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Subject: Updated Tools

Posted by [Keshire](#) on Wed, 18 Mar 2020 15:25:04 GMT

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Quietly sneaks in and drops a few things

Updated GDB tool, allows editing and saving. Project Migrated to VS2019

<https://github.com/Keshire/Fable-3-GDB-Tool>

Updated Blender plugins for Blender 2.82

[https://github.com/Keshire/Blender-io\\_mesh\\_mdl](https://github.com/Keshire/Blender-io_mesh_mdl)

Fable 3 Lua decompiler (WIP)

<https://github.com/Keshire/Fable3LUADecompile>

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Subject: Re: Updated Tools

Posted by [Artofeel](#) on Tue, 31 Mar 2020 06:25:41 GMT

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awesome man

so lua decompiler should do what I did some years ago? simple scripts w/o functions?

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Subject: Re: Updated Tools

Posted by [XanWasting](#) on Fri, 03 Apr 2020 11:19:12 GMT

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What exe am I supposed to drop files in the decompiler? There's none...

ALso do I understand this correctly? Will this decompiler make the scripts human readable?

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Subject: Re: Updated Tools

Posted by [Keshire](#) on Fri, 03 Apr 2020 14:33:40 GMT

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Artofeel wrote on Mon, 30 March 2020 23:25 awesome man

so lua decompiler should do what I did some years ago? simple scripts w/o functions?

It does functions as well. I haven't done the while/dowhile loops yet. And it will slightly choke on some of the larger scripts.

XanWasting wrote on Fri, 03 April 2020 04:19 What exe am I supposed to drop files in the decompiler? There's none...

ALso do I understand this correctly? Will this decompiler make the scripts human readable?

<https://github.com/Keshire/Fable3LUADecompile/releases/download/0.0.2/Fable3LUADecompile.zip>

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The decompiler isn't 100% 1 to 1 yet. So you can't just decompile and throw the script back into the game. But it is otherwise readable lua.

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