

# xp MsgServer / Heimdall

V1.2.0 – 2024-11-21 by Septirage

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# Guide for Admin

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## Requirements

To use the xp\_MsgServer plugin you will need :

- [Nwnx4](#)
- xp\_bugfix ( at least 1.0.74 - given in the pack- )

## 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
  - **KickOutMsg** — The text used on an error popup when the system kick out the player
  - **RememberMeTxt** — Text show for the checkbox on connection panel  
(Note that if the Text is set to "", the checkbox will not be visible)
  - **AutoAuthenticationScript** — script called at the first step of connection.  
To know if the player must the connection panel.
  - **ConnectionValidScript** — script called when a player try to connect.
  - **WelcomeMsg** — Message prompted to "new player". Comment to disable this prompt.
  - **WelcomePanelXml** — Xml file used for the WelcomePanel.
  - **KickPanelXml** — Xml file the kickScreen.
- **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.

## Installation of Heimdall:

Install xp\_MsgServer.

Put sept\_heimdall.xml in your hak. Add the WelcomePanelXml and KickPanelXml if setted.

Put the AutoAuthenticationScript & ConnectionValidScript as setted in xp\_MsgServer.ini in your module.

## Scripts details:

### AutoConnect Script :

This Script have 4 parameters:

string **sPlayerName** : The name of the player that is currently trying to log on the server.  
int **iIP** : The IP of the player that is currently trying to log. If you want to convert it in a string format, use the XPMsgServer\_IpIntToString function.  
string **sCDKey** : The CDKey of the player that is currently trying to log  
int **iPrivileges** : The current privileges of the incoming player.  
Work as imask with 4 for Admin, 2 for DM, 1 for Player.

Return value = HEIMDALL\_RET\_\* constant, depending of the result wanted :

- HEIMDALL\_RET\_BAN : will (only) block all communication from the current Player until the next server Reboot or call of XPMsgServer\_Unblock.
- HEIMDALL\_RET\_KICK : Kick the current Player. Showing the kick Panel with a message setted by **XPMsgServer\_ScriptResponseMsg**
- HEIMDALL\_RET\_NOK : The Player will not be AutoConnected and so will have the connection Panel.
- HEIMDALL\_RET\_OK : Validate the connection of the player, without need of the connection Panel.

### ConnectionValid Script :

This Script have 7 parameters:

string **sPlayerName** : The name of the player that is currently trying to log on the server.  
int **iIP** : The IP of the player that is currently trying to log. If you want to convert it in a string format, use the XPMsgServer\_IpIntToString function.  
string **sCDKey** : The CDKey of the player that is currently trying to log  
int **iPrivileges** : The current privileges of the incoming player.  
Work as imask with 4 for Admin, 2 for DM, 1 for Player.  
string **sPlayerLogin** : The login entered on the connection Panel.  
string **sPassword** : The password entered on the connection Panel  
string **sOption** : The option parameter from the Connection GUI (with default one : "1" if player check Remember Me, "0" otherwise) .

Return value = HEIMDALL\_RET\_\* constant, depending of the result wanted :

- HEIMDALL\_RET\_BAN : will (only) block all communication from the current Player until the next server Reboot or call of XPMsgServer\_Unblock.
- HEIMDALL\_RET\_KICK : Kick the current Player. Showing the kick Panel with a message setted by **XPMsgServer\_ScriptResponseMsg**
- HEIMDALL\_RET\_NOK : The Player will not be connected, keep the connection Panel active with the possibility of an "error" message setted by **XPMsgServer\_ScriptResponseMsg**
- HEIMDALL\_RET\_OK : Validate the connection of the player and so they can continue

## OnLevelUpError Script :

This Script have 3 parameters :

string sPlayerName : The PlayerAccount name that try a LvlUp  
object oCreature : The Creature that for which the LvlUp is tried  
string sErrorList : The list of all error encountered, in Specific format

Return value :

Return FALSE, will cancel the levelup for oCreature. Nothing will be changed.  
Else for TRUE, the levelup will be validated, as if no error was encountered.

## OnCreationError Script :

This Script have 2 parameters :

string sPlayerName : The PlayerAccount name that try to create a new characters  
string sErrorList : The list of all error encountered, in Specific format

Return value :

Return FALSE will cancel the creation of the Character.  
Else, for TRUE, the character creation will be validated, as if no error was encountered.

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

#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 chosen 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** } => *Alignment 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:{ **iFeat0ID** **iFeat1ID** ... } => *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 lvIX for a lvIY 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.*