

Neverwinter Nights



Community Expansion Pack

FAQ

<http://www.nwncep.com/>

CEP FAQ

Wondering what the CEP is and how it works? This section is for you.

1.  **Why are there multiple download versions? What are the differences between them?**

The content of each version is exactly the same. The only difference is the installation method:

cepv150.exe – this is the recommended version for Windows users. It is small, self-installing, and even comes with an un-installer (not that we can imagine why you would ever want to uninstall it). It automagically detects your NWN expansion pack and installs the appropriate version of the CEP for you. It was built using a tool called Inno Setup (for the technically minded who care about such things).

cepv150_man.rar – this version is for Linux/Mac users and Windows users who want to install the CEP files themselves. Just like the Windows versions, files are included for all expansions.

cepv150_man.zip – this version is the same as *cepv150_man.rar* but uses zip compression for people who don't use RAR compression. Note that it is a significantly bigger download because zip is not as efficient as RAR.

2. **Can I use CEP if I don't own SoU or HotU?**

Yes. We support the base install (also know as the Live version), SoU (XP1) and HotU (XP2).

3. **Will the CEP work with both Gold and the original version of NWN?**

Yes.

4. **I have both SoU and HotU installed – which cep2da.hak file should I use?**

If you have both expansions, use the HotU version.

5.  **What patch level is required for the CEP?**

Currently the CEP requires patch level 1.64 to work.

6. Will the CEP still work when Bioware releases a new patch?

Yes. We will be patching the CEP at the same time or shortly after Bioware releases an update. We've put generous padding into the CEP to avoid any potential problems with future patches. Of course we cannot predict what the future holds or what the Live Team or how Digital Distribution will work but we have done everything we can to maintain compatibility in the future. In the case of conflicts, you can rest assured that we will have prompt patches and are even working on update utilities that will bring your modules and PW's back up online in record time.

7. Why did the CEP team include so many bovine/elemental/feline/orc/whatever creatures? I would have preferred to see more creatures of another type.

The key point to understand here is that the selection process for content to include in the CEP was never a contest. All available content that met the quality requirements was included. You do not have to worry that inclusion of a model you feel you won't use meant exclusion of another model you would rather have seen. If an item you wanted to see is not in the CEP it is because:

- a) it does not exist, or
- b) it did not meet quality standards, or
- c) it was created after our content lockdown date.

In the case of (c), we will look at including it for the next release of the CEP. In the other two cases you will need to find somebody to either create or fix the model you want before we will include it.

So take a deep breath and relax. Somebody else may want to use that water buffalo. The fact that they get to use it does not mean you are missing out on anything you wanted.

8. Can you play the Brownie and Wemic by just installing CEP?

Yes! Now you can. We have pre-created character bic files for the Wemic and Brownie characters, one for each class. Refer to the Bioware site to download these character files and start playing.

Brownie

http://nwn.bioware.com/players/cep_race_brownie.html

Wemic

http://nwn.bioware.com/players/cep_race_wemic.html

If you want to roll your own, you need to download CODI's Character Creator. Refer to this post by Papermonk for instructions:

<http://nwn.bioware.com/forums/viewtopic.html?topic=336604&forum=83>

Not only that, we've customized robes to work with the Wemic in patch 1.50 as well. What more can you ask for?

9. Did Bioware make the CEP?

No.

No.

No.

and...

No.

This is a common misconception. Bioware did not make **any** of the content here! The CEP team did not make most of it either. Everything was made by people in the community spending time and learning 3D modeling, texturing, etc. All for you! The CEP team has simply filtered, organized, tested and fixed it (oi, did we have to fix a lot). While there is some material in the CEP that was created by CEP team members, the vast majority was made by other individuals out there. They are the ones to thank here. You can find a complete list of content creators in the Builder's Guide.

Bioware's involvement includes making the awesome game and tools that made all of this community content possible. They have also very generously provided their resources and manpower to publicize the CEP for us to make sure that everyone knows about it. However, their involvement goes no further than that.

I suspect that Bioware would love to be more heavily involved in CEP but the legal aspects of including user-made content will make sure that this never happens. This isn't Bioware's fault - don't complain to them about it. We live in a society where you can sue large restaurant chains for millions of dollars if you spill hot coffee on your legs. If intellectual property laws and today's general litigious environment change, it might be possible - however, we're pretty sure monkeys will fly out of SBird's butt first.

10. Why no tilesets?

There are several reasons why we did not include Tilesets in Release 1.

a) They can be really big - the CEP is already large for dial-up users and adding tileset was just too much for the 1st release.

b) Tilesets are very complicated. Stroll around the Custom Content forum some time and read the discussions about tilesets. If it looks like Greek, there's a reason for it. Back when we were first assembling the material to put in the CEP, there were only one or two of us qualified to do tileset work. Adding tileset would have probably set us back more than a few months had we tried to put them in at the start.

11. Will there be a CEP version 2?

We're planning on it. I mean, if a meteor or something hits the Earth and wipes out all life, the schedule will probably slip a bit but we are actively gearing up for CEP2. That doesn't even include the smaller updates we'll be doing to address bugfixes and new Community Content that's come out recently.

Timeframe? Too early to tell.

Compatibility? Of course. We will strive as hard as possible to make CEP2.0 completely compatible with CEP1.0 so that someone with CEP 2.0 can play modules that are CEP1.0 compliant without any hitches.

Content? Still too early to say. We are looking at a number of areas and have received some good suggestions in response to the first Bioware Wednesday as to where else to look. Not everything out there will go into the CEP since one of our guiding principles is not to include content that rewrites default Bioware behavior. The watchword of the CEP is More! (not Different!)

12. How much will the CEP cost me?

NOTHING!

It is completely free! That right, folks, come on down to Crazy Eligio's Custom Content Center where our prices are INSANE!!!

If our prices were any lower, we'd be PAYING YOU to take this stuff!

13. Are there non-English language versions of the CEP?

Indeed there are! The Spanish translation of the CEP is already available on NWVault. Look for German and French versions coming soon. If you are interested in doing the translation for us we will look at making it available in other languages. Send email to support@nwncep.com.

14. I have a 56K modem - can I get CEP on CD?

A CD distribution system is not in place at this time. Also note that one of our key testers downloaded 8 different beta versions of the CEP over dialup! It is generally best to do overnight and with software that supports restarting a download where it left off.

15.  Is there a CEP Original Campaign?

Not with the initial release. We do have a short little demo module by JulesLawrence that showcases some of the new content but is probably not the epic role-playing experience you were hoping for. There are also modules available on NWVault for the CEP, including a continuation of the NWN Original Campaign by Seryn, a CEP team member. A number of Persistent Worlds are currently running the CEP as well.

16. Can I use the CEP in the Original Campaign, SoU campaign, or HotU campaign?

Yes. You can find instructions in this thread:

<http://nwn.bioware.com/forums/viewtopic.html?topic=336324&forum=83>

17. Will you be highlighting those modules that are built specifically to take advantage of the CEP?

Yes. Maximus has already added a CEP indicator to the Module search fields on NWVault. Module builders will need to choose the CEP as the game patch option when posting their work. We will also likely highlight some new modules on the CEP web site (<http://www.nwncep.com/>).

18. Is the CEP really easy to install for the average NWN player?

Yes. We have an auto-installer for Windows (developed using a program called Inno Setup). If you are a non-Windows user or are the sort that blanches at the thought of running an executable on your machine, we also have a do-it-yourself version where you get to drag and drop the files around - takes less than a minute on most machines (most of that time is spent watching Windows scroll the file copy progress bar.) This do-it-yourself version is available in both zip and RAR formats.

19. Can I use the CEP for my PW or for multiplayer?

Yes, we believe that CEP is ideal for PW servers. You have two big advantages:

- a. The CEP will be widely available on people's computers and they won't have to download it for just your PW – they are downloading it for all of the multi-player and single-player CEP compliant modules out there.

b. if a Bioware patch breaks something, you have a dedicated team of people who are working on a fix for you. Spend your time making your world, not 2DA wrangling!

20. Can I use the CEP with other Hak Paks?

Yes. We've padded out 2DAs so that adding custom content on top of the CEP is a snap. The advantage, of course, is that lots of the content you'd probably be putting into your own hak will already be in CEP so that it greatly reduces the work on your part and the download size of your own hak pak when you are done.

21. How large a download is the CEP?

That depends on which version you download. At present, the autoinstaller version is about 130MB, the RAR compressed version is 145MB and the zip version is just over 200MB.

22. You left out my favorite hak! Will you please add it to the CEP?

We have tried to do a thorough review of the content posted on NWVault. Please review the CEP inventories:

- i. [cepbasetem inventory](#)
- ii. [cepanatomy inventory](#)
- iii. [cepcreature inventory](#)
- iv. [cepplace inventory](#)

The inventories will tell you whether your item was left out because it was not compliant or if it was accidentally missed. If it was not compliant, we will not add it on request unless a modeler takes the time to make the hak compliant. If it was accidentally missed (hey, we aren't perfect!), please send us a link and we will review it for inclusion in a future release.

Player's Troubleshooting FAQ

If you have problems with the CEP, refer to the questions below.

1. Why do I get an error message about a corrupt file when I install the CEP?

This error means the installation file you downloaded is corrupted. Unfortunately this means you will need to download it again. I would suggest getting it off of NWVault (<http://nwwvault.ign.com/cep/>) as this is the most stable and highest bandwidth mirror.

If you need to download a specific hak file, they are available at <http://www.nwncep.com/>.

2. I played a game using the CEP, exited to the main NWN game menu, then started another CEP game. Some of the custom heads/torsos/etc. disappeared! What gives?

This appears to be an error with the game engine and there is nothing we can do about it. It affects most custom anatomy including popular packs like Lisa's Clothes Horse. The solution is to exit NWN completely then restart it before starting another game.

3. None of the new portraits or heads show up when creating a character on a server version of the game. But they work for a single player game. Why?

Unfortunately, the new heads and portraits are not available at chargen on a server version of the NWN game. This is because the server does not load the new game resources until after character creation. We are unable to change this behaviour. The workaround that has been suggested by the community is to unpack the heads into your /override directory and the portraits into your /portraits directory (search on NWVault – several people have uploaded the required files for you). Or create the character in single player and then save it and copy to the server vault (this only works if the game server admin allows external characters to be brought in).

4. Why do some of the models in the game have broken shadows?

Probably because we missed some of them. We fixed broken shadows until we were blue in the face. They are one of the most common mistakes for modelers to make. They are also often subtle and hard to catch. Instead of generalizing, please submit specific bugs (with enough

information for us to identify the broken object) to support@nwncep.com and we will try to fix them.

5. Some of the items show up with white textures in the game!

Does your video card support DDS files? If it is an older card it may not support DDS compression and you will experience this problem. Unfortunately, the CEP does not support low-resolution textures. The minimum graphics card requirement is one that supports DDS textures – we believe if cards are DirectX 7.0 compatible they meet this requirement.

In keeping with the results of the NWN Graphics Card poll (<http://nwwvault.ign.com/features/interviews/Graphics090803.shtml>), we will only be supplying a hi-res texture hak. Almost 90% of NWN game players have over 64MB of VRAM and 97% support DDS graphics, two key requirements for hi-res textures. The only advice we can offer is to upgrade your video card. Cards capable of displaying DDS files can be acquired for less than \$50.

6. I added the haks to my module but none of the items show up!

Are you a player who just added the CEP to an existing module?

New content does not magically integrate into module areas or scripts (for example, the default treasure scripts do not recognize the new content). You need to actually create new items and leave them scattered around the module for your characters to find. If you are a builder, refer to the Builder's FAQ for more details.

7. Why are there no feats for the new weapons?

The short answer is that the NWN game engine does not, at this time, support custom weapon specialization or feats. Who knows what the future holds for the engine? But yes, it does mean for the initial release that players won't be able to take specialization in the violin bow or epic falchion of uber destruction feats.

Having said that, you have not yet experienced the joy of skewering a water elemental on the pointy tines of a trident. Or the sheer mouth-dropping amazement of getting your a** kicked by a nunchaku-wielding monk opponent. There are lots of ways that new weapons add that wow effect to a campaign that aren't dependent on feats.

8. Why are the slimes all black in-game?

This occurs for some video cards when Creature Environment Mapping is enabled (you can find this in the Video Options section of the game). It is unclear why this is happening and appears to be a bug with the NWN

game engine. You can go into the Video Options setting and turn Creature Environment Mapping off.

9. Why do portions of the magic mouth or leaves on the trees flicker/disappear in some views?

This is a problem with the NWN game engine. Some of the CEP models use alpha masks and these do not render properly in NWN when stacked (i.e., if your game tries to render something with an alpha mask and there is another one behind it). That is the technical explanation for the fact that we cannot do anything about it.

10. After I added the CEP, the new HotU and/or SoU creatures have changed. The mind flayer is a penguin! What gives?

The most common cause of this is that you did a manual install of the CEP and used the wrong version of cep2da.hak. For example, the Live version of Bioware's 2da file has mind flayers listed as penguins. Swap in the correct version of cep2da.hak for your expansion version.

11. When I attempt to use one of the CEP modules I get an error message that the module was created using a newer version of toolset and/or game resources. How do I open them?

We have received a handful of reports like this. It appears to be due to a corrupt NWN patch on your machine (i.e., the last time you automatically patched the game something did not install correctly). This is not a problem with the CEP and you will likely encounter it with any module created with the latest version of the game. You can wind up with problems like this if you installed a beta patch and did not use the uninstall procedure that comes with it before patching to the final version. Or it may just have been a failed patch attempt through no fault of your own.

You have two options:

1. Try to revert to a previous version of the game and then repatch. When you have done that, check that your patch version is 1.62.8047 (not 1.62.8037). Some people report success with this method but not everybody.
2. If that fails, try a critical rebuild. You can download the patch for a critical rebuild and follow the instructions here: <http://nwn.bioware.com/support/patch.html>

12.  Spells such as darkfire, bless weapon, etc do not consider the new swords as weapons and spells are cancelled. The scare spell gives a script error. What gives?

9/28/2004

Unfortunately, there is no way to get the game engine to recognize these new weapons as weapons; this is a limitation that we have to live with, similar to the issue with having no specialization feats on the new weapon types.

Builder's Troubleshooting FAQ

If you are a module builder, and are having problems with the CEP, this section is for you.

1. Why do the categories and blueprints in the toolset have strange names?

- OR -

What is with the story about the troll in the toolset palette?

- OR -

Why do some of the new weapons have garbage names in-game?

The CEP uses a custom talk table for all of its text information. You (or your module builder) must associate the CEP talk table with a module for this information to show up properly. You can do this within the toolset by:

- a) selecting *Module Properties* from the *Edit* menu
- b) go to the *Custom Content* tab
- c) add cep as a *Custom Tlk File*.

2. I don't have a TLK option on the Custom Content tab of my Module Properties.

You probably have a game version less than 1.62; you will need to upgrade. The CEP requires version 1.62 as a minimum requirement to play. You can use it with the Live, SoU or HotU versions of this but they must all be at the current patch level.

3. I would like to change something about the CEP. Do you recommend I edit the CEP files?

No, not directly. One of the main benefits of the CEP is that it is intended to be a community standard. If you start to edit the CEP files, your version will no longer be standard and you will force players to download a version specific to your module.

Having said that, it does not mean you cannot add things on top of the CEP or change CEP behaviour – we have always intended for the CEP to be an open standard that can be built upon and customized for module builders. The recommended way to do this is to create your own hak pak and put it up higher in the priority list of your module than the CEP. That way, your content overrides the CEP. The advantage of this approach is that it will make the download of your hak pak considerably smaller than it would have been had you forced players to download your version of the CEP itself. For details on how to do this, refer to our Builder's Guide.

4. Not all of the weapons have 4 colors!

We added the fourth color for all weapons in version 1.50 of the CEP. Note that some of the 4th color weapons are the same as color 1 components. We felt it was important to the stability of the game to have all of the weapon components available even if some were not unique. In future releases we may switch some of these to darker version so be prepared for this.

5. I don't want to put all those creatures and placeables in the toolset manually. Where is the ERF file?

You don't need an erf file. The blueprints are included directly in the hak. After you add the haks to your module (the Custom Content tab in the Module Properties dialog), the game will automatically update your item, placeable and creature palettes. This saves you the trouble of having 7MB worth of erf file permanently tied to your module.

If you want to change one of the blueprints that we provide, simply right-click on it and choose "Edit Copy" to make your own version. You can ignore the warning that comes up – as long as you use "Edit Copy" it does not affect you.

6. All of those CEP blueprints clutter up my Custom Content Palette. Can you remove them?

We recognize this as one of the most significant issues we are currently getting with the CEP. We are looking at ways to unclutter the Custom Content Palette while still providing you with all of the CEP blueprints. Stay tuned for details.

7. I replaced another hak in my module with the CEP but my Pit Fiend now looks like a goblin!

This is not a problem with the CEP – it is a function of the Aurora Toolset. Unfortunately, with the way the NWN game engine stores model information, you cannot easily swap one hak for another. You need to go through each item and either edit the item to change its appearance (this usually works for creatures, etc.) or you will need to delete and recreate the item (this is usually required for custom weapons and other items). Refer to the Builders Guide in the section on Replacing Haks with the CEP for details.

8. I get all kinds of errors when my module rebuilds after adding the CEP!

If you have any problems with the rebuild, they are most likely caused by problems with your module itself – adding the CEP alone should not cause

problems. To test this, rebuild your module prior to adding the CEP haks and clean up any problems you encounter. If this does not work, see the next question.

9. I replaced another hak in my module with the CEP but I get errors when my module rebuilds!

This is similar to problem #1. When you remove a hak, you may be 'stranding' some custom content you had previously used. The only solution is to go through each error, determine the item or script that is causing problems, and update it. This is not caused by the CEP content itself – it is a problem with removing your old hak pak.

10. NWN Explorer seems to crash when I try to view CEP files. Why?

Unfortunately this is a known issue. This is a problem with NWNExplorer although it generally only occurs with the cep2da.hak as far as I know. NWNExplorer does not support custom talk tables and crashes when it encounters one. Hopefully this problem will be fixed in a future release of NWNExplorer because it will affect any content that uses custom talk tables.

11. I added the haks to my module but none of the items show up!

Are you a module builder?

- if so, where are you looking for the new content? The new content will show up in the custom toolset palettes (not the standard palettes). If it is not there, right click on the custom palette and select *Refresh Palette* to make sure it is loaded.
- Did you save your module, close the entire toolset, and then restart it? The Aurora Toolset does not always reload all resources when you add new haks to a module unless you restart it. This is a bug with the Aurora Toolset.
- If you think you did all of that, try it again. Check in *Module Properties* that the haks are still there and in the right order. Check that the talk table (*cep.tlk*) is also installed. Close out of the entire toolset and restart it again.

Did you include other haks in addition to the CEP?

- You may have conflicts that prevent the CEP content from being recognized. This usually occurs when a hak with higher priority (one higher on the list in the Custom Content tab in the toolset) does not contain all of the line items of other 2das with lower priority. Use the Check for Conflicts option in the Custom Content

tab to check if there are conflicts between your other haks and the CEP. Or open the other haks and look for .2da files that overlap with the ones in cep2da.hak files. We provide general guidelines on how to resolve these issues in the Builder's Guide.

12. When I try to create a new item with the Item Wizard it crashes the game.

Did you add all of the CEP haks? You cannot pick and choose individual haks even if you don't want the content in them. You must add them all to your module. Check the Custom Content tab in your module and verify that the haks have all been added and show up in the order specified in our installation instructions. Sometimes the Aurora Toolset crashes when it cannot find all the models that it expects.

13. Can you create a new item for me? I really need it for my module and can't find one anywhere.

The goal of the CEP is not to create custom content but to package it for use. If you can find a modeler to create your item, feel free to let us know about it and we can see about including it in a future version of the CEP. We cannot take requests because we do not have the resources available to satisfy them.

14. You left out my favorite hak! Will you please add it to the CEP?

We have tried to do a thorough review of the content posted on NWVault. Please review the CEP inventories:

- i. [cepbasetem inventory](#)
- ii. [cepanatomy inventory](#)
- iii. [cepcreature inventory](#)
- iv. [cepplace inventory](#)

The inventories will tell you whether your item was left out because it was not compliant or if it was accidentally missed. If it was not compliant, we will not add it on request unless a modeler takes the time to make the hak compliant. If it was accidentally missed (hey, we aren't perfect!), please send us a link and we will review it for inclusion in a future release.

15. Why does the game crash more often now that I have replaced another hak in my module with the CEP?

This typically occurs if your players or characters still have items in their inventory that refer to equipment from the hak you replaced. You must

delete all inventory equipment referring to the old hak from the module/players to avoid this issue.

16. How can I uninstall the CEP from my module?

Not that we can ever imagine you would want to do that, but on the off chance you do, the process is fairly simple but can be laborious:

1. Go to the Custom Content tab. Remove all 8 of the cep haks. Remove the cep.tlk file from the Custom Talk Table entry.
2. Close out of this. It will ask you to rebuild the module. Click on OK and do this.
3. Go into the creature, baseitems and placeable custom palettes. Right click and select "Refresh Palette" (strictly speaking this step should not be required but just to be safe go ahead and do it anyway).
4. Here is the laborious part. For anything you added to your module that uses the new custom content, you need to go into each of those blueprints, items, creatures, whatever and change them to something non-CEP.

That should be it. Some people who still experience weird problems may find that they have stuff in their override folder. If you do, delete it (the only thing typically in there should be a single file: a med kit icon from Bioware's updates).

you are a module builder and want to know more about the CEP Crafting System, this section is for you.

17. Can you explain this whole cep1patch150.hak thing?

Okay, it is a bit tricky but these are the general principles behind how we are packaging our releases:

1. The original CEP v1.00 included 8 haks from cep1patch.hak through to ceptexture.hak. The first, cep1patch.hak, was for the most part empty.
2. The first patch CEP v1.01b included primarily a new cep1patch.hak, cep2da.hak, and cep.tlk file. This means that the bug fixes in that patch work on old or new CEP modules.
3. This patch includes a new cep1patch.hak, cep2da.hak, cep.tlk and a brand new file cep1patch150.hak. Here is what they contain:

- i. cep1patch150.hak – this contains all new content for v1.50 of the cep except for armor and baseitems
- ii. cep.tlk – this contains the updated talk table for cep v1.50
- iii. cep2da.hak – this contains all 2da files and blueprints for content found in v1.00 of the cep (including any bugfixes for these files)
- iv. cep1patch.hak – this contains all bug fixes for content found in the first release of the cep plus new armor and baseitems

Why so complicated? This allows you to use cepv1.50 with any module built using v1.50 **or earlier**. What's more, you get the benefit of all of our bug fixes in those modules.

What's more, it forces players to have v1.50 of the CEP installed if they want to use a module that was built with v1.50 content. This means to create a CEPv1.50 module you need to include the new cep1patch150.hak as well as the previous ones.

Finally, it allows you to transfer characters back and forth between a v1.50 and a v1.01 or earlier module because all the new baseitem components are in cep1patch.hak which is accessible in earlier modules.

Crafting FAQ



If you are a module builder and want to know more about the CEP Crafting System, this section is for you.

1. What is CEP Crafting?

CEP Crafting is a set of scripts and a dialogue replacement that override the default Bioware crafting system when installed.

2. Why is there a CEP crafting system? Why alter the game?

While the CEP team is against altering the game itself as much as possible – providing only new content for builders to make use of – we felt that it was warranted in this case to overwrite a small segment of Bioware's work. Bioware's default dialogue and crafting scripts, while an excellent basis, did not work well with custom content that was not sequentially numbered with the Bioware models. While players would be easily able to craft standard items using these scripts, they would not be able to easily craft many CEP items and in some cases they would not be able to craft them at all.

3. A brief history of CEP crafting – Okay, so this isn't a question, but we thought it bore mentioning.

Sometime during our last month or so before release, Loki volunteered to adapt a crafting system to the CEP so we could solve this "uncraft-able custom content" problem. At that time, SartriX's system had been discussed by several CC authors, and so he settled on that.

Thus came version 1.0. And it was good...sort of. There was a bug or two in that first release, not the least of which was a price-resetting error that we somehow missed in testing until it was too late to change things. Some PW owners and server admins also messaged us shortly thereafter about an item duplication bug.

Version 1.01 fixed both of those, so it seemed things were well...until we hit another item duplication bug report. So then came the last round of changes to fix this as well as some logic errors Loki found in SartriX's original code flow. From here, we hope to add some more robust support for dyes and the like and include some CEP custom dyes in the mix.

4. Isn't this entire system just SartriX's crafting system with a global text search and replace?

Yes and no. This system is heavily *based* on SartriX's code – being a modification of his work – but has since departed somewhat from his source. In particular, several bugs were found in the version of SartriX's code that we downloaded, so Loki has been fixing them as we go along. Many sections of the code are essentially the same however, being basically, as you say, a global rename.

5. Where is it different then? Where are the algorithmic difference?

Algorithmically, on a basic/macro level, there is very little if any difference. Most changes were made to shore up things like stolen flags not getting set properly, not taking into account the drop-duping exploit without external measures, and to make the main program loops in his item-altering functions more friendly to the often gap-laden numbering in CEP model indexes. Beyond that, Loki has added in extra code or replaced functions here and there for the purpose of avoiding exploits and the like.

6. Why don't you guys have a fix/workaround for exploit X which is crippling my PW?

Probably because we don't (or to be more accurate, Loki does not) know about it. No really, in all honesty, that's likely the case. By and large, he doesn't have the time to read the CEP Forum. So if you have a bug or problem on your PW or server, don't come on the boards and complain that we'll never fix this bug...because if you do that, unless another team member catches your post, chances are we never will. Please send **detailed** (exact method of bug or exploit reproduction, etc.) information to support@nwncep.com. Also be a little patient...Loki, the one coding this stuff, lives 13 time zones away from most CEP members and 6 or 7 from our nearest member... the result being he can't exactly fire up a server to test with the team in real time and needs to send prospective bugfixes to some PW admins we know to test out.

7. How do I install CEP Crafting?

Well, this is quite simple, really. You just import the appropriate ERF file, included in your NWN CEP install package for all versions 1.01 and later, and you're done. Originally, in 1.0, the files were in the HAKS and thus auto-installed, but that had the unforeseen side effect of making things non-overridable, so this was changed in 1.01.

We apologize to any inconvenienced by this change.

Note also that due to some quirkiness in the toolset, those upgrading from version 1.0 to 1.01 or later may have to manually remove the crafting

system. This would be a three step process.

a) First, make sure to replace your old haks with the newer ones or use the CEP updater to overwrite your haks if it is an updater release. This will replace your existing haks with the newer ones that don't contain the scripts, etc. associated with CEP crafting.

b) Second, go and delete the dialogue file `x0_skill_ctrapp` from the dialogues tab of your module, followed by the scripts `zep_inc_craft`, `zep_always_false`, `zep_is_robe`, `zep_not_robe`, and all scripts starting with `zep_cr_*`.

c) Last, import the new crafting ERF file.

8. How can I overwrite/disable this thing if I don't want it?

Well, if you've downloaded the CEP fresh from version 1.01 and up, the answer is simple...just don't install it. If you have version 1.0 and have upgraded to 1.01 but not imported the ERF of crafting data, you can simply manually delete the files involved in CEP crafting from you module. See the list in question #7 above.

9. What do I need to know as a builder or PW admin to use this once it's installed?

Note that I'm assuming you have installed the CEP Crafting system without problems already, as described in question #7 above, so I'll just be covering things to be aware of in terms of the effect of the system on your module, etc.

Note that there is a placeable object in the miscellaneous custom tab of the placeable palette called the CEP CRAFTING PLACABLE. This is an invisible, inventoried placeable that is used to help prevent duplication. It was inspired by Bioware's own implementation. Essentially, when a player crafts an item, their original will be stripped from their character and placed in this container, and they will be working with a copy of that item. If they cancel out, or fail in the crafting, their original is returned and the copy is destroyed. If they succeed in crafting, it will be destroyed and they will keep the copy. If you are a PW admin or builder, I recommend you place this in some player-inaccessible area. Anywhere is okay, the functions should be able to find it regardless of location. If you do not create and place one yourself, the first time a player crafts an item, one will be generated automatically at the default location on that player's map...this defaults to XY coordinates of 0,0 IIRC, so be aware of this.

Next to be aware of is the `ZEP_PurifyItem` function. This will check a player's item to ensure it is not a crafting duplicate. If it is, it will destroy the item, make a log to the server's log file, and notify all DMs of the player possessing a craft duplicate. There is also the related `zep_cr_nocheat` function, which is intended to be dropped into the `OnClientEnter`

module hook...this function will iterate through a player's inventory and equipped items, running a `ZEP_PurifyItem` on all of them, thus stopping potential dupers at the door and warning all DMs. This function makes use of another function, `ZEP_PurifyAll`, which will cycle through a target player's inventory to purify their gear. Note that a PW scripter can easily just insert a call to this function into their `OnClientEnter` hook if they have existing code in that hook.

10. What do I need to know or what should I want to know as someone planning on altering the existing system rather than starting from scratch?

Well, most of the system is in the same general form as SartriX's original code. Areas I have modified I have done my best to document clearly. These areas will typically be labeled in some obvious fashion, such as "Note from Loki:". There is also a bit of expansive explanation in the headers of each of the larger scripts, especially in the `zep_inc_craft` script, which is an include file with the bulk of the system's functionality encapsulated in it. There are a number of toggle-able flags there as well, and I hope to add more in a future version, should more features be added (this is all depending on my workload under my main heading as Anatomy Developer).

Departures from SartriX's system include: using the Bioware price and DC guidelines rather than his with the sole exception of helmets and shields, since they were not craftable in Bioware's default system so we had no standard to fall back on (though I have left functionality for his optional DC and Price guides in, this should theoretically be able to be re-enabled via constant in the header file), moving the robe appearance out of the main armor modification area and back into its own window (like the Bioware implementation-though his original internal version remains, it is merely disabled by using a check against "`zep_always_false`" in the "Text Appears When" block of the crafting dialogue), disabling the need of dyes for altering the colors of weapons and shields...this was inevitable, as the CEP weapons and shields don't necessarily follow Bioware's progression of colors Silver->Brass->Gold properly, so it seemed odd for the scripts to require gold metal dye to make a rusty black bladed longsword, for example. This could of course be re-enabled, as I have merely taken out that check in the code, but doing so would likely cause incongruity between required dye and item color.

Where possible, I have encapsulated functionality into functions rather than using long complex blocks of code. This should make it easier to use portions of the code or alter things, by simply altering function arguments or changing some constants in the header.

If you are unable to find your answer to the question here, contact the CEP team at support@nwncep.com.