Subject: Decompiled Lua Scripts
Posted by Artofeel on Mon, 16 Sep 2013 16:44:19 GMT
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a few scripts that I manually rewrote to further modding

Toggle Spoiler
scripts\ai\aisetupscript.lua
scripts\ai\combatsequences\balverinesequences.lua
scripts\ai\combatsequences\banditsequences.lua
scripts\ai\combatsequences\commonidleandmovementsequences.lua
scripts\ai\combatsequences\commonstrikesequences.lua
scripts\ai\combatsequences\dogsequences.lua
scripts\ai\combatsequences\fable2legacysequences.lua
scripts\ai\combatsequences\guardsequences.lua
scripts\ai\combatsequences\highwaymensequences.lua
scripts\ai\combatsequences\hobbesequences.lua
scripts\ai\combatsequences\hollowmansequences.lua
scripts\ai\combatsequences\logansoldiercombatsequences.lua
scripts\ai\combatsequences\minionsequences.lua
scripts\ai\combatsequences\nightcrawlersequences.lua
scripts\ai\combatsequences\sentinelsequences.lua
scripts\ai\combatsequences\uniquesequences.lua
scripts\ai\combatstyles\balverinecombatstyles.lua
scripts\ai\combatstyles\banditcombatstyles.lua
scripts\ai\combatstyles\cultistcombatstyles.lua
scripts\ai\combatstyles\deadrisercombatstyles.lua
scripts\ai\combatstyles\fable2legacycombatstyles.lua
scripts\ai\combatstyles\flockingcombatstyles.lua
scripts\ai\combatstyles\guardcombatstyles.lua
scripts\ai\combatstyles\highwaymencombatstyles.lua
scripts\ai\combatstyles\hobbecombatstyles.lua
scripts\ai\combatstyles\juggernautcombatstyles.lua
scripts\ai\combatstyles\logansoldiercombatstyles.lua
scripts\ai\combatstyles\minioncombatstyles.lua
scripts\ai\combatstyles\nightcrawlercombatstyles.lua
scripts\ai\combatstyles\renegadecombatstyles.lua
scripts\ai\combatstyles\sentinelcombatstyles.lua
scripts\ai\combatstyles\shadowcombatstyles.lua
scripts\ai\combatstyles\soldiercombatstyles.lua
scripts\ai\combatstyles\undeadcombatstyles.lua
scripts\ai\combatstyles\uniquecombatstyles.lua
scripts\ai\combatstyles\wolfcombatstyles.lua
scripts\gameface\guistateandconstants.lua
scripts\miscellaneous\3dguienums.lua
scripts\miscellaneous\abilityfeaturetype.lua
scripts\miscellaneous\actionpriorities.lua
scripts\miscellaneous\agegroupenum.lua

scripts\miscellaneous\alternatecombatsystemmodes.lua
scripts\miscellaneous\ambientpopulationmanager.lua
scripts\miscellaneous\animationmanagerenum.lua
scripts\miscellaneous\animationusetypeenum.lua
scripts\miscellaneous\appearanceenum.lua
scripts\miscellaneous\appearancemodifierenum.lua
scripts\miscellaneous\augmentationstrings.lua
scripts\miscellaneous\augmentationtype.lua
scripts\miscellaneous\blocktypeenum.lua
scripts\miscellaneous\bobmovementtype.lua
scripts\miscellaneous\bonustypeenum.lua
scripts\miscellaneous\breadcrumbtrail.lua
scripts\miscellaneous\buildingselectionfilters.lua
scripts\miscellaneous\buildingtypes.lua
scripts\miscellaneous\cameramodeenum.lua
scripts\miscellaneous\combatbalance.lua
scripts\miscellaneous\combatcommentsenums.lua
scripts\miscellaneous\communityserviceenum.lua
scripts\miscellaneous\confinementenum.lua
scripts\miscellaneous\creatureabilityenum.lua
scripts\miscellaneous\creaturetypes.lua
scripts\miscellaneous\crimetypeenum.lua
scripts\miscellaneous\cutsceneelementsenum.lua
scripts\miscellaneous\cutscenetriggerenum.lua
scripts\miscellaneous\decaltypeenum.lua
scripts\miscellaneous\displaybox.lua
scripts\miscellaneous\dlc2_unlocks.lua
scripts\miscellaneous\dlc_itemawardmonitor.lua
scripts\miscellaneous\dogdesiretype.lua
scripts\miscellaneous\dogstatsenums.lua
scripts\miscellaneous\emotionui.lua
scripts\miscellaneous\entitylockingmanagerenum.lua
scripts\miscellaneous\entitymodeenum.lua
scripts\miscellaneous\entitymodegenplayermovementenum.lua
scripts\miscellaneous\entitymodetypes.lua
scripts\miscellaneous\experiencetypeenum.lua
scripts\miscellaneous\expressiontypes.lua
scripts\miscellaneous\factionidenum.lua
scripts\miscellaneous\fasttraveldata.lua
scripts\miscellaneous\flockenums.lua
scripts\miscellaneous\furnitureenums.lua
scripts\miscellaneous\gameactionenum.lua
scripts\miscellaneous\genderenum.lua
scripts\miscellaneous\genericsimbehaviourenums.lua
scripts\miscellaneous\gossipenums.lua
scripts\miscellaneous\groupeventsenum.lua
scripts\miscellaneous\guilevelenums.lua
scripts\miscellaneous\handholdingdata.lua

scripts\miscellaneous\havokhelperenums.lua
scripts\miscellaneous\herolocomotionstates.lua
scripts\miscellaneous\herostatueenum.lua
scripts\miscellaneous\hittypeenum.lua
scripts\miscellaneous\hudnatalexpressionmaker.lua
scripts\miscellaneous\hudnatalstatuemaker.lua
scripts\miscellaneous\hudsuggestionmodeenums.lua
scripts\miscellaneous\inputkeyenum.lua
scripts\miscellaneous\interactionworldmap.lua
scripts\miscellaneous\interactivecutsceneruleenum.lua
scripts\miscellaneous\inventoryitemenums.lua
scripts\miscellaneous\jobphaseenum.lua
scripts\miscellaneous\kingscheduletaskstates.lua
scripts\miscellaneous\livepresenceenum.lua
scripts\miscellaneous\loadlevelreasonenum.lua
scripts\miscellaneous\locationmanagerenum.lua
scripts\miscellaneous\lookat.lua
scripts\miscellaneous\markertypeenum.lua
scripts\miscellaneous\matchmakingresults.lua
scripts\miscellaneous\messageboxenums.lua
scripts\miscellaneous\messageeventenum.lua
scripts\miscellaneous\moneyenums.lua
scripts\miscellaneous\moodaxesenum.lua
scripts\miscellaneous\multiplayermodes.lua
scripts\miscellaneous\navigationspeedenum.lua
scripts\miscellaneous\netownershipmanagerenums.lua
scripts\miscellaneous\netrequestmanagerenums.lua
scripts\miscellaneous\npcrewardsenum.lua
scripts\miscellaneous\numericadjusterenums.lua
scripts\miscellaneous\objecttypesenum.lua
scripts\miscellaneous\onetimecollectableenums.lua
scripts\miscellaneous\opinionaxesenum.lua
scripts\miscellaneous\physicsfiltersources.lua
scripts\miscellaneous\playerfamily.lua
scripts\miscellaneous\playermodeenum.lua
scripts\miscellaneous\presentationfiles.lua
scripts\miscellaneous\provinceenums.lua
scripts\miscellaneous\questtypeenum.lua
scripts\miscellaneous\ragdollknockdownparameters.lua
scripts\miscellaneous\reconfigurablecontrollabels.lua
scripts\miscellaneous\rumbleevents.lua
scripts\miscellaneous\rumbletypes.lua
scripts\miscellaneous\saveloadhelpers.lua
scripts\miscellaneous\scriptableactionenum.lua
scripts\miscellaneous\sentinelstanceenum.lua
scripts\miscellaneous\shoptypes.lua
scripts\miscellaneous\simvalueenum.lua
scripts\miscellaneous\sleeptypeenum.lua

scripts\miscellaneous\spellcastingmode.lua
scripts\miscellaneous\spellgauntletenums.lua
scripts\miscellaneous\spelltypes.lua
scripts\miscellaneous\stanceenum.lua
scripts\miscellaneous\startupsettings.lua
scripts\miscellaneous\subtargettype.lua
scripts\miscellaneous\targetingattacktypeenum.lua
scripts\miscellaneous\targetingenum.lua
scripts\miscellaneous\teleporttypes.lua
scripts\miscellaneous\textmanagerenums.lua
scripts\miscellaneous\topboxmanager.lua
scripts\miscellaneous\towndemandenums.lua
scripts\miscellaneous\trackedstatsenum.lua
scripts\miscellaneous\treasuryenums.lua
scripts\miscellaneous\trigger.lua
scripts\miscellaneous\trollenums.lua
scripts\miscellaneous\tutorialtypes.lua
scripts\miscellaneous\usermanagerenums.lua
scripts\miscellaneous\villagetype.lua
scripts\miscellaneous\voicetypesenum.lua
scripts\miscellaneous\weaponclassenums.lua
scripts\miscellaneous\weaponenums.lua
scripts\miscellaneous\weavespellcombos.lua
scripts\miscellaneous\weavespellfxoverridetypes.lua
scripts\miscellaneous\worldiconenums.lua
scripts\miscellaneous\worldmapabilitieslist.lua
scripts\miscellaneous\worldmapentitytypes.lua
scripts\miscellaneous\xboxlivedata.lua
scripts\quests\luaenums.lua
scripts\quests\qc999_sandbox.lua
scripts\quests\qu060_mistpeakbctbrightness.lua
scripts\quests\qu667_robodogsoundmanager.lua
scripts\quests\questsetupscript.lua
scripts\startup\audio.lua
scripts\startup\dlcstartup.lua
scripts\startup\e3startup.lua
scripts\startup\e3startupconsolescript.lua
scripts\startup\featurecompletestartup.lua
scripts\startup\featurecompletestartupconsolescript.lua
scripts\startup\gdc2008startup.lua
scripts\startup\gdcstartup.lua
scripts\startup\mystartup_e32008.lua
scripts\startup\startup.lua
scripts\startup\startupconsolescript.lua

\ai\combatstyles
with these scripts, you can dramatically change the behavior of the AI in battle

for example
want a more complex competition?
you can make every your strike has been blocked, and each shot will dodged

\miscellaneous
here mainly enums
but those two are interesting
combatbalance.lua
herolocomotionstates.lua

Download from external mirror

File Attachments

1) fable3_decompiled_scripts_1.zip, downloaded 3480 times

Subject: Re: Decompiled Lua Scripts
Posted by Keshire on Mon, 16 Sep 2013 21:57:40 GMT
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This is fantastic. Grabbing all the low hanging fruit.

I attached the file to your post for you.
The debug comments at the end to check if they loaded was a nice touch.

Subject: Re: Decompiled Lua Scripts
Posted by asmcint on Mon, 16 Sep 2013 22:40:47 GMT
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Just wanted to say, standard Windows extraction thingy doesn't work on that .zip. I had to pull the files out with 7zip.

Subject: Re: Decompiled Lua Scripts
Posted by Artofeel on Tue, 17 Sep 2013 06:28:55 GMT
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Keshire wrote on Tue, 17 September 2013 03:57I attached the file to your post for you.
Thanks. I tried, but the upload process stops after ~60KB...

asmcint wrote on Tue, 17 September 2013 04:40Just wanted to say, standard Windows extraction thingy doesn't work on that .zip. I had to pull the files out with 7zip.Yeah, I did it through 7zip
ok, re-uploaded, now should work with the standard Windows zip
Keshire, re-attach again and replace\remove mediafire link, please. Since I can't edit the post.

Subject: Re: Decompiled Lua Scripts
Posted by Keshire on Sun, 27 Oct 2013 02:30:09 GMT
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Artofeel wrote on Mon, 16 September 2013 23:28Keshire, re-attach again and replace\remove mediafire link, please. Since I can't edit the post.

Done.

Subject: Re: Decompiled Lua Scripts
Posted by Artofeel on Fri, 15 Nov 2013 08:46:53 GMT
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added the missing function in uniquecombatstyles.lua and fable2legacycombatstyles.lua (thanks Keshire)
also fixed some copy-paste mistakes in banditcombatstyles.lua
http://www.mediafire.com/folder/pcric44ms8pcm

Keshire, you know what need to do ;)

Subject: Re: Decompiled Lua Scripts
Posted by Artofeel on Thu, 22 May 2014 06:52:51 GMT
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update
some fixes for AI scripts
I copy-pasted "EvadeShotsData" for "EvadeAnimations" in
ai\combatstyles\banditcombatstyles.lua
ai\combatstyles\minioncombatstyles.lua
and a little typo in
miscellaneous\herolocomotionstates.lua

Keshire, I have attached file, so there is no need to do anything

Subject: Re: Decompiled Lua Scripts
Posted by Artofeel on Mon, 02 Jun 2014 04:59:30 GMT
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and another update...
I miss "DLC2HollowManSummonerWithFireSpellScripted" in
'ai\combatstyles\undeadcombatstyles.lua'

Subject: Re: Decompiled Lua Scripts
Posted by Artofeel on Fri, 14 Nov 2014 20:18:41 GMT
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UPDATE
herolocomotionstates.lua
fixed some typos in:
NPCLocomotionStateLocomoteForwards.VelocityArea
NPCLocomotionStateDraggedLocomoteForwards.VelocityArea

Subject: Re: Decompiled Lua Scripts
Posted by Keshire on Mon, 02 Apr 2018 13:14:28 GMT
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Attached Decompiled
jobblacksmithmanager.lua
jobblacksmithinstance.lua

File Attachments
1) jobblacksmithmanager.lua, downloaded 3173 times
2) jobblacksmithinstance.lua, downloaded 3157 times

Subject: Re: Decompiled Lua Scripts
Posted by Keshire on Tue, 03 Apr 2018 05:44:00 GMT
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Attached Decompiled
jobluteheromanager.lua
jobluteheroinstance.lua

Lute hero scripts. Tested and working.

File Attachments
1) joblute heroinstance.lua, downloaded 3374 times
2) jobluteheromanager.lua, downloaded 3208 times