
Subject: [Mod Request]Dragging villagers to work
Posted by [squark](#) on Sat, 20 Jun 2020 20:57:30 GMT
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Considering this can only come about as a result of clearing about 2/3 of the game (after you take the crown), it's a little late for it to have any sort of meaningful bonus.
Can someone please mod this requirement to make it possible to complete earlier?

Also, I noticed Ben Finn's sword has a unique appearance. Is this possible?

Subject: Re: [Mod Request]Dragging villagers to work
Posted by [Artofeel](#) on Sun, 19 Jul 2020 06:20:59 GMT
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I had something like this

```
if
JobCoordinator.JobManagerThreads.QDRAG_CriminalManager.JobData.QDRAG_CRIMINAL_B
SI010.AvailableFromChapter ~= "BowerstoneAndBalverines_Part_1_RenownBreak" then
  JobCoordinator.JobManagerThreads.QDRAG_CriminalManager.JobData.QDRAG_CRIMINAL_B
SI010.AvailableFromChapter = "BowerstoneAndBalverines_Part_1_RenownBreak"
end
if
JobCoordinator.JobManagerThreads.QDRAG_CriminalManager.JobData.QDRAG_CRIMINAL_N
MF010.AvailableFromChapter ~= "BowerstoneAndBalverines_Part_2" then
  JobCoordinator.JobManagerThreads.QDRAG_CriminalManager.JobData.QDRAG_CRIMINAL_N
MF010.AvailableFromChapter = "BowerstoneAndBalverines_Part_2"
end
if
JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_BSI010.
AvailableFromChapter ~= "BowerstoneAndBalverines_Part_1_RenownBreak" then
  JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_BSI010.
AvailableFromChapter = "BowerstoneAndBalverines_Part_1_RenownBreak"
end
if
JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_BLD010
.AvailableFromChapter ~= "Ruling_Part1" then
  JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_BLD01
0.AvailableFromChapter = "Ruling_Part1"
end
if
JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_NMF010
.AvailableFromChapter ~= "Ruling_Part1" then
  JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_NMF01
0.AvailableFromChapter = "Ruling_Part1"
end
if
JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_MPV010
```

```
.AvailableFromChapter ~= "Ruling_Part1" then
  JobCoordinator.JobManagerThreads.QDRAG_SlaveManager.JobData.QDRAG_SLAVE_MPV01
0.AvailableFromChapter = "Ruling_Part1"
end
if tostring(Layers.GetActiveScenarioForLevel("Fable3", "Albion\\newmillfields")) ==
"Scenario_LakeDrainedPinesCut" then
  Layers.DeactivateLayer("QDRAG_CRIMINAL_NMF010_Main")
end
```

Subject: Re: [Mod Request]Dragging villagers to work

Posted by [squark](#) on Sun, 19 Jul 2020 09:34:35 GMT

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You are just incredible. Thank you so much!
