Subject: Graphic enhancements
Posted by Artofeel on Wed, 18 Sep 2013 14:18:18 GMT
View Forum Message <> Reply to Message

If you have a 64 bit system, and at least 4GB RAM, then you can load all textures and models into memory
what does it do?
have you noticed that when you load a new level, all the models and textures loaded in real time?
it is annoying and not always used high quality textures

so, first you need to patch Fable3.exe with Large Address Aware (or manually with CFF Explorer, or something else)
this will allow the game to use up 4GB RAM
and then open the "data\startup.vfsconfig" and appends: Mode="memory"
<Composite>
 <Required><Ref ID="globals_model_headers" Mode="memory"/></Required>
 <Required><Bank Path="globals/globals_models.bnk"/></Required>
</Composite>

<Composite>
 <Required><Bank Path="globals/globals_texture_headers.bnk" Mode="memory"/></Required>
 <Required><Bank Path="globals/globals_textures.bnk"/></Required>
</Composite>
like this
<Composite>
 <Required><Ref ID="globals_model_headers" Mode="memory"/></Required>
 <Required><Bank Path="globals/globals_models.bnk" Mode="memory"/></Required>
</Composite>

<Composite>
 <Required><Bank Path="globals/globals_texture_headers.bnk" Mode="memory"/></Required>
 <Required><Bank Path="globals/globals_textures.bnk" Mode="memory"/></Required>
</Composite>
done
Fable will use around 3,2GB, so make sure you have enough memory for system
also, you will get little slow startup, since data need to be loaded into memory

---

Subject: Re: Graphic enhancements
Posted by asmcint on Wed, 18 Sep 2013 15:03:25 GMT
View Forum Message <> Reply to Message

Huh, that's interesting. I wonder if the fact that the textures and models are loaded from the start rather than in real time would speed up my gameplay. As it stands, until I can get a new PSU and graphics card, I'm running rather slow, only able to get full speed in a select few areas.

Subject: Re: Graphic enhancements
Posted by Keshire on Wed, 18 Sep 2013 15:10:18 GMT
View Forum Message <> Reply to Message

I'm wondering how the streaming banks are related to that. Those might be low poly/resolution stuff that is loaded into memory for streaming purpose I think. Never really messed with them.

```
<Bank Path="globals/globals_streaming.bnk" Mode="memory"/>
<Bank Path="art/gui/gui_streaming.bnk" Mode="memory"/>
```

Subject: Re: Graphic enhancements
Posted by TheGeniusSavant on Thu, 10 Sep 2015 17:58:08 GMT
View Forum Message <> Reply to Message

Well... I'm not getting it to work. After I modify startup.vfsconfig (per your instructions), The game refuses to run.

Memory SHOULDN'T be a problem... I have 8Gb.

Oh, well... for now, I'll just live with the original setup.

Subject: Re: Graphic enhancements
Posted by TheGeniusSavant on Thu, 10 Sep 2015 18:01:10 GMT
View Forum Message <> Reply to Message

nevermind... I found the problem... when I pasted, it left off the end quotes!!!