



LILAC SOUL'S NWN SCRIPT GENERATOR, v. 1.5,
Released November 8th, 2003, by Lilac Soul,
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PLEASE TAKE THE TIME TO READ THIS DOCUMENT

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About the script generator

This is a tool for creating scripts for use in Bioware NWN Aurora Toolset.

It covers many of the basic functions that are used frequently in modules, as well as some, perhaps, less frequent ones. The program is suited for scripting newbies, who can't make these scripts themselves, as well as skilled programmers who don't want to waste time making the same, similar scripts all the time.

It has most of the features of the toolset's script wizard (which only works for conversation script), and much much more (this works everywhere, not just in conversation). And it is all integrated in an EASY TO USE WINDOWS ENVIRONMENT - if you know absolutely no scripting, you should be able to use this anyway!

What does it do?

It is divided into four parts. One for making 'text appears when' scripts for conversation (I think it is better than the Bioware wizard for this); one for making 'normal' scripts; one for making OnActivateItem scripts – the kind of scripts that handle the unique power items that can be activated in the game; and one for making black smith or item forge scripts – the kind where you put stuff into an anvil or something else, and if the correct items are found, a new item is created.

The 'text appears when' part allows you to check for

Randomness (a percentage chance of something happening)
PC or party must or must not have an item (or have it equipped!)
PC must have a number of items
PC or party has enough gold (or too much!)
PC stat's - abilities, feats, skill, level, etc.
Journal entry
Local variable(s)

There is also a tutorial on how to make it so that the same conversation node is only spoken once.

Basically, “text appears when” scripts are used in conversation to make sure the PC only hears the correct NPC lines and is only given options for response that you want him to have. There may be one line that you only want the PC to be able to choose if he has a certain item – that’s what you check for, then! Check out the separate functions for complete details of all the 'text appears when' function does - it should be self-explanatory!

The normal script part allows you to do the following

- | | |
|---|--|
| <ul style="list-style-type: none">❖ Give item(s) / XP / gold❖ Take item(s) / XP / gold❖ Adjust reputation❖ Adjust alignment❖ Set local variable(s)❖ Start merchant❖ Attack PC❖ Spawn in creature❖ Spawn in placeable❖ Start conversation with PC❖ Teleport PC❖ Apply visual effect❖ Destroy object(s)❖ Add journal entry❖ Create item in a non-PC inventory❖ Deal damage to PC | <ul style="list-style-type: none">❖ Make someone cast a spell❖ Lock/unlock/open/close something❖ Apply effect to someone or something❖ Make an NPC (or PC) action queue❖ Store information in local variables❖ Turn lights on or off❖ Speak string / floating text / send message to PC❖ Sound objects, ambient sound, music❖ Set PC's subrace and / or deity❖ Henchmen and other followers❖ Cutscenes❖ Miscellaneous functions❖ Delay the next thing you script❖ Make an 'if THIS then THAT condition' |
|---|--|

They are all very easy to use! In future updates of this program, I plan to have additional actions, but these are the ones that were ready at the time of this release.

All of the above actions (with the exception of starting conversation, which can't happen from a conversation script, logically) can take place during these events:

From a conversation

When PC enters something (area, trigger...)

When PC uses something (portal, altar...)

When PC destroys / kills a creature or a placeable

When PC opens something (door, chest...)

When PC performs a hostile act (attack, pickpocket...)

When a PC is seen by NPC (OnPerceived script)

NPC heartbeat (unless fighting or talking)

When a PC dies (OnPlayerDeath script)

When a PC respawns (OnPlayerRespawn script)

Finally, in normal scripts, you are allowed to check for things. Before you start scripting the actions that happen to the PC, you get to choose if you only want this to happen sometimes. For instance, if you only want it to happen once in the game or only if PC possesses a certain item. These are the things you are allowed to check for:

Items (inc. equipped ones)	Feat	Randomness
Gold	Journal entry restriction	Success on saving throw
Levels	Ability restriction	Successful skill check
Class	Alignment restriction	Subrace
Level by class	Local variables	Deity
Race	Time of day	

Plus, that it can only happen once per PC or once per game!

When making if statements, you are also allowed to check for all of the above to determine what shall or shall not happen. You can also make die-rolls in if-statements to make different stuff happen randomly. E.g., you roll a d4. On 1, PC is damaged, on 2 PC gets gold, on 3 PC gets XP, and on 4 PC loses XP. Or whatever you feel like ☺.

Saving the scripts directly to your module

This cannot quite be done, but almost. In the script generator, go to the help menu from the main screen and choose 'how to use the scripts'. It provides details on how to do this! Otherwise, I just suggest using the Copy script to clipboard button.

Further help to the program and the NWN toolset is provided in the program.

Contact info

If you need to contact me, my email is lilacsoul@ignmail.com

I receive a lot of email from people wanting me to script something for them. I'm afraid I don't have the time to do this, and anybody doing so will be turned down. Please post all such questions on BioWare's official scripting forum, which I link to from my website, and which I often answer questions on myself.

This is my website:

<http://lilacsoul.revility.com>

This is the site of my forums

<http://lilacsoul.proboards13.com/index.cgi>

If you have found a bug, or have a suggestion for the program (new functions, better layout, etc), the above forum is the place to post it.

Receiving information about updates

As of version 1.5, the Script Generator has an option to automatically check for updates on start up. Please refer to the section about the Automatic Updates for further information.

You can also sign up to receive a newsletter on my website – you will receive information about all major updates of my work, which will mainly be this program. The address of my website can be found a few lines up.

What's new in version 1.4

New options / features

Option to make DelayCommand calls, i.e. calls that are delayed. This is a two-step function. First, choose the "delay the next..." option, and then script it as normal.

Non-advanced support for making cutscenes added. Currently, the new "Cutscenes" option allows you to start / finish cutscene mode for a single PC, fade or black in / out that PC's camera, and temporarily switch the player's camera mode to chase-cam. There's currently no support for moving the camera otherwise. Combined with use of triggers, DelayCommands, and the Script Generator's many other functionalities, it should still be possible even for beginners to make some very nice cutscenes. If you want something more advanced, you may want to familiarize yourself with Gestalt's cutscene system. It can be found on the Vault. To learn more about making cutscenes with the Script Generator, please read the info on the form within the program, and consult with the appropriate section in the manual.

Option to make OnAcquireItem and OnUnacquireItem scripts added.

Option to manipulate the PC's followers (henchman, familiar, etc.) - both removing and adding to the PC's party supported. Also contains an option to level up the henchman.

Option to change tracks or play / stop ambient sounds and background music in the PC's current area. This option can be found together with the sound object handler under the option "Sound objects, ambient sound, music" (was previously called "Play or handle sound objects").

Option to make a simple weapon attack added to the action queue scripiter. It does NOT utilize the DetermineCombatRound function, nor does it adjust reputation.

Option added to polymorph both PCs and NPCs. You can find this option under the "Apply effect" option. Advanced users who want to use a custom polymorph type from a hakpak can type in the identifier for the polymorph manually into the list box with the polymorph type (e.g. POLYMORPH_TYPE_LUNATIC or 65, whatever is valid in the hakpak - if you don't understand what this means, then it most likely doesn't apply to you. Just use the default polymorph types, at least for now). Note that some of the polymorph types may only be available if you have Shadows of Undrentide installed.

Option added to test for level by class. Previously, it was possible to test if, say, the PC had levels in Wizard, or if PC was at least level 12. But now you can also test if the PC has exactly, less than, or more than, say, 12 levels of Wizard. This option is both available when making text appears when script (starting conditionals), restrictions, and if-statements.

Option added to make restrictions and if-statements based on whether the PC either has or doesn't have a certain feat. This was previously only available for "text appears when" scripts (starting conditionals), mainly because I never realized I'd forgotten to put it in there. Furthermore, a pull down menu for the feats is available, unlike in previous versions, where you had to type in the constant name of the feat yourself.

A "Miscellaneous functions" option has been added in the event chooser. This will likely be expanded to contain more functions in later versions. In this version, it contains:

- An option to reveal the map of the current area to the PC
- An option to change the weather of the PC's current area
- An option to make the PC or an NPC face a certain object, including option for the NPC to face the PC. This could, for instance, be very useful in cutscenes.

When making normal scripts, it is now possible to make them fire even if the object triggering the event isn't a PC (e.g. if an NPC kills another NPC, and the killing NPC isn't part of a PC party). This can be turned on in the options menu. Turning this on is generally not recommended, and attempting to do so pops up a warning. In order to avoid problems if the user forgets that he or she has turned it on, this setting isn't saved and is thus turned off every time the Script Generator starts. Furthermore, pressing the "Clear for new script" button (and confirming) also turns the option off.

Bugs fixed

When making starting conditionals (i.e. text appears when scripts), the option for making conditions based on PC's stats had been broken with version 1.4. If more than one stat was marked for being checked, only the first one would be displayed, and pressing the "next" button would not switch to the next, as intended. Fixed.

The respawn script never actually made the PC respawn, i.e. resurrect, heal, and remove effects. It does now.

The full party teleport option didn't teleport followers, only PC party members, which would be a problem for teleportations within the same area. It should work correctly now.

The slashing type damage had been mistakenly left out of the Generator.

In a single instance, HALFORC had been spelled with the number zero instead of the letter O! Fixed.

The ResRef for the Lesser Robe of Eyes was incorrect in version 1.4.

When making a script that, OnActivateItem, would cause a creature to attack the targeted PC, the adjust reputation option was broken. This is a rare usage of the function, and there have been no reports about it. It was discovered by chance, and should now be fixed.

The "spawn placeable at targeted location" option was mistakenly labelled "near the PC", and didn't show up reliably. This should now be fixed.

Other

The graph directory has been removed, and all graphical elements are now packed directly in the executable. While this makes the file slightly larger, the memory usage isn't much more because of the memory improvements introduced in 1.4, which destroyed forms (freeing their allocated memory) whenever they weren't used. Also, the file size hardly makes a difference due to the UPX compression technology used as of version 1.5. The reason why this has been changed is that, if a user was running the generator from a location without the graph directory (not counting shortcuts), they would experience hidden windows, where important windows (forms) were displayed behind the main form.

An option to automatically check for updates on start up has been added.

In stead of choosing the "use system tray" option by default, the first time you the Script Generator, it will ask you if you want to use it or not.

A few edits to some descriptions of how the script generator works have been changed.

The Automatic Update function

As of version 1.5, the Script Generator comes with an option to check for updates automatically when the Script Generator is loaded. This will make it much easier for you to always make sure your version of the Script Generator is up-to-date.

The functionality is, however, not rigorously tested, and I cannot guarantee that it won't cause problems for some users. If it does cause you problems, please email me at lilacsoul@ignmail.com with as detailed information as possible, and remember that you can always turn the option to check for updates off in the options menu.

What was new in previously released versions

What was new in version 1.4

Ability to make random things happen depending on a die-roll. This is added under the 'make an if-statement' option in the event chooser. It might have been more clean-code to use a switch statement, but since the Script Generator already supported if-statements, I decided to do it this way.

Added option to teleport entire party. Read the description in the program for more information, please.

Added option to have the PC pass a saving throw when making an if-statement or an "other restrictions" check.

Added option to have the PC pass a skill check when making an if-statement or an "other restrictions" check.

Added option to set PC's subrace and deity.

Added option to check for PC's subrace and deity when making an if-statement or an "other restrictions" check.

When making a "PC kills or destroys something" script, there is now an option to have the script reflect on the PC even if a follower (e.g. henchman or familiar) did the actual killing.

The list of spells when making someone cast a spell has been updated with SoU spells. The list of spells for use in making blacksmith scripts has NOT been updated because I haven't had the time to check if all of them trigger the OnSpellCastAt event correctly (not all the original spells did).

SpeakString / Send Message / Floating text had a bug which would pop up "insufficient data provided" even if enough data was provided, when pressing "okay - exit!". This was already fixed in the 1.3fix1 patch.

When spawning in creatures or placeables, the accompanying visual effect apparently never worked. This has been fixed and appears to work now. This was already fixed in the 1.3fix2 patch.

The Nightthief's Nimbleknife had been misplaced in the item palette under great swords rather than under daggers. This was already fixed in the 1.3fix2 patch.

Added opportunity to check for newer versions and patches (in the menus). This was already introduced in the 1.3fix2 patch.

The Script Generator has received some memory usage optimization. Specifically, I've changed it so that it no longer creates all the forms at start-up, but only when needed. Also, closing a form will now destroy it, freeing the memory associated with it. This makes for faster loading times, and more importantly, I'm hoping it might fix the problems a few people have had running this program.

The main screen is now centered on the desktop in all screen resolutions, and all other screens will be centered on the main screen.

The Script Generator now uses the system tray when minimized or not in focus. This can be disabled in the options menu.

Various minor fixes.

What was new in version 1.3

When choosing restrictions for a normal script, and when making an if statement, there were problems checking for multiple classes or races. The generated code would make use of bitwise operators, which would not work correctly in that context, though the script would compile without problems. If you have made scripts with previous versions that did this, you should probably redo them.

At the same time, the code for checking for classes was optimized so that it now checks the level the PC has in that class, rather than checking each of the PC's three class positions for the class.

The missing line for assuring that heartbeat scripts are only run if NPC is not talking or fighting has been added.

The remove XP option didn't work - it would compile, but nothing would happen in game. This is because the command used for this couldn't take a negative amount. The Bioware script wizard uses it the same way, and that doesn't work either. I have now made a custom function for taking XP, and it appears to work without problems. If you have problems with it, please let me know.

The three victory animations all had a _ before the number, which caused scripts with those animations to not compile. Fixed.

When making a script that takes XP from the PC, the same amount of gold was taken in some cases. It should no longer do this, but if you notice that it does, please inform me.

In some instances, the ability DEXTERITY had been misspelled DECTERITY. This should now have been fixed.

When making a script that creates an item in an NPC's or placeable's inventory, a line would also be added giving gold to PC and party. This line apparently rewarded 0 gold, but it still had nothing to do there, so it has been fixed.

When casting spells on objects (not waypoints), the domain level option was never used by the script generator - and this caused the parameters for the function to get mixed up - the spell would be cast, but it might have been at different domain levels, projectile paths, and instant spell parameters.

The option to not show the popup screen ever again (the one pertaining to the event chooser) apparently didn't work. It has now been fixed. Part of the fix is that, now, instead of using a file, it uses Window's registry database.

Thought not really a bug, the generator was made to apply the VFX to a location. In most instances, it now applies it to the object instead, meaning that if the object moves, the effect will follow it. In the case of the effect applied at the location, it could look kind of odd, at times. If you experience odd behaviour due to this change, please let me know.

Due to popular demand, the script generator now supports creation of OnActivateItem script, i.e. scripts for Unique Power or Unique Power Self Only scripts.

The generator now includes a function for making blacksmith / item creation scripts - the type where you put something in a chest (or an anvil or whatever), perhaps firing a spell at it, and if the correct items were present, a new item is created instead. It has only been tested by one person, me, so it is recommended that you test if all the item creations are working before you release your module. If you find a certain part of the blacksmith script generator to produce faulty code, please inform me about this - instructions on how to submit bugs can be found elsewhere in this document, as well as in the program.

Added opportunity to make "else if" statements. Previously, it was only possible to make an "if" with an alternate "else". It is now possible to have "else if". Examples on use are provided within the program.

Added opportunity to play and handle sound objects via scripting.

Added an option to have somebody speak a string as an action, have the string appear as floating text over the PC's head, or have the string appear as a message in the chat window of the PC.

In the part where somebody is assigned to cast a spell, there is now an option to cast a fake spell instead - as well as a description of what, exactly, a fake spell is.

It is now no longer only possible to damage the PC, but a whole variety of objects.

Added opportunity to increment or decrement local integers.

Added option to speak a line in the action queue maker.

Added opportunity to check for several classes simultaneously when making starting conditionals (text appears when scripts). Also cleaned up the code using GetLevelByClass rather than GetClassByPosition.

Added opportunity to use the appraisal system with merchants, which was implemented in Shadows of Undrentide. Unfortunately, the function used for this is in nw_i0_plot, which can't be used together with nw_i0_tool, meaning that you can't give or take gold or give XP in the same script as the one that starts the merchant.

In all three places where you could check for an item, you can now also check for whether that item is equipped.

Added possibility to check for randomness in the "choose restrictions" bit and the "if maker". Previously, it was only available for "text appears when" scripts.

Added possibility for two additional script events: OnPlayerDeath and OnPlayerRespawn.

MAJOR GRAPHICAL REFRESHMENT: Colors everywhere have been altered, I've inverted the colors on the logo (still, thanks to Mokah for making it for me!), and added so-called glyphs to, I think, every single button in the program. Certainly looks A LOT nicer now!!!

In the part of the programs that makes normal scripts or OnActivateItem scripts, if insufficient data is provided by the user, a warning screen is displayed. This has not yet been added to the blacksmith script creator or the text appears when (starting conditional) script creator.

Many of the windows in the generator were set to a form style called fsStayOnTop. This meant that sometimes, when changing from the generator to another program on the taskbar, Windows would jump back to the generator. This has been taken care of, and program switching now finally seems painless!

In many events, it is now possible to use the caller of the script as a parameter - for instance, PC uses a chair; prior to version 1.3, to make the PC sit down, the tag of the chair had to be provided. Now, you just need to check the "use the owner of the script" checkbox instead!

Note that this option hasn't been ADDED to ALL events, but all the ones where I found it was relevant. The option will NEVER be given when making OnActivateItem scripts, as OBJECT_SELF will be the module, and assigning an action queue to the module is known to make Neverwinter Nights crash...

The standard placeable, creature, and item palettes have been updated to include patch 1.30 and Shadows of Undrentide resources. As I have SoU, I can't know for certain whether this is correct, but I have tagged all creatures and items with a resref starting with x as requiring SoU (e.g., the name for the Pseudodragon in the palette will read Pseudodragon (SoU).) In the future, I plan on simply reading the palette from the NWN install, but for now, this is the best I can do.

Not all resources have been made available in the palettes, but it is my believe that the ones I've left out wouldn't be very useable in general scripting, though they might be when placing them into the module at design time. People disagreeing with me on this can, of course, just type in the ResRefs and tags themselves...

In the screen where you check for local variables, some minor adjustments have been made - clicking okay - more without providing enough data will no longer close the window, just clear the screen. And the text of the "choose type of local variable" is now correctly reset every time the screen is cleared.

A few windows didn't reset to default when reopening them. I fixed those I found.

1.30 and Shadows of Undrentide included a number of new visual effects. Most of those, however, require a duration, and the generator currently allows only instantaneous visual effects. I might add an opportunity for permanent VFXs or VFXs of a specified duration, but for now, it means that the only new VFX is Bigby's Forceful Hand.

Version 1.2 news:

A major bug had been discovered about the Boolean logic used in if conditions etc. in this program. For instance:

if (!Int>=2) always returns FALSE - this is the type of Boolean logic the script generator uses to exit the program on various occasions. It would say: if (!Int>=2) return; however, as (!Int>=2) always returns FALSE, the generated

script would never exit on that one line. This is a major flaw, and needed correcting straight away! The correct syntax in this case would have been:
if (!(nInt>=2))

This is now fixed. However, please note that, of course, any scripts you have already made with previous versions of the script generator may have this very same problem. I advise you to TEST ALL SCRIPTS MADE WITH THE GENERATOR (I would advise you to do so in any circumstances), and then USE THIS NEW VERSION TO REMAKE THOSE SCRIPTS!!! I am terribly sorry about the introduction of this bug, it completely escaped my attention.

Also, two bugs were discovered in the 'assign action queue to NPC' option.

First: All places where you were allowed to choose between the PC as target or supply the tag of the target, if you chose the PC, no script line would be generated. This has been fixed.

Second: In the 'play animation' option, when choosing an animation with a duration, a so-called looping animation, the script generated would make the animation run until NPC was ordered to do something else, and at X times the normal speed, X being the duration entered by the user. This has been fixed to run at normal speed for X seconds, as was intended all along.

Also, the animation ANIMATION_LOOPING_PAUSE_2 has been fixed to be ANIMATION_LOOPING_PAUSE2, as it should be.

Scripts generated with the ifchooser (from the event chooser) testing for journal entries mistakenly tested for the opposite of what they were supposed to. This has been fixed. It is possible that the bug here was actually introduced when fixing one of these other bugs, so it may not have been a bug in the released version.

For all of the three new possibilities for if statements in version 1.1, pressing okay without providing sufficient information would produce a faulty script. This has now been fixed.

In the ifchooser, the alignment panel was never reset after use, meaning that once it had been made visible, it would stay visible, possibly hiding further panels chosen afterwards. Fixed.

Ability to check for time / time of day both in the 'if chooser' and the condition chooser.

Ability to check for local variables (integers only) both in the 'if chooser' and the condition chooser.

Ability to store info about PC's or party's gold or level, in a local variable set either on the PC or on the entire party. This stored variable can then be checked for in an 'if' condition, as this is another new feature in version 1.2 (look above for more info).

Ability to turn lights on or off.

Ability to give and take gold, including possibility to take ALL of PC's gold. I have no idea why this function had been left out to begin with...

The 'assign action queue' handler will now also allow you to assign the action queue to the PC.

Ability to make NPC heartbeat scripts.

--previous updates--

Mokah (The Grumpy Strumpet) has made a new logo for me. I am thankful for this. Please see the end of this document for a few more lines on Mokah.

When pressing the 'finish current if' button to end an else statement, the program didn't make the required }, causing the generated script to not compile. This is now fixed.

Pressing cancel on the window where you choose conditions (before the event chooser) would send you to the main window and require you to press 'clear for new script' or close the program to continue, rather than pop up the event chooser. This has been fixed.

When choosing an if condition (from the event chooser or before the event chooser), pressing okay on the class or race condition when nothing was chosen (no classes, no races), it would generate a faulty script line. This has been fixed. From the event chooser, this was also true for items if no tag was entered. This too has been fixed.

The editbox on the take item event was set to lower case only. It is unknown whether or not this caused any problems, but it has now been set to normal case.

Pressing cancel on the if chooser window would not clear the window. This is now fixed.

A 'copy script to clipboard' button has been added. First of all, this is much easier than having to highlight the entire script first, and second of all, many users didn't know / understand that they had to copy everything, with compile errors as a consequence of them leaving out the first couple of lines of the script.

Major new functions and options

Tree structures have been added to all instances where a creature, item, or placeable had to be chosen. These trees of course only contain standard palette objects, and are valid as of NWN patch 1.28 (gnolls included ☺)

EXCEPTIONS: Henchmen are not included in the creature tree, and creature items are not included in the item tree.

Also, there is now an:

Ability to add journal entries.
Ability to check for journal entries.
Ability to create items on non-PCs (i.e. other creatures, placeables).
Ability to damage PC.
Ability to have something/someone cast spells at something else / themselves. All spells in NWN patch version 1.28 supported!!!

Ability to open and close doors, as well as unlocking and locking both doors and containers.
Ability to apply effects to players, NPCs and other objects.
Ability to assign an action queue to an NPC!
Ability to check for ability score in 'other restrictions' and the 'if chooser'.

Ability to check for alignment in 'other restrictions' and the 'if chooser'.
Option to make OnOpen scripts
Option to make scripts for when PC performs a hostile act (GetLastHostileActor)

Valid effects to apply:

Ability Decrease
Ability Increase
AC Decrease
AC Increase
Attack Decrease
Attack Increase
Blindness
Charmed
Concealment

Dazed
Deaf
Death
Haste
Heal
Knockdown
Movement Speed Decrease
Movement Speed Increase
Negative Level

Paralyze
Silence
Sleep
Slow
Spell Resistance Decrease
Spell Resistance Increase
Stunned
Ultravision

Valid visual effects to apply:

Breach
Death
Destruction
Divine strike fire

Doom
Fireball
Firestorm
Flame

Gate
Greater dispelling
Holy strike
Horrid Wilting

Icestorm	Powerword stun	Time stop
Implosion	Screen Shake	Unsummon
Meteor swarm	Sound Burst	Wail of the banshee
Nature's balance	Spell mantle	Weird
Polymorph	Summon celestial	Word
Powerword kill	Sunbeam	
List of available actions to assign to NPC's action cue		
Clear All Actions	Give item to PC	Put down item
Close door	Jump to an object	Sit down on object
Equip most damaging melee weapon	Lock something	Take item from PC
Equip most damaging ranged weapon	Move (walk) to an object	Unequip item
Equip most effective armor	Move away from object	Unlock something
Follow someone	Open door	Wait a specified amount of time
	Pick up item	
	Play animation	
List of available animations to play from the action queue		
Bow	Victory 1	Pause, drunk
Drink	Victory 2	Pause, tired
Greeting	Victory 3	Sitting in chair
Head turn left	Dead front	Sitting crosslegged
Head turn right	Get from low	Talk forcefully
Pause, bored	Get from waist height	Talk laughing
Pause, scratch head	Listen	Talk normal
Read	Look far	Talk pleading
Salute	Meditate	Worship
Steal	Pause	
Taunt	Pause, 2	

A panel on the main window had got shifted so that it was on top of the picture. It was supposed to be just above the picture, and this has now been fixed.

Some text panels were not set to read only. This has been fixed.

A few changes of colors.

The 'adjust alignment' window had a label that mistakenly read 'adjust reputation' - it still adjusted the alignment, though.

Pressing cancel on the 'adjust alignment' window did not close the window. This is now fixed.

The text labels on the if-chooser have been changed from reading (player must be) to (the following events will only happen if pc is...) and similar. Makes it easier to understand, I hope

The do once tutorial had a limitation that it couldn't be used if the line to only speak once had no reply (the kind of text that appears over the NPC's head rather than in the dialog window). The scripts have not been edited, but a comment has been added about this.

Also, simply copy - pasting the do-once scripts would result in some comment lines not having the required // and thus not working properly. Small issue, but it has been fixed.

Minor changes of text in the program in an attempt to make everything easier to understand.

Addition of a horizontal scrollbar in the if inspector to avoid line wrapping.

Thank you's

Mokah, obviously, for making my beautiful logo.

Troels Jakobsen for creating the CoolTrayIcon package, which I have used in this program. Go to <http://www3.brinkster.com/troels/delphi.asp> to download this and other of his stuff.

This program is packed with UPX. You can learn more about UPX on <http://upx.sourceforge.net/>.

Everyone who submitted bugs and suggestions for me - on my forum, through email, or by other means. Also thanks for all the nice words I've been getting about this!

The NWN Lexicon Group. Their list of creature resref and tags (though containing a few errors) probably shortened the process of doing this with, oh, about 50%. And that lexicon is just invaluable in general - if you don't have it, GET IT!

Mokah

Mokah of the Grumpy Strumpet has provided me with a new logo. I am very proud that Mokah decided to do so, and I think it looks smashing, particularly in comparison with the cr@p I had before ☺

You may know Mokah's Grumpy Strumpet already, either from the Strumpet's website (<http://www.narrowway.net/tgshome.htm>) or from the Strumpet being featured on the NWVault. Please check out the Strumpet website, it's great!

Disclaimer

This program is presented to you as-is, and free of charge. I request that you don't distribute it on your own website, but instead link to it on the NWVault, so I can see how many people are downloading this program. I accept no responsibility for any harmful effects caused by this program or anybody's use thereof. Thank you.

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