
Subject: Job Example scripts

Posted by [Keshire](#) on Mon, 11 Nov 2013 17:02:30 GMT

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Pretty much all the job scripts use this setup. I think the jobcoordinator.lua picks them up based on file name.

These may be a little off. But they are just examples anyway.

jobexamplemanager.lua

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```
QuestManager.NewJobManagerThread("JobExampleManager")
```

```
function JobExampleManager:Init()
```

```
    Type = "STATIC"
```

```
    Duration = 20
```

```
    JobInstanceName = "JobExampleInstance"
```

```
    JobData = {}
```

```
    JobData[1] = {}
```

```
    JobData[1].Layer = "EX01_ActiveLayer"
```

```
    JobData[1].Region = "Ravenscar"
```

```
    JobData[1].QuickTravelPoint = "Travel_RVSPub"
```

```
    JobData[1].AvailableFromChapter = Chapters.NewBeginning_start
```

```
    JobData[1].SignEntity = "EX01_Sign"
```

```
    JobData[2] = {}
```

```
    JobData[2].Layer = "EX02_ActiveLayer"
```

```
    JobData[2].Region = "Bloodstone"
```

```
    JobData[2].QuickTravelPoint = "Travel_BloodstoneDocks"
```

```
    JobData[2].AvailableFromChapter = Chapters.NewBeginning_start
```

```
    JobData[2].SignEntity = "EX02_Sign"
```

```
end
```

```
function JobExampleManager:Update()
```

```
    while self:WaitUntilNextCheck() do
```

```
        if JobCoordinator.CanStartJobOfType(Type) then
```

```
            local job_to_start = self:GetRunnableJobKey()
```

```
            if job_to_start then
```

```
                self:StartJobInstance(job_to_start)
```

```

end
end
end
end
JobCoordinator.JobManagerThreads.JobBlacksmithManager = JobBlacksmithManager:new()
QuestManager.AddQuestThread(JobCoordinator.JobManagerThreads.JobExampleManager)

```

jobexampleinstance.lua
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```
module(...,package.seeall)
```

```
QuestManager.NewJobInstanceThread("JobExampleInstance")
```

```
function JobExampleInstance.Init()
```

```
    TestDuration = 30
```

```
end
```

```
function JobExampleInstance.Update()
```

```
    cprint("Job " .. _Name .. " Started in " .. JobData.Region .. ".")
```

```
    local timer = QuestManager.NewTimer(TestDuration)
```

```
    --This probably isn't right. But it should be close
```

```
    while self:GetTime(timer) > 0 do
```

```
        coroutine.yield()
```

```
    end
```

```
    cprint("Job " .. _Name .. " in " .. JobData.Region .. " ended.")
```

```
end
```

Here are the possible job types as defined in the jobcoordinator
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```

0060 03060032    [016] loadk    3  6    ; "OVERALL"
0064 04070032    [017] loadk    4  7    ; "STATIC"
0068 05080032    [018] loadk    5  8    ; "MISSION"
006C 06090032    [019] loadk    6  9    ; "GENERATED"
0070 070A0032    [020] loadk    7 10    ; "JUDGEMENT"
0074 080B0032    [021] loadk    8 11    ; "TEMPLATE_FETCH"
0078 090C0032    [022] loadk    9 12    ; "TEMPLATE_ASSASSINATE"

```

```
007C 0A0D0032      [023] loadk      10 13      ; "TEMPLATE_SHOP"
0080 0B0E0032      [024] loadk      11 14      ; "TEMPLATE_COURIER"
0084 0C0F0032      [025] loadk      12 15      ; "TEMPLATE_ESCORT"
0088 0D100032      [026] loadk      13 16      ; "TEMPLATE_FETCH_PERSON"
008C 0E110032      [027] loadk      14 17      ; "TEMPLATE_PAYMEMONEY"
0090 0F120032      [028] loadk      15 18      ; "RELATIONSHIP_DATE"
0094 10130032      [029] loadk      16 19      ; "RELATIONSHIP_GIFT"
0098 11140032      [030] loadk      17 20      ; "RELATIONSHIP_FETCH"
009C 12150032      [031] loadk      18 21      ; "RELATIONSHIP_COURIER"
00A0 13160032      [032] loadk      19 22      ; "RELATIONSHIP_HOME"
00A4 14170032      [033] loadk      20 23      ; "RULER_CREATURE_HUNTER"
00A8 15180032      [034] loadk      21 24      ; "PROTEST"
00AC 16190032      [035] loadk      22 25      ; "TEMPLATE_QDRAG_CRIMINAL"
00B0 171A0032      [036] loadk      23 26      ; "TEMPLATE_QDRAG_SLAVE"
00B4 02012A74      [037] setlist    2 21 1    ; index 1 to 21
```

Subject: Re: Job Example scripts
Posted by [asmcint](#) on Mon, 11 Nov 2013 20:18:31 GMT
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It appears to be referencing jobs leftover from Fable II. I wonder just how much of the code for those are there. 0_o

Subject: Re: Job Example scripts
Posted by [Keshire](#) on Mon, 11 Nov 2013 21:17:12 GMT
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asmcint wrote on Mon, 11 November 2013 12:18: It appears to be referencing jobs leftover from Fable II. I wonder just how much of the code for those are there. 0_o

I think it was all shuffled around. Most of the job code for Fable 2 is in the gameflow which was plain text. ;)

I know for a fact that the hero and henchmen trackers were pulled straight from the Fable 2 gameflow script into their own script for Fable 3.

Edit:

Uploaded some decompiled F2 scripts. LuaDec isn't perfect, but it's better than asm. Also checked the assassination scripts, and they are handled differently. There is no JobCoordinator function for Fable 2.

File Attachments

1) [qj001_jobwoodsman.txt](#), downloaded 4094 times

- 2) [qr_archaeology.txt](#), downloaded 2636 times
 - 3) [qr_archaeologyglobal.txt](#), downloaded 2603 times
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