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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 4941 times

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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:

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```
@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
```

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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!

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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).

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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.

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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.

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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.

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