
Subject: How do you edit a security catalogue file?

Posted by [bobbythejobby](#) on Mon, 15 Dec 2014 23:08:51 GMT

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I have been trying for days to remove the highly annoying 5 star dog potion from the free DLC. I have finally found out how to do it. You have to remove it from the security catalogue file "content.cat." So far I havent found any way to edit these files. Does anyone have any tool or software to do this???

Subject: Re: How do you edit a security catalogue file?

Posted by [Artofeel](#) on Tue, 16 Dec 2014 12:53:04 GMT

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WUT?

you do something wrong...

use simple code:

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectInventoryPotionDogStatsLevel5') > 0 then
    Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryPotionDogStatsLevel5')
end
```

and if you want to reset dog training skills:

```
DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_COMBAT, 0)
DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_TREASURE_HUNTING, 0)
DogStats.SetTrainingLevel(GetDog(GetLocalHero()),
EDogTrainingType.DOG_TRAINING_TYPE_CHARISMA, 0)
```

Subject: Re: How do you edit a security catalogue file?

Posted by [bobbythejobby](#) on Wed, 17 Dec 2014 11:56:55 GMT

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Thanks man. Are those console commands? Is it the same as most games, press the ` key to open the console??

Subject: Re: How do you edit a security catalogue file?

Posted by [Artofeel](#) on Thu, 18 Dec 2014 09:22:46 GMT

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No, console in game is blocked, or even cut out at all...

You need to use scripts

Easy way is use this

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Sun, 21 Dec 2014 11:36:50 GMT
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Thanks man will give this a try later on. Hopefully it will work!

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Sun, 21 Dec 2014 12:23:15 GMT
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Where is folder mod2 ????? Do I need to create it????

Subject: Re: How do you edit a security catalogue file?
Posted by [Artofeel](#) on Sun, 21 Dec 2014 14:16:25 GMT
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you need to place mod2 folder in your Fable3\Data directory

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Sun, 21 Dec 2014 18:08:54 GMT
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Its ok I found it from the download link. I use catpaws latest xlive emulator though hopefully it will still work. Will try it tonight and post my results. Hopefully the 5 star dog potion will be no more!

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Sun, 21 Dec 2014 19:15:55 GMT
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Dosent work using either xlive emu. The dog potion is not removed and the dogs stats are not reset using the other script

Subject: Re: How do you edit a security catalogue file?
Posted by [Artofeel](#) on Sun, 21 Dec 2014 20:08:04 GMT
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you need 'timeslip xlive remover' if you want to mod game
or you can modify the game archives, but it's more complicated way

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Mon, 22 Dec 2014 11:53:50 GMT
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didnt work with timeslips method either

Subject: Re: How do you edit a security catalogue file?
Posted by [Artofeel](#) on Mon, 22 Dec 2014 13:50:14 GMT
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strange...
and DLC works?
you have to place them in:
Fable3\data\mod0\Content\ *.bnk *.dat package_collection_info.xmb < DLC1 (Understone and all others)
Fable3\data\mod1\Content\ *.bnk *.dat package_collection_info.xmb < DLC2 (Traitors Keep)

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Tue, 23 Dec 2014 10:17:03 GMT
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Yes DLC works fine and they are all in correct folders

Subject: Re: How do you edit a security catalogue file?
Posted by [Artofeel](#) on Tue, 23 Dec 2014 15:28:29 GMT
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so, try this then
move\rename one of them (mod0 or mod1)
and then rename mod2 to mod0\1
I suspect that the folders (mod2-mod9) is not detected at all

Subject: Re: How do you edit a security catalogue file?
Posted by [bobbythejobby](#) on Wed, 31 Dec 2014 13:52:25 GMT
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Hi thanks for all the help. tried all suggestions. Bottom line is DLC works fine, script injector thing doesn't even when following instructions to the latter. Don't know if its my version of fable3 or the remove dog potion script, or maybe you just cant remove the 5 star dog potion. Period. Anyways thanks again, gave up in the end and just uninstalled fable3 and moved onto another game
