Subject: killable children
Posted by zyreq on Mon, 17 Feb 2014 21:06:38 GMT
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Hey, is there a way to make children killable?
Can i do it with a hex edit?

Cheers

Subject: Re: killable children
Posted by Artofeel on Tue, 18 Feb 2014 08:07:44 GMT
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yep!
but this method is messy
killable children is hardcoded with AGE parameter
so if you change age for all children's to > 18 then they will be killable and they no more will be children...
so you _probably_ (I never tested!! :D) have sex with them

you may use GDB editor
you need to edit globals.gdb file
the main children offset is: 101BF01F
you need AgeComponent, change Age to > 18 or to 0 (then they will be month-old baby, killable baby)

or use HEX-editor, go to 0019176C offset and change A value to > 12 (hex) or to 0
this offsets for latest DLC

also, this effects only for new children's, not to already exist

Subject: Re: killable children
Posted by zyreq on Wed, 19 Feb 2014 00:52:49 GMT
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Thanks, can you send me the link to the GBD editor? Keshire hasn't uploaded it yet.

Btw, i'm still learning how to hex edit so i am a bit confused. I only have the offset 00191760 not 0019176C does the C represent something?

Thanks.

Subject: Re: killable children
Posted by Artofeel on Wed, 19 Feb 2014 06:59:28 GMT
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zyreq wrote on Wed, 19 February 2014 05:52Thanks, can you send me the link to the GBD editor? Keshire hasn't uploaded it yet.see attachment
zyreq wrote on Wed, 19 February 2014 05:52Btw, i'm still learning how to hex edit so i am a bit confused. I only have the offset 00191760 not 0019176C does the C represent something?00191760 offset represent line that contents 15 numbers
1 2 3 4 5 6 7 8 9 A B C D E F
so you need: C
smart HEX-editor show selected offset in status bar
also simple use GO TO function

File Attachments
1) GDBEditor.exe, downloaded 3612 times

Subject: Re: killable children
Posted by Keshire on Wed, 19 Feb 2014 20:32:24 GMT
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Artofeel wrote on Tue, 18 February 2014 00:07yep!
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this offsets for latest DLC

also, this effects only for new children's, not to already exist

It's probably used in one of the combat targeting scripts too. So hitting up the GDB would be kind of a workaround.

Artofeel wrote on Tue, 18 February 2014 22:59zyreq wrote on Wed, 19 February 2014 05:52Thanks, can you send me the link to the GBD editor? Keshire hasn't uploaded it yet.see attachment

Thank you, I've been incredibly busy.

Subject: Re: killable children
Posted by zyreq on Wed, 19 Feb 2014 23:28:53 GMT
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Thanks.
But i can't manage to open a .gdb file with the editor for some reason.

Also, if i create a new game i assume all the children will be killable, right?

EDIT: Once i finish editing the gdb how do i import it into levels.bnk?

Subject: Re: killable children
Posted by Artofeel on Thu, 20 Feb 2014 05:55:33 GMT
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Keshire wrote on Thu, 20 February 2014 01:32It's probably used in one of the combat targeting scripts too. So hitting up the GDB would be kind of a workaround.hmmm, maybe
but I think it something more than external script function
I mean, children's, they are like not exist for combat, AI just ignore them, they are completely not hittable, like they are fucking immortal gods...
so I think it something in game engine itself
also, I remember when I experimenting with them, I change some "targetable" component or something and sometime enemy can hit them with area magic cast, but they not die
zyreq wrote on Thu, 20 February 2014 04:28But i can't manage to open a .gdb file with the editor for some reason.editor need to be in the same folder as .gdb file
zyreq wrote on Thu, 20 February 2014 04:28Also, if i create a new game i assume all the children will be killable, right?yes
zyreq wrote on Thu, 20 February 2014 04:28EDIT: Once i finish editing the gdb how do i import it into levels.bnk?levels.bnk?
you are using globals.gdb from original game?
if so, then those offsets is not correct

to import modded files to game use timeslip xlive remover
Keshire already write how to

Subject: Re: killable children
Posted by zyreq on Thu, 20 Feb 2014 06:02:12 GMT
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Thanks. If i can't use the globals.gdb from the original, which globals do i use? From where?

Subject: Re: killable children
Posted by Keshire on Thu, 20 Feb 2014 12:53:36 GMT
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zyreq wrote on Wed, 19 February 2014 22:02Thanks. If i can't use the globals.gdb from the original, which globals do i use? From where?

Traitor's Keep.

Subject: Re: killable children
Posted by Artofeel on Thu, 20 Feb 2014 14:28:04 GMT
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if he play with Traitor's Keep DLC of course
this the AGE offset for non DLC globals.gdb
001778DC

Subject: Re: killable children
Posted by zyreq on Fri, 21 Feb 2014 00:18:37 GMT
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Thanks again guys.

Okay, i have finished modifying the globals.gbd, now what?
I downloaded the xlive remover and read the readme but mentioned nothing of custom files.

Subject: Re: killable children
Posted by Artofeel on Sat, 22 Feb 2014 05:41:28 GMT
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you need to pack it to .bnk and place in subfolder mod1 - mod9 in data folder
use this as example

Subject: Re: killable children
Posted by EL KAISER on Tue, 01 Mar 2016 08:48:05 GMT
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Can someone help me?
I have one problem with these ways to make children killable.
I don´t have a "Globals.GDB" file in my Fable III game. I have, in "Fable III/data/Globals (folder)/ "Globals_models.bnk" and "Globals_textures.bnk". What should i do? I have to open one of those

files to modify the age thing? I can only open the 1st file with Programmer Studio and inside there's nothing like the offset's you are giving here...
Can someone explain me what to do...?

Subject: Re: killable children
Posted by EL KAISER on Sun, 06 Mar 2016 23:15:36 GMT
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Hi! Can someone please explain me, step-by-step, and with all details, how to make children killable?
What programs to use? How to use them? Which archives i have to modify and how to do it, etc.?
I would REALLY appreciate if someone could help me with this... the file Globals.lua doesn´t exist in my game directory. There exist 2 files called "globals_textures.bnk" and "globals_models.bnk"...

Subject: Re: killable children
Posted by Artofeel on Sun, 28 Aug 2016 06:29:05 GMT
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use BlackDemon's BNK Utils to extract "Globals.GDB" from .bnk file (I don't remember which one, streaming.bnk or levels.bnk)
BUT if you use DLC, extract it from dlc2free.bnk (Traitors Keep) or dlc_freeforall.bnk (Understone)
after modifying you need to pack it again
better to separate DLC folder, but you can replace original

SIMPLE WAY is use some mod that modifying "Globals.GDB" like this one
just extract, mod Globals.GDB and pack it back

Subject: Re: killable children
Posted by squark on Wed, 01 Mar 2017 00:34:01 GMT
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So I pulled everything out from the Traitor's Keep DLC and found the globals.gdb file.
Opening it with the GDB Editor and running Arto's offset through it I found the AgeComponent variable, but it looks like this: B3688653

It says in a HEX conversion table that 19 is written as 13, but I don't quite get how to run that through using the format Fable 3 uses.
Would it be so simple as editing it to read 00000013?

Subject: Re: killable children
Posted by Artofeel on Thu, 02 Mar 2017 06:59:15 GMT
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it should look like this

File Attachments
1) child_age.png, downloaded 4430 times

Subject: Re: killable children
Posted by squark on Thu, 02 Mar 2017 17:56:26 GMT
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Ah, that's what it was. I forgot to check the "Extrapolate Parent and Child" box.
Thanks again, Arto.

Subject: Re: killable children
Posted by CatchLightning on Fri, 16 Apr 2021 02:36:17 GMT
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After six years since last discussion I've uploaded to the Nexus a copy anyone can install if they want it. I also have more extensive mods which integrate this (under the radar of course).https://www.nexusmods.com/fableIII/mods/7?tab=description