Subject: Question about gamescripts.bnk
Posted by CubicMaestro on Wed, 19 Feb 2014 17:40:43 GMT
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Hello everyone,

I recently installed Fable 3 again only to see that my saves were gone   Thanks GFWL for that.
But since I wanted to still go at it again I decided to edit the files so that I got all the Legendary Weapons again in my sanctuary.
After reading the helpful tutorial I still have one question left and that is that at the end of the tutorial the first note says that
existing DLCs will overwrite all changes made to the original files. So I wanted to know if there are any DLC specific files that I can change to correct this little problem

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Subject: Re: Question about gamescripts.bnk
Posted by Keshire on Wed, 19 Feb 2014 20:39:05 GMT
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CubicMaestro wrote on Wed, 19 February 2014 09:40Hello everyone,

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The DLC's modify some of the base files. That's why they overwrite them. If you are looking to change a specific file, check the traitor's keep banks first, then the undertown banks.

If you're using the xlive remover, you can set the config to UseDLC=2 to have multiple folders for mods. So anything you modify you can create a new bank for and throw it into data/mod10 or something to load it last.