

Prepare your module

(or Installation requirements)

V1.0 – 2024-05-14 by Septirage

This document aims to give you all the possible requirement to start usings S.E.P.T.I systems.
(In addition to the game itself, obviously!)

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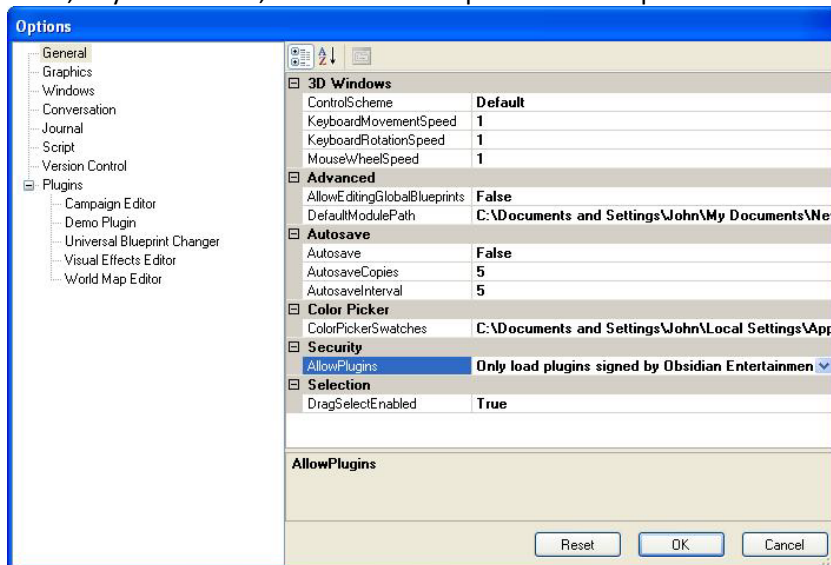
Toolset:

Installation:

You can refer to this good tutorial [here](#). But I will try to summarize it.

A toolset plugin is a dll. Put this dll in your “NWN2 InstallationFolder\NWN2Toolset\Plugins” folder.

Then, in your Toolset, select View -> Options. It will open this :



Change the AllowPlugins line to “Load all plugins” and click OK.

Requirements:

Advanced Script Compiler:

The Advanced Script Compiler for the NWN2 Toolset is a toolset plugin that improves the toolset's script compiler. Better code is generated by the new compiler, and more useful diagnostics (compile warnings/compile errors) are returned. It also allow script to use more features in scripts (called “non-standard extensions”).

Link:

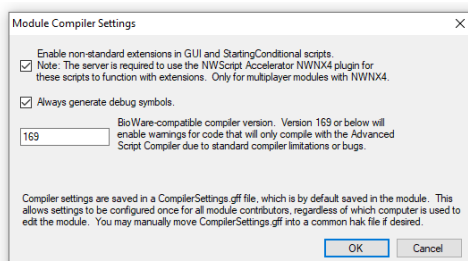
<https://neverwintervault.org/project/nwn2/other/tool/advanced-script-compiler-nwn2>

Note:

By default, the extended features in scripts (non-standard extensions) are not activated for GUI and StartingConditional scripts.

Please, allow the non-standard extensions for GUI and StartingConditional scripts.

(Plugins / Advanced Script compiler and tick the Enable non-standard extension [...])



Useful Extras:

PowerBar:

The PowerBar add you lot of useful tools when you use the toolset. A must have.

Link:

<https://neverwintervault.org/project/nwn2/other/tool/powerbar>

Note:

Be sure to grab the version 1.23, linked by CromFr in the comments.

(or grab it directly [here](#))

Usability Tool:

The Usability Tools plugin aims to add additional basic functionality to the NWN2 toolset. I can't live without the Resource manager and possibility to organize my scripts.

Link:

<https://neverwintervault.org/project/nwn2/other/tool/grinning-fools-usability-tools-plugin>

Server:

Requirements:

NWNX4 & bugfix:

You can't want to start a server without those. I will just quote the NwNx4 Readme :

"NWNX4 is a launcher for NWN2Server that injects code into the server process, in order to provide additional features and bug fixes"

This is needed for all plugins and almost all of our systems.

Link:

<https://github.com/nwn2dev/nwnx4/releases>

AuroraServerNWScript:

This plugin transparently improves the performance of NWScript, fixes several issues, allows support of C#, allowing lot of workarounds of the engine limitation.

Link:

<https://www.nwnx.org/phpBB2/viewtopic.php%3Ft=1803&start=0.html>

http://www.nynaeve.net/Skywing/nwn2/xp_AuroraServerNWScript/AuroraServerNWScript.zip

Clients:

Requirements:

Client Extension:

“The Client Extension is an add-on to the standard NWN2 game client that fixes various crash bugs, restores the Internet Server Browser for multiplayer listings, and adds new multiplayer functionality to the game [...]”

This one is special because it's on the client's side. However, I've chosen to put it on requirement because it's really a must have for your players. In future some systems can even don't work without it.

Link:

<https://neverwintervault.org/project/nwn2/other/nwn2-client-extension>

http://www.nynaeve.net/Skywing/NWN2/cliext/ClientExtension_Latest.zip