Subject: Xlive weapons updates remove
Posted by Artofeel on Tue, 13 Oct 2015 12:18:55 GMT
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This mod will replace xlive requirements for weapons update with local equivalent
also it replace update result if is affect on multiplayer game only

it's only affect on new weapons, so you will need to BUY WEAPONS AGAIN if you have it alredy
It ONLY for Traitor's Keep DLC!
It replace globals.gdb so is not compatible with other mods that replace it

Setup:
use Catspaw's GFWL emu
put DLC folder to Fable 3 game directory

offsets for manually modding
globals.gdb

ObjectInventoryLegendaryPistolBarnumificator
offset: 00114DF8
9F18DC1B > E9242696

ObjectInventoryLegendaryRifleHeroCompanion
offset: 00231318
7CECBA2B > BE372342

offset: 0023131C
FF0B5E3D > 40A72537

ObjectInventoryLegendaryRifleScattershot
offset: 00147610
DFEEFD7A > DFE78030

ObjectInventoryLegendarySwordMerchantsBodyguard
offset: 00166808
B28A322B > C6ADA885

offset: 00166810
CA73E5FB > 6D80722F

## File Attachments
1) xlive_weapons_updates_remove.zip, downloaded 4902 times

Subject: Re: Xlive weapons updates remove
Posted by squark on Wed, 07 Jun 2017 18:24:08 GMT

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Thanks for this, but I've run into a problem.
It's started spewing out Weapons with blank fields for names and the Descriptions are like so:

INV_ITEM_WEAPON_WHALE_DESC
INV_ITEM_WEAPON_DONOR_DESC
INV_ITEM_WEAPON_THUNDARAGA_DESC

I'm sure I'm using Catspaw's GFWL Emu.
I have all the DLC installed in the DLC folder.
This is my Fable 3\DLC folder currently:

10_ScriptInjector
11_xlive_weapons_updates_remove
Inquisitor_Pack
Traitor's_Keep
Understone_Quest_+_Free_DLC

Everything but the 11_xlive_weapons_updates_remove is working properly. Any ideas?

Subject: Re: Xlive weapons updates remove
Posted by Artofeel on Sat, 10 Jun 2017 06:08:20 GMT
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Traitor's Keep is working?
squark wrote on Wed, 07 June 2017 23:24
Inquisitor_Pack
Traitor's_Keep
Understone_Quest_+_Free_DLC
anyway, try to rename this to
01_InquisitorPack
02_Understone
03_TraitorsKeep

Subject: Re: Xlive weapons updates remove
Posted by squark on Sat, 10 Jun 2017 17:31:50 GMT
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I tried that and... same error.
It's a bit weird.

I might have to find somewhere to download the Golf Weapons pack (thought I already had that) but I really don't want to create an account on a forum just for that.

Subject: Re: Xlive weapons updates remove
Posted by Artofeel on Mon, 12 Jun 2017 13:48:10 GMT
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squark wrote on Sat, 10 June 2017 22:31I tried that and... same error.
It's a bit weird.did you buy weapon again?
remember it's only affects on new items
squark wrote on Sat, 10 June 2017 22:31I might have to find somewhere to download the Golf Weapons pack (thought I already had that) but I really don't want to create an account on a forum just for that.Golf Weapons pack? What kind of weapons are there? It's probably already in game, you just only need to add them to your inventory by scripts.

Subject: Re: Xlive weapons updates remove
Posted by squark on Wed, 14 Jun 2017 16:34:10 GMT
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Well... I've never seen any of them in any of the shops.
The Golf Weapons pack (Thundaraga, Hammer of the Whale and Donna's Kebab) was a reward for the Fable Coin Golf thing that was only available of Windows phones IIRC.
So... I guess it's already in the script files though I've already tried to add them via scripting, but they don't show up even though the rest of them do.

```
local mostLegendaries = {
 'ObjectInventoryLegendaryHammerFaerie', <- this shows up fine
 ...
 'ObjectInventoryLegendaryHammerHammerOfTheWhale', <- this doesn't
 'ObjectInventoryLegendarySwordDonorKebab', <- this doesn't either
 'ObjectInventoryLegendarySwordThundaraga', <- nor does this
 ...
 }

 for key,value in pairs(mostLegendaries) do
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) == 0 then
  Inventory.AddItemOfType(GetLocalHero(), value)
  GUI.DisplayReceivedItem(value)
 end

 for key,value in pairs(mostLegendaries) do
 if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) > 1 then
  Inventory.RemoveItemOfType(GetLocalHero(), value)
 end
 end
```

I'll see if any of the shops have them for sale. Brightwall's blacksmith is a big pile of nope.
I'm guessing neither Bowerstone nor Aurora's selling any of them.

Damn...

Subject: Re: Xlive weapons updates remove
Posted by Artofeel on Thu, 15 Jun 2017 06:01:25 GMT
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squark wrote on Wed, 14 June 2017 21:34Well... I've never seen any of them in any of the shops.you can add them by scripts

squark wrote on Wed, 14 June 2017 21:34The Golf Weapons pack (Thundaraga, Hammer of the Whale and Donna's Kebab)
+
squark wrote on Wed, 07 June 2017 23:24INV_ITEM_WEAPON_WHALE_DESC
INV_ITEM_WEAPON_DONOR_DESC
INV_ITEM_WEAPON_THUNDARAGA_DESC
It's not just a coincidence
something completely fucked up
did you try new game with right DLC order?