Subject: Weapon Augments and ScriptTag
Posted by EdgyBoye89 on Sat, 11 Jul 2020 16:45:55 GMT
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Heya,

I was wondering if anyone had a complete list of the ScriptTag entries used for weapon augments? Trying to add some easy augments for various weapons to my script mod, and I'm having trouble finding them in the GDB Editor. Currently looking at the Inquisitor sword, but I'll probably do it for other weaps too. I managed to grab a few of them from another thread, and I would have asked there, but I try not to necro threads when possible. I try to limit my use of the dark arts to in-game stuff ;)
Annnnnnyway, if someone has a list, or some suggestions on how to narrow my search, I'd appreciate the help.

Thanks,
j

Subject: Re: Weapon Augments and ScriptTag
Posted by Artofeel on Sun, 19 Jul 2020 06:25:22 GMT
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not sure if that is what you are looking for
Toggle SpoilerINV_ITEM_WEAPON_ANWARGLORY_CONDITION_CRIMINALS
INV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_NOBLE
INV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_UNDEAD
INV_ITEM_WEAPON_BARONSLAYER_CONDITION_SCIFI
INV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_EVIL
INV_ITEM_WEAPON_BONESMASHER_CONDITION_DAY
INV_ITEM_WEAPON_CHANNELER_CONDITION_SPENDING
INV_ITEM_WEAPON_DEADNED_CONDITION_FLOURISHHIT
INV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_DAY
INV_ITEM_WEAPON_DESERTFURY_CONDITION_AURORAN
INV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_NOBLE
INV_ITEM_WEAPON_FISHKNIFE_CONDITION_HUMANOID
INV_ITEM_WEAPON_JACKHAMMER_CONDITION_SHADOW
INV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_FLOURISH
INV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_NIGHT
INV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_GIFT
INV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_RENEGADES
INV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_LOVED
INV_ITEM_WEAPON_PORKSWORD_CONDITION_CHILD
INV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_DIGGING
INV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_EVIL
INV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_SPOUSES
INV_ITEM_WEAPON_SOULDRINKER_CONDITION_AURORAN
INV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_UNDEAD

INV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_ORGY
INV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_SEXWOMEN
INV_ITEM_WEAPON_THUNDERBLADE_CONDITION_FLOURISH
INV_ITEM_WEAPON_WHALE_CONDITION_ENFLAME
INV_ITEM_WEAPON__CONDITION_
INV_ITEM_WEAPON__CONDITION_
INV_ITEM_WEAPON__CONDITION_CRATES
INV_ITEM_WEAPON__CONDITION_DIGGING
INV_ITEM_WEAPON__CONDITION_FLOURISHHIT
INV_ITEM_WEAPON__CONDITION_HUMANOID
NV_ITEM_WEAPON_ABSOLVER_CONDITION_FAT
NV_ITEM_WEAPON_ABSOLVER_CONDITION_FRIEND
NV_ITEM_WEAPON_ABSOLVER_CONDITION_KILLEVIL
NV_ITEM_WEAPON_ANWARGLORY_CONDITION_AURORAN
NV_ITEM_WEAPON_ANWARGLORY_CONDITION_FLOURISH
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_FRIENDS
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_SPENDING
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_AURORAN
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_CRIMINALS
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_LOVE
NV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_GOOD
NV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_LOVE
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_FRIEND
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_GIFT
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_JOBS
NV_ITEM_WEAPON_BARONSLAYER_CONDITION_KNOWITALL
NV_ITEM_WEAPON_BARONSLAYER_CONDITION_STEREOTYPE
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_DAYTIME
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_DRUNK
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_FLOURISH
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_LEDGE
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_NIGHT
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_HUMANOID
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_KILLLOVE
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_VILLAGERGUARDS
NV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_LOVE
NV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_SLAVERY
NV_ITEM_WEAPON_BONESMASHER_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_BONESMASHER_CONDITION_UNDEAD
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_JOBS
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_MALE
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CASANOVA_CONDITION_FRIENDS
NV_ITEM_WEAPON_CASANOVA_CONDITION_LOVE

NV_ITEM_WEAPON_CASANOVA_CONDITION_UGLY
NV_ITEM_WEAPON_CHAMPION_CONDITION_GOOD
NV_ITEM_WEAPON_CHAMPION_CONDITION_LOVE
NV_ITEM_WEAPON_CHAMPION_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CHANNELER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CHANNELER_CONDITION_SWORDS
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_CHICKENS
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_DIGGING
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_DEADNED_CONDITION_DIGGING
NV_ITEM_WEAPON_DEADNED_CONDITION_NOBLE
NV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_FLOURISH
NV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_MARRY
NV_ITEM_WEAPON_DESERTFURY_CONDITION_DAY
NV_ITEM_WEAPON_DESERTFURY_CONDITION_MALE
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_CRIMINALS
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_GOOD
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_HUMANOID
NV_ITEM_WEAPON_DONOR_CONDITION_CHICKENS
NV_ITEM_WEAPON_DONOR_CONDITION_ENFLAME
NV_ITEM_WEAPON_DONOR_CONDITION_FAT
NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_ENFLAME
NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_HUMANOID
NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_SLAVERY
NV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_FLOURISH
NV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_JOBS
NV_ITEM_WEAPON_EQUALISER_CONDITION_CRIMINALS
NV_ITEM_WEAPON_EQUALISER_CONDITION_NIGHT
NV_ITEM_WEAPON_EQUALISER_CONDITION_RENEGADES
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_GOOD
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_LOVE
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_UNDEAD
NV_ITEM_WEAPON_FACEMELTER_CONDITION_ENFLAME
NV_ITEM_WEAPON_FACEMELTER_CONDITION_EVIL
NV_ITEM_WEAPON_FACEMELTER_CONDITION_LARGE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_LEDGE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_LOVE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_FISHKNIFE_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_FISHKNIFE_CONDITION_HUMANOIDKILL
NV_ITEM_WEAPON_FULLMONTY_CONDITION_LIGHTNING
NV_ITEM_WEAPON_FULLMONTY_CONDITION_LOVE
NV_ITEM_WEAPON_FULLMONTY_CONDITION_SPENDING
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_FLOURISH
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_SHORT
NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_EVIL
NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_HUMANOID

NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_JOBS
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_CHILD
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_GIFT
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_QUESTS
NV_ITEM_WEAPON_HOLYVENGEANCE_CONDITION_CRIMINALS
NV_ITEM_WEAPON_HOLYVENGEANCE_CONDITION_GOOD
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NV_ITEM_WEAPON_ICEMAIDEN_CONDITION_SEXMEN
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NV_ITEM_WEAPON_INQUISITOR_CONDITION_VILLAGERGUARDS
NV_ITEM_WEAPON_JACKHAMMER_CONDITION_FLOURISH
NV_ITEM_WEAPON_JACKHAMMER_CONDITION_VILLAGERS
NV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_WOLVES
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_CRATES
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_FRIEND
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_SHORT
NV_ITEM_WEAPON_MARKSMAN_CONDITION_AURORAN
NV_ITEM_WEAPON_MARKSMAN_CONDITION_HUMANOID
NV_ITEM_WEAPON_MARKSMAN_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_SPENDING
NV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_LOVE
NV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_MARRY
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_DIGGING
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_HUMANOID
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_NOBLE
NV_ITEM_WEAPON_MOLYNATOR_CONDITION_EVILTOUCH
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NV_ITEM_WEAPON_PERFORATOR_CONDITION_EVIL
NV_ITEM_WEAPON_PERFORATOR_CONDITION_ORGY
NV_ITEM_WEAPON_PERFORATOR_CONDITION_SPENDING
NV_ITEM_WEAPON_PORKSWORD_CONDITION_LOVE
NV_ITEM_WEAPON_PORKSWORD_CONDITION_SEX
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_DRUNK
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_NIGHT
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_ORGY

NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_SPENDING
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_CHICKENS
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_CRATES
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_DRUNK
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_ENFLAME
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_FLOURISH
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_GIFT
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_LARGE
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_KILLEVIL
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_LIGHTNING
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_DAYDAMAGE
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_EVIL
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_SLAVERY
NV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_FAT
NV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_MORTARRANGE
NV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_SLAVERY
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_FAT
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_SPENDING
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_UGLY
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_LOVE
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_ORGY
NV_ITEM_WEAPON_SOULDRINKER_CONDITION_EVIL
NV_ITEM_WEAPON_SOULDRINKER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_MORTARRANGE
NV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_RENEGADE
NV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_GOOD
NV_ITEM_WEAPON_TENDERISER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_TENDERISER_CONDITION_FLOURISH
NV_ITEM_WEAPON_TENDERISER_CONDITION_SPOUSE
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_GOOD
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_LIGHTNING
NV_ITEM_WEAPON_THUNDERBLADE_CONDITION_LIGHTNING
NV_ITEM_WEAPON_THUNDERBLADE_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_ENFLAME
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_FLOURISH
NV_ITEM_WEAPON_TWATTER_CONDITION_FRIENDS
NV_ITEM_WEAPON_TWATTER_CONDITION_LEDGE
NV_ITEM_WEAPON_TWATTER_CONDITION_LOVE
NV_ITEM_WEAPON_WHALE_CONDITION_EVIL
NV_ITEM_WEAPON_WHALE_CONDITION_LARGE
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_ENFLAME
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_LIGHTNING
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_UNDEAD
NV_ITEM_WEAPON_WOLFSBANE_CONDITION_DAYDAMAGE

NV_ITEM_WEAPON_WOLFSBANE_CONDITION_FLOURISH
NV_ITEM_WEAPON_WOLFSBANE_CONDITION_KILLER
NV_ITEM_WEAPON__CONDITION_AURORAN
NV_ITEM_WEAPON__CONDITION_BOASTING
NV_ITEM_WEAPON__CONDITION_CHICKENS
NV_ITEM_WEAPON__CONDITION_CHILD
NV_ITEM_WEAPON__CONDITION_CRIMINALS
NV_ITEM_WEAPON__CONDITION_EVIL
NV_ITEM_WEAPON__CONDITION_EVILTOUCH
NV_ITEM_WEAPON__CONDITION_FAT
NV_ITEM_WEAPON__CONDITION_FRIEND
NV_ITEM_WEAPON__CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON__CONDITION_GIFT
NV_ITEM_WEAPON__CONDITION_GOOD
NV_ITEM_WEAPON__CONDITION_GOODTOUCH
NV_ITEM_WEAPON__CONDITION_JOBS
NV_ITEM_WEAPON__CONDITION_KILLEVIL
NV_ITEM_WEAPON__CONDITION_LARGE
NV_ITEM_WEAPON__CONDITION_LOVE
NV_ITEM_WEAPON__CONDITION_LOVE
NV_ITEM_WEAPON__CONDITION_MALE
NV_ITEM_WEAPON__CONDITION_MARRY
NV_ITEM_WEAPON__CONDITION_MORTARRANGE
NV_ITEM_WEAPON__CONDITION_MP
NV_ITEM_WEAPON__CONDITION_NOBLE
NV_ITEM_WEAPON__CONDITION_ORGY
NV_ITEM_WEAPON__CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON__CONDITION_SEXMEN
NV_ITEM_WEAPON__CONDITION_SEXWOMEN
NV_ITEM_WEAPON__CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON__CONDITION_SHORT
NV_ITEM_WEAPON__CONDITION_SLAVERY
NV_ITEM_WEAPON__CONDITION_SPENDING
NV_ITEM_WEAPON__CONDITION_UGLY
NV_ITEM_WEAPON__CONDITION_UNDEAD

Subject: Re: Weapon Augments and ScriptTag
Posted by Tasty on Thu, 23 Jul 2020 22:29:26 GMT
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How would one use this to upgrade weapons?

Subject: Re: Weapon Augments and ScriptTag
Posted by EdgyBoye89 on Sun, 26 Jul 2020 18:55:34 GMT
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Artofeel wrote on Sat, 18 July 2020 23:25not sure if that is what you are looking for
Toggle Spoiler[code]INV_ITEM_WEAPON_ANWARGLORY_CONDITION_CRIMINALS
INV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_NOBLE
INV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_UNDEAD
INV_ITEM_WEAPON_BARONSLAYER_CONDITION_SCIFI
INV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_EVIL
INV_ITEM_WEAPON_BONESMASHER_CONDITION_DAY
INV_ITEM_WEAPON_CHANNELER_CONDITION_SPENDING
INV_ITEM_WEAPON_DEADNED_CONDITION_FLOURISHHIT
INV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_DAY
INV_ITEM_WEAPON_DESERTFURY_CONDITION_AURORAN
INV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_NOBLE
INV_ITEM_WEAPON_FISHKNIFE_CONDITION_HUMANOID
INV_ITEM_WEAPON_JACKHAMMER_CONDITION_SHADOW
INV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_FLOURISH
INV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_NIGHT
INV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_GIFT
INV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_RENEGADES
INV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_LOVED
INV_ITEM_WEAPON_PORKSWORD_CONDITION_CHILD
INV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_DIGGING
INV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_EVIL
INV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_SPOUSES
INV_ITEM_WEAPON_SOULDRINKER_CONDITION_AURORAN
INV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_UNDEAD
INV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_ORGY
INV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_SEXWOMEN
INV_ITEM_WEAPON_THUNDERBLADE_CONDITION_FLOURISH
INV_ITEM_WEAPON_WHALE_CONDITION_ENFLAME
INV_ITEM_WEAPON__CONDITION_
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INV_ITEM_WEAPON__CONDITION_CRATES
INV_ITEM_WEAPON__CONDITION_DIGGING
INV_ITEM_WEAPON__CONDITION_FLOURISHHIT
INV_ITEM_WEAPON__CONDITION_HUMANOID
NV_ITEM_WEAPON_ABSOLVER_CONDITION_FAT
NV_ITEM_WEAPON_ABSOLVER_CONDITION_FRIEND
NV_ITEM_WEAPON_ABSOLVER_CONDITION_KILLEVIL
NV_ITEM_WEAPON_ANWARGLORY_CONDITION_AURORAN
NV_ITEM_WEAPON_ANWARGLORY_CONDITION_FLOURISH
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_FRIENDS
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_ARKWRIGHTFLINTLOCK_CONDITION_SPENDING
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_AURORAN
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_CRIMINALS
NV_ITEM_WEAPON_AURORASHIELD_CONDITION_LOVE
NV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_GOOD

NV_ITEM_WEAPON_AVOLAMENTATION_CONDITION_LOVE
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_FRIEND
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_GIFT
NV_ITEM_WEAPON_BARNUMIFICATOR_CONDITION_JOBS
NV_ITEM_WEAPON_BARONSLAYER_CONDITION_KNOWITALL
NV_ITEM_WEAPON_BARONSLAYER_CONDITION_STEREOTYPE
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_DAYTIME
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_DRUNK
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_FLOURISH
NV_ITEM_WEAPON_BEADLECUTLASS_CONDITION_LEDGE
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_NIGHT
NV_ITEM_WEAPON_BLACKDRAGON_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_HUMANOID
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_KILLLOVE
NV_ITEM_WEAPON_BLOODCRAVER_CONDITION_VILLAGERGUARDS
NV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_LOVE
NV_ITEM_WEAPON_BLOODSTONEBLUDGEON_CONDITION_SLAVERY
NV_ITEM_WEAPON_BONESMASHER_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_BONESMASHER_CONDITION_UNDEAD
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_JOBS
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_MALE
NV_ITEM_WEAPON_BRIARBLASTER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CASANOVA_CONDITION_FRIENDS
NV_ITEM_WEAPON_CASANOVA_CONDITION_LOVE
NV_ITEM_WEAPON_CASANOVA_CONDITION_UGLY
NV_ITEM_WEAPON_CHAMPION_CONDITION_GOOD
NV_ITEM_WEAPON_CHAMPION_CONDITION_LOVE
NV_ITEM_WEAPON_CHAMPION_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CHANNELER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_CHANNELER_CONDITION_SWORDS
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_CHICKENS
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_DIGGING
NV_ITEM_WEAPON_CHICKENBANE_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_DEADNED_CONDITION_DIGGING
NV_ITEM_WEAPON_DEADNED_CONDITION_NOBLE
NV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_FLOURISH
NV_ITEM_WEAPON_DEFENDEROFTHEFAITH_CONDITION_MARRY
NV_ITEM_WEAPON_DESERTFURY_CONDITION_DAY
NV_ITEM_WEAPON_DESERTFURY_CONDITION_MALE
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_CRIMINALS
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_GOOD
NV_ITEM_WEAPON_DIRTYHARRIET_CONDITION_HUMANOID
NV_ITEM_WEAPON_DONOR_CONDITION_CHICKENS
NV_ITEM_WEAPON_DONOR_CONDITION_ENFLAME
NV_ITEM_WEAPON_DONOR_CONDITION_FAT
NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_ENFLAME
NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_HUMANOID

NV_ITEM_WEAPON_DRAGONBONEHAMMER_CONDITION_SLAVERY
NV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_FLOURISH
NV_ITEM_WEAPON_DRAGONSTOMPER_CONDITION_JOBS
NV_ITEM_WEAPON_EQUALISER_CONDITION_CRIMINALS
NV_ITEM_WEAPON_EQUALISER_CONDITION_NIGHT
NV_ITEM_WEAPON_EQUALISER_CONDITION_RENEGADES
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_GOOD
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_LOVE
NV_ITEM_WEAPON_ETHELBERTBONER_CONDITION_UNDEAD
NV_ITEM_WEAPON_FACEMELTER_CONDITION_ENFLAME
NV_ITEM_WEAPON_FACEMELTER_CONDITION_EVIL
NV_ITEM_WEAPON_FACEMELTER_CONDITION_LARGE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_LEDGE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_LOVE
NV_ITEM_WEAPON_FAERIEHAMMER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_FISHKNIFE_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_FISHKNIFE_CONDITION_HUMANOIDKILL
NV_ITEM_WEAPON_FULLMONTY_CONDITION_LIGHTNING
NV_ITEM_WEAPON_FULLMONTY_CONDITION_LOVE
NV_ITEM_WEAPON_FULLMONTY_CONDITION_SPENDING
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_FLOURISH
NV_ITEM_WEAPON_GNOMEWRECKER_CONDITION_SHORT
NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_EVIL
NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_HUMANOID
NV_ITEM_WEAPON_GUSKETMUSKET_CONDITION_JOBS
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_CHILD
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_GIFT
NV_ITEM_WEAPON_HEROCOMPANION_CONDITION_QUESTS
NV_ITEM_WEAPON_HOLYVENGEANCE_CONDITION_CRIMINALS
NV_ITEM_WEAPON_HOLYVENGEANCE_CONDITION_GOOD
NV_ITEM_WEAPON_HOLYVENGEANCE_CONDITION_KILLEVIL
NV_ITEM_WEAPON_ICEMAIDEN_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_ICEMAIDEN_CONDITION_HUMANOID
NV_ITEM_WEAPON_ICEMAIDEN_CONDITION_SEXMEN
NV_ITEM_WEAPON_INQUISITOR_CONDITION_DRUNK
NV_ITEM_WEAPON_INQUISITOR_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_INQUISITOR_CONDITION_SPENDING
NV_ITEM_WEAPON_INQUISITOR_CONDITION_VILLAGERGUARDS
NV_ITEM_WEAPON_JACKHAMMER_CONDITION_FLOURISH
NV_ITEM_WEAPON_JACKHAMMER_CONDITION_VILLAGERS
NV_ITEM_WEAPON_LUNARIUMPOUNDER_CONDITION_WOLVES
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_CRATES
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_FRIEND
NV_ITEM_WEAPON_MALLETSMALLET_CONDITION_SHORT
NV_ITEM_WEAPON_MARKSMAN_CONDITION_AURORAN
NV_ITEM_WEAPON_MARKSMAN_CONDITION_HUMANOID

NV_ITEM_WEAPON_MARKSMAN_CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON_MERCHANTBODYGUARD_CONDITION_SPENDING
NV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_LOVE
NV_ITEM_WEAPON_MIRIANMUTILATOR_CONDITION_MARRY
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_DIGGING
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_HUMANOID
NV_ITEM_WEAPON_MOGOSHAFTER_CONDITION_NOBLE
NV_ITEM_WEAPON_MOLYNATOR_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_MOLYNATOR_CONDITION_FRIEND
NV_ITEM_WEAPON_MOLYNATOR_CONDITION_QUESTS
NV_ITEM_WEAPON_MONEYSHOT_CONDITION_JOBS
NV_ITEM_WEAPON_MONEYSHOT_CONDITION_LOVE
NV_ITEM_WEAPON_MONEYSHOT_CONDITION_SPENDING
NV_ITEM_WEAPON_MRSTABBY_CONDITION_EVIL
NV_ITEM_WEAPON_MRSTABBY_CONDITION_FLOURISH
NV_ITEM_WEAPON_MRSTABBY_CONDITION_SLAVERY
NV_ITEM_WEAPON_PERFORATOR_CONDITION_EVIL
NV_ITEM_WEAPON_PERFORATOR_CONDITION_ORGY
NV_ITEM_WEAPON_PERFORATOR_CONDITION_SPENDING
NV_ITEM_WEAPON_PORKSWORD_CONDITION_LOVE
NV_ITEM_WEAPON_PORKSWORD_CONDITION_SEX
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_DRUNK
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_NIGHT
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_ORGY
NV_ITEM_WEAPON_SAILORGERISHOOTER_CONDITION_SPENDING
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_CHICKENS
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_CRATES
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_DRUNK
NV_ITEM_WEAPON_SAKERBRANDFLINTLOCK_CONDITION_ENFLAME
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_FLOURISH
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_GIFT
NV_ITEM_WEAPON_SCATTERSHOT_CONDITION_LARGE
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_KILLEVIL
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_LIGHTNING
NV_ITEM_WEAPON_SCYTHEWARHAMMER_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_DAYDAMAGE
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_EVIL
NV_ITEM_WEAPON_SHARDBORNE_CONDITION_SLAVERY
NV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_FAT
NV_ITEM_WEAPON_SIMMONSSHOTGUN_CONDITION_MORTARRANGE
NV_ITEM_WEAPON_SKORMSJUSTICE_CONDITION_SLAVERY
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_FAT
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_SPENDING
NV_ITEM_WEAPON_SLIMQUICK_CONDITION_UGLY
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_LOVE
NV_ITEM_WEAPON_SORROWSFIST_CONDITION_ORGY

NV_ITEM_WEAPON_SOULDRINKER_CONDITION_EVIL
NV_ITEM_WEAPON_SOULDRINKER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_MORTARRANGE
NV_ITEM_WEAPON_SWIFTIRREGULAR_CONDITION_RENEGADE
NV_ITEM_WEAPON_SWINGINGSWORD_CONDITION_GOOD
NV_ITEM_WEAPON_TENDERISER_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_TENDERISER_CONDITION_FLOURISH
NV_ITEM_WEAPON_TENDERISER_CONDITION_SPOUSE
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_FLOURISHHIT
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_GOOD
NV_ITEM_WEAPON_THUNDARAGA_CONDITION_LIGHTNING
NV_ITEM_WEAPON_THUNDERBLADE_CONDITION_LIGHTNING
NV_ITEM_WEAPON_THUNDERBLADE_CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_ENFLAME
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_EVILTOUCH
NV_ITEM_WEAPON_TROLLBLIGHT_CONDITION_FLOURISH
NV_ITEM_WEAPON_TWATTER_CONDITION_FRIENDS
NV_ITEM_WEAPON_TWATTER_CONDITION_LEDGE
NV_ITEM_WEAPON_TWATTER_CONDITION_LOVE
NV_ITEM_WEAPON_WHALE_CONDITION_EVIL
NV_ITEM_WEAPON_WHALE_CONDITION_LARGE
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_ENFLAME
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_LIGHTNING
NV_ITEM_WEAPON_WILLMAGEDDON_CONDITION_UNDEAD
NV_ITEM_WEAPON_WOLFSBANE_CONDITION_DAYDAMAGE
NV_ITEM_WEAPON_WOLFSBANE_CONDITION_FLOURISH
NV_ITEM_WEAPON_WOLFSBANE_CONDITION_KILLER
NV_ITEM_WEAPON__CONDITION_AURORAN
NV_ITEM_WEAPON__CONDITION_BOASTING
NV_ITEM_WEAPON__CONDITION_CHICKENS
NV_ITEM_WEAPON__CONDITION_CHILD
NV_ITEM_WEAPON__CONDITION_CRIMINALS
NV_ITEM_WEAPON__CONDITION_EVIL
NV_ITEM_WEAPON__CONDITION_EVILTOUCH
NV_ITEM_WEAPON__CONDITION_FAT
NV_ITEM_WEAPON__CONDITION_FRIEND
NV_ITEM_WEAPON__CONDITION_FRIENDSPLAYING
NV_ITEM_WEAPON__CONDITION_GIFT
NV_ITEM_WEAPON__CONDITION_GOOD
NV_ITEM_WEAPON__CONDITION_GOODTOUCH
NV_ITEM_WEAPON__CONDITION_JOBS
NV_ITEM_WEAPON__CONDITION_KILLEVIL
NV_ITEM_WEAPON__CONDITION_LARGE
NV_ITEM_WEAPON__CONDITION_LOVE
NV_ITEM_WEAPON__CONDITION_LOVE
NV_ITEM_WEAPON__CONDITION_MALE
NV_ITEM_WEAPON__CONDITION_MARRY
NV_ITEM_WEAPON__CONDITION_MORTARRANGE

NV_ITEM_WEAPON__CONDITION_MP
NV_ITEM_WEAPON__CONDITION_NOBLE
NV_ITEM_WEAPON__CONDITION_ORGY
NV_ITEM_WEAPON__CONDITION_QUESTCOMPLETION
NV_ITEM_WEAPON__CONDITION_SEXMEN
NV_ITEM_WEAPON__CONDITION_SEXWOMEN
NV_ITEM_WEAPON__CONDITION_SHOOTINGRANGE
NV_ITEM_WEAPON__CONDITION_SHORT
NV_ITEM_WEAPON__CONDITION_SLAVERY
NV_ITEM_WEAPON__CONDITION_SPENDING
NV_ITEM_WEAPON__CONDITION_UGLY
NV_ITEM_WEAPON__CONDITION_UNDEAD[/pre][/align]
Looks useful, at least :) I should be able to apply the conditions listed, though I'll have to run through a couple of them first to check. You posted something similar on another thread, like I mentioned above, and I'm using some of that code in my own script. Just going to have to run through and change
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 99999, ranged = true, text_tag = "DigSpot"})
to whichever condition ends up being needed for the Inquisitor.

In any case, you've saved me a lot of time. Thanks mate!

Subject: Re: Weapon Augments and ScriptTag
Posted by Tasty on Sun, 26 Jul 2020 21:07:48 GMT
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I have found these script tag entries in globals however this is all I could find.
CRIMINAL_BROUGHT_IN
SHOOTING_RANGE_SCORE
JobGold
SLAVE_BROUGHT_IN
MORTAR_RANGE_SCORE
HadOrgyWithNumPeople
does anyone know if there are more than this?

Subject: Re: Weapon Augments and ScriptTag
Posted by Artofeel on Mon, 27 Jul 2020 05:39:02 GMT
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EdgyBoye89 wrote on Sun, 26 July 2020 23:55You posted something similar on another thread
ohhh.. yeah... now I remember what is ScriptTag for Weapon Augments
what I posted is not that what you need
Tasty wrote on Mon, 27 July 2020 02:07I have found these script tag entries in globals however this is all I could find.yes that's all globals.gdb have and I couldn't find in .gdb files more
in scripts there is 'AddAmountForConditionalAugments' and it use 'text_tag' so it gets STRING

variable from somewhere...
here
miscellaneous\saveload\postscriptsloaded.lua
miscellaneous\saveload\miscfunctions.lua

```
030322  0612000C          [084] getglobal      6   18       ; CustomisableWeapon
030326  060E0C86          [085] getfield_r1    6   6   14   ; AddAmountForConditionalAugments
03032A  07000A0E          [086] move           7   5
03032E  08040000          [087] getfield       8   0   4    ; text_tag
030332  09000000          [088] getfield       9   0   0    ; amount_to_add
030336  06010804          [089] call_i         6   4   1
03033A  040F0000          [090] getfield       4   0   15   ; hero_only
```

as example of CRIMINAL_BROUGHT_IN

```
118E  0362000C          [303] getglobal      3   98       ; Carrying
1192  03630686          [304] getfield_r1    3   3   99   ; AddAmountForConditionalAugments
1196  044D000C          [305] getglobal      4   77       ; QuestManager
119A  044E0886          [306] getfield_r1    4   4   78   ; HeroEntity
119E  05640032          [307] loadk          5   100      ; "CRIMINAL_BROUGHT_IN"
11A2  0617000C          [308] getglobal      6   23       ; Gameflow
11A6  06650C86          [309] getfield_r1    6   6   101  ; CriminalBroughtInWeaponModAmount
11AA  03010804          [310] call_i         3   4   1
```

so you can see
'text_tag' is 'CRIMINAL_BROUGHT_IN'
and
'amount_to_add' is 'CriminalBroughtInWeaponModAmount'
maybe it get it from scripts?
try this
miscellaneous\augmentationtype.lua
Toggle SpoilerAUGMENTATION_NULL
AUGMENTATION_FIRE
AUGMENTATION_ELECTRIC
AUGMENTATION_BARKSKIN 3
AUGMENTATION_STONE
AUGMENTATION_STEEL
AUGMENTATION_HOLY
AUGMENTATION_EVIL
AUGMENTATION_GENIUS
AUGMENTATION_VAMPIRIC
AUGMENTATION_RICH
AUGMENTATION_FEARFUL
AUGMENTATION_BEAUTIFUL
AUGMENTATION_WARRIOR
AUGMENTATION_REFLECT
AUGMENTATION_SLAYER
AUGMENTATION_BEARD

AUGMENTATION_BALD
AUGMENTATION_SCAR
AUGMENTATION_STONESKIN
AUGMENTATION_FIREFLIES
AUGMENTATION_STARLIGHT
AUGMENTATION_HOBO
AUGMENTATION_LEECH
AUGMENTATION_HEX
AUGMENTATION_LUCK
AUGMENTATION_NOISE
AUGMENTATION_TATTOO
AUGMENTATION_EXTRA_SLOTS
AUGMENTATION_SLAYER_PUSHBACK
AUGMENTATION_SLAYER_KNOCKDOWN
AUGMENTATION_PRICE_MULTIPLIER
AUGMENTATION_SPELL
AUGMENTATION_UNCOVERABLE
AUGMENTATION_FORCE_CLOTHING
AUGMENTATION_FATIFY
AUGMENTATION_MORALIFY
AUGMENTATION_PURIFY
AUGMENTATION_RANDOM_EFFECT
AUGMENTATION_MODIFY_HEALTH
AUGMENTATION_MODIFY_MONEY
AUGMENTATION_MODIFY_DRUNK
AUGMENTATION_DAY_DAMAGE
AUGMENTATION_GENERAL_EXPERIENCE_MULTIPLIER
AUGMENTATION_STRENGTH_EXPERIENCE_MULTIPLIER
AUGMENTATION_SKILL_EXPERIENCE_MULTIPLIER
AUGMENTATION_WILL_EXPERIENCE_MULTIPLIER
AUGMENTATION_RAISE_DEAD_ON_DEATH
AUGMENTATION_HIDE_SCARS
AUGMENTATION_MULTIPLAYER_DAMAGE
AUGMENTATION_COMBAT_MULTIPLIER_EFFECTIVENESS
AUGMENTATION_INCREASE_MAX_RANGE
AUGMENTATION_INCREASE_BULLET_CAPACITY
AUGMENTATION_SHOTGUN
AUGMENTATION_DAMAGE_REDUCTION
AUGMENTATION_INCREASE_MAX_HEALTH
AUGMENTATION_DAMAGE_REFLECT
AUGMENTATION_OPINION_EFFECT
or
miscellaneous\augmentationstrings.lua
Toggle SpoilerAUGMENTATION_FIRE
AUGMENTATION_ELECTRIC
AUGMENTATION_BARKSKIN
AUGMENTATION_STEEL
AUGMENTATION_HOLY

AUGMENTATION_EVIL
AUGMENTATION_VAMPIRIC
AUGMENTATION_RICH
AUGMENTATION_FEARFUL
AUGMENTATION_BEAUTIFUL
AUGMENTATION_WARRIOR
AUGMENTATION_SCAR
AUGMENTATION_STONESKIN
AUGMENTATION_LEECH
AUGMENTATION_HEX
AUGMENTATION_LUCK

Subject: Re: Weapon Augments and ScriptTag
Posted by Tasty on Thu, 30 Jul 2020 14:47:12 GMT
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I don't quite understand is this how the script should look?

ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 99999, ranged = true, text_tag = "AUGMENTATION_VAMPIRIC"})

Or is this an entirely new way of upgrading weapons? if so can you give me an example of what it should look like?
Sorry for asking so much, I just don't know what I'm doing and really want to 100% the game.
And as you know some of the augments require GFWL and can no longer be completed.
Sorry for the wall of text and thank you your help so far.

Subject: Re: Weapon Augments and ScriptTag
Posted by Artofeel on Thu, 30 Jul 2020 16:42:10 GMT
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Tasty wrote on Thu, 30 July 2020
19:47ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 99999, ranged = true, text_tag = "AUGMENTATION_VAMPIRIC"})yes
just replace text_tag
but I don't try it so I don't even know if this is correct text_tags
let me now if some of these tags worked

Subject: Re: Weapon Augments and ScriptTag
Posted by Tasty on Thu, 30 Jul 2020 18:30:23 GMT
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Thanks for the reply. I've tried all of augments but none of them seem to work.
Are there any other ScriptTag variables that might work?

Subject: Re: Weapon Augments and ScriptTag
Posted by Artofeel on Fri, 31 Jul 2020 13:34:31 GMT
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nope, it's hard to find it
especially when you are not playing...
try guessing ;)

Subject: Re: Weapon Augments and ScriptTag
Posted by Tasty on Fri, 31 Jul 2020 17:45:35 GMT
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okay, thanks for your help.