
Subject: Debug commands

Posted by [Phnx](#) on Wed, 16 Oct 2013 05:08:55 GMT

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Hey. I'm mostly lurking but I had saved the threads on my hard disk so I thought I'd post them for everyone still interested in modding Fable III.

Keshire wrote on Tue, 07 June 2011 14:34 This should basically give you everything in the game. (Apart from npc weapons and DLC). You'll need to find the names for npc weapons and use the Inventory.AddItemOfType function.

```
From the weaponinventory.lua
Debug.GiveAllMeleeWeapons()
Debug.GiveAllRangedWeapons()
Debug.GiveAllSpellGauntlets()
Debug.AddAllInventoryItemsF2()
Debug.AddAllInventoryItems()
```

Keshire wrote on Fri, 29 October 2010 12:14 Gotta love Medusa Mode

Gameversion stuff seems really dumb to be leaving open to
Lua."Gameflow.SetMedusaMode=[toggle:true]", "Toggle Medusa Mode (kill enemy on sight)"

"Gameflow.SetSuperMedusaMode=[toggle:true]", "Toggle Super Medusa Mode (kill enemies, inc. scripted, on sight)"

"Debug.SetCombatFinishersTestMode([toggle:true])", "Force finishers on every hit on/off"

"Action.SetCanVaultAnywhere(GetLocalHero(), [toggle:true])", "Toggle 'CanVaultAnywhere' Flag"

"ScriptFunction.SetHeroAsASmoker()", "Give Hero a Bad Habit"

"ScriptFunction.SetHeroAsACigarSmoker()", "Give Hero a REALLY Bad Habit"

"ScriptFunction.SetHeroAsBlowingBubbles()", "I'm forever blowing bubbles"

"ScriptFunction.SetDogAsBlowingBubbles([toggle:true])", "Toggle set Dog as a bubble blower"

"ScriptFunction.SetDogAsASmoker()", "Give the dog a Bad Habit"

"Debug.MarryEveryone()", "Marry All eligible people on the level"

"Debug.ToggleCanCatchBigamist()", "Toggle if your spouse(s) can catch you interacting with other spouses"

"GameVersion.SetAllDLCsOn()", "Set have all DLCs"

"GameVersion.SetAllDLCsOff()", "Set dont have any DLCs"

"GameVersion.SetAllDLCsPremium()", "Set all DLCs premium"

"GameVersion.SetAllDLCsFree()", "Set all DLCs free"

Weapon Morphing Debug", "Weapon Morphing"

"Debug.SetPrimaryMesh(-1)", "Toggle Weapon Look Hacking"

"Debug.SetPrimaryMesh(0)", "Set Primary Weapon Mesh Auroran"

"Debug.SetPrimaryMesh(1)", "Set Primary Weapon Mesh Crystal"
"Debug.SetPrimaryMesh(2)", "Set Primary Weapon Mesh Evil1"
"Debug.SetPrimaryMesh(3)", "Set Primary Weapon Mesh Evil2"
"Debug.SetPrimaryMesh(4)", "Set Primary Weapon Mesh Good1"
"Debug.SetPrimaryMesh(5)", "Set Primary Weapon Mesh Good2"
"Debug.SetPrimaryMesh(6)", "Set Primary Weapon Mesh Intricate"
"Debug.SetPrimaryMesh(7)", "Set Primary Weapon Mesh Organic"
"Debug.SetPrimaryMesh(8)", "Set Primary Weapon Mesh Reaver"
"Debug.SetPrimaryMesh(9)", "Set Primary Weapon Mesh Base"
"Debug.SetSecondaryMesh(0)", "Set Secondary Weapon Mesh Auroran"
"Debug.SetSecondaryMesh(1)", "Set Secondary Weapon Mesh Spell"
"Debug.SetSecondaryMesh(2)", "Set Secondary Weapon Mesh Bone"
"Debug.SetSecondaryMesh(3)", "Set Secondary Weapon Mesh Royal"
"Debug.SetSecondaryMesh(4)", "Set Secondary Weapon Mesh Base"
"Debug.SetPrimaryColour(0)", "Set Primary Dye Metallic Red"
"Debug.SetPrimaryColour(1)", "Set Primary Dye Silver"
"Debug.SetPrimaryColour(2)", "Set Primary Dye Metallic Black"
"Debug.SetPrimaryColour(3)", "Set Primary Dye Metallic Green"
"Debug.SetPrimaryColour(4)", "Set Primary Dye Steel"
"Debug.SetPrimaryColour(5)", "Set Primary Dye Gold"
"Debug.SetPrimaryColour(6)", "Set Primary Dye Metallic Purple"
"Debug.SetPrimaryColour(7)", "Set Primary Dye Copper"
"Debug.SetPrimaryColour(8)", "Set Primary Dye Bronze"
"Debug.SetPrimaryColour(-1)", "Remove Primary Dyes"
"Debug.SetForegroundColour(0)", "Set Foreground Dye Metallic Red"
"Debug.SetForegroundColour(1)", "Set Foreground Dye Silver"
"Debug.SetForegroundColour(2)", "Set Foreground Dye Metallic Black"
"Debug.SetForegroundColour(3)", "Set Foreground Dye Metallic Green"
"Debug.SetForegroundColour(4)", "Set Foreground Dye Steel"
"Debug.SetForegroundColour(5)", "Set Foreground Dye Gold"
"Debug.SetForegroundColour(6)", "Set Foreground Dye Metallic Purple"
"Debug.SetForegroundColour(7)", "Set Foreground Dye Copper"
"Debug.SetForegroundColour(8)", "Set Foreground Dye Bronze"
"Debug.SetForegroundColour(-1)", "Remove Foreground Dyes"
"Debug.SetParticleEffect(0)", "Set Lightning Particle Effect"
"Debug.SetParticleEffect(1)", "Set Fire Particle Effect"
"Debug.SetParticleEffect(2)", "Set Shadow Particle Effect"
"Debug.SetParticleEffect(3)", "Set Holy Particle Effect"
"Debug.SetParticleEffect(4)", "Set Blood Particle Effect"
"Debug.SetParticleEffect(5)", "Set Ethereal Particle Effect"
"Debug.SetParticleEffect(6)", "Set Golden Particle Effect"
"Debug.SetParticleEffect(7)", "Set Poison Particle Effect"
"Debug.SetParticleEffect(-1)", "Remove All Particle Effects"
"Debug.SetWeaponSize(0)", "Set Weapon Size Small"
"Debug.SetWeaponSize(1)", "Set Weapon Size Medium"
"Debug.SetWeaponSize(2)", "Set Weapon Size Large"
"Debug.WieldWeapon(0)", "Wield Sword"
"Debug.WieldWeapon(1)", "Wield Hammer"

"Debug.WieldWeapon(2)", "Wield Pistol"

"Debug.WieldWeapon(3)", "Wield Rifle"

afkfurby wrote on Mon, 13 June 2011 12:20 Debug.SetUseFreeCamera(true) -- Freecam for Keyboard

Debug.SetFreeCamController(true) -- Freecam for Xbox controller

Debug.CreateEntityByHero('CreatureVillagerChildFemaleBase') -- create child next to hero

Subject: Re: Debug commands

Posted by [Leafone](#) on Mon, 16 Nov 2015 10:07:25 GMT

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Weird thing: when I try to morph weapon with those scripts(any) it just dissappeares and I get weapon with no morphs at all.

Even more, all my weapons in Sanctuary just dissappear(both melee and ranged).

How to use it properly?
