

# xp MsgServer / Heimdall

*V0.91 – 2023-03-13 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
- **EnforcedSecurity** — Will kick a player out if he try to bypass some of connection system order. Keep it activated except for investigation/specific use
- **ErrorMsg** — The text used on an error popup
- **RememberMeTxt** — Text show for the checkbox on connection panel
- **DoYourRememberMeScript** : script called at the first step of connection. To know if the player must see the connection panel.
  - Not that if you **RememberMeTxt** or **DoYourRememberMeScript** , you will not have the checkbox and Remember verification.
- **ConnectionValidScript** : script called when a player try to connect.
- **WelcomeMsg** : Message prompted to “new player”. Comment to disable this prompt.

## **Installation of Heimdall:**

Install xp\_MsgServer.

Put sept\_heimdall.xml in your hak. Put the script given in xp\_MsgServer.ini in your module.