
Subject: ZackTiro's Script Modding Setup Tutorial
Posted by [Keshire](#) on Tue, 10 Sep 2013 01:33:33 GMT
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[This was originally written by ZackTiro - Keshire]

Gonna start from scratch again soonMade a small tutorial for the the Lua scripts.

All Credits goes to Keshire and BlackDemon for finding this usefull method ;D

Steps needed to do this:

- 0.) Make a Backup of: Gamescripts_r.bnk, dir.manifest, startup.vsconfig
- 1.) Extract the Gamescripts_r.bnk with BlackDemons Extract tool found here
- 2.) Copy the "scripts" folder into the Fable 3 data folder so it looks like X:\X\Fable III\data\scripts (X=Placeholder)
- 3.) EDIT: Continue with 4.)
- 4.) Download this file and rename it to dir.manifest and copy it in your data folder.
- 5.) Go to scripts\quests and delete scriptactivation.lua.
- 6.) Rename scriptactivation.txt to scriptactivation.lua.
- 7.) Open the file and serach for this line marked red in the code text.

Quote:Quote: ----- Script Activation -----

-- NOTES

- * if .states isn't defined, states is assumed to be {"START"}
- * if .states is defined, one of the states /must/ be "START"
- * if AbleToRun isn't defined, quest is assumed to always be runnable
- when in a valid chapter
- * (possibly could do the same with start_chap and end_chap, assuming
- quest runs from Chapters.Start to Chapters.End if not defined)

ScriptActivation={}

-- // -- CORE -- // --

-- ** -- QU000 - The Road To Rule -- ** --

ScriptActivation[ScriptCode.QU000]={}
ScriptActivation[ScriptCode.QU000].name="QU000_Road ToRule"

```

ScriptActivation[ScriptCode.QU000].display_name="The Road To Rule";
ScriptActivation[ScriptCode.QU000].start_chap=Chapters.Start
ScriptActivation[ScriptCode.QU000].end_chap=Chapters.End
ScriptActivation[ScriptCode.QU000].states =
{
-- DevFrontEnd: allow
"SETUP";,
"ESCAPE_CAVE_TAKE_THE_SEAL";,
"HERO_TEST_MUSIC_BOX";,
"RENEGADE_CAMP_SAKER";,
"GYPSY_CAMP_SABINE";,
"HOBBE_CAVE_ARENA";,
"MOURNINGWOOD_SWIFT_PROMISE";,
"BOWERSTONE_RENOWN_BREAK";,
"BOWERSTONE_PAGE_PROMISE";,
"AURORA_KALIN_PROMISE";,
"CASTLE_CORONATION";,
"CASTLE_FOR_ALBION";,
"BOWERSTONE_MARKET_BATTLE";
}
ScriptActivation[ScriptCode.QU000].initial_levels =
{
-- DevFrontEnd: allow
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
"DemonDoors\\RoadToRule";,
}
ScriptActivation[ScriptCode.QU000].initial_markers =
{
-- DevFrontEnd: allow
"QU000_Debug_PSETUP";,
"QU000_Debug_PESCAPE_CAVE_TAKE_THE_SEAL";,
"QU000_Debug_PHERO_TEST_MUSIC_BOX";,
"QU000_Debug_PRENEGADE_CAMP_SAKER";,
"QU000_Debug_PGYPSY_CAMP_SABINE";,
"QU000_Debug_PHOBBE_CAVE_ARENA";,
"QU000_Debug_PMOURNINGWOOD_SWIFT_PROMISE";,
"QU000_Debug_PBOWERSTONE_RENOWN_BREAK";,

```

```

"QU000_Debug_PBOWERSTONE_PAGE_PROMISE",
"QU000_Debug_PAURORA_KALIN_PROMISE",
"QU000_Debug_PCASTLE_CORONATION",
"QU000_Debug_PCASTLE_FOR_ALBION",
"QU000_Debug_PBOWERSTONE_MARKET_BATTLE"
}

```

ScriptActivation[ScriptCode.QU000].AbleToRun=nil

8.) Replace nil with function ()

9.) now you can add a line, to add items just use this:

```
Inventory.AddItemOfType(GetLocalHero(), 'YourItemFromFromTheItemList')
```

10. After that put under this line return nil and under that line put end and it should look like this:

```
Quote:Quote:----- Script Activation -----
```

```
-- NOTES
```

```

-- * if .states isn't defined, states is assumed to be {"START"}
-- * if .states is defined, one of the states /must/ be "START"
-- * if AbleToRun isn't defined, quest is assumed to always be runnable
--   when in a valid chapter
-- * (possibly could do the same with start_chap and end_chap, assuming
--   quest runs from Chapters.Start to Chapters.End if not defined)

```

```
ScriptActivation={}
```

```
-- // -- CORE -- // --
```

```
-- ** -- QU000 - The Road To Rule -- ** --
```

```

ScriptActivation[ScriptCode.QU000]={}
  ScriptActivation[ScriptCode.QU000].name="QU000_Road ToRule"
  ScriptActivation[ScriptCode.QU000].display_name="Th e Road To Rule"
  ScriptActivation[ScriptCode.QU000].start_chap=Chapters.Start
ScriptActivation[ScriptCode.QU000].end_chap=Chapters.End
ScriptActivation[ScriptCode.QU000].states =
{
-- DevFrontEnd: allow
  "SETUP",
  "ESCAPE_CAVE_TAKE_THE_SEAL",
  "HERO_TEST_MUSIC_BOX",
  "RENEGADE_CAMP_SAKER",
  "GYPSY_CAMP_SABINE",
  "HOBBE_CAVE_ARENA",

```

```

&quot;MOURNINGWOOD_SWIFT_PROMISE&quot;,
&quot;BOWERSTONE_RENOWN_BREAK&quot;,
&quot;BOWERSTONE_PAGE_PROMISE&quot;,
&quot;AURORA_KALIN_PROMISE&quot;,
&quot;CASTLE_CORONATION&quot;,
&quot;CASTLE_FOR_ALBION&quot;,
&quot;BOWERSTONE_MARKET_BATTLE&quot;,
}
ScriptActivation[ScriptCode.QU000].initial_levels =
{
  -- DevFrontEnd: allow
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
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  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
  &quot;DemonDoors\\RoadToRule&quot;,
}
ScriptActivation[ScriptCode.QU000].initial_markers =
{
  -- DevFrontEnd: allow
  &quot;QU000_Debug_PSETUP&quot;,
  &quot;QU000_Debug_PESCAPE_CAVE_TAKE_THE_SEAL&quot;,
  &quot;QU000_Debug_PHERO_TEST_MUSIC_BOX&quot;,
  &quot;QU000_Debug_PRENEGADE_CAMP_SAKER&quot;,
  &quot;QU000_Debug_PGYPHY_CAMP_SABINE&quot;,
  &quot;QU000_Debug_PHOBBE_CAVE_ARENA&quot;,
  &quot;QU000_Debug_PMOURNINGWOOD_SWIFT_PROMISE&quot;,
  &quot;QU000_Debug_PBOWERSTONE_RENOWN_BREAK&quot;,
  &quot;QU000_Debug_PBOWERSTONE_PAGE_PROMISE&quot;,
  &quot;QU000_Debug_PAUROA_KALIN_PROMISE&quot;,
  &quot;QU000_Debug_PCASTLE_CORONATION&quot;,
  &quot;QU000_Debug_PCASTLE_FOR_ALBION&quot;,
  &quot;QU000_Debug_PBOWERSTONE_MARKET_BATTLE&quot;,
}

```

```
ScriptActivation[ScriptCode.QU000].AbleToRun=function ()
```

```
Inventory.AddItemOfType(GetLocalHero(), 'YourItemFromFromTheItemList')
```

```
return nil  
end
```

11.) open startup.vsconfig and delete the line where gamescripts_r.bnk is written, save it and start the game.

12.) Load the Game and save it after receiving all items

13.) Optional: Restore all original Files. (I had to do this cause the road to rule didnt load with the changed scripts)

NOTE: DLC's will override any script in the Fable 3 Folder.

NOTE 2: Some items of the Item List are Fable 2 items, so be cautious.

NOTE 3: All credits go to BlackDemon and Keshire for finding this use full thing.

NOTE 4: You can even change you Gender with a script command, look commands up in the file debugmenu.lua found inside scripts\startup

and Finaly the Itemlist.

Item List
