Subject: Blocked game?
Posted by thid on Fri, 22 Nov 2013 16:20:29 GMT
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So while playing around with Debug commands and testing out thinks I run in to strange problem, all doors in sanctuary are closed also I can't do any quest.

Debug.SetCombatFinishersTestMode(true)
Debug.SetHeroMorality(-1000.0)
Debug.SetHeroPurity(-1000)
Debug.SetHeroTan(1.0)

game broke after using this, any ideas how to fix this and why it broke ?

Subject: Re: Blocked game?
Posted by Keshire on Fri, 22 Nov 2013 17:17:03 GMT
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thid wrote on Fri, 22 November 2013 08:20So while playing around with Debug commands and testing out thinks I run in to strange problem, all doors in sanctuary are closed also I can't do any quest.

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game broke after using this, any ideas how to fix this and why it broke ?

This is why you always backup saved games before running commands. Basically all scripts have stopped running because it can't get past those commands. There is no fix that I'm aware of.

Lionhead's lua implementation is really bad at recovering from stuff like this. There's a few existing bugs where this can happen naturally.

Subject: Re: Blocked game?
Posted by thid on Fri, 22 Nov 2013 19:07:11 GMT
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ok but how to avoid it? or what part of script did broke everything ?

Subject: Re: Blocked game?
Posted by Artofeel on Sat, 23 Nov 2013 07:32:19 GMT

thid wrote on Sat, 23 November 2013 00:07ok but how to avoid it? or what part of script did broke everything ?
some debug functions doesn't work and break everything that execute after
to avoid this, just put message box to the end of your script

```
GUI.DisplayMessageBox("OK")
while (GUI.IsDisplayBoxActive()) do
 coroutine.yield()
end
```

so, if everething ok, you will see message, then script is loaded
if no message is appear, then something wrong