
Subject: Graphic enhancements

Posted by [Artofeel](#) on Wed, 18 Sep 2013 14:18:18 GMT

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If you have a 64 bit system, and at least 4GB RAM, then you can load all textures and models into memory

what does it do?

have you noticed that when you load a new level, all the models and textures loaded in real time?

it is annoying and not always used high quality textures

so, first you need to patch Fable3.exe with Large Address Aware (or manually with CFF Explorer, or something else)

this will allow the game to use up 4GB RAM

and then open the "data\startup.vfsconfig" and appends: Mode="memory"

```
<Composite>
```

```
<Required><Ref ID="globals_model_headers" Mode="memory"/></Required>
```

```
<Required><Bank Path="globals/globals_models.bnk"/></Required>
```

```
</Composite>
```

```
<Composite>
```

```
<Required><Bank Path="globals/globals_texture_headers.bnk" Mode="memory"/></Required>
```

```
<Required><Bank Path="globals/globals_textures.bnk"/></Required>
```

```
</Composite>
```

like this

```
<Composite>
```

```
<Required><Ref ID="globals_model_headers" Mode="memory"/></Required>
```

```
<Required><Bank Path="globals/globals_models.bnk" Mode="memory"/></Required>
```

```
</Composite>
```

```
<Composite>
```

```
<Required><Bank Path="globals/globals_texture_headers.bnk" Mode="memory"/></Required>
```

```
<Required><Bank Path="globals/globals_textures.bnk" Mode="memory"/></Required>
```

```
</Composite>
```

done

Fable will use around 3,2GB, so make sure you have enough memory for system

also, you will get little slow startup, since data need to be loaded into memory

Subject: Re: Graphic enhancements

Posted by [asmcint](#) on Wed, 18 Sep 2013 15:03:25 GMT

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Huh, that's interesting. I wonder if the fact that the textures and models are loaded from the start rather than in real time would speed up my gameplay. As it stands, until I can get a new PSU and graphics card, I'm running rather slow, only able to get full speed in a select few areas.

Subject: Re: Graphic enhancements
Posted by [Keshire](#) on Wed, 18 Sep 2013 15:10:18 GMT
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I'm wondering how the streaming banks are related to that. Those might be low poly/resolution stuff that is loaded into memory for streaming purpose I think. Never really messed with them.

```
<Bank Path="globals/globals_streaming.bnk" Mode="memory"/>  
<Bank Path="art/gui/gui_streaming.bnk" Mode="memory"/>
```

Subject: Re: Graphic enhancements
Posted by [TheGeniusSavant](#) on Thu, 10 Sep 2015 17:58:08 GMT
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Well... I'm not getting it to work. After I modify startup.vfsconfig (per your instructions), The game refuses to run.

Memory SHOULDN'T be a problem... I have 8Gb.

Oh, well... for now, I'll just live with the original setup.

Subject: Re: Graphic enhancements
Posted by [TheGeniusSavant](#) on Thu, 10 Sep 2015 18:01:10 GMT
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nevermind... I found the problem... when I pasted, it left off the end quotes!!!
