Subject: Now you too can make sheathed weapons invisible
Posted by JinXP on Tue, 06 Jul 2021 11:24:47 GMT
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Hello.
I figured it out myself.
What you need to do is rig your game with this:
    http://fable3mod.com/forums/index.php?t=msg&goto=943&amp ;amp ;amp ;amp ;amp
;&srch=script+injector#msg_943
Download the file, put the 10_ScriptInjector in your DLC folder.
Create the scripts folder in your data folder, then MyMod folder in scripts, and the MyScripts lua
files there also.
These are the codes that worked for me to hide sheathed weapons:
Gameflow.RoadToRule.HIDE_MELEE_WEAPONS()
Gameflow.RoadToRule.HIDE_RANGED_WEAPONS()
Gameflow.RoadToRule.HIDE_GAUNTLET_WEAPONS()
Gameflow.RoadToRule.HIDE_ALL_WEAPONS()

To get your weapons back, use these:
Gameflow.RoadToRule.SHOW_MELEE_WEAPONS()
Gameflow.RoadToRule.SHOW_RANGED_WEAPONS()
Gameflow.RoadToRule.SHOW_GAUNTLET_WEAPONS()
Gameflow.RoadToRule.SHOW_ALL_WEAPONS()

You only need one of the codes, I tried the ALL_WEAPONS code and it worked for me, it hid the
gun and the sword, though the magic was still on.

Just to clarify how this works. You can start the game, then alt tab out of the game, open the
MyScripts01.lua or MyScripts02.lua with notepad and paste, for example,
Gameflow.RoadToRule.HIDE_ALL_WEAPONS(), then get back in game and the weapons are
gone.
When you want them back for combat, do the same alt tab shtick and replace the code with, let's
say Gameflow.RoadToRule.SHOW_ALL_WEAPONS()

I tried this a number of times, I didn't have any issues yet. Good idea is to always backup your
savegame folder just in case.
If you want to screw around with more codes, you can find them all where I did, which is here:
  http://fable3mod.com/forums/index.php?t=msg&th=100&s tart=0&

Oh, and also for anyone playing Fable 2 who wants to have a clean back in that, there is a very
easily done glitch for that you can see here:
https://www.youtube.com/watch?v=JpfwWfIbvjY