Subject: Is it possible?
Posted by asmcint on Tue, 17 Sep 2013 01:58:24 GMT
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I'm wondering if it's possible to show pistols whilst they're sheathed on the Hero. It's apparent to me that it was intended for such a thing to happen, as the particle effects used on the aura of a pistol I'm wielding will show up on the left hand side in the position of a shoulder holster or something similar. The particle effects will always match the length of the pistol's barrel. I'm curious as to how one would go about showing the pistol, if this is possible. Shown below is a .png image with the Dragonstomper .48's flame aura appearing in the described area.

File Attachments

1) PistolEffect.png, downloaded 4781 times

Subject: Re: Is it possible?
Posted by Keshire on Tue, 17 Sep 2013 02:56:53 GMT
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asmcint wrote on Mon, 16 September 2013 18:58I'm wondering if it's possible to show pistols whilst they're sheathed on the Hero. It's apparent to me that it was intended for such a thing to happen, as the particle effects used on the aura of a pistol I'm wielding will show up on the left hand side in the position of a shoulder holster or something similar. The particle effects will always match the length of the pistol's barrel. I'm curious as to how one would go about showing the pistol, if this is possible. Shown below is a .png image with the Dragonstomper .48's flame aura appearing in the described area.

Do any other guns show up when sheathed?

Should be possible though, the utils.lua has some stuff related.

```
 C:\Users\Keshire\Downloads\Games\FableIIILua\utils.txt (20 hits)
Line 62: 00A8  0001261E          [034] setfield      0   19  1    ; UnsheatheCharacterWeapon
Line 65: 00B4  0001281E          [037] setfield      0   20  1    ; SheatheCharacterWeapon
Line 322:                    const [19]: "UnsheatheCharacterWeapon"
Line 324:                    const [20]: "SheatheCharacterWeapon"
Line 1130: 15B7  04060886          [016] getfield_r1    4   4   6    ; SHEATHE_BACK
Line 1139: 15DB  04080C86          [025] getfield_r1    4   6   8    ; SHEATHE_RANGED_BACK
Line 1160: 162F  070D0E86          [046] getfield_r1    7   7   13   ; GetUnsheatheAnimName
Line 1183: 168B  09161286          [069] getfield_r1    9   9   22   ;
UNSHEATHE_BOTH_WEAPONS
Line 1240:                    const [6]: "SHEATHE_BACK"
Line 1244:                    const [8]: "SHEATHE_RANGED_BACK"
Line 1254:                    const [13]: "GetUnsheatheAnimName"
```

```
Line 1272:                  const [22]: "UNSHEATHE_BOTH_WEAPONS"
Line 1342: 19E3  04090886        [035] getfield_r1    4   4   9    ; GetSlotToSheatheWeapon
Line 1350: 1A03  060C0C86        [043] getfield_r1    6   6   12   ; SHEATHE_WEAPON
Line 1370: 1A53  08121086        [063] getfield_r1    8   8   18   ; SHEATHE_BOTH_WEAPONS
Line 1372: 1A5B  0714271E        [065] setfield       7   19  276  ; Anim "Sheathe"
Line 1439:                  const [9]: "GetSlotToSheatheWeapon"
Line 1445:                  const [12]: "SHEATHE_WEAPON"
Line 1457:                  const [18]: "SHEATHE_BOTH_WEAPONS"
Line 1461:                  const [20]: "Sheathe"
```

Subject: Re: Is it possible?
Posted by asmcint on Tue, 17 Sep 2013 03:45:31 GMT
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Huh. I'll have to look into that, then. Should I get something to work, I'll be sure to post the code and a screenshot of my success or hilarious failure.

Subject: Re: Is it possible?
Posted by Artofeel on Tue, 17 Sep 2013 06:35:31 GMT
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this is in globals.gdb
I once made a pistol that was displayed in the sheath
you need to find "HideWhenSheathedOnFront" set to true
001C62E8 offset
and replace it to 0 (false)
but it will not appear on the belt, it will appear on the chest O_o

so I just changed the place of the sheathing of the fact that by using for the rifle
#08A1AB45
-> CarryingComponent #A3B2D002
--> AdditionalSheatheSlots #4C9A5D2A
---> Pistol #2C5DEB76
replace value hash
DO 00061EE4 D 52226653 DummyName | Character.Carry.SheathWeaponFront
to
DO 00061EE4 D DA0B5122 DummyName | Character.Carry.SheathRangedWeaponBack

---

Subject: Re: Is it possible?
Posted by asmcint on Tue, 17 Sep 2013 15:13:07 GMT
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Alrighty... TO THE HEX EDITOR.... when I feel up to dealing with it. Also, I'm gonna keep it on the

front. Judging by where the effects go through that occasional glitch, it should look pretty freakin' sweet.

EDIT: Wait... Where is globals.gdb again?

Subject: Re: Is it possible?
Posted by Keshire on Tue, 17 Sep 2013 15:19:06 GMT
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asmcint wrote on Tue, 17 September 2013 08:13Alrighty... TO THE HEX EDITOR.... when I feel up to dealing with it. Also, I'm gonna keep it on the front. Judging by where the effects go through that occasional glitch, it should look pretty freakin' sweet.

EDIT: Wait... Where is globals.gdb again?

I think it's in the levels bank. It's also updated for each DLC too.

Subject: Re: Is it possible?
Posted by asmcint on Tue, 17 Sep 2013 15:24:15 GMT
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Okay. Thanks. ONWARD!

EDIT: Alright, that's weird. I'm not getting the 001C62E8 offset. I have 001C62E0, but not 001C62e8.

Subject: Re: Is it possible?
Posted by Artofeel on Wed, 18 Sep 2013 06:55:49 GMT
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asmcint wrote on Tue, 17 September 2013 21:24Alright, that's weird. I'm not getting the 001C62E8 offset. I have 001C62E0, but not 001C62e8.
on 001C62E0, I have "DefaultCarrySlot"
you're doing something wrong

Subject: Re: Is it possible?
Posted by asmcint on Wed, 18 Sep 2013 07:39:29 GMT
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All I did is open up HxD and search for the line labeled with HideWhenSheathedOnFront. And there is literally no 001C62E8 offset that I can find anywhere.

Subject: Re: Is it possible?
Posted by Artofeel on Wed, 18 Sep 2013 12:50:52 GMT
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I seem to understand what you problem
on 001C62E0 offset you should see the following line
C5 9D 1C 81 00 00 00 00 01 00 00 00 00 00 00 00
you need to replace 1 on the 9th number
0 1 2 3 4 5 6 7 8 9 A B C D E F
this will be the 001C62E8 offset
as a result you should get
C5 9D 1C 81 00 00 00 00 00 00 00 00 00 00 00 00

Subject: Re: Is it possible?
Posted by asmcint on Wed, 18 Sep 2013 15:10:30 GMT
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Alright, I'll give it a shot.

EDIT: Okay... this is what I've got for that line, as opposed to what you said I should have.

C5 9D 1C 81 08 7C 9C 50 16 D8 13 9C 08 45 5B CC

Subject: Re: Is it possible?
Posted by Artofeel on Wed, 18 Sep 2013 16:25:57 GMT
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You are not using latest DLC globals.gdb
this is original
so, you will need 001A8DE4 offset for it

Subject: Re: Is it possible?
Posted by asmcint on Wed, 18 Sep 2013 16:43:00 GMT
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Ahh, okay. Thanks.

EDIT: Oh wait... Which number do I change to what on that line? I can't quite figure it out from your previous posts.

Subject: Re: Is it possible?
Posted by Artofeel on Thu, 19 Sep 2013 05:11:42 GMT

five?
you know, you can go directly to a desired offset by pressing CTRL+G and paste 001A8DE4
just make sure that offset is relative to the begin of file

Subject: Re: Is it possible?
Posted by asmcint on Thu, 19 Sep 2013 11:03:04 GMT

Does that trick work with HxD? And lemme rephrase my question. Which specific byte on that line do I need to change, and to what do I need to change it to?

Subject: Re: Is it possible?
Posted by Artofeel on Thu, 19 Sep 2013 11:41:24 GMT

yes, it work with HxD
you go on 001A8DE4 offset, and change 01 to 00
so, on 001A8DE0 you will see the following line

00 00 00 00 01 00 00 00 00 00 00 00 C5 9D 1C 81

and changed

00 00 00 00 00 00 00 00 00 00 00 00 C5 9D 1C 81

Subject: Re: Is it possible?
Posted by asmcint on Thu, 19 Sep 2013 11:51:51 GMT

Alrighty. Thanks.