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Subject: Weapon Upgrades

Posted by [I8AB2Day](#) on Fri, 19 Jan 2018 02:02:17 GMT

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I got scripts working, so the setup is already done. What I need help with is writing the script for upgrading the weapons.

From what I can tell, the script needs to look like this:

```
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 2000, text_tag =  
"MORTAR_RANGE_SCORE"})
```

I keep reading about this globals.gdb file, which has information on the text\_tag values in the ScriptTag section, but that file does not exist, so that is where I am stuck.

Also, I am unsure if simply throwing that line of code into my Catpaw MyScript01.lua is the right thing to do.

My best guess is to put that code in, run into the weapon room, and be amazed as all the weapons I look at

that have that specific text\_tag are suddenly finished. Does the amount need to be exact? Should I use MyScript02?

When I used the Mistpeak demon door script provided in the forum, it had a lot more than just one line

written in the script, and it worked as described, so I am wondering why this is only one line, and if it will work.

If needed, Discord is available, and when the issue is resolved, this post will be edited.

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Subject: Re: Weapon Upgrades

Posted by [Artofeel](#) on Sat, 27 Jan 2018 13:07:49 GMT

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I8AB2Day wrote on Fri, 19 January 2018 07:02: but that file does not exist, so that is where I am stuck. you need to extract it from... I don't remember from which game archive :D

I8AB2Day wrote on Fri, 19 January 2018 07:02: Also, I am unsure if simply throwing that line of code into my Catpaw MyScript01.lua is the right thing to do.

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Subject: Re: Weapon Upgrades

Posted by [I8AB2Day](#) on Sat, 27 Jan 2018 13:24:25 GMT

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Artofeel wrote on Sat, 27 January 2018 05:07: I8AB2Day wrote on Fri, 19 January 2018 07:02: but that file does not exist, so that is where I am stuck. you need to extract it from... I don't remember from which game archive

I8AB2Day wrote on Fri, 19 January 2018 07:02: Also, I am unsure if simply throwing that line of

code into my Catpaw MyScript01.lua is the right thing to do.

My best guess is to put that code in, run into the weapon room, and be amazed as all the weapons I look at

that have that specific text\_tag are suddenly finished. Does the amount need to be exact? Should I use MyScript02? doesn't matter, as far as I remember it works only when the player takes this weapon

I am not sure if you attempting to be funny, but I still have no clue where the globals.gdb file is located.

You've made it very clear that you have not read my entire post, so I will refrain from simply throwing scripts out there randomly into MyScript01.lua and MyScript02.lua for now.

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Subject: Re: Weapon Upgrades

Posted by [Keshire](#) on Thu, 01 Feb 2018 03:46:05 GMT

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I8AB2Day wrote on Sat, 27 January 2018 05:24 but I still have no clue where the globals.gdb file is located.

There's no need to get snippy. Fable 3 wasn't built to be modded so you have to be prepared to do some hunting and a little legwork to get things done.

[http://fable3mod.com/forums/index.php?t=msg&th=45&goto=84&#msg\\_84](http://fable3mod.com/forums/index.php?t=msg&th=45&goto=84&#msg_84)  
Keshire wrote on Tue, 17 September 2013 08:19  
asmcint wrote on Tue, 17 September 2013 08:13  
Alrighty... TO THE HEX EDITOR.... when I feel up to dealing with it. Also, I'm gonna keep it on the front. Judging by where the effects go through that occasional glitch, it should look pretty freakin' sweet.

EDIT: Wait... Where is globals.gdb again?

I think it's in the levels bank. It's also updated for each DLC too.

Editor

<http://fable3mod.com/forums/index.php?t=msg&th=256&start=0&>

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