Subject: Spawn Elise in game
Posted by Translucidia on Wed, 20 Jul 2022 20:00:47 GMT
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Hello everyone, i wonder if its possible to spawn Elise on a game with a command because im a girl and i have Eliot in my game...
I dont like Eliot, he's ugly and i prefer girl, like a lesbien.
I would like marry with him and make a big familly with elise with my girl character.

Thx you

Subject: canadaescorts-website
Posted by zheng on Tue, 23 Jan 2024 10:40:23 GMT
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canadaescorts-website brings you the best free porn in incredible quality and variety for your satisfaction. The web is very useful if you are looking for lesbian porn, Asian porn, or beautiful Indian girls. It is a website that has a lot of potentials and that you should visit to enjoy the best porn online.

Subject: canadaescorts-website
Posted by zheng on Tue, 23 Jan 2024 10:45:29 GMT
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Subject: Re: Spawn Elise in game
Posted by FrankyGoes on Wed, 06 Aug 2025 06:22:06 GMT
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Hi. A bit late but here you go:local me = GetLocalHero()

```
function addElise()
    local registerVal1 = me:GetPosition()
    local registerVal2 = Physics.GetFacingVector(me)
    Debug.CreateEntityAt("CreatureVillagerElise", "Elise", (registerVal1 + (registerVal2 * 1)))
    -- in anticipation of the marriage...
    if Inventory.GetNumberOfItemsOfType(me, 'ObjectInventoryGiftRing') == 0 then
        Inventory.AddItemOfType(me, 'ObjectInventoryGiftRing')
```

```
    end
    -- she loves women... and she loves you...
    local registerVal0 = SearchTools.StartNewSearch('creature')
    SearchTools.FilterWithEC(registerVal0, OpinionReaction.GetECType())
    SearchTools.FilterWithName(registerVal0, 'Elise')
    local elise = SearchTools.GetSearchResults(registerVal0)[1]
    OpinionReaction.SetGenderPreference(elise, EGenderPreference.EGP_EITHERSEX)
    OpinionReaction.ResetCurrentRelationshipStage(elise, me, ERelationshipStages.ERS_LOVE)

end
if alreadyElise == nil and true then    -- replace true by false when it's done!!!
    alreadyElise = true
    addElise()
end
```

Edit to have a child with her:

Before to go to bed (just after the wedding to be sure she is ok) :Gender.Set(GetLocalHero(), EGender.EG_ANDROGYNOUS)And when the baby is here:Gender.Set(GetLocalHero(), EGender.EG_FEMALE)
