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Subject: Models, Textures and BNKs, oh my!

Posted by [CultOfByron](#) on Sun, 25 Jul 2021 19:09:25 GMT

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Hello there, now I apologise as this is only a little bit Fable-3-modding-related, but today I was having a tinker with some of the Fable 2 modding tools - specifically the BNK Extract and Mixer, plus seeing if the MDL plugin for Blender worked with the Fable 2 mdl's (spoiler alert, it didn't but then I wasn't really expecting it to)

But it got me wondering if anyone has been able to make any progress on the files for Fable 2? I had a stumbling block with the BNK Mixer, which just wouldn't work, as I was trying to recombine the models bank with the corresponding headers bank, assuming that'll have the effect I want... Anyways, there is a FragmentLib file that is needed to properly use the BNK Mixer which may be where the problem is, so if anyone has that kicking around it'd be a great help :d

Hope everyone's keeping well and reasonably sane!

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Subject: Re: Models, Textures and BNKs, oh my!

Posted by [Garanor1](#) on Mon, 14 Feb 2022 13:15:30 GMT

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did you manage to do anything with fable 3?

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