
Subject: Need some help

Posted by [Dennis1984](#) on Thu, 20 Mar 2014 13:39:55 GMT

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Hello fellow Fable 3 players,

I recently stumbled across this nice little forum and wanted to try some things myself.

I've read the tutorials on general scripting and on how to create banks and then tried around a bit.

Problem is that nothing seems to work out for me. But first of all some mentions:

- I have the xlive remover patch and edited the necessary file, so that every dlc has its own folder
- I made safety copies of the complete data folder as well as my saves

From what I could gather on informations first I created a new folder in my Fable 3 data folder named mod9

so that my changes would be the last loaded thus avoiding the annoying habit of the dlc's overwriting everything.

Next I downloaded the BNK Utilities (Browser and Creator) and extracted the package_info.xml as well as both

scriptactivation files (one .lua and one .txt) from one of the dlc .bnk's as well as a package_collection_info.xmb so

these are the only files I edited in any way. So I edited the contents of the two package files according to the bank creating tutorial.

Next I edited both of the scriptactivation files in different ways:

```
#1: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
    Inventory.AddItemOfType(GetLocalHero(), ObjectInventoryLegendarySwordAvoLamentation)
    return nil
end
```

```
#2: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
    Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordAvoLamentation')
    return nil
end
```

```
#3: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
    Inventory.AddItemOfType(GetLocalHero(), '0x00000C3D    0x0000002B
ObjectInventoryLegendarySwordAvoLamentation')
    return nil
end
```

```
#4: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
    Inventory.AddItemOfType(GetLocalHero(), '0x00000C3D    0x0000002B
ObjectInventoryLegendarySwordAvoLamentation')
    return nil
end
```

```
#5: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
    Debug.GiveHeroWeapon('ObjectInventoryLegendarySwordAvoLament ation')
```

```
return nil
end
```

```
#6: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
  Debug.GiveHeroWeapon(ObjectInventoryLegendarySwordAvoLamenta tion)
  return nil
end
```

Unfortunately all of the above did not work so I'm asking if one of you guys has any idea where I made a mistake and eventually help me correct this mistake

Subject: Re: Need some help
Posted by [Artofeel](#) on Fri, 21 Mar 2014 05:35:29 GMT
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Dennis1984 wrote on Thu, 20 March 2014 18:39

```
#2: ScriptActivation[ScriptCode.QU000].AbleToRun = function()
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordAvoLamentation')
  return nil
end
```

this should work, if name of item is correct

Subject: Re: Need some help
Posted by [Dennis1984](#) on Fri, 21 Mar 2014 17:40:45 GMT
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first of all thank you Artofeel for the quick reply.
then the problem why the weapons doesn't show up in my sanctuary, must lie elsewhere.
Well back to work to figure this out

Subject: Re: Need some help
Posted by [Keshire](#) on Fri, 21 Mar 2014 17:56:13 GMT
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It almost sounds like it's not being loaded at all.

If xlive is working the way it should then you should check folder structure inside the bank you created, and also make sure the packageUniqueld is unique. At least that's where I'd start. If you can at least break it, then you know it's being loaded at least.

Subject: Re: Need some help
Posted by [Artofeel](#) on Fri, 21 Mar 2014 18:33:15 GMT
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also, try to add
GUI.DisplayReceivedItem('ObjectInventoryLegendarySwordAvoLamentation')

Subject: Re: Need some help
Posted by [Dennis1984](#) on Fri, 21 Mar 2014 18:40:27 GMT
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@Keshire
since I'm using the xlive remover from timeslip, xlive is no issue at all. for the folder structure I tried to exactly copy the structure and contents of the other dlc's and the packageunique id is also well unique^^
But thanks for the tips

@Artofeel
just a small question. Where would I have to put that line? Before or after the Inventory.AddItemOfType commands?
And one last kind of a nooby question is, what does this line do?

Subject: Re: Need some help
Posted by [asmcint](#) on Fri, 21 Mar 2014 20:23:18 GMT
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While I can't tell you where that line is supposed to go(though due to its nature, I'd assume after the inventory.additemoftype command), I can tell you what it does. It SHOULD produce a message informing you that Avo's Lamentation has been added to your inventory when the script is successful.

Subject: Re: Need some help
Posted by [Dennis1984](#) on Sat, 22 Mar 2014 14:15:33 GMT
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Oh my gosh! It finally worked, thank you all for your fast responses and support.
If you would excuse me now there are a lot of different things to try out^^.
I'm gonna break the shit out of that game.
