

# Narkissos Guide

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# Guide for Admin

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## Requirements

Before Narkissos, you will need to install and configure :

- [xp\\_aspectManager](#)

## Installation of Narkissos

Import the erf to your module.

Add the contents of the various Add\_ToHak folders to one of your Hak.

Now, one easy way to add it is to use a placeable (a mirror for example ) and put the script "sept\_narkissos\_launch" on the "OnUse".

## Extra Configurations

### Translations

In order to help translation, every text used by the system (including the ones in GUI) are stored in sept\_narkissos\_include.NSS. Just translate here and everything should react properly.

### Configurations

In case you want to change some behavior of Narkissos , several configurable functions have been grouped in the " sept\_narkissos\_include " file.

This allows you to adapt the system to some of your needs without difficulty. Some basic code behaviors and examples are already provided in it.

You will want to take a look at those script:

- Narkissos\_IsChangeAllowed: This function will define which option a PC will be able to see/change.
- scaleMinMaxValue\_Narkissos: By default, the script use the "Character creation" values. But you can adapt here to fit your wish.
- scaleNumberOfTick\_Narkissos: Linked with the previous one, this will define the possible precision of the changes.
- Narkissos\_PrintScale : To finish with the scales functions, If you want to convert a scale factor to feet or meters, you can adapt this.

Sadly, the tails and Wings can't be grabbed by the plugin like every other appearance stuff. It's purely 2DA dependant. You will need to adapt those function to match your need :

- numberOfWingStyl / numberOfTailStyl : Return the number of Wings/Tails model available for this Creature.
- indexOfWingStyl / indexOfTailStyl : Return the 2DA Variation (line number) corresponding to the "index" of your Wing/Tail.

## **Note on usage (or the Wing / Tail problem)**

Wing and Tail refresh don't always react as good as the other part due to Client Side limitation. To make sure change on it will be viewed. The character race appearance will be change during a short time and go back to his first form. This is a "normal" behavior. And will be see as a small "visual glitch" but, for now, I can't do it other way.