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Subject: How to create a daemon door before opening state?

Posted by [wind](#) on Thu, 25 Dec 2014 18:54:22 GMT

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Hello.

So try to ask this question in today.

I opened the door Aurora daemon.

So came the evil inclination background.

Can I change a command to the script as a good disposition map?

Can you put back the door open to the state?

How to change that? ..

Sorry. We would appreciate us.

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Sun, 28 Dec 2014 09:45:48 GMT

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there is no different map for good\evil  
in both cases the output will be ss\_demondoor level

upd:

just saw that ss\_demondoor map has two scenarios  
so, you can activate it

good

```
Layers.ActivateScenario("Fable3", "DemonDoors\\SS_DemonDoor", "defaultscenario")
```

evil

```
Layers.ActivateScenario("Fable3", "DemonDoors\\SS_DemonDoor", "evilscenario")
```

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Subject: Re: How to create a daemon door before opening state?

Posted by [wind](#) on Sun, 28 Dec 2014 17:29:26 GMT

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Thank you. Although it works.

I used to put the commands taught me my DLC mod9.

Using this method is that right?

You can use this command while entering the 'daemon door 'to work.

Has been changed to 'good map.

But then came out again enters a 'daemon door' and then 'evil Map'

To be undoing ...

Is there any way you can come out that you can continue to use the "good map" is?

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Sun, 28 Dec 2014 20:09:57 GMT

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try this

```
if Layers.GetActiveScenarioForLevel("Fable3", "DemonDoors\\SS_DemonDoor") == evilsscenario
```

```
then
```

```
  Layers.ActivateScenario("Fable3", "DemonDoors\\SS_DemonDoor", "defaultscenario")
```

```
end
```

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Subject: Re: How to create a daemon door before opening state?

Posted by [wind](#) on Mon, 29 Dec 2014 06:31:23 GMT

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Thank you. But ...

You can use this command in all regions 'daemon door' is gone, is strange.

I gave the command to teach in 'scriptactivation.lua'

```
'ScriptActivation [ScriptCode.QU000] .AbleToRun = function ( ' just below
```

Create been packed with mod9.

How is it that right?

Am I wrong about that?

Do not know how well I've done just prior to it once.

```
'Layers.ActivateScenari ("Fable3", "DemonDoors \\ SS_DemonDoor", "defaultscenario")'  
'return true'  
'end'
```

So I tried to use.

This use has not become more than a statement of all regions.

You can use this command while entering in Aurora 'daemon door' to nose dive into "good map"

But comes out will be reinstated.

You can use the commands taught me this time will be no change in the map rather strange.

Save even called several times and reported by 'mod9' re-packaging, but also not much.

Is it not? T\_T

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Mon, 29 Dec 2014 18:29:19 GMT

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OK, got it

you use old way for modding

daemon doors is gone, because you broke main quests script (scriptactivation.lua) Try to not mod it, just use it for DLC unlock. You need to reload old save, if you saved game with broken scriptactivation.lua

so, try this instead

put command in my previous post to MyScript02.lua

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Subject: Re: How to create a daemon door before opening state?

Posted by [wind](#) on Tue, 30 Dec 2014 08:54:54 GMT

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We apologize for busy would continue to question....

I tried to tell you, there is no change in the way ..!

I have to apply the existing 'mod0' and 'mod1' DLC.

If you are using the DLC here in the forum I think I saw this method does not apply.

It should not, because what does?

1. Fable III \ data \ scripts \ MyMod \ MyScript01.lua and MyScript02.lua Create
2. data \ dir.manifest open
3. 'scripts \ MyMod \ MyScript01.lua, scripts \ MyMod \ MyScript02.lua' Text plus
4. 'MyScript02.lua' Open
5. if Layers.GetActiveScenarioForLevel ("Fable3", "DemonDoors \ SS\_DemonDoor") == evilsenario then  
Layers.ActivateScenario ("Fable3", "DemonDoors \ SS\_DemonDoor", "defaultscenario")  
end  
Text Plus
6. Game Start

That right to do so?

I'm sorry I'm too stupid T\_T

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Tue, 30 Dec 2014 10:32:08 GMT

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wind wrote on Tue, 30 December 2014 13:54

1. Fable III \ data \ scripts \ MyMod \ MyScript01.lua and MyScript02.lua Create
2. data \ dir.manifest open
3. 'scripts \ MyMod \ MyScript01.lua, scripts \ MyMod \ MyScript02.lua' Text plus
4. 'MyScript02.lua' Open
5. if Layers.GetActiveScenarioForLevel ("Fable3", "DemonDoors \ SS\_DemonDoor") == evilsenario then  
Layers.ActivateScenario ("Fable3", "DemonDoors \ SS\_DemonDoor", "defaultscenario")  
end  
Text Plus
6. Game Start

so, you have tried this and it's did not work?  
you downloaded ScriptInjector.zip and put mod2 folder to Fable3\Data, right?

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Subject: Re: How to create a daemon door before opening state?  
Posted by [wind](#) on Tue, 30 Dec 2014 13:55:19 GMT  
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Attachments to download and put in Fable 3 \ Date \ Mod2 folder.

And I put the commands stored in the 'MyScript02'.

But why is not it working? .....

Can I just give up? .....

Have you ever happen to be in the game?

Handageona must be entered in the 'daemon door'

I handageona be located in a particular place?

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Subject: Re: How to create a daemon door before opening state?  
Posted by [Artofeel](#) on Tue, 30 Dec 2014 19:46:32 GMT  
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and "Free Camera" test work?

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Subject: Re: How to create a daemon door before opening state?  
Posted by [wind](#) on Tue, 30 Dec 2014 23:07:51 GMT  
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Yes.

I put the camera instructions on MyScript01.lua.

But I did not feel the change of the camera in the game ....

Did I do something to make a mistake?

Save the file, what strange ..??

A fable that you have incorrectly installed .. ????

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Wed, 31 Dec 2014 08:16:43 GMT

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so "free camera" not work at all?  
then what you have in mod3-mod9 folders?

also correct code:

```
if Layers.GetActiveScenarioForLevel("Fable3", "DemonDoors\\SS_DemonDoor") ==  
"EvilScenario" then  
  Layers.ActivateScenario("Fable3", "DemonDoors\\SS_DemonDoor", "defaultscenario")  
end  
work for me
```

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Subject: Re: How to create a daemon door before opening state?

Posted by [wind](#) on Wed, 31 Dec 2014 12:32:55 GMT

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Yes. The camera did not work.

I use my personal mod to the 'Mod9'.

Previous article in this' daemon door "phenomenon I said I was broken by applying taught me the command to 'Mod9' was saying.

'Mod9' Inside there is only 'Scriptactivation.lua'.

And when you are not using the script command, place and out of the 'Scriptactivation.lua' empty shell uses only 'Mod9'.

'Mod9' the load is completely impossible, Eliminating save.

Do not tell me, so should not 'Mod9'?

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Subject: Re: How to create a daemon door before opening state?

Posted by [Artofeel](#) on Wed, 31 Dec 2014 12:58:08 GMT

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well...

try to rename mod9 to mod8

and mod2 to mod9

?

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Subject: Re: How to create a daemon door before opening state?

Posted by [wind](#) on Wed, 31 Dec 2014 20:49:17 GMT

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Google Translate're also strangely washed over it! I'm sorry.

Thank you for the many answers.

'Daemon door "Maybe you should just give up a

The problems have no continuity know.

Just think fast haneunge new ^ - ^

Thank you for your help!

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