

---

Subject: [PC] Getting DLC on Steam version  
Posted by [HiddenKnowledge](#) on Fri, 18 Nov 2016 18:14:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello everyone!

I've been looking through this forum, and I've seen several mentions that seem to imply that it may be possible to get the DLC to work using mods.

I have bought the Steam version of the game on Amazon and would love to do the same with the DLC, but I haven't found any way to buy it so far.

So I'm wondering: Is it possible to get the DLC to work in ANY way, without disabling the COOP multiplayer?

Once the DLC works for me, I want to create a bunch of mods for the game, but right now I'm too obsessed with trying to get the DLC to work.

I wish I could just buy the DLC and if anyone finds a place to buy it, please let me know!

But until then I'll be stuck trying to figure out how to make it work with mods, so I welcome any help!

I followed ZackTiro's Script Modding Setup Tutorial and then used the `GameVersion.SetAllDLCsOn()` function to attempt to turn on all DLC's but this froze my character in place.

I also tried giving myself the DLC items using the debug commands (`Debug.AddAllDLC1Items()`, `Debug.AddAllDLC2Items()`) but this resulted in the same unwillingness to move.

I'm looking forward to your answers,  
HiddenKnowledge

---

---

Subject: Re: [PC] Getting DLC on Steam version  
Posted by [Artofeel](#) on Tue, 22 Nov 2016 07:01:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://fable3mod.com/forums/index.php?t=msg&th=102&start=0>

---