
Subject: Where are the "ObjectInventory" texts?

Posted by [AngelDa28](#) on Sat, 26 Mar 2022 06:42:48 GMT

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Hey, I have a problem with the weapons from the shooting range and the Reaver's Wheel thing, I had used that one items unlocker that unlocks everything, used it after defeating Saker and after I complete the Masquerade quest and play those two places I mentioned on the start, im left with twice of the 4 weapons. So if anyone has a lua script or something, i would appreciate it. Edit 2: Forgot to mention the Wolfsbane being duplicated too lol.

PD: Sorry for bad english

Edit: Also, how I can make the "Hobnobbing with Hobbes" quest appear earlier rather than after completing the base game?

Subject: Re: Where are the "ObjectInventory" texts?

Posted by [squark](#) on Fri, 01 Apr 2022 01:23:21 GMT

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I'm going to assume you know how to get the game to load mod scripts already.

Here's the code to remove an item:

```
Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity, 'x') > 0 then
  Inventory.RemoveItemOfType(QuestManager.HeroEntity, 'x')
end
```

Just replace x with anything from the list that you want to remove and the 0 with however many you want removed.

The list of weapons:

```
'ObjectInventoryLegendaryHammerAbsolver',
'ObjectInventoryLegendaryHammerAnwarGlory',
'ObjectInventoryLegendaryHammerAuroraShield',
'ObjectInventoryLegendaryHammerChampion',
'ObjectInventoryLegendaryHammerDragonboneHammer',
'ObjectInventoryLegendaryHammerFaerie',
'ObjectInventoryLegendaryHammerHammerOfTheWhale',
'ObjectInventoryLegendaryHammerJackHammer',
'ObjectInventoryLegendaryHammerLunariumPounder',
'ObjectInventoryLegendaryHammerMalletsMallet',
'ObjectInventoryLegendaryHammerScytheHammer',
'ObjectInventoryLegendaryHammerSorrowsFist',
'ObjectInventoryLegendaryHammerTenderiser',
'ObjectInventoryLegendaryHammerTrollblight',
'ObjectInventoryLegendaryHammerTwater',
'ObjectInventoryLegendaryHammerWillmageddon',
'ObjectInventoryLegendaryPistolBarnumificator',
'ObjectInventoryLegendaryPistolBloodcraver',
'ObjectInventoryLegendaryPistolBriarsBlaster',
```

'ObjectInventoryLegendaryPistolChickenbane',
 'ObjectInventoryLegendaryPistolDesertFury',
 'ObjectInventoryLegendaryPistolDragonstomper',
 'ObjectInventoryLegendaryPistolFullMonty',
 'ObjectInventoryLegendaryPistolGnomewrecker',
 'ObjectInventoryLegendaryPistolHolyVengeance',
 'ObjectInventoryLegendaryPistolIceMaiden',
 'ObjectInventoryLegendaryPistolMiriansMutilator',
 'ObjectInventoryLegendaryPistolPerforator',
 'ObjectInventoryLegendaryPistolSailorGeriShooter',
 'ObjectInventoryLegendaryRifleArkwrightFlintlock',
 'ObjectInventoryLegendaryRifleDefender',
 'ObjectInventoryLegendaryRifleEqualiser',
 'ObjectInventoryLegendaryRifleEthelbertBoner',
 'ObjectInventoryLegendaryRifleFacemelter',
 'ObjectInventoryLegendaryRifleHeroCompanion',
 'ObjectInventoryLegendaryRifleMarksman',
 'ObjectInventoryLegendaryRifleMolynator',
 'ObjectInventoryLegendaryRifleSakerFlintlock',
 'ObjectInventoryLegendaryRifleScattershot',
 'ObjectInventoryLegendaryRifleSimmonsShotgun',
 'ObjectInventoryLegendaryRifleSkormJustice',
 'ObjectInventoryLegendaryRifleSwiftIrregular',
 'ObjectInventoryLegendarySwordAvoLamentation',
 'ObjectInventoryLegendarySwordBeadleCutlass',
 'ObjectInventoryLegendarySwordCasanova',
 'ObjectInventoryLegendarySwordChanneler',
 'ObjectInventoryLegendarySwordDonorKebab',
 'ObjectInventoryLegendarySwordFishknife',
 'ObjectInventoryLegendarySwordInquisitor',
 'ObjectInventoryLegendarySwordMerchantsBodyguard',
 'ObjectInventoryLegendarySwordMogoShafter',
 'ObjectInventoryLegendarySwordMrStabby',
 'ObjectInventoryLegendarySwordPorkSword',
 'ObjectInventoryLegendarySwordShardborne',
 'ObjectInventoryLegendarySwordSlimquick',
 'ObjectInventoryLegendarySwordSouldrinker',
 'ObjectInventoryLegendarySwordSwingingSword',
 'ObjectInventoryLegendarySwordWolfsbane',
 'ObjectInventoryLegendarySwordThundaraga',
 'ObjectInventoryLegendarySwordThunderblade'

So, it should look something like this:

```

if Inventory.GetNumberOfItemsOfType(QuestManager.HeroEntity,
'ObjectInventoryLegendarySwordWolfsbane') > 1 then
  Inventory.RemoveItemOfType(QuestManager.HeroEntity,
'ObjectInventoryLegendarySwordWolfsbane')
  
```

end

This will remove one Wolfsbane from your weapons. At least, it SHOULD.

Or you could be cheeky and try this out:

```
local wolfsbane = {  
    'ObjectInventoryLegendarySwordWolfsbane'  
}
```

```
for key,value in pairs(wolfsbane) do  
    if Inventory.GetNumberOfItemsOfType(GetLocalHero(), value) == 0 then  
        Inventory.RemoveItemOfType(GetLocalHero(), value)  
    end  
end
```

Once you figure out what the names of your other duplicated weapons are, a slight alteration will work fine.
