Subject: Is it possible?

Posted by asmcint on Tue, 17 Sep 2013 01:58:24 GMT

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I'm wondering if it's possible to show pistols whilst they're sheathed on the Hero. It's apparent to me that it was intended for such a thing to happen, as the particle effects used on the aura of a pistol I'm wielding will show up on the left hand side in the position of a shoulder holster or something similar. The particle effects will always match the length of the pistol's barrel. I'm curious as to how one would go about showing the pistol, if this is possible. Shown below is a .png image with the Dragonstomper .48's flame aura appearing in the described area.

File Attachments

1) PistolEffect.png, downloaded 4245 times

Subject: Re: Is it possible?

Posted by Keshire on Tue, 17 Sep 2013 02:56:53 GMT

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asmcint wrote on Mon, 16 September 2013 18:58I'm wondering if it's possible to show pistols whilst they're sheathed on the Hero. It's apparent to me that it was intended for such a thing to happen, as the particle effects used on the aura of a pistol I'm wielding will show up on the left hand side in the position of a shoulder holster or something similar. The particle effects will always match the length of the pistol's barrel. I'm curious as to how one would go about showing the pistol, if this is possible. Shown below is a .png image with the Dragonstomper .48's flame aura appearing in the described area.

Do any other guns show up when sheathed?

Should be possible though, the utils lua has some stuff related.

```
C:\Users\Keshire\Downloads\Games\FableIIILua\utils.txt (20 hits)
                                           0 19 1 : UnsheatheCharacterWeapon
Line 62: 00A8 0001261E
                            [034] setfield
Line 65: 00B4 0001281E
                            [037] setfield
                                           0 20 1 ; SheatheCharacterWeapon
                      const [19]: "UnsheatheCharacterWeapon"
Line 322:
                      const [20]: "SheatheCharacterWeapon"
Line 324:
Line 1130: 15B7 04060886
                              [016] getfield r1 4 4 6 ; SHEATHE BACK
Line 1139: 15DB 04080C86
                               [025] getfield r1 4 6 8 ; SHEATHE RANGED BACK
Line 1160: 162F 070D0E86
                               [046] getfield_r1 7 7 13 ; GetUnsheatheAnimName
Line 1183: 168B 09161286
                              [069] getfield r1
                                              9 9 22 :
UNSHEATHE BOTH WEAPONS
Line 1240:
                       const [6]: "SHEATHE_BACK"
Line 1244:
                       const [8]: "SHEATHE_RANGED_BACK"
```

const [13]: "GetUnsheatheAnimName"

Line 1254:

Line 1272: const [22]: "UNSHEATHE_BOTH_WEAPONS"

Line 1342: 19E3 04090886 [035] getfield_r1 4 4 9 ; GetSlotToSheatheWeapon Line 1350: 1A03 060C0C86 [043] getfield_r1 6 6 12 ; SHEATHE_WEAPON

Line 1370: 1A53 08121086 [063] getfield_r1 8 8 18 ; SHEATHE_BOTH_WEAPONS

Line 1372: 1A5B 0714271E [065] setfield 7 19 276; Anim "Sheathe"

Line 1439: const [9]: "GetSlotToSheatheWeapon" const [12]: "SHEATHE WEAPON"

Line 1457: const [18]: "SHEATHE_BOTH_WEAPONS"

Line 1461: const [20]: "Sheathe"

Subject: Re: Is it possible?

Posted by asmcint on Tue, 17 Sep 2013 03:45:31 GMT

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Huh. I'll have to look into that, then. Should I get something to work, I'll be sure to post the code and a screenshot of my success or hilarious failure.

Subject: Re: Is it possible?

Posted by Artofeel on Tue, 17 Sep 2013 06:35:31 GMT

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this is in globals.gdb

I once made a pistol that was displayed in the sheath

you need to find "HideWhenSheathedOnFront" set to true

001C62E8 offset

and replace it to 0 (false)

but it will not appear on the belt, it will appear on the chest O_o

so I just changed the place of the sheathing of the fact that by using for the rifle #08A1AB45

- -> CarryingComponent #A3B2D002
- --> AdditionalSheatheSlots #4C9A5D2A
- ---> Pistol #2C5DEB76

replace value hash

DO 00061EE4 D 52226653 DummyName | Character.Carry.SheathWeaponFront

to

DO 00061EE4 D DA0B5122 DummyName | Character.Carry.SheathRangedWeaponBack

Subject: Re: Is it possible?

Posted by asmoint on Tue, 17 Sep 2013 15:13:07 GMT

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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?

Subject: Re: Is it possible?

Posted by Keshire on Tue, 17 Sep 2013 15:19:06 GMT

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asmcint wrote on Tue, 17 September 2013 08:13Alrighty... 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.

Subject: Re: Is it possible?

Posted by asmcint on Tue, 17 Sep 2013 15:24:15 GMT

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Okay. Thanks. ONWARD!

EDIT: Alright, that's weird. I'm not getting the 001C62E8 offset. I have 001C62E0, but not 001C62e8.

Subject: Re: Is it possible?

Posted by Artofeel on Wed, 18 Sep 2013 06:55:49 GMT

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asmcint wrote on Tue, 17 September 2013 21:24Alright, that's weird. I'm not getting the 001C62E8 offset. I have 001C62E0, but not 001C62e8. on 001C62E0, I have "DefaultCarrySlot"

you're doing something wrong

Subject: Re: Is it possible?

Posted by asmoint on Wed, 18 Sep 2013 07:39:29 GMT

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All I did is open up HxD and search for the line labeled with HideWhenSheathedOnFront. And there is literally no 001C62E8 offset that I can find anywhere.

Dags 2 of E Conserted from Eshlo2med

Subject: Re: Is it possible?

Posted by Artofeel on Wed, 18 Sep 2013 12:50:52 GMT

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I seem to understand what you problem on 001C62E0 offset you should see the following line C5 9D 1C 81 00 00 00 00 01 00 00 00 00 00 00 you need to replace 1 on the 9th number 0 1 2 3 4 5 6 7 8 9 A B C D E F this will be the 001C62E8 offset as a result you should get C5 9D 1C 81 00 00 00 00 00 00 00 00 00 00 00 00

Subject: Re: Is it possible?

Posted by asmcint on Wed, 18 Sep 2013 15:10:30 GMT

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Alright, I'll give it a shot.

EDIT: Okay... this is what I've got for that line, as opposed to what you said I should have.

C5 9D 1C 81 08 7C 9C 50 16 D8 13 9C 08 45 5B CC

Subject: Re: Is it possible?

Posted by Artofeel on Wed, 18 Sep 2013 16:25:57 GMT

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You are not using latest DLC globals.gdb this is original so, you will need 001A8DE4 offset for it

Subject: Re: Is it possible?

Posted by asmcint on Wed, 18 Sep 2013 16:43:00 GMT

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Ahh, okay. Thanks.

EDIT: Oh wait... Which number do I change to what on that line? I can't quite figure it out from your previous posts.

Subject: Re: Is it possible?

Posted by Artofeel on Thu, 19 Sep 2013 05:11:42 GMT

five?

you know, you can go directly to a desired offset by pressing CTRL+G and paste 001A8DE4 just make sure that offset is relative to the begin of file

Subject: Re: Is it possible?

Posted by asmoint on Thu, 19 Sep 2013 11:03:04 GMT

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Does that trick work with HxD? And lemme rephrase my question. Which specific byte on that line do I need to change, and to what do I need to change it to?

Subject: Re: Is it possible?

Posted by Artofeel on Thu, 19 Sep 2013 11:41:24 GMT

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yes, it work with HxD you go on 001A8DE4 offset, and change 01 to 00 so, on 001A8DE0 you will see the following line

00 00 00 00 01 00 00 00 00 00 00 00 C5 9D 1C 81

and changed

00 00 00 00 00 00 00 00 00 00 00 00 C5 9D 1C 81

Subject: Re: Is it possible?

Posted by asmoint on Thu, 19 Sep 2013 11:51:51 GMT

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Alrighty. Thanks.