FactorySim")
--Layers.DeactivateLayer("Layer_Understone_Locked")
--Layers.ActivateLayer("Layer_Understone_Open")
```

```
self:Terminate()
coroutine.yield()
```

```
end
function Kesfunction:OnExit()
end
```

File Attachments

- 1) [newgame.lua](#), downloaded 1938 times
 - 2) [mod9.zip](#), downloaded 1338 times
-

Subject: Re: Understone
Posted by [Artofeel](#) on Sat, 26 Oct 2013 06:46:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha
your scriptactivation.lua in 'miscellaneous' folder, instead of 'quests'
everything worked here
only Traitor's Keep quest is not showing up in quests list, but it worked

Subject: Re: Understone
Posted by [Keshire](#) on Sat, 26 Oct 2013 12:25:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Artofeel wrote on Fri, 25 October 2013 23:46haha
your scriptactivation.lua in 'miscellaneous' folder, instead of 'quests'
everything worked here
only Traitor's Keep quest is not showing up in quests list, but it worked
I could just erase the forum again and no one would be the wiser...

OK. With that it solved all my problems. I can also move at the start of ravenscar within Traitor's Keep.
Traitor's Keep doesn't show up in the quest list until you accept it. I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though.

Subject: Re: Understone

Posted by [Artofeel](#) on Sat, 26 Oct 2013 14:53:26 GMT

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

Keshire wrote on Sat, 26 October 2013 18:25: Traitor's Keep doesn't show up in the quest list until you accept it.

Problem is probably in your method of starting. With my non-DLC hero it's displayed.

Keshire wrote on Sat, 26 October 2013 18:25: I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though.

What for? After all, the quest starts, what do you need else? items?

Subject: Re: Cannot move character [Need help]

Posted by [StellKilo](#) on Sat, 26 Oct 2013 18:44:47 GMT

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

Artofeel wrote on Thu, 24 October 2013 23:14: also works fine for me, like this

Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work... I'm sorry if I'm a moron, I'm going to look around for whatever line you mean

Edit: I have no idea how to get rid of that winking smiley thing next to Work... , I'm trying to close that parenthesis, but that ass keeps winking at me.

Subject: Re: Cannot move character [Need help]

Posted by [Artofeel](#) on Sat, 26 Oct 2013 19:45:49 GMT

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

StellKilo wrote on Sun, 27 October 2013 00:44: Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work...)

I'm sorry if I'm a moron, I'm going to look around for whatever line you mean :? for Traitor's Keep, you need this

Subject: Re: Cannot move character [Need help]

Posted by [StellKilo](#) on Sat, 26 Oct 2013 19:52:34 GMT

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

Artofeel wrote on Sat, 26 October 2013 12:45: StellKilo wrote on Sun, 27 October 2013 00:44: Not really sure what file I'm looking in for this line. Plus you're talking about the Bowerstone DLC, I need Traitor's (But reading that whole post, Keshire was able to get Traitor's keep to work...

I'm sorry if I'm a moron, I'm going to look around for whatever line you mean for Traitor's Keep, you need this

I feel really dumb .

Do you mean Vanilla questscriptactivation or Traitor's keep's one?

Edit: Many thanks! That did it! It even unstuck my character's save at Ravenscar, and the cutscene picked right up! Thanks a bunch man!

Edit 2: Though I have another problem Reading about, you get the soldier outfit for free, as a gift almost immediatly, yet I have not gotten this. Any idea how to get it? Same goes for the clockwork dog.

Subject: Re: Understone

Posted by [Keshire](#) on Sun, 27 Oct 2013 02:34:44 GMT

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

Artofeel wrote on Sat, 26 October 2013 07:53Keshire wrote on Sat, 26 October 2013 18:25I'm still pretty sure you need to make it skip the DLC check to get past the purchase offer though. What for? After all, the quest is starts, what do you need else? items?

What I'm mostly concerned about is this part:

```
38D8 011D0000      [078] getfield    1 0 29 ; BeenThroughDLCPurchasing
38DC 01010082      [079] test_r1     1 0 1
38E0 00030039      [080] jmp         4      ; to [85]

38F4 01040110      [085] self         1 0 260 ; "SetState"
38F8 031F0032      [086] loadk          3 31 ;
"BEGIN_QUEST_INTERACT_BOUGHT_DLC"
38FC 01010604      [087] call_i         1 3 1
```

I'd rather skip it entirely just to make sure we cover all our bases.

StellKilo wrote on Sat, 26 October 2013 12:52 Edit 2: Though I have another problem Reading about, you get the soldier outfit for free, as a gift almost immediatly, yet I have not gotten this. Any idea how to get it? Same goes for the clockwork dog.

I thought it was something you picked up along the way during the quest? Like in a chest or something?

Subject: Re: Understone

Posted by [StellKilo](#) on Sun, 27 Oct 2013 14:59:46 GMT

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

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

Subject: Re: Understone

Posted by [Artofeel](#) on Sun, 27 Oct 2013 17:14:53 GMT

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

StellKilo wrote on Sun, 27 October 2013 19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
```

```
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
```

```
end
```

Subject: Re: Understone

Posted by [StellKilo](#) on Sun, 27 Oct 2013 17:26:08 GMT

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

Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
Where would I put this? I'm not the greatest with this scripting .
```

Subject: Re: Understone

Posted by [Keshire](#) on Mon, 28 Oct 2013 03:07:15 GMT

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

StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013

10:14StellKilo wrote on Sun, 27 October 2013 19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```

```
Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
```

```
end
```

Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()
```

```
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
  end
```

```
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
```

```
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
```

```
  end
```

```
end
```


Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

```
Debug.AddAllDLC1Items()  
Debug.AddAllDLC2Items()  
Debug.AddDLCDogBreedPack()
```

Subject: Re: Understone

Posted by [StellKilo](#) on Mon, 28 Oct 2013 20:40:36 GMT

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

Keshire wrote on Sun, 27 October 2013 20:07StellKilo wrote on Sun, 27 October 2013
10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013
19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the
way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in
this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get
it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then  
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')  
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') ==  
0 then
```

```
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')  
end
```

Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's
keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()  
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then  
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')  
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
== 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

```
Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()
```

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Subject: Re: Understone

Posted by [Keshire](#) on Mon, 28 Oct 2013 21:10:06 GMT

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

StellKilo wrote on Mon, 28 October 2013 13:40Keshire wrote on Sun, 27 October 2013
20:07StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013
10:14StellKilo wrote on Sun, 27 October 2013 19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .
it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') ==
```

```
0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```

Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
  end

  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
  == 0 then
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
  end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

```
Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Debug.AddDLCDogBreedPack()
```

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Smiley's borked. XD

Don't even bother with chunkspy. Just paste that function into a text file called dlc2_unlocks.lua and replace the one in traitor's keep. Also of note is anything you place in the traitor's keep banks will overwrite the base game and undertownDLC. But man that'd be a pain the ass. We need to

find a way to remove the GFWL while still allowing multiplayer.

Subject: Re: Understone

Posted by [StellKilo](#) on Tue, 29 Oct 2013 20:18:45 GMT

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

Keshire wrote on Mon, 28 October 2013 14:10StellKilo wrote on Mon, 28 October 2013 13:40Keshire wrote on Sun, 27 October 2013 20:07StellKilo wrote on Sun, 27 October 2013 10:26Artofeel wrote on Sun, 27 October 2013 10:14StellKilo wrote on Sun, 27 October 2013 19:59

Keshire wrote on Sat, 26 October 2013 19:34 I thought it was something you picked up along the way during the quest? Like in a chest or something?

That's what I thought too, which is why I ignored the fact that I didn't get it. I like to collect sets in this game, and the only I'm missing at the moment is that, so I checked on the wiki. It says you get it straight away from the dlc loading (which I didn't). Plus, I already beat Traitor's Keep .

it's something in

scripts\miscellaneous\dlc2_unlocks.lua

but the easiest way to get it:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
end
```

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
end
```

Where would I put this? I'm not the greatest with this scripting .

Since you're using GFWL, how are you modifying scripts? just injecting them back into the traitor's keep DLC?

Because personally, I'd just overwrite the entire scripts\miscellaneous\dlc2_unlocks.lua with

```
function dlc2_unlock()
```

```
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectSuitSoldier') == 0 then
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectSuitSoldier')
  end
```

```
  if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
  == 0 then
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogClockwork')
  end
end
```

Because the rest of the script just looks to be dealing with GFWL offer GUI crap.

There's actually quite a bit more to it though if you check out weaponinventory.lua
That contains these functions.

```
Debug.AddAllDLC1Items()  
Debug.AddAllDLC2Items()  
Debug.AddDLCDogBreedPack()
```

Yeah, I'm rebuilding the bnks as I go along. It does work with GFWL though, which I guess is an accomplishment (or something).

By overwrite the scripts, do you mean to decompile the lua with ChunkSpy, then take the TXT and overwrite everything, then rename the .txt to a .lua and rebuild the bnk with that? (cause last time I did it that way, my whole game started falling apart

Off topic : I question the shortcut for the winking smiley being the right parenthesis symbol...

Smiley's borked. XD

Don't even bother with chunkspy. Just paste that function into a text file called dlc2_unlocks.lua and replace the one in traitor's keep. Also of note is anything you place in the traitor's keep banks will overwrite the base game and undertownDLC. But man that'd be a pain the ass. We need to find a way to remove the GFWL while still allowing multiplayer.

Teknogods were able to make a multiplayer hack program that would ignore GFWL with Resident Evil 5. I just searched their site for Fable III, but seeing how the game was a flunk to most people, I don't think they believe it's a "valuable" game to spend that much time on.

I'm trying out that script in second, got the bnk rebuilding as I type.

Edit: Nope, didn't work. Though I just did traitor's keep's script. Not really a big deal if I can't get those, it would just feel more interesting to have them collected. Thanks