
Subject: Influencing Villager Personality

Posted by [XanWasting](#) on Wed, 01 Apr 2020 10:57:23 GMT

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I want to set villager's sexual orientation. I skimmed through the debugmenu.txt, and while I did find a promising command that allows targeting of a specific villager, I couldn't find anything influencing villager personalities, there were 2 commands that 'drew debug pages' with personalities, but as far as I can tell it does nothing (visible).

So I guess my real question is: is debugmenu.txt containing all of the working commands? or are there some others that I could use to turn people gay with?

Subject: Re: Influencing Villager Personality

Posted by [XanWasting](#) on Thu, 02 Apr 2020 20:51:25 GMT

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Ok, so the command I had in mind goes:

```
OpinionReaction.ResetCurrentRelationshipStage(Targeting.GetTarget(GetLocalHero()),  
GetLocalHero(), ERelationshipStages.ERS_LOVE)
```

which is supposed to make 'targeted' villager love you, I think.

except it doesn't work, or I'm using it wrong. Someone capable of making an autopsy of this line and explain how does it work?
