
Subject: Override Assets issues
Posted by [Keshire](#) on Sat, 02 Nov 2013 14:36:09 GMT
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Could use some insight on what I might be doing wrong. I'm trying to pack some models into a bank, and while it's obvious the game knows what I'm trying to do, they still aren't showing up for whatever reason. hammer_head is untouched/retail. And the scripts run just fine.

DLC.bnk

```
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_large\hammer_head_auroran_large.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_medium\hammer_head_auroran_medium.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_small\hammer_head_auroran_small.mdl
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.bak
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.mdl
package_info.xml
scripts\miscellaneous\newgame.lua
scripts\quests\qc190_castleassassin.lua
scripts\quests\scriptactivation.lua
```

Removing them from the bank obviously works. So what am I doing wrong here? Do I need to put them in a bank within the bank with a vfsstartup to force them into memory or something?

ala

```
<Bank Path="globals/globals_models.bnk" Mode="memory" />
```

Subject: Re: Override Assets issues
Posted by [Keshire](#) on Sat, 02 Nov 2013 16:16:02 GMT
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Got it working. I'm not sure if I overdid it or not without fully testing but...

```
globals\globals_model_headers.bnk
globals\globals_model_headers.bnk.dat
globals\globals_models.bnk
globals\globals_models.bnk.dat
package_info.xml
scripts\miscellaneous\newgame.lua
```

scripts\quests\qc190_castleassassin.lua
scripts\quests\scriptactivation.lua
startup.vfsconfig

```
<?xml version='1.0' encoding="utf-8"?>  
<VFSCfg ID="fable3">
```

```
<!-- Universal Banks -->  
<Group Mountable="false">  
  <Bank ID="globals_model_headers" Path="globals/globals_model_headers.bnk"  
Mode="memory" />  
</Group>
```

```
<!-- Globals Models and Textures -->  
<Composite>  
  <Required><Ref ID="globals_model_headers" Mode="memory"/></Required>  
  <Required><Bank Path="globals/globals_models.bnk"/></Required>  
</Composite>  
</VFSCfg>
```

I also included the streaming file with the model
headers

art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_large\hammer_head_auroran_large.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_medium\hammer_head_auroran_medium.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_small\hammer_head_auroran_small.mdl
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.mdl

models (.gmd is from streaming.bnk)

art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_large\hammer_head_auroran_large.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_medium\hammer_head_auroran_medium.mdl
art\inventory\multimeshweapons\dotxsi\hammer_head_auroran_small\hammer_head_auroran_small.mdl
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.bak
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.mdl
art\inventory\multimeshweapons\dotxsi\hammer_shaft_auroran\hammer_shaft_auroran.mdl.gmd

I blanked out one of the submeshes on the shaft
