Subject: Question about scriptactivation
Posted by thid on Sat, 09 Nov 2013 15:41:14 GMT
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I read the tutorial on forum about editing scriptactivation, after looking at Phnx post but can't realy find a way to make those functions to work. Following tutorial I change my scriptactivation.lua with those lines

ScriptActivation[ScriptCode.QU000].AbleToRun = function()

Debug.GiveAllMeleeWeapons()
Debug.GiveAllRangedWeapons()
Debug.GiveAllSpellGauntlets()
Debug.AddAllInventoryItemsF2()
Debug.AddAllInventoryItems()
Debug.SetCombatFinishersTestMode([toggle:true])
ScriptFunction.SetHeroAsASmoker()

return nil
end

but this doesn't work at all, could anyone give me some suggestions (webarchive don't have any posts only categorys

Subject: Re: Question about scriptactivation
Posted by asmcint on Sun, 10 Nov 2013 05:32:15 GMT
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I don't think debug commands are handled in the same way as functions, though I'm not entirely certain. Keshire had had a newgame lua uploaded with some debug commands for adding all dlc items, but that's gone. If it wasn't, I'd have taken a look at it as a reference to see how to trigger the debug commands. But I've never gotten the damn things to work in that manner.

Subject: Re: Question about scriptactivation
Posted by Artofeel on Sun, 10 Nov 2013 06:11:48 GMT
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thid wrote on Sat, 09 November 2013 20:41I read the tutorial on forum about editing scriptactivation, after looking at Phnx post but can't realy find a way to make those functions to work. Following tutorial I change my scriptactivation.lua with those lines

ScriptActivation[ScriptCode.QU000].AbleToRun = function()

```
Debug.GiveAllMeleeWeapons()
Debug.GiveAllRangedWeapons()
Debug.GiveAllSpellGauntlets()
Debug.AddAllInventoryItemsF2()
Debug.AddAllInventoryItems()
Debug.SetCombatFinishersTestMode([toggle:true])
ScriptFunction.SetHeroAsASmoker()

return nil
end
```

but this doesn't work at all, could anyone give me some suggestions (webarchive don't have any posts only categorys :( )

This is old way of hijacking
better is use your own quest script, or just newgame.lua
and you have some errors
correct
ScriptActivation[ScriptCode.QU000].AbleToRun = function()

```
Debug.GiveAllMeleeWeapons()
Debug.GiveAllRangedWeapons()
Debug.GiveAllSpellGauntlets()
Debug.AddAllInventoryItemsF2()
Debug.AddAllInventoryItems()
Debug.SetCombatFinishersTestMode(true)
ScriptFunction.SetHeroAsASmoker()

return true
end
```

'([toggle:true])' just broke all script
and 'return true' looks more correct

Subject: Re: Question about scriptactivation
Posted by Keshire on Sun, 10 Nov 2013 13:22:02 GMT
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Don't use this as is. It doesn't set the bowerstone castle layer correctly, so you can never return to it. I just use it for testing.
Newgame.lua
Toggle Spoiler

QuestManager.NewThread(GameflowThreadBase, "NewGameManager")

function NewGameManager:Init()

```lua
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 Kesfunction --
 GeneralScriptManager.AddScript(Kesfunction)

end

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

-- Testing stuff --
```

```
Kesfunction  = {}
function Kesfunction:Init()
end
function Kesfunction:Update()

 Gameflow.RoadToRule.UNLOCK_EVERYTHING(GetLocalHero())
 Debug.AddAllDLC1Items()
 Debug.AddAllDLC2Items()
 Debug.AddDLCDogBreedPack()
 Money.Add(GetLocalHero(), 10000000, 0)
 self:Terminate()
 coroutine.yield()

end
function Kesfunction:OnExit()
end
```

Subject: Re: Question about scriptactivation
Posted by thid on Sun, 10 Nov 2013 21:57:23 GMT
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Quote:'([toggle:true]' just broke all script
and 'return true' looks more correct
thx for this, I just notice the fail I made with this didn't do anything in lua for over 4 years and I
totaly forgot syntax

Thank you Keshire for this reference script, it worked out for some testing

I have 1 more question, how much we can mod scripts? after googling I found a way to make own
quest but is it possible to make key trigger events (like F+T = gender change)?

Subject: Re: Question about scriptactivation
Posted by Keshire on Sun, 10 Nov 2013 22:10:15 GMT
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thid wrote on Sun, 10 November 2013 13:57Quote:'([toggle:true]' just broke all script
and 'return true' looks more correct
thx for this, I just notice the fail I made with this didn't do anything in lua for over 4 years and I
totaly forgot syntax

Thank you Keshire for this reference script, it worked out for some testing

I have 1 more question, how much we can mod scripts? after googling I found a way to make own

quest but is it possible to make key trigger events (like F+T = gender change)?

Absolutely. If you can figure out where and when you want something to run. You can also start your own quest script. And Quasar did some stuff to make that easier, but I don't think I've uploaded that stuff yet.

The kicker is that we have barely any reference to how stuff 'should' run. Like activating and deactivating level layers, and suspending quests that could interfere.

Since you mention it. I think I might disassemble the job manager stuff and see if we can set up something like the courier stuff.

Subject: Re: Question about scriptactivation
Posted by Artofeel on Mon, 11 Nov 2013 06:51:08 GMT
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thid wrote on Mon, 11 November 2013 02:57I have 1 more question, how much we can mod scripts? after googling I found a way to make own quest but is it possible to make key trigger events (like F+T = gender change)?
well, I use timming

```
while true do
 coroutine.yield()

 if mod_last_run == nil or mod_last_run + 120 < Timing.GetWorldFrame() then
  if GUI.IsScreenFading() then
   -- some stuff wnen new level is loading, or player go to sanctuary

  end

  -- main code here

  mod_last_run = Timing.GetWorldFrame()
 end

end
```

put it in 'NewGameManager:Update()' I think, because I use it in my own quest script in 'Main' section
so, script repeated every 120 frames (2 seconds on 60fps) and if I need to do something heavy (something that will interfere to gameplay) I trigger it only when 'screen is fading'

I tried to do trigger on the button, like:

Debug.AddLuaDebugKeyFunc(EInputKey.KB_F9, Debug.ReloadCurrentLevel)

but I did not succeed...