Subject: GDB Editor v0.3
Posted by Keshire on Sat, 11 Apr 2020 03:55:06 GMT
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Github Link

https://github.com/Keshire/Fable-3-GDB-Tool/releases/downloa d/v0.3/GDBEditor.zip

Search/Edit/Save enhancements and bug fixes.
Added Status bar to display some debug meta data
Re-Linking entries, and label inheritance.

RightClick on a selected node to Either Save(at root), Re-Link(a node), or Edit(a parameter node)

Re-linking a node requires the HASH (not name, or fnvhash) of the node you want. The hash of a node is displayed in the status bar when you select the node. Eventually I'll add in a copy/paste to make this easier.

Just a note, this isn't for the weak of heart. The GDB is a custom built database that we still know very little about. The records in it can be accessed by name from lua like so:

see blacksmith mod for full code example.

```
 --Get the current Augments so we can iterate them
 local applied_augments = Augmentable.GetCurrentAugments(self.Weapon)
 for k,v in ipairs(applied_augments) do
  local new_aug = nil
  local augment_record = GDB.GetRecord(v)
  local effects_record = augment_record:GetRecord("VisualChangeEffects")
**snip**

local AugmentableComponent = self.Weapon:GetRecord("AugmentableComponent")
for i=1, AugmentableComponent:GetNumSubRecords(), 1 do
  local Augmentables = AugmentableComponent:GetSubRecordAtIndex(i)

**snip**
```