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

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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 12:18It 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 4287 times

2) qr_archaeology.txt, downloaded 2825 times
3) qr_archaeologyglobal.txt, downloaded 2767 times