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Subject: ScriptFunction clear

Posted by [thid](#) on Mon, 11 Nov 2013 21:43:24 GMT

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is there anyway to clear values set by some of the functions? for example

ScriptFunction.SetHeroAsBlowingBubbles(. Lets say we make quest that in part of it we use this function from debug, is there any way to clear value it change?

ScriptFunction.SetHeroAsBlowingBubbles(false), ScriptFunction.SetHeroAsBlowingBubbles(0), ScriptFunction.SetHeroAsBlowingBubbles(.clear( and other stuffs don't work. Also I didn't find any function to reset such things in debugmenu.lua

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Subject: Re: ScriptFunction clear

Posted by [Keshire](#) on Mon, 11 Nov 2013 22:01:23 GMT

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thid wrote on Mon, 11 November 2013 13:43 is there anyway to clear values set by some of the functions? for example ScriptFunction.SetHeroAsBlowingBubbles(. Lets say we make quest that in part of it we use this function from debug, is there any way to clear value it change?

ScriptFunction.SetHeroAsBlowingBubbles(false), ScriptFunction.SetHeroAsBlowingBubbles(0), ScriptFunction.SetHeroAsBlowingBubbles(.clear( and other stuffs don't work. Also I didn't find any function to reset such things in debugmenu.lua

As far as I can tell it's permanent. XD

034D10           \*\* function [273] definition (level 2)

          \*\* start of function \*\*

          source name:

d:\\Pulse\\work\\f3-daily-build-PC\\Deploy\\Fable2\_win32\\data\\scripts\\Quests\\MiscFunctions.lua

034D3B 08130000       line defined (4872)

034D3F 11130000       last line defined (4881)

034D43 00           nups (0)

034D44 00           numparams (0)

034D45 00           is\_vararg (0)

034D46 07           maxstacksize (7)

          \* code:

034D47 16000000       sizecode (22)

034D4B 0000000C       [01] getglobal    0 0       ; GetLocalHero

034D4F 0002027E       [02] call\_i\_r1    0 1 2

034D53 00000002       [03] test        0 0       ; to [5] if true

034D57 00100039       [04] jmp        17       ; to [22]

034D5B 01010110       [05] self       1 0 257 ; "IsAlive"

034D5F 0102047E       [06] call\_i\_r1    1 2 2

034D63 01000002       [07] test        1 0       ; to [9] if true

034D67 000C0039       [08] jmp        13       ; to [22]

034D6B 0102000C       [09] getglobal    1 2       ; Debug

034D6F 01030286       [10] getfield\_r1 1 1 3    ; CreateEntityByHero

```

034D73 02040032    [11] loadk      2  4    ; "Pipe_Test_Bubbles"
034D77 01020404    [12] call_i     1  2  2
034D7B 0205000C    [13] getglobal   2  5    ; ObjectAttachment
034D7F 02060486    [14] getfield_r1  2  2  6 ; AddEntity
034D83 0300000E    [15] move         3  0
034D87 0400020E    [16] move         4  1
034D8B 05070032    [17] loadk         5  7    ; "Character.Carry.Mouth"
034D8F 06080032    [18] loadk         6  8    ; 0
034D93 02010A04    [19] call_i     2  5  1
034D97 02090310    [20] self         2  1  265 ; "SetAsLevelSaving"
034D9B 0201047E    [21] call_i_r1    2  2  1
034D9F 00000212    [22] return      0  1

```

\* constants:

```

034DA3 0A000000    sizek (10)
034DA7 04          const type 4
                    const [0]: "GetLocalHero"
034DB9 04          const type 4
                    const [1]: "IsAlive"
034DC6 04          const type 4
                    const [2]: "Debug"
034DD1 04          const type 4
                    const [3]: "CreateEntityByHero"
034DE9 04          const type 4
                    const [4]: "Pipe_Test_Bubbles"
034E00 04          const type 4
                    const [5]: "ObjectAttachment"
034E16 04          const type 4
                    const [6]: "AddEntity"
034E25 04          const type 4
                    const [7]: "Character.Carry.Mouth"
034E40 03          const type 3
034E41 00000000    const [8]: (0)
034E45 04          const type 4
                    const [9]: "SetAsLevelSaving"

```

\* functions:

```

034E5B 00000000    sizep (0)
* lines:
034E5F 16000000    sizelineinfo (22)
                    [pc] (line)
034E63 0A130000    [01] (4874)
034E67 0A130000    [02] (4874)
034E6B 0B130000    [03] (4875)
034E6F 0B130000    [04] (4875)
034E73 0B130000    [05] (4875)
034E77 0B130000    [06] (4875)
034E7B 0B130000    [07] (4875)
034E7F 0B130000    [08] (4875)
034E83 0C130000    [09] (4876)

```

```

034E87 0C130000      [10] (4876)
034E8B 0C130000      [11] (4876)
034E8F 0C130000      [12] (4876)
034E93 0D130000      [13] (4877)
034E97 0D130000      [14] (4877)
034E9B 0D130000      [15] (4877)
034E9F 0D130000      [16] (4877)
034EA3 0D130000      [17] (4877)
034EA7 0D130000      [18] (4877)
034EAB 0D130000      [19] (4877)
034EAF 0E130000      [20] (4878)
034EB3 0E130000      [21] (4878)
034EB7 11130000      [22] (4881)
      * locals:
034EBB 02000000      sizelocvars (2)
      local [0]: hero
034EC8 02000000      startpc (2)
034ECC 15000000      endpc  (21)
      local [1]: bubble_blower
034EE2 0C000000      startpc (12)
034EE6 15000000      endpc  (21)
      * upvalues:
034EEA 00000000      sizeupvalues (0)
      ** end of function **

```

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