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Subject: Debug commands

Posted by [cjchris](#) on Tue, 18 Mar 2014 11:54:27 GMT

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Whenever I try and get debug commands to work it breaks the script and nothing works, using the scriptactivation.lua with:

```
Debug.GiveAllMeleeWeapons
GUI.DisplayMessageBox("OK")
while (GUI.IsDisplayBoxActive() do
  coroutine.yield()
end
return true
end
```

I found a workaround for some things by coding for each item etc. and that's rather laborious and very untidy and is no good for debug commands that don't have such a workaround. is there a particular sub routine I have to call on to enable Debug. as a function or add it as a global? I've been out of programming for a long time and very much out of practice.

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Subject: Re: Debug commands

Posted by [Schuldiner](#) on Tue, 18 Mar 2014 18:44:04 GMT

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```
Debug.GiveAllMeleeWeapons
GUI.DisplayMessageBox("OK")
while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
end
return true
end
```

I'm assuming you found this code from here. You don't really need all of this unless you are trying to test something. Anyway, the correct order should be like this:

```
GUI.DisplayMessageBox("OK")
while (GUI.IsDisplayBoxActive()) do
  Debug.GiveAllMeleeWeapons
  coroutine.yield()
end
return true
end
```

Correct me if I'm mistaken, I suck at coding. Anyway, if you are using that scriptactivation.lua method try replacing everything with:

```
ScriptActivation[ScriptCode.QU000].AbleToRun=function ()
  Debug.AddDLCDogBreedPack()
  Debug.AddAllDLC1Items() (use these only if you have purchased the dlc)
  Debug.AddAllDLC2Items()
  Debug.GiveAllMeleeWeapons()
```

```
Debug.GiveAllRangedWeapons()
Debug.AddAllClothing()
Debug.AddAllClothingF2()
Debug.AddAllClothingAccessories()
Debug.AddAllHairstyles()
Debug.AddAllSpecialEditionTattoos()
Debug.AddAllClothingSuits()
return nil
end
```

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Subject: Re: Debug commands  
Posted by [cjchris](#) on Tue, 18 Mar 2014 18:53:17 GMT  
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The gui part is to show whether or not the script is working, if it goes first it will be executed first before the script is broken and I'm using it as a safeguard to tell me if the code before it runs or not. will try the debug commands again later, but whenever I use a debug command the script stops at the debug command and goes no further.

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Subject: Re: Debug commands  
Posted by [Schuldiner](#) on Tue, 18 Mar 2014 19:07:48 GMT  
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Silly me, I kind of rushed there.

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Subject: Re: Debug commands  
Posted by [Keshire](#) on Wed, 19 Mar 2014 04:38:16 GMT  
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Debug.GiveAllMeleeWeapons or Debug.GiveAllMeleeWeapons()?

If that's not a typo then that's probably the issue.

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Subject: Re: Debug commands  
Posted by [Schuldiner](#) on Wed, 19 Mar 2014 06:12:46 GMT  
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/facepalm, I did not see that coming.

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Subject: Re: Debug commands

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Posted by [cjchris](#) on Wed, 19 Mar 2014 10:03:14 GMT

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Was a typo in the forum not the script activation page was writing from memory rather copying and pasting.

Will paste up the text in my LUA later. I'm sure it's something small I'm forgetting to add and others having a dry run is the better way to run.

OK so I tried these copied and pasted straight from debug menu file taking them out of parenthesis

```
ScriptActivation[ScriptCode.QU000].AbleToRun=function()  
Debug.GiveHeroWeapon('ObjectInventory_L_Longsword_Spartan')  
Debug.GiveAllMeleeWeapons()  
Debug.GiveAllRangedWeapons()  
Debug.GiveAllSpellGauntlets()  
GUI.DisplayMessageBox("OK")  
while (GUI.IsDisplayBoxActive()) do  
  coroutine.yield()  
return nil  
end
```

then the gui window, only just realised the halo weapon was the only line to execute that arrived in game but the rest broke.

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Subject: Re: Debug commands

Posted by [Keshire](#) on Wed, 19 Mar 2014 12:53:13 GMT

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cjchris wrote on Wed, 19 March 2014 03:03Was a typo in the forum not the script activation page was writing from memory rather copying and pasting.

Will paste up the text in my LUA later. I'm sure it's something small I'm forgetting to add and others having a dry run is the better way to run.

OK so I tried these copied and pasted straight from debug menu file taking them out of parenthesis

```
ScriptActivation[ScriptCode.QU000].AbleToRun=function()  
Debug.GiveHeroWeapon('ObjectInventory_L_Longsword_Spartan')  
Debug.GiveAllMeleeWeapons()  
Debug.GiveAllRangedWeapons()  
Debug.GiveAllSpellGauntlets()  
GUI.DisplayMessageBox("OK")  
while (GUI.IsDisplayBoxActive()) do  
  coroutine.yield()  
return nil  
end
```

then the gui window, only just realised the halo weapon was the only line to execute that arrived in game but the rest broke.

I think there's been problems with the giveall commands in the past too. From what I can remember it causes problems if you try and give yourself everything at the beginning of the game that are normally quest given.

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Subject: Re: Debug commands

Posted by [cjchris](#) on Wed, 19 Mar 2014 14:12:45 GMT

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That would make sense as I was at the very first flit switch when activating these. Line by line worked fine at adding quest items though like the baron sword and ranged weapons. I'll have a play and find out anyway.

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