Subject: Note regarding spawning Fable II weapons
Posted by asmcint on Fri, 13 Sep 2013 21:08:50 GMT
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It appears that though an accurately typed script for spawning a common weapon(a Master Cutlass, for example) will execute properly, the weapon itself will not appear in your armoury. I assume that this is because the Armoury only recognizes weapons deemed to be Legendary by Fable III's standards, i.e. any weapon whose name in the game data starts with ObjectInventoryLegendary.

If I'm right in that regard, then that identifier for the weapon probably has to be changed. So instead of "ObjectInventory_L_Cutlass_Master" it would probably be changed to "ObjectInventoryLegendarySwordMastercutlass".

I would check to see if I'm right about that, but I don't know where the item names are stored, or even if changing them would do anything at all. Still, I figured this might be an object of interest for some of you.

EDIT: Actually, I think my modding environment was just borked. I screwed my save file over trying to fix it, and now I'm just trying again on a clean install entirely.

EDIT2: Okay, after doing everything PROPERLY, I have found that, though Jasper will recognise that a new weapon is in your inventory, the Armoury will not display it. It appears that, unless it is recognised as a Hero or Legendary weapon, it cannot show in your Armoury, though it technically exists within your inventory.

EDIT3: Okay, just tried spawning Fable II clothing... Apparently there's a different system in place for recognizing the difference between Fable II and Fable III items, as Fable II clothing, despite having the same system of identification nomenclature, still won't show up in the Sanctuary.

Subject: Re: Note regarding spawning Fable II weapons
Posted by NathanHatesSteam on Thu, 11 Feb 2016 23:15:32 GMT
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did you or anyone else get any further with this? like did you manage to force equip any of the items or make them show up in the armory

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Subject: Re: Note regarding spawning Fable II weapons
Posted by asmcint on Sun, 09 Oct 2016 18:44:24 GMT
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I personally gave up due to lack of knowledge on the subject, no clue if anyone else ever got anywhere with it.

Posted by Zopiahh on Tue, 25 Apr 2017 18:34:08 GMT
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If you use Debug.GiveHeroWeapon('ObjectInventory_L_Longsword_Spartan' then your character will equip the Energy Sword, but it still doesn't show up in the Armory.