

---

Subject: How to use scripts if dlcs are installed  
Posted by [vipul700](#) on Fri, 05 May 2017 10:26:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have installed fable 3 with all dlcs  
but i cannot able to unlock weapons or anything else through scripts  
can anyone give me step by step instructions how to use scripts in fable 3 with dlcs installed

---

---

Subject: Re: How to use scripts if dlcs are installed  
Posted by [squark](#) on Sat, 01 Jul 2017 18:41:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

First and foremost, you'll need a couple more files.  
You'll need a modified dir.manifest (should be easy enough to find) and catspaw's GFWL emulator (labelled 15d, also linked on this forum).  
Overwrite the existing dir.manifest in the data folder (or rename it for safety reasons) and place the GFWL emulator files in the main game folder.  
Create a folder in the data\scripts folder called MyMod (or anything you like) and in it create as many mod files as you want - generally one or two is best.  
These can be text files, but once you're finished writing the mods, you'll want to change the extension to .lua.  
At the end of the new dir.manifest, insert this line (you can open it in Notepad or any text editor) if it doesn't already exist:  
scripts\MyMod(or whatever you called it)\MyScript01.lua

And more, if you have more mod scripts for the game to run, ie: scripts\MyMod\MyScript02.lua and so on...  
You'll also need to find the ScriptInjector and the DLC\_xlive\_removal.

Lastly, find the DLC links on this forum and give them their own folders like this:

01\_Understone  
02\_TraitorsKeep  
10\_ScriptInjector  
90\_DLC\_xlive\_removal

Place the corresponding DLC packs into these folders within a folder labelled DLC in the main folder.

This next bit isn't needed, but it's something I've done:

A small tip - if you have about 6GB+ RAM available, you can safely modify the startup.vsconfig file as well.

You can have it load everything BUT the audio.lod into memory (it's unadvisable, there's lots of little environmental audio effects there) by doing the following:

For every line (expect for <Bank Path="audio\_lod.bnk"/>) that doesn't have a Mode="memory" before the /> in it, add it. Here's an example:

modify lines like this: <Required><Bank Path="globals/globals\_textures.bnk"</Required>  
to look like this: <Required><Bank Path="globals/globals\_textures.bnk"  
Mode="memory"/></Required>

Be warned, it can increase load times and cause animation lag in larger population zones like Brightwall.

I hope I haven't forgotten anything.

For mod scripting help, just look around the forum. Just about anything you could want is here already.

---