Subject: HeroTrackers.lua
Posted by Keshire on Tue, 12 Nov 2013 16:18:12 GMT
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There were only a few differences from Fable 2. These were initially part of Fable 2's gameflow script that happened to be plain text. ;)

This tracker is primarily for experience tracking and specialFX. The playerdeathtracker.lua is vastly different to Fable 2 because of the kingship and renown changes.

File Attachments
1) herotrackers.lua, downloaded 2990 times

Subject: Re: HeroTrackers.lua
Posted by Phnx on Fri, 24 Oct 2014 12:14:09 GMT
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I've replaced the original script using the xlive patch modding method. But I can't seem to find any difference in the game. What exactly does this mod do?

Subject: Re: HeroTrackers.lua
Posted by Keshire on Wed, 29 Oct 2014 16:14:56 GMT
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Phnx wrote on Fri, 24 October 2014 05:14I've replaced the original script using the xlive patch modding method. But I can't seem to find any difference in the game. What exactly does this mod do?

There are no changes. I rewrote it for others to change.

Subject: Re: HeroTrackers.lua
Posted by Phnx on Wed, 29 Oct 2014 16:16:28 GMT
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Aha, I see.

Subject: Re: HeroTrackers.lua
Posted by TheGeniusSavant on Wed, 30 Sep 2015 13:32:51 GMT
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I read through it and I'm trying to come up with any useful ways to mod it. I suppose you might be able to give yourself a little more XP (but, honestly, you get so stinkin' much XP in this game that

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it's already very easy). On that note, you might try to give less XP...

But the most fun (I guess) mod I can imagine right now would be to figure out a way to mod:

```
Toggle spoiler
  local xp_type = message:GetExtraDataAsNumber()

  if xp_type == EExperienceType.EXPERIENCE_STRENGTH then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Strength", "FX",
QuestManager.HeroEntity:GetPosition())
  elseif xp_type == EExperienceType.EXPERIENCE_SKILL then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Skill", "FX",
QuestManager.HeroEntity:GetPosition())
  elseif xp_type == EExperienceType.EXPERIENCE_WILL then
    Debug.CreateEntityAt("FX_PotionEffect_Experience_Will", "FX",
QuestManager.HeroEntity:GetPosition())
  end
```

perhaps by swapping Debug.CreateEntityAt("FX_PotionEffect_Experience_Strength", "FX", QuestManager.HeroEntity:GetPosition()) , etc., with a fun animation sequence (similar to Keshire's vestigial F2 code). For "Strength", I might use "Thumbsup", "Flex", and/or "BloodLustRoar".