Subject: Updated Tools
Posted by Keshire on Wed, 18 Mar 2020 15:25:04 GMT
View Forum Message <> Reply to Message

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

Fable 3 Lua decompiler (WIP)
https://github.com/Keshire/Fable3LUADecompiler

Subject: Re: Updated Tools
Posted by Artofeel on Tue, 31 Mar 2020 06:25:41 GMT
View Forum Message <> Reply to Message

awesome man
so lua decompiler should do what I did some years a go? simple scripts w/o functions?

Subject: Re: Updated Tools
Posted by XanWasting on Fri, 03 Apr 2020 11:19:12 GMT
View Forum Message <> Reply to Message

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?

Subject: Re: Updated Tools
Posted by Keshire on Fri, 03 Apr 2020 14:33:40 GMT
View Forum Message <> Reply to Message

Artofeel wrote on Mon, 30 March 2020 23:25awesome man
so lua decompiler should do what I did some years a go? 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 04:19What 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/Fable3LUADecompiler/releases/down
load/0.0.2/Fable3LUADecompiler.zip

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.