Neverwinter Nights

Community Expansion Pack

Player's Guide, v1.50

http://www.nwncep.com/

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The Community Expansion Pack

If you are a player and have downloaded a module that requires the Community Expansion Pack (CEP) to play, you can go directly to **Getting Started for Players**.

If you are a module builder or custom content creator and want to use the CEP in your new module, you should be reading the **Builders Guide**.

Welcome to the Community Expansion Pack

With well over 400,000 downloads since its release in March of 2004, the Community Expansion Pack (CEP) has surpassed most people's expectations in terms of popularity and of becoming a single, integrated source of high-quality custom content for Neverwinter Nights.

As a player, you download the CEP **once** and you can use it to run any CEP-compatible modules. If you have never used custom content before, don't worry: *the CEP does not affect your NWN game installation*. It is simple – taking only minutes to install – and is only used if you play a CEP-compatible module. You don't need to understand haks, talk-tables or all of the complicated jargon around custom content. It's that easy and you will be amazed by what it can do for the look and feel of those CEP-compatible modules.

As a module builder, you can make use of the CEP content to greatly expand the resources you can use to tell your stories, to captivate your players, and to wow your audience. It is easy to install and the new content is right at your fingertips. Tried, tested and true. If you have been overwhelmed by the idea of learning how to merge hak paks, the CEP is for you. Even if you know how to build your own content but have been disappointed at the lack of quality in what is available, the CEP is for you. If you still want flexibility in your modules, you will find that it is easy to build upon the CEP itself – and you don't have to worry about players downloading huge hak paks for a single game. After you download the CEP itself, you should also get the supplementary material in the Module Builders Guide (that material is for module builders – you don't need it if you just want to play a CEP-compatible module).

Still not convinced? The watchword of the CEP Team is **more**. More content. More quality. More flexibility. More more. Here is what you get with the CEP:

More Content

The CEP gives you access to the best custom content on NWVault as well as material that is unique to the CEP.

- New creatures that are not available anywhere else including crabs (both normal and giant sized) and animated objects (books, chairs, tables, etc.)

- Over 460 NEW! community creatures from fiends like the Gelugon to new goblin models, giant ants, owlbears, and everything in between

- Wing and tail nodes added to many of the humanoid creatures in the CEP – a feature you will not find anywhere else

- New dragon, bird and erinyes wings, as well as a cat's tail for NPCs

- Two new dynamic creatures suitable for PCs: the Wemic and the Brownie

- 15 NEW! completely new weapon types including the falchion, maul, nunchaku, and trident

- New components for thousands of unique weapons

- 1270 NEW! new inventory icons including rings, robes and books

- 94 NEW! new items from holy symbols to musical instruments

- 329 NEW! new small, large and tower shields

- New components for thousands of unique armor and clothing types, including Lisa's "clothes horse" inventory with robes, gowns, kilts and other fashions

- Over 1,500 NEW! new placeables from plates and bowls to siege engines, ships and towers

- 130 **NEW!** new NPC portraits for dwarves, elves, gnomes, halflings, humans, half-elves, half-orcs, wemics and driders

- All of the new creatures and placeables come with blueprints so that they can be literally dropped into your module and used or can be modified as you see fit. Many of the new clothing and items come with blueprints so that you can see the realms of possibility with these. Because of the vast number of permutations of this content it was impossible for us to provide blueprints for all of this new content

More Quality

The CEP isn't just about quantity – it is about high-quality content that plays nicely together. The CEP Team has published a set of standards for community content and has applied these standards to the community content on NWVault to build the CEP. For the material included in the CEP we undertook to scrub and update it.

- Textures cleaned up and converted to DDS format for better performance on your PC and to save space for downloading. We saved literally hundreds of megabytes of space this way

- Weapon and other item models renamed and renumbered so that they do not overlap and can be used together

- New colors added to many weapons to provide the full 3 color options used by Bioware. All weapons now have the 4th color introduced with HotU

- Clothing models renamed and renumbered so that they do not overlap and can be used together. Note: Lisa's clothes horse was deliberately not renumbered so that existing ERFs and PCs using her clothes could be imported into CEP-compatible modules with minimal fuss

- Animated models super-modeled where appropriate to eliminate redundant animations and reduce file size. This saved over 50MB of space

- Placeable models renamed to meet Bioware standards so that use-nodes would work properly

- Icons for all types of items cleaned up and added alpha-masks where required

- Eliminated overlap with Bioware content so that CEP content does not break things in the original game

More Flexiblity

It is not just about a one-time expansion pack. More flexibility to keep up to date with all of the new content that the community produces is key. To help accomplish these goals and simplify use of the CEP, the CEP team will adhere to these principles:

1. Do no harm to CEP users and their game installations.

2. Minimize unnecessary changes and manual effort when patches or new content come out from Bioware by centralizing these changes and structuring the CEP products to minimize re-downloads.

3. Make it easy for module designers to use CEP content and to add their own content on top of the CEP – still without requiring huge downloads.

4. Remain consistent with the thematic and world view guidelines established by NWN.

5. Be inclusive of as much content off of NWVault as possible without violating these guidelines.

We would like to thank our supporters, those who have built and played modules for the CEP, and those who have provided us recommendations to continue to improve it. We hope you enjoy the CEP.

If you have additional feedback or ideas for how we can improve this product, please e-mail support@nwncep.com.

Enjoy!

~ The CEP Team

Obligatory Disclaimer

All of the materials collected for this project were publicly made available on nwvault.ign.com or to our members. The CEP Team wishes it to be known that we believe all work to be originals of the stated author on nwvault.ign.com. Where the provenance of an item was in doubt, we did not include it.

If any original author wishes to remove their work from the cep, arrangements can be made. Please contact us at support@nwncep.com. This project was not an exercise in showcasing the work of any author or authors. It was a practical exercise integrating available content *and bringing it up to quality standards where we had the time and interest in doing so.* To this extent, the CEP team took the liberty of:

- Making decisions on technical and functional quality

- Renaming and renumbering models to play well together and with existing and expected Bioware content

- Re-texturing models where we felt it appropriate (for example, many creature models were originally reskinned from low resolution .tga textures and we redid many of those textures in higher resolution versions)

- Tweaking and cleaning up models where we felt necessary

- Cleaning or replacing icons

- Deleting redundant animations and super-modeling creatures to an appropriate parent

- Creating DDS versions of large .tga files

- Including only compliant models from a hak

- Pretty much anything else we felt was necessary to maintain the integrity of the expansion pack

We have posted inventories and allowed authors to opt out of the compilation. If content creators have concerns with the treatment of their material in the CEP, please contact us and we will try to resolve the matter with you.

Introducing the CEP Team

The active CEP team currently consists of the following willing souls:

- **Devon_v** (icons, portraits, mostly official product test monkey)
- **Eligio_Sacateca** (project manager, chief bottle washer, renegade problem solver, herder of cats)
- **Kephisto** (web developer, CD distribution, artwork with Brad D. Nault, npc portraits, frequent victim of brutal deadlines)
- **Loki Hakanin** (anatomy and fashion mogul)
- **Ninjatroll** (creature wrangler and head hunter)
- **Seryn** (dungeon safari photographer and tester)
- **Shadow_Weaver_VIM** (support and tester)

We also appreciate the early contribution of now-inactive members:

- **SBird** (placeables, 11th hour tweaker, and Eligio's patented stress increaser and hair loss formula)
- **Aethelwyn**
- **Geekgirljess**
- **Koffein**
- **Luna_C**
- **Shealladh**

Thanks also to our testers and others who provided support:

Jeff Miller	**S. Barnard**	**scott barnard**
Shadowhawk	**RedR**	**Lisa**
Frostbite		

Special thanks go to Ewald the Unimaginative for his blueprint resref updater and to juleslawrence for his demo module, to Maximus_IGN for his support with NWVault, and to Grumalg for allowing us to use his Placeables with a Twist v0.42 hakpak as a starting point for the cepplace.hak. Thanks also to Zibli for allowing us to use his Realms of DragonReach Creature hakpak as a starting point for the cepcreature.hak. Any problems with the CEP or anything we broke in converting those haks to the CEP is our fault, not theirs. If we missed anybody, apologies in advance (you can blame Eligio).

Getting Started for Players

Installing the CEP Contents

You must install the CEP onto your machine before using a module that requires the CEP. The simplest way to do this is to download the main CEP installer:

- o cepv150.exe

This file is a self-installing executable and will install the latest version of the CEP plus this document, a readme file, and links to the CEP website. That is all you need to do. Now load up that module and away you go.

Some people prefer not to use an installer - we also have you covered. This approach assumes you are familiar with installing hak paks for your game. If you are not familiar with this process, we recommend the automatic installer instead.

1. Download one of the CEP haks:

   o cepv150_man.zip (manual install, **zip** format), or

   o cepv150_man.rar (manual install, **rar** format)

   Note: you only need the ZIP or RAR version, not both.

2. Unzip or Unrar the download files (make sure you check the option to maintain the directory structure when uncompressing) and place the hak paks into your *NWN/hak* folder:

   > cep1patch150.hak
   >
   > cep1patch.hak
   >
   > cep2da.hak*
   >
   > cepanatomy.hak
   >
   > cepbaseitem.hak
   >
   > cepcreature.hak
   >
   > cepplace.hak
   >
   > cepportrait.hak
   >
   > ceptexture.hak

   * Note that there are three versions of cep2da.hak in this download file, each in a separate subdirectory. Choose the one that corresponds to your version of NWN.

3. Place the talk table

   > cep.tlk

   into your *NWN/tlk* folder. If you don't have a tlk folder (some vanilla installations may not), create one and put cep.tlk into it.

4. Place the *CEP Open Day.mod* and *CEP Starter Module.mod* modules in your *NWN/modules* folder.

That is all you need to do. Now load up that module and away you go.

Getting Started for Module Builders

We have a separate guide for module builders and custom content creators:

- o cepbuild_v150.zip (ZIP version)

This download contains the Builders Guide which includes key information on using the CEP in your module or adding new content on top of the CEP.

Support

The CEP team has endeavored to provide you with a trouble-free product, no-hassle installation, and access to a wide array of community-produced content.

We will try to provide support for the CEP as well although there are limitations to what we can do. The CEP team did not build most of the content in these haks and so we may not have the resources to fix bugs with individual content – through the screening process we have tried to leave out material that is known to be problematic.

With all of that said, here are the procedures for contacting the CEP team for support:

1. Before you report what seems to be an error with the CEP haks, refer to our Frequently Asked Questions (FAQ) document first! The FAQ can be found in the \cep subdirectory of your NeverwinterNights game installation. CEP team does not have the resources to address the same issues over and over again.

2. If the guide does not address your issue should you should refer to the more up-to-date FAQ at http://www.nwncep.com/ or on the Community Expansion Pack Forum FAQ posting.

3. Ask your question on the Community Expansion Pack Forum.

4. If the forum does not address your issue, contact us directly at support@nwncep.com.

Please send all whining, flames and assorted unpleasantries directly to /dev/null (because we will if you don't). If you cannot do us the courtesy of asking for assistance nicely, do not expect a response.