

xp MsgServer

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Guide for Admin

Requirements

To use the xp_MsgServer plugin you will need :

- [Nwnx4](#)
- xp_bugfix

Installation of xp_MsgServer :

Put xp_MsgServer.dll and xp_MsgServer.ini in your nwnx4 folders.

Add the nwnx_MsgServer.nss file in your module (or import it with xp_MsgServer.erf), this file contain all the function you can use.

Configuration of xp_MsgServer:

xp_MsgServer.ini :

- **loglevel** — will set the log verbosity
- **UseConnectionSystem** — set to true to use the whole connection system ability
 - **OnConnectionScript** — script called at the first step of connection.
Allowing you to start the whole connection securing process.
- **UseAnticheatCreation** — Enable the AnticheatSystem for CharacterCreation
 - **ScriptOnCreationError** — Script called on Creation Error.
 - **StopCreationFirstViolation** — If activated, will call the Script (or stop) at first (each) violations
 - **MinScaleX / MinScaleZ** — the minimal scale value allowed
 - **MaxScaleX / MaxScaleZ** — the maximal scale value allowed
- **UseAnticheatLvlUp** — Enable the AnticheatSystem for CharacterLevelUp
 - **StopLvlUpFirstViolation** — If activated, will call the script (or stop) at first (each) violation
 - **RangerCombatStyleFeats** — The list of the Rangers CombatStyle feats
 - **GrantedCondForEveryFeats** — Must came with change on levelup panel. Some modification can allow you to use the GrantedConditions (GrantedOnLvl & GrantedPrereq) for every feat. If you do those change, set this option to 1 in order to ensure correct checks.
 - **ScriptOnLvlUpError** — The name of the script called if an error is detected during levelup.

Scripts details:

OnConnection Script :

This Script have 5 parameters:

int **iUniquePlayerID** : The UniquePlayerID for this connection. Will be needed for specifics MsgServer functions
string **sPlayerName** : The incoming Player account name (gamespy account, see GetPCPlayerName).
string **sIP** : The Ip of incoming player (see GetPCIPAddress)
string **sCDKey** : The public CDKey of the incoming player (see GetPCPublicCDKey)
int **iPrivileges** : Current Player/DM/Admin privileges of the incoming player (see XPMsgServer_GetIsXXX).

Return value : XPMSGSRV_HEIMDALL_RET_* constant, depending of the result wanted :

- XPMSGSRV_HEIMDALL_RET_WAIT: Do nothing and wait for further actions before authenticating the player.
- XPMSGSRV_HEIMDALL_RET_ALLOW : Allow player to enter the server
- XPMSGSRV_HEIMDALL_RET_KICK: Kick the player out of the server (all the futures messages of this player will be discarded)

AntiCheat LvlUp Error Formats :

Each error will be on the format “ #ErrorName:{ parameters }.

The text in bold represents values. (exemple **iClassID** represent the value of the choosen class ID).

List of errors :

#too_many_classes:{ **iClass0ID**, **iClass1ID**, **iClass2ID**, **iClass3ID**, **iClass4ID** } => the player tries to get a fifth class.

#class_notvalid:{ **iClassID** } => the classID is not valid. This error is a final one. No other can be added after.

#class_notplayer:{ **iClassID** } => the chosen class is not a player class.

#class_level_too_high:{ **iClassID**, **iClassLvl**, **iMaxClassLvl** } => the player try to get **iClassLvl** for **iClassID** while the max lvl is **iMaxClassLvl**

#align_restrict:{Class: **iClassID**, GE: **iGoodEvil**, LC: **iLawChaos** } => the choosen **iClassID** is not allowed for the alignment

#class_prereq_error:{ **iClassID** } => the requirements are not met for **iClassID**.

#skill_restrict:{ **iSkill0ID** **iSkill1ID** } => one or more skill ID. Those skill are restricted and should not have been taken.

#skillrank_toohigh:{ **iSkill0ID**:**iNbSkill0Pts** **iSkill1ID**:**iNbSkill1Pts** ... } => one or more couple skill ID : skill points. Happens if the player try to put too much point in one (or several skills)

#toomany_skillPoint:{ **iSkillPtsAllowed** **iSkillPtsUsed** } => The player have used too many points

#rangercombatstyle_missing:{ } => The player try to level up a ranger (classID = 2) to level 7 and don't have any combat style feat.

#autofeatNotGranted:{ **iFeat0Id** **iFeat1Id** } => one or more featID. Those feats should have been automatically granted and are not added.

#familiarType:{oldType:**iOldType** newType:**iNewType** } => the familiar type have changed

#CompanionType:{oldType:**iOldType** newType:**iNewType** } => the companion type have changed while neither feat 2002 nor 2168 have been taken.

#DomainChanged:{ } => One or more domains have changed

#DomainDontExist:{ **iDomainID** } => the DomainID don't exist

#tooManyFeats:{ **iNbNewFeats** : **iMaxNewFeatsAllowed** } => The player have taken too many feats.

#featSelectionError:{ } => Something is bad about feat selection (not right number of domainsFeat, bonus feat , ...)

#featPrereqNotValid:{ **iFeat0ID** **iFeat1ID** ... } => one or more FeatID. The feats not met the prerequisites.

#SchoolChanged:{ } => the Magic School has changed

#SpellSchoolError:{ **iSpellID** } => The player have try to take a spell forbidden by their magic school

#SpellLevelError:{ **iSpellID**:**iLvlOfSpell**:**iLvlUsed** } => The player take **iSpellID** for **iLvlUsed** while this spell is **iLvlOfSpell**

#SpellError:{ **iSpellID** } => This spell don't exist or is removed

#SpellClassProgressError:{ } => The player try to progress in a class you don't have

#TooManySpellTakens:{} => *The player took too many new spells*

#SpellLvlTooHigh:{} => *The player take a spell with a level above the current maximum level allowed.*

#TooManySpellTakens:{ **iLvl** } => *The player take too many spell of iLvl*

#BadSpellRemoved:{ **iSpellID** } => *The player try to remove a spell they don't have*

#SpellRemovedTooHigh:{} => *The player try to remove a spell of a level above what is allowed*

#TooManySpellRemoved:{ iTotalSpellRemoved } => *The player try to remove too many spells*

AntiCheat CreateCharacter Error Formats :

Each error will be on the format “ #ErrorName:{ parameters }.

The text in bold represents values. (exemple **iClassID** represent the value of the choosen class ID).

List of errors :

#BadRace:{ **iRaceRow**, **iSubRaceRow** } => *Something is not valid on the Race or Subrace*

#AbilityError:{ **iStr**, **iDex**, **iCon**, **iInt**, **iWis**, **iCha** } => *Some base abilities (before racial change) are below 8 or above 18*

#BadAmountAbilityPoints:{ **iStr**, **iDex**, **iCon**, **iInt**, **iWis**, **iCha**, **iAbilityPointsUsed** } => *The amount of ability point is != 32*

#AlignError:{ **iGoodEvil** , **iLawChaos** } => *Alignement don't match one of the default values.*

#ClassPrereqError:{ **iClassID** } => *Some of the pre-requirements of the chosen class are not met*

#SkillTooHigh:{ **iSkillOID** : **iNbSkillPoint** ... } => *one or more pair of skill ID – Nb of skill points. Too many skillpoints for those skillID*

#SkillNotAllowed:{ **iSkillOID** ... } => *one or more skill ID. Those skills are not allowed yet they have been taken.*

#TooManySkillPoint:{ **iSkillPtsUsed** : **iSkillPtsAllowed** } => *the player try to use too many skill points*

#RacialFeatNotFound:{ **iFeatID0** **iFeatID1** ... } => *one or more featID. Those racial feat should have been taken*

#AutoFeatNotFound:{ **iFeatID0** **iFeatID1** ... } => *one or more featID. Those auto-granted feat should have been here.*

#BackgroundReqError:{ **iBackgroundRow** } => *the selected Background don't met the requirements*

#FeatNumber:{ **iFeatNb** } => *The player has tried to take more (or less) feats than expected.*

#FeatChoiceError:{ } => *While the number of feat seems correct, the player have taken more regular/bonus or domains feats than legally expected.*

#DomainFeatNotFound:{ **iFeatOID** **iFeatIID** ... } => *one or more feat id. Those domains feats should be present.*

#TooManyBackgroundFeat{ } => *The player selected more than 1 background feat.*

#AtLeastOneFeatNotValidated :{ **iFeatID** } => *At least this feat should not have been taken.*

#SpellSchoolError:{ } => *The player try to take spell from a forbidden school*

#SpellLvlError:{ } => *The player select a spell of a lvlX for a lvlY slot*

#SpellUnknow:{ } => *The player select an unknow (or removed) spell*

#SpellNumberLvlError:{ } => *The player don't take the right amount of spell for a specific level*

#ScaleXandYDifferent:{ **fScaleX** , **fScaleY** } => *On default character creation, ScaleX and Y should be the same.*

#ScaleError:{ X: **fScaleX** ,Z: **fScaleZ** } => *The scale are out of bounds.*