
Subject: Hero's parent

Posted by [fierymarigold](#) on Mon, 13 Feb 2017 22:49:34 GMT

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Is there a way to make the game think the hero's parent was female instead of male? It would be awesome to hear 'Hero Queen' and 'Mother' .

Subject: Re: Hero's parent

Posted by [Artofeel](#) on Fri, 17 Feb 2017 06:19:27 GMT

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I don't know why you need this... but
open globals.gdb with HEX editor
goto 001E4DF8 and change 2 to 1
02 00 00 00 > 01 00 00 00

or use GDBEditor
check 'Extrapolate parent\child' option
use #08A1AB45 hash
and goto GenderComponent > Gender
change 2 to 1

also, female hash: #65D9C904

Subject: Re: Hero's parent

Posted by [fierymarigold](#) on Sat, 18 Feb 2017 22:10:06 GMT

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Thanks for the info. Umm, my question was poorly worded. (after applying the changes, it's now impossible to play as a male

So, what I'm looking for is this:

The game always defaults the Hero of Brighwall's parent to male. For instance, when you first spar with Walter, he says something like, "Do you remember when I used to tell you stories about your father, the Hero King?"

What I'd like to do is have the game default the Hero of Brightwall's parent to female. So I hear, "...stories about your mother, the Hero Queen."

Sorry for the confusion.

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Mon, 20 Feb 2017 06:08:07 GMT
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...you are asking the impossible
you can't change something like that
there is simply no voice sounds for "Hero Queen mother" (I think)
what the point anyway? just to hear? :)

Subject: Re: Hero's parent
Posted by [Phnx](#) on Thu, 23 Feb 2017 19:45:49 GMT
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Actually supposedly there is VO for this.

<https://www.gamefaqs.com/boards/971431-fable-iii/66471460>
<https://www.gamefaqs.com/boards/971431-fable-iii/57548404>
<https://www.gamefaqs.com/xbox360/971431-fable-iii/answers/235974-why-does-it-say-the-previous-hero-was-my-mother-and-in-fable-2-my-character-was>

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Fri, 24 Feb 2017 07:56:52 GMT
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yeah.. find someone
language\speech\text\butler\gui\treasure\guild\seal\trophy\received\01\father
language\speech\text\butler\gui\treasure\guild\seal\trophy\received\01\mother
so, it's based on Fable 2 save?
then it is POSSIBLE but I don't know if you need to change something is savegame or maybe
some thing in globals.gdb (but it's hard to find that, too many "parent")
or of course we can use brute-force and find all the sounds, if someone find them all (that actually
impossible for normal human), I can make mods (father\mother) :)

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Sat, 25 Feb 2017 00:51:28 GMT
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I guess I'm the abnormal human. I've been digging around in the files and found all the sounds, I think. I also found a field, 'HerosParent'. The quests that mention the gender of the Hero's parent appear to be checking for the value of this field. (based on Chunky spy's decompiled script).

Fable 3 on the xbox also carried over the Fable 2 hero's morality. The flags in the mausoleum reflect that morality.

For myself, I just renamed the speech, lipsync and cutscenes to hear 'Mother' and 'Hero Queen'.
Yes, I'm crazy

I doubt the subtitles say 'Mother' etc, but since I never bother with that, it doesn't matter to me. It also misses the written objective of the quests, things like 'Find your Father's Music Box for Sabine' instead of 'Mother's Music box'.

I can get a list together of the sounds if you want it.

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Sat, 25 Feb 2017 05:49:57 GMT
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yea, I forget to check scripts
this is easy
Gameflow.HerosParent = ScriptFunction.GetFable2HeroEndString()
so, try this
Gameflow.HerosParent = 1
Gameflow.HerosParent = 2
1 should be father and 2 is mother?
I don't check it, please report

first you can check original value with msgbox: Gameflow.HerosParent

and yes, plz post voices file list :)

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Mon, 27 Feb 2017 01:19:12 GMT
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Ok, 1 is father and 2 is mother. The code works perfectly for the first line, when sparring with Walter. But when the second line is supposed to run, the game freezes. Music still plays, and Walter moves his head around. -- Walter is supposed to deliver the second line when you leave the castle.

I placed the code in 'myscript 02' and 'myscript 01' -- I'm using the script injector method. If there's some other code, I'm happy to test it.

Also, I'll get the voices file list together and post in a couple of days.

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Mon, 27 Feb 2017 07:53:50 GMT
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fierymarigold wrote on Mon, 27 February 2017 06:19Ok, 1 is father and 2 is mother.did you check original value with msgbox?
probably it's not just integer 1 or 2
I can't check it right now

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Tue, 28 Feb 2017 13:53:13 GMT
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The original value is _Father

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Thu, 02 Mar 2017 05:27:39 GMT
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then try this
Gameflow.HerosParent = "_Mother"

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Fri, 03 Mar 2017 03:50:55 GMT
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Ok, that resulted in a blank field.

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Fri, 03 Mar 2017 09:54:27 GMT
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wrong brackets?
Gameflow.HerosParent = '_Mother'

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Tue, 07 Mar 2017 01:28:57 GMT
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Ugg, yea that was stupid of me. Anyway, Gameflow.HerosParent = '_Mother' returns _Mother in the message box.

So far it only fails when you pick up the Guild Seal, when you fight bats on your way out, and the

first two lines in the sanctuary. All of these lines are spoken by either Jasper or Walter and are in quest QC015 Escape. The strange thing is Teresa has a line which I think is in this quest and it works fine.

By fails I mean it plays Father instead of Mother. Once you're through this part of the game, it works fine, so far. But I've only tested past meeting Sabine.

Subject: Re: Hero's parent
Posted by [Artofeel](#) on Tue, 07 Mar 2017 07:46:42 GMT
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hmmm, seems there is some code left
try to add this
Gameflow.Fable2HeroEndGender = '_Mother'

Subject: Re: Hero's parent
Posted by [fierymarigold](#) on Thu, 09 Mar 2017 01:22:10 GMT
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Woo hoo! Everything works perfectly with these two lines of code

```
Gameflow.HerosParent = '_Mother'
```

```
Gameflow.Fable2HeroEndGender = '_Mother'
```

Artofeel, thank you for your help!

Subject: Re: Hero's parent
Posted by [neriek](#) on Sat, 26 Aug 2017 02:19:34 GMT
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fierymarigold wrote on Thu, 09 March 2017 11:22Woo hoo! Everything works perfectly with these two lines of code

```
Gameflow.HerosParent = '_Mother'
```

```
Gameflow.Fable2HeroEndGender = '_Mother'
```

Artofeel, thank you for your help!

Sorry to bump such an old topic and as my first post here, but it seemed better than making a new one.. I've been wracking my brain trying to get this to work and have no idea if I've even done it correctly but I've checked the tutorial and as far as I know I have.

This is all I've added to scriptactivation.lua I can't help feeling that it looks wrong though.
ScriptActivation[ScriptCode.QU000].AbleToRun = function ()

```
--Code can be added here.  
--[ e.g. Inventory.AddItemOfType(GetLocalHero(), 'YourItemFromFromTheItemList')]]  
Gameflow.HerosParent = ScriptFunction.GetFable2HeroEndString()  
Gameflow.HerosParent = '_Mother'  
Gameflow.Fable2HeroEndGender = '_Mother'
```

```
return nil  
end  
Any help at all would be appreciated!
```

Subject: Re: Hero's parent

Posted by [Thatoneperson](#) on Wed, 04 Oct 2017 19:00:44 GMT

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neriek wrote on Fri, 25 August 2017 19:19 Sorry to bump such an old topic and as my first post here, but it seemed better than making a new one.. I've been wracking my brain trying to get this to work and have no idea if I've even done it correctly but I've checked the tutorial and as far as I know I have.

This is all I've added to scriptactivation.lua I can't help feeling that it looks wrong though.
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Gameflow.HerosParent = ScriptFunction.GetFable2HeroEndString()  
Gameflow.HerosParent = '_Mother'  
Gameflow.Fable2HeroEndGender = '_Mother'
```

```
return nil  
end  
Any help at all would be appreciated!
```

I don't think Gameflow.HerosParent = ScriptFunction.GetFable2HeroEndString() is needed. I'm not sure what that would do, or if your script changes are being loaded.
I know when I used ZackTiro's Script Modding Setup Tutorial it was annoying to get working.

I'm using a slightly altered version of Improved script injection method I changed to work better for

me. It adds the use of scriptactivation.lua, but for me it's easier to use. It's probably not needed, but whatever.

After switching back so it could work with ZackTiro's Script Modding Setup Tutorial...I have.
ScriptActivation[ScriptCode.QU000].AbleToRun = function ()

```
Gameflow.HerosParent = '_Mother'  
Gameflow.Fable2HeroEndGender = '_Mother'
```

```
return nil  
end
```
