Subject: Intro disable
Posted by Keshire on Tue, 22 Oct 2013 03:39:34 GMT
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This was originally posted on the old forum and was not created by me.

File Attachments
1) nointro.zip, downloaded 5096 times

Subject: Re: Intro disable
Posted by TheGeniusSavant on Thu, 10 Sep 2015 17:07:42 GMT
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Got it to work, eventually... Thanks for reposting!

I had to move ALL the files into the game's data directory (for my machine it is C:\Program Files (x86)\Microsoft Games\Fable III\data and edit the nointro.bat to read as follows:

```
_____________________________________
@echo Furby's Fable3 No-Intro Fix
@echo -------------------------
@echo injecting microsoft_logo.bik
bnktool -i levels.bnk art\videos\microsoft_logo.bik microsoft_logo.bik
@echo done..
@echo injecting lionhead_logo.bik
bnktool -i levels.bnk art\videos\lionhead_logo.bik lionhead_logo.bik
@echo done..
@echo ...
@echo You're now intro free
pause
_____________________________________________
```

Then open an ADMIN command prompt, navigate to the game's data directory, and type 'nointro' (without the quotation marks, of course).

This worked on Windows 10.

Thanks again for posting!

Subject: Re: Intro disable
Posted by squark on Sun, 13 Sep 2015 21:09:32 GMT
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Disregard. Fucked up, sorry.. Works for me now (with slight direction modification).

Subject: Re: Intro disable
Posted by TheGeniusSavant on Mon, 14 Sep 2015 10:53:47 GMT
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I also had to modify the .bat to direct to my fable 3 directory and I believe I had to run it from administrator command prompt, but it works swimmingly.

I'm looking into ways to shorten/remove some of the other animations (especially DIG). I'll post in a different thread if I make any progress.

Subject: Re: Intro disable
Posted by squark on Sun, 20 Sep 2015 22:30:54 GMT
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That would be really good of you. It's too long winded, and the dog is retarded.
What I mean is you could be digging something up and all through the dig anim, he's barking at something else. I really wish they hadn't foisted a dog on us in this game. I love dogs IRL, but this one is just a moron.

Subject: Re: Intro disable
Posted by TheGeniusSavant on Mon, 21 Sep 2015 08:23:52 GMT
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I've found the files (yes, 3 separate files! in, loop, out) for dig in both Fable2_anims.bnk and Fable2_lmanims.bnk. They are .csa (which I believe stands for CutScene Animation) files. I'm still digging around for ways to disable them, but even after I decompile the .lua using Keshire's tool, it's still pretty foreign to me.