



Neverwinter Nights 2 Legends Teleport Plugin

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Marshall Vyper

Document Revision Information

Revision	Date	Author	Description
1.86	December 6, 2012	Marshall Vyper	Initial document.
2.0	August 1, 2017	Marshall Vyper	2.0 Updates

Plugin Revision Information

Revision	Date	Author	Description
1.86	December 6, 2012	Marshall Vyper	Initial Release.
1.88	February 14, 2013	Marshall Vyper	Bug Fixes, See upgrade doc.
1.92	December 26, 2013	Marshall Vyper	Bug fixes, See upgrade doc
1.93	July 17, 2015	Marshall Vyper	Display location on recall stones.
2.0	August 1, 2017	Marshall Vyper	Various Bug fixes.

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Introduction

Well met and welcome to the Legends Teleport plugin. The magical realm of teleportation from one location to another by clicking on something is just the tip of the iceberg for this plugin. The ability to transfer adventurers from one server to another, sending others to different destinations depending on feat, item or quest they may be involved in, or the simple ability to simulate a fall into a pit trap and a climb back out are all things you can do with the Legends Teleport plugin.

The easy to use GUI allows you to transport adventurers around your world with ease. Activate the campsite systems and allow your players to return to the last area they were in when they logged off. Want a Bind Point system to allow players to use an item in their inventory to return to where they are bound? No problem. Set cool down timers, special effects and animations gives you plenty of control over the look and feel of moving adventurers from point A to point B.

Features

There are many various combinations of things you can do with the teleport plugin, and with some out of the box thinking, you can do some fun effects:

- Teleport adventurers to a waypoint by walking over a trigger or using an object.
- Have various requirements such as Item, Feat, Level, Quest or Skill Check
- Setup multiple destinations on a single object
- Configure progress bars to create a delay before performing the teleport
- Have information messages appear after a teleport
- Use special visual effects and animations for teleporting adventurers
- Create server to server teleports with ease
- Create dungeon instances that allow single parties lone access
- Easy to use toolset GUI to create teleportals.

Legends Plugins

What's a Plugin

The legends plugin system is a framework of scripts and tools utilized on the Development Persistent World known as Legends. There are many plugins already written as well as upcoming releases that perform a variety of tasks from simple NPC bantering to an entire Quest System. The concept of the Legends plugins is that they are easy to drop into an existing world without the need for other dependent packages. There is no Core Plugin, there are no third party script or hak requirements for them to work and they are easy to install, standardized and always come with comprehensive

documentation. Every attempt has been made to ensure installing a plugin requires minimal modifications to existing persistent world code and configuration.

Important To Know

The next important aspect of a Legends plugin is that they can leverage each other's code to form a complete system. The code is never duplicated from plugin-to-plugin so you only have one set of code. For example, even though the Legends Loot Plugin uses parts of the Legends Spawn Plugin, installing both plugins will not cause you to have double code. This is because each plugin comes with a standardized script set.

- ⚠ Each Legends plugin is released as a standard version. For example, all Legends plugins have a 1.93 version and a 2.0 version. If you need to upgrade one of your plugins, it is a best practice to upgrade them all. You should never downgrade a plugin lower than another. When upgrading plugins, ensure you click “Yes” when you are asked to overwrite an existing file.

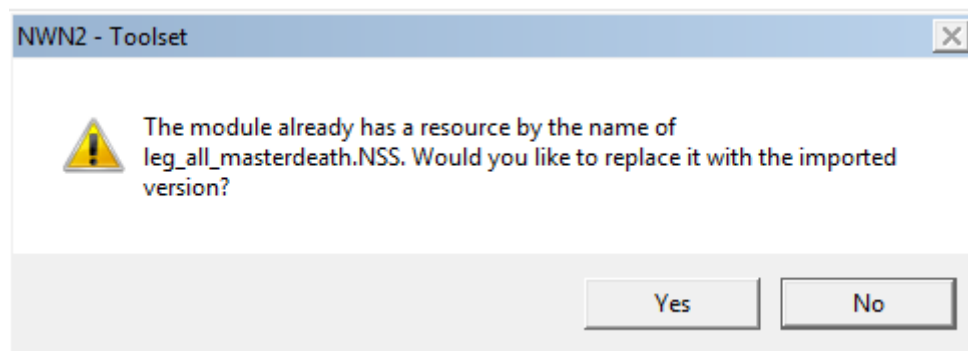


Figure 1 - Master Script Overwrite

Part 1 – Getting Started

What's in the File

By now you've already opened the archive with all the files needed for the Legends Plugin to work in a test module or your persistent world. Included in the archive are several files, each of which are described below:

leg_teleport.erf	This file contains all the content for builders. It will add all the scripts and objects that are needed for the plugin to operate. There are 36 scripts, 1 light, 1 waypoint, 1 placed effect, 1 item and 2 placeables. Each set of blueprints will appear under the category "Legends Teleport" so as to not become mixed up with other blueprints. How these things are used will be discussed later in the document.
leg_teleport_manual.pdf	This manual which includes the tutorials and how-to use the spawn plugin.
leg_teleport.dll	This is the NWN2 Toolset plugin that allows you to manage and configure spawning waypoints with ease.
leg_master.dll	This is the NWN2 Toolset plugin for configuring all other plugin common information. You only need one of this from any plugin, ideally the latest version plugin you have. It is included in every Legends Plugin package.
leg_master.hak	This is the master hak pak file that several legends plugins leverage resources from. They are kept here to avoid duplication of resources in several plugins that share them.
setup.exe	This is the installer.

YouTube Video Walkthroughs

All Legends Plugins starting with v1.4 have video walkthroughs that will assist you in the installation, configuration and typical use of each Legends Plugin. Visit the channel <http://www.youtube.com/user/DJMarshallV> to see these video series. They are detailed and can answer many questions.

Installation

To install this plugin you must perform several tasks. You can install this into your existing persistent world or if you just wish to try it out, make a brand new module and follow these steps.

1. There are 2 pre-requisites that must be installed prior to installing any Legends plugin. They are **.NET framework 3.5** and the **MySQL Connector v6.9.8**. You can find them at the following sites:
 - .NET: <http://www.microsoft.com/download/en/details.aspx?id=21>
 - MySQL: <http://www.mysql.com/downloads/connector/net/> or <http://www.nwn2legends.com/plugins>
2. Run the setup.exe file to put the files in their correct locations. If you prefer not to use the setup.exe, all the files are included to be placed manually. Ensure the toolset is not running during the installation.

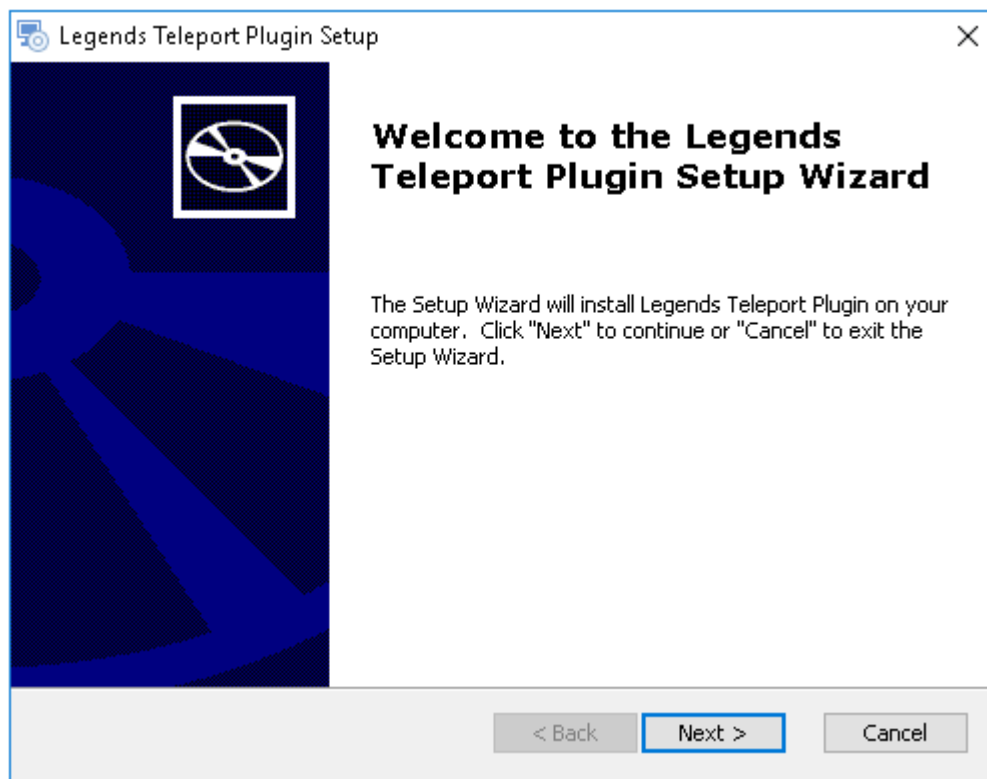


Figure 2 - Install Wizard

- Once the installation is complete, open your NWN2 Toolset and load either a new module or an existing module to work with. Select “Plugins” from the top menu and ensure you see “Legends Teleport Plugin” and “Legends # Master Configurator #”

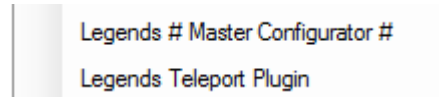


Figure 3 - Plugin Menu

- ⚠ If you do not see these entries, then select View -> Options from the top menu. On the general tab, ensure that “Allow Plugins” is set to “Load all Plugins”

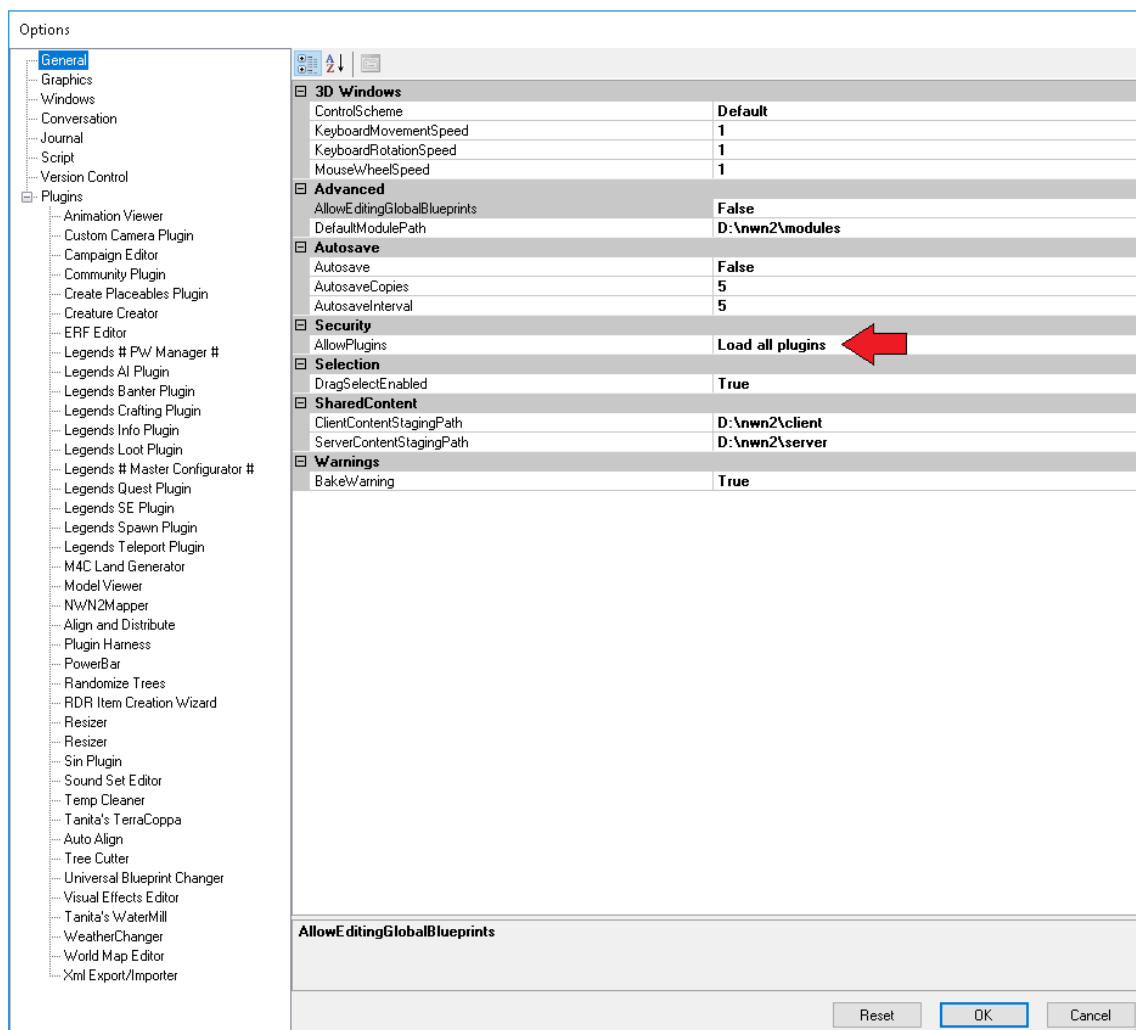


Figure 4 - Security Settings

4. From the file menu, choose Import and navigate to your Neverwinter Nights 2 player directory. This is usually located in “My Documents\Neverwinter Nights 2”. There you will find an “Erf” folder that contains the file leg_teleport.erf. Select it. It will then begin the import process into your module. You may be prompted with a notice that looks similar to the following. This is because you may already have the required nwnx scripts if using nwnx in your module and other leg_all_master scripts. If you are installing a newer version plugin than any previously existing plugin versions, select YES when it asks to overwrite any scripts, however if the version number on this plugin is lower than any other plugin you already have, select NO when overwriting “leg_” scripts. If all the plugins you have are the same version, it will not matter which option you choose.

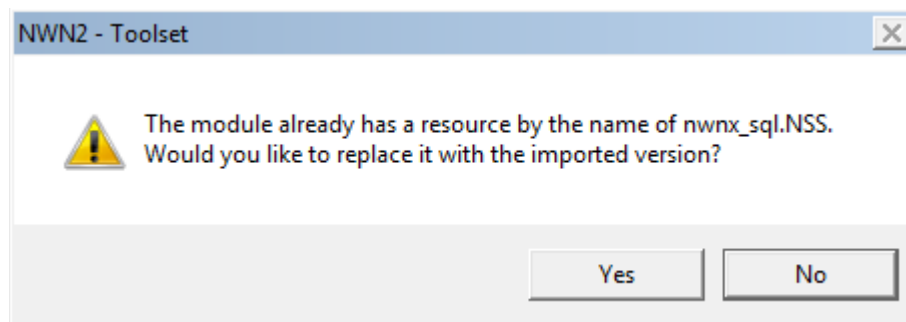


Figure 5 - ERF Import Notice

5. If this is your first Legends plugin, then you will need to enter some default information, otherwise, you will simply need to activate your new Teleport Plugin. From the Plugins top menu, choose “Leg # Master Configurator #”. Ensure the Legends Teleport Plugin is set to active.

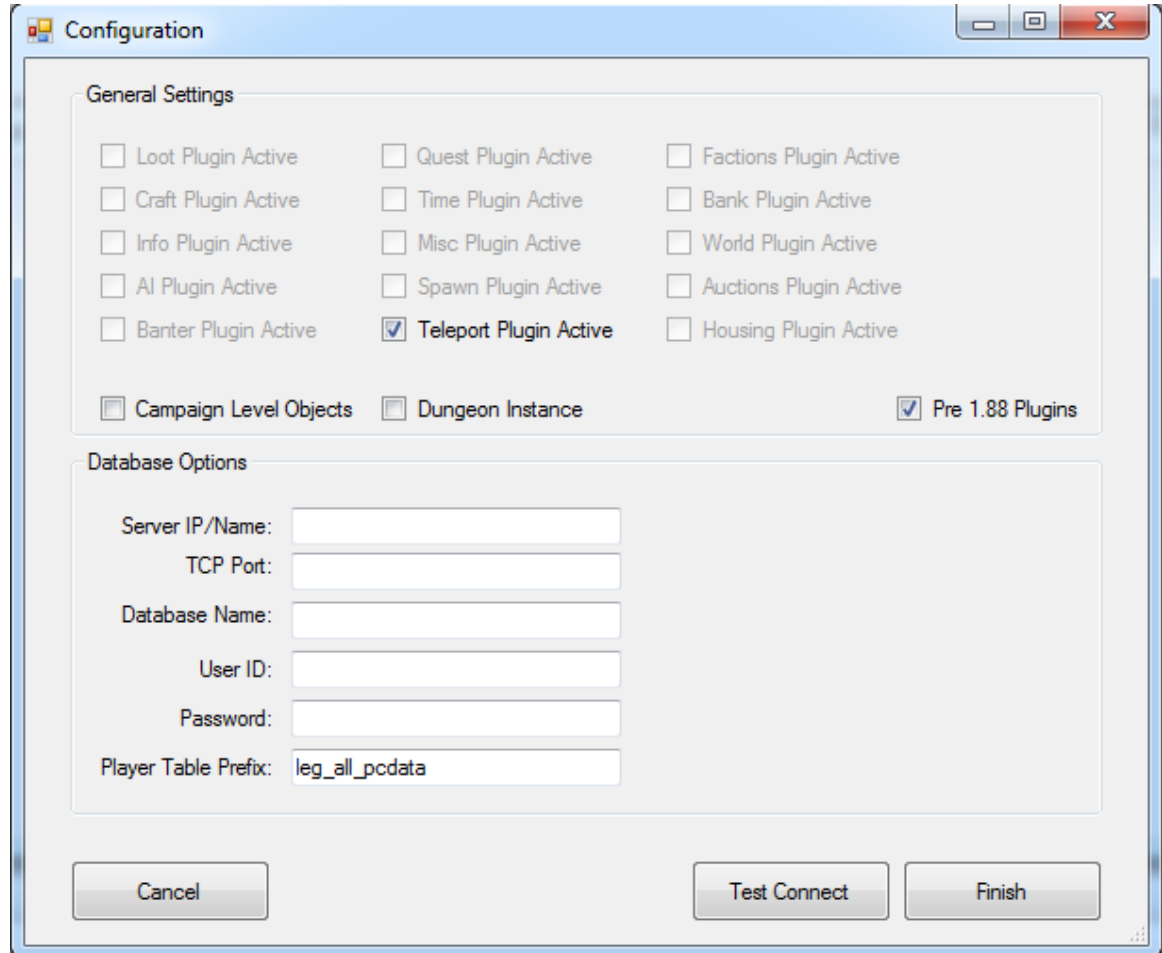


Figure 6 - Legends Master Configurator

- **CHECK BOXES** = These checkboxes are to activate and deactivate the various plugins. The will install any hakpak and set any module variables that are required.
- **DATABASE OPTIONS** = Some Legends plugins require an NWNX and MySQL database backend. The Legends Teleport plugin does NOT require a database unless you are using the campsites system and/or server to server transports.
- **CAMPAIGN LEVEL OBJECTS** = Selecting this causes the legends plugin code to look for and use SCRIPTS in the campaign folder that is

configured on your module. If you do not have a campaign configured and are not keeping scripts there, then do NOT select this option. Select this ONLY if you are keeping all your scripts in the campaign folder. NOTE: Importing ERF files causes scripts to end up in the module folder. You can manually move them to the campaign folder if you wish to go this route.

- PRE 1.88 PLUGINS = If your module uses or will use any Legends Plugin that is a lower version number than 1.88, you will NEED this checkbox turned on. Since version 1.88, configuration data has been relocated. Older versions will not find this data unless you have this option checked.
6. Once you have clicked Finish, you can optionally use the Update All Area scripts button and/or the Update Module Scripts button in the Master Configurator. Each of these are described below:
- UPDATE ALL AREA SCRIPTS = This button will open each area of your module and update its OnClientEnter and OnExit script. If your areas do not have any script in these events, it will install one that will perform what it needs. If however you already have scripts in these events, the Master Configurator will create a copy of your script, modify the code within it to call the code it needs without interfering with the activities of your existing script and place this new script in the event instead. If you choose NOT to do this, you will need to manually ensure that the “leg_all_masteronenter” script is called in each areas On Client Enter event and the “leg_all_masteronexit” script is called in each areas On Exit event.
 - UPDATE MODULE SCRIPTS = This button will update the module properties with all of the appropriate module scripts with Legends Master scripts. The following events are updated. As described above, if an existing script is found in the required events, the Master Configurator will copy it, modify it, and place the new modified copy in place thus preserving your existing code functionality. If you wish to manually perform this step, you will need to ensure the following scripts are being called in the appropriate events. NOTE: Using this button will only place scripts in events that the currently active plugins require.
 - i. leg_all_mastermod_itemacquired – On Item Acquired Event
 - ii. leg_all_mastermod_itemactivated – On Item Activated Event
 - iii. leg_all_mastermod_itemunacquire – On Item UnAcquire Event

- iv. leg_all_mastermod_ondeth – On Player Death Event
 - v. leg_all_mastermod_onheartbeat – On Module Heartbeat Event
 - vi. leg_all_mastermod_onload – On Module Load Event
 - vii. leg_all_mastermod_onrest – On Player Rest Event
7. Once you have finished configuring the Master Options, choose Plugins from the top menu and select “Legends Teleport Plugin”, then choose File -> Configuration.

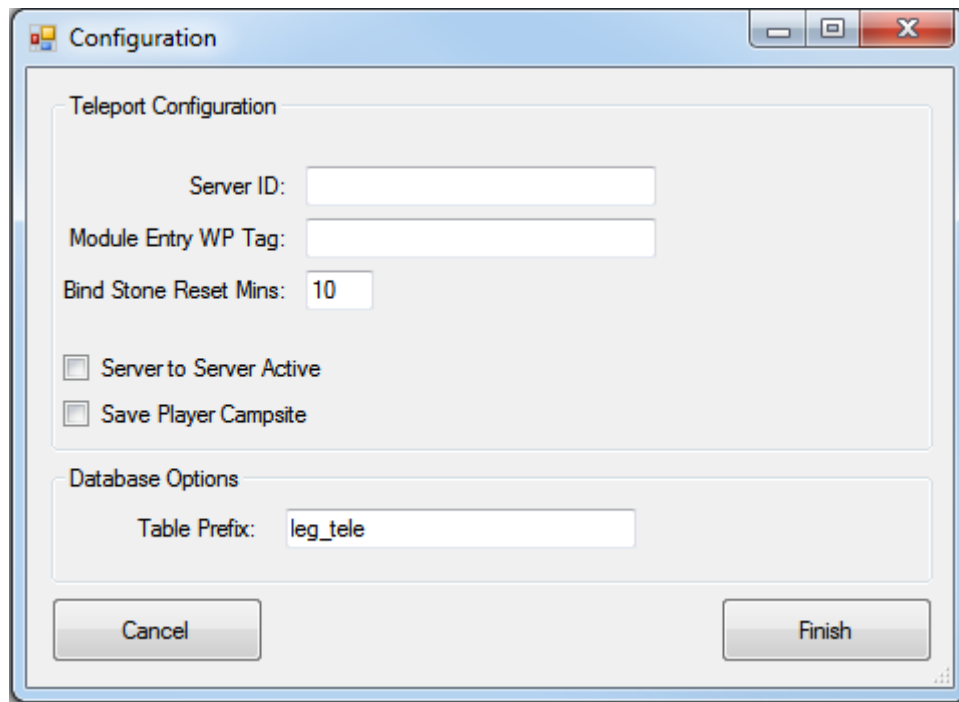


Figure 7 - Legends Teleport Plugin Configuration

- **SERVER ID** = All servers that are connected via the Teleport Plugin as well as dungeon instances must have a unique server ID. This should be a word with no spaces such as “myserver” or “realmofchaos” or something that will differentiate it between other servers and dungeons you may be using. If not using Server to Server transports or Dungeon Instances, this can be left blank. If however you use Server to Server later, you will need to ensure you come back and fill this in later. Putting something in ahead of time will not cause any ill effects.
- **MODULE ENTRY WP TAG** = This is a waypoint tag that you can set when using Server to Server transports. Normally, when using the campsite system described later, you will need a bootstrap or loading area.

This area will examine new arrivals to the server and send them to their campsite OR send them to this default waypoint.

- **BIND STONE RESET MINS** = If using Bind Stones, this is the number of minutes that must pass before an adventurer can re-activate their Recall Stone. A bind stone is a location a player can connect themselves with. They can carry around an item that can be activated to teleport them to which ever stone they happen to have bound themselves to. They could only return use this item once every x minutes that is configured here.
- **SERVER TO SERVER ACTIVE** = Checking this box activates the Teleport code to allow server to server functionality. This functionality requires database access. Without this checked, single player modules could leverage the plugin for local teleporting.
- **SAVE PLAYER CAMPSITE** = When this is active, anytime a player does something of importance such as changing areas, accepting or finishing a quest, dying or resting, their current location is saved. This can then be leveraged to transport a player to this location upon entering the module. With this not checked, campsites are not saved. This option requires database access and single player modules could leave this off.
- **DATABASE PREFIX** = When using options that require a database connection such as Server to Server, campsites, bind stones, etc, tables will be created that start with this name to help organize them in a large database.

Part 2 – Trying it Out

Tutorial 1 – There and Back Again...

Now that you've completed the installation you're ready to start using the plugin. There are many configuration options for teleporting, some you may already be familiar with from a different plugin. It is a good idea to run through the tutorials at least once.

One of the most common things to do with the teleport plugin is to simply send a player from Point A to Point B.

1. First, create an empty area to test with. It can be outdoor, indoor, it doesn't really matter.
2. Ensure this new area has the standard Legends On Client Enter and On Client Exit scripts applied as described above. You can use the master configuration to do this or just add them by hand.
3. Next, select a placeable object such as a mushroom for this example and place it down in the area. Choose a second one and place it a few meters away from the other.
4. Select a standard waypoint and place one next to each mushroom. The mushrooms will be the object the player will use to activate the teleport and the waypoint will be the destination or landing point.

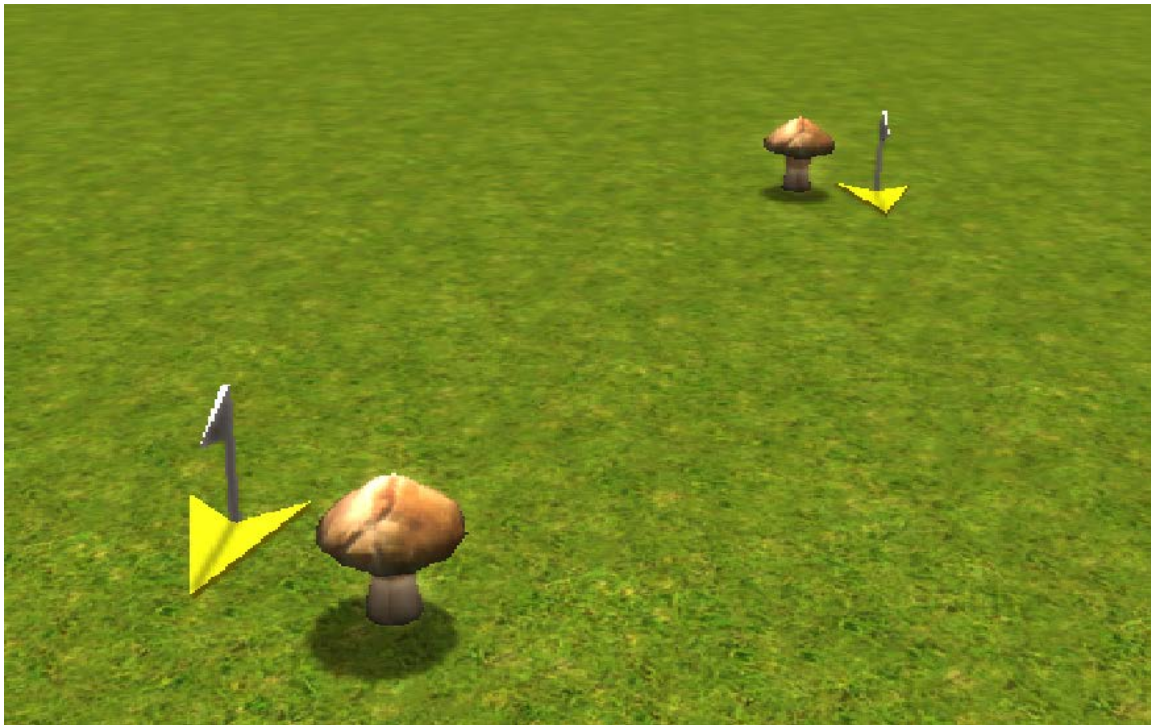


Figure 8 - Mushroom Teleportals

5. Give each waypoint a unique TAG and record it as it will be used in the teleport plugin shortly. In this example we'll use mywp1 and mywp2 as the tags.
6. Select one of the mushrooms and fire up the Legends Teleport plugin, then choose File -> Teleport -> Placeable Instance
7. In the WP Destination field enter the tag of the WP that is next to the OTHER mushroom. In this example, that would be mywp2.
8. In the Teleport Effect drop down box, select the entry called "VFX HIT SPELL FLAMESTRIKE"

The screenshot shows the 'Placeable Instance' dialog box with the following configuration:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☐ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - WP Destination: mywp2
 - Optional Message: (empty)
 - Full Portal Cooldown: (empty)
- PC Requirement:**
 - ☒ Item, ☐ Min Level, ☐ Quest NOT Started, ☐ Skill Check
 - ☐ Feat, ☐ Max Level, ☐ Quest Started
 - ☐ Race, ☐ Alignment, ☐ Quest Finished
 - Skill DC: (empty) ☐ Show Skill
- Requirement Value:** (empty dropdown)
- Teleport Effect:** VFX HIT SPELL FLAMESTRIKE
- Sound Effect:** (empty dropdown)
- Delay Animation:** (empty dropdown)
- Special Delay Effect:** (empty dropdown)
- Delay:** (empty)
- Destinations:**

Type	Require	Value	Destination	Server ID

Buttons: Cancel, Add, Remove, Finish.

Figure 9 - Portal Setup

9. Click the Add button which will put this destination down into the table below. Because you can have multiple destinations each one would be listed in that table. Click Finish and repeat the process on the other mushroom.
10. That's it! Load up your module and click on the mushrooms.

Tutorial 2 – Multi-Port

A simple point A to point B portal can be created pretty easily as you’ve just seen in the previous tutorial. In this tutorial however we are going to change things up a little bit by demonstrating multiple destinations based on character requirements.

1. Add a third mushroom and place it near the two from the previous tutorial as well as a third waypoint near it. Set the tag of this third waypoint to mywp3.



Figure 10 - 3 Mushrooms

2. Select the first mushroom and load the Teleport plugin and configure the placeable instance.
3. In the WP destination field enter “mywp3” and in the PC requirement radio box sections choose “Min Level”.
4. In the Requirement Value pulldown select “6”
5. In the Teleport Effect pull down select “VFX HIT SPELL FLAMESTRIKE”

Placeable Instance

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☐ Item ☒ Min Level ☐ Quest NOT Started ☐ Skill Check Skill DC: ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started

☐ Race ☐ Alignment ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID
WP			mywp2	

Figure 11 - Level 6 Requirement

6. Click the Add button to add this new destination to the table.
7. Next, select the original destination. You can identify it because it will have “mywp2” as the destination. Double click this to edit it.
8. Select “Max Level” in the PC Requirements and choose “5” from the Requirement Value pulldown.
9. Finally click Add to re-add it back into the table.

The screenshot shows the 'Placeable Instance' dialog box. It has a title bar with standard window controls. The main area is divided into several sections:

- Portal Properties:**
 - Server Type:** Radio buttons for 'Standard Teleport' (selected), 'Server Teleport', and 'Instance Teleport'.
 - Destination Type:** Radio buttons for 'WP Tag' (selected), 'Bind Point', 'Campsite', and 'Rez Site'.
 - WP Destination:** A text input field.
 - Optional Message:** A text input field.
 - Full Portal Cooldown:** A numeric input field.
- PC Requirement:**
 - Radio buttons for 'Item' (selected), 'Min Level', 'Quest NOT Started', 'Skill Check', 'Feat', 'Max Level', 'Quest Started', 'Race', 'Alignment', and 'Quest Finished'.
 - Skill DC:** A numeric input field.
 - Show Skill:** A checkbox.
- Requirement Value:** A dropdown menu.
- Teleport Effect:** A dropdown menu.
- Special Delay Effect:** A dropdown menu.
- Sound Effect:** A dropdown menu.
- Delay Animation:** A dropdown menu.
- Delay:** A numeric input field.

At the bottom, there is a table titled 'Destinations:' with the following columns: Type, Require, Value, Destination, and Server ID.

Type	Require	Value	Destination	Server ID
WP	Min Level	6	mywp3	
WP	Max Level	5	mywp2	

To the right of the table are 'Add' and 'Remove' buttons. At the bottom of the dialog are 'Cancel' and 'Finish' buttons.

Figure 12 - Multi Destination

You now have a single teleporter with two destinations. Any player that is level 1-5 will go to the waypoint known as mywp2 and any player that is level 6 and up will go to the waypoint known as mywp3.

Save and load this up in game with different level characters to try it out.

Tutorial 3 – Adding Info!

Now that the basics of using teleporting is down, let's spice things up. By installing the Info plugin, you can do a lot more interesting things which we will demonstrate in this tutorial.

First, let's suppose you'd like to delay a characters teleport. Consider it along the lines of the time it takes to summon up the magic to cause the teleport reaction to occur. This can

easily be accomplished with the installation of the Legends Info Plugin that will be leveraged.

Select the mushroom near the waypoint known as “mywp2”. With the Info Plugin installed and configured, run the Teleport Plugin on this mushroom.

1. Double click the current entry in the table to edit it.
2. Choose “VFX DUR FIRE” as the Special Delay Effect.
3. In the Delay Animation field, select “sp_warcry”
4. In the Delay field enter 7 which will be the number of seconds to delay.
5. Click Add to re-add it back into the table and click finish.
6. Finally, load this in game and walk over to that mushroom and click it. Observe the way the teleporter now behaves.

The screenshot shows the 'Placeable Instance' dialog box with the following configuration:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☐ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - WP Destination: mywp1
 - Optional Message: (empty)
 - Full Portal Cooldown: (empty)
- PC Requirement:**
 - ☒ Item, ☐ Min Level, ☐ Quest NOT Started, ☐ Skill Check
 - ☐ Feat, ☐ Max Level, ☐ Quest Started
 - ☐ Race, ☐ Alignment, ☐ Quest Finished
 - Skill DC: (empty) ☐ Show Skill
- Requirement Value:** (empty dropdown)
- Sound Effect:** (empty dropdown)
- Teleport Effect:** VFX HIT SPELL FLAMESTRIKE
- Delay Animation:** sp_warcry
- Special Delay Effect:** VFX DUR FIRE
- Delay:** 7
- Destinations:**

Type	Require	Value	Destination	Server ID

Buttons: Add, Remove, Cancel, Finish.

Figure 13 - Delayed Portals

You'll notice that the player no longer instantly transports to their destination but will now have a progress bar delaying their trip. This can be useful to prevent the "quick escape" syndrome, or to simply add flavor to your portals.

Tutorial 4 – Look out for that...

Thinking outside the box is what makes the Legends Plugins VERY powerful. In this tutorial we'll be doing just that.

1. Create a brand new interior area using the dungeon tileset. Don't forget to set the Onclient Enter and On Exit scripts of your new area as described above.
2. Using the tiles, create a simple hallway and place the Start location at one end. At the other end, place a standard "New Generic" trigger down.
3. Place a waypoint near this trigger and set its tag to "wpout"



Figure 14 - Dungeon Hallway

4. Next, on the same area, but off to the side, create a small cave with no exits. In the center of this cave, place a waypoint with the tag of “wpin”.
5. Select the “Roots {02 Cave Walls}” placeable and place it along the cave all as shown in the image below.
6. Next select the “Minor Spike Trap” trigger and surround the waypoint with it.

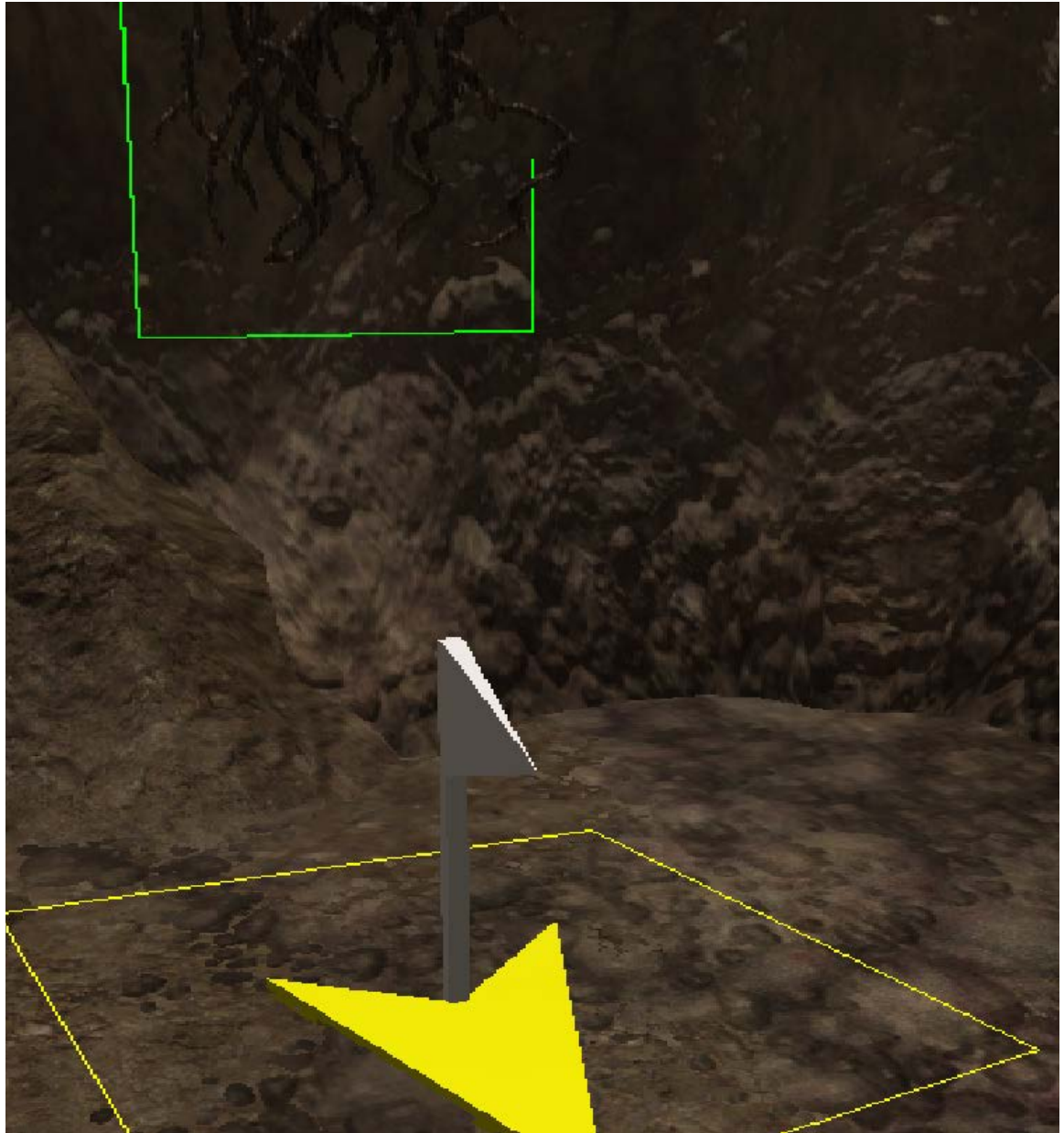


Figure 15 - The Pit

7. Select the trigger in the hallway and load the Teleport plugin on it. Choose “Trigger Instance” from the menu.
8. In the WP Destination field, enter “wpin”.

9. In the Optional Message field, enter “You’ve fallen into a pit!”
10. Set the Teleport Effect pulldown to “FX DOOR EXPLOSION.SEF”
11. Set the Sound Effect to “cb_whirlwind”
12. Finally click Add and Finish.

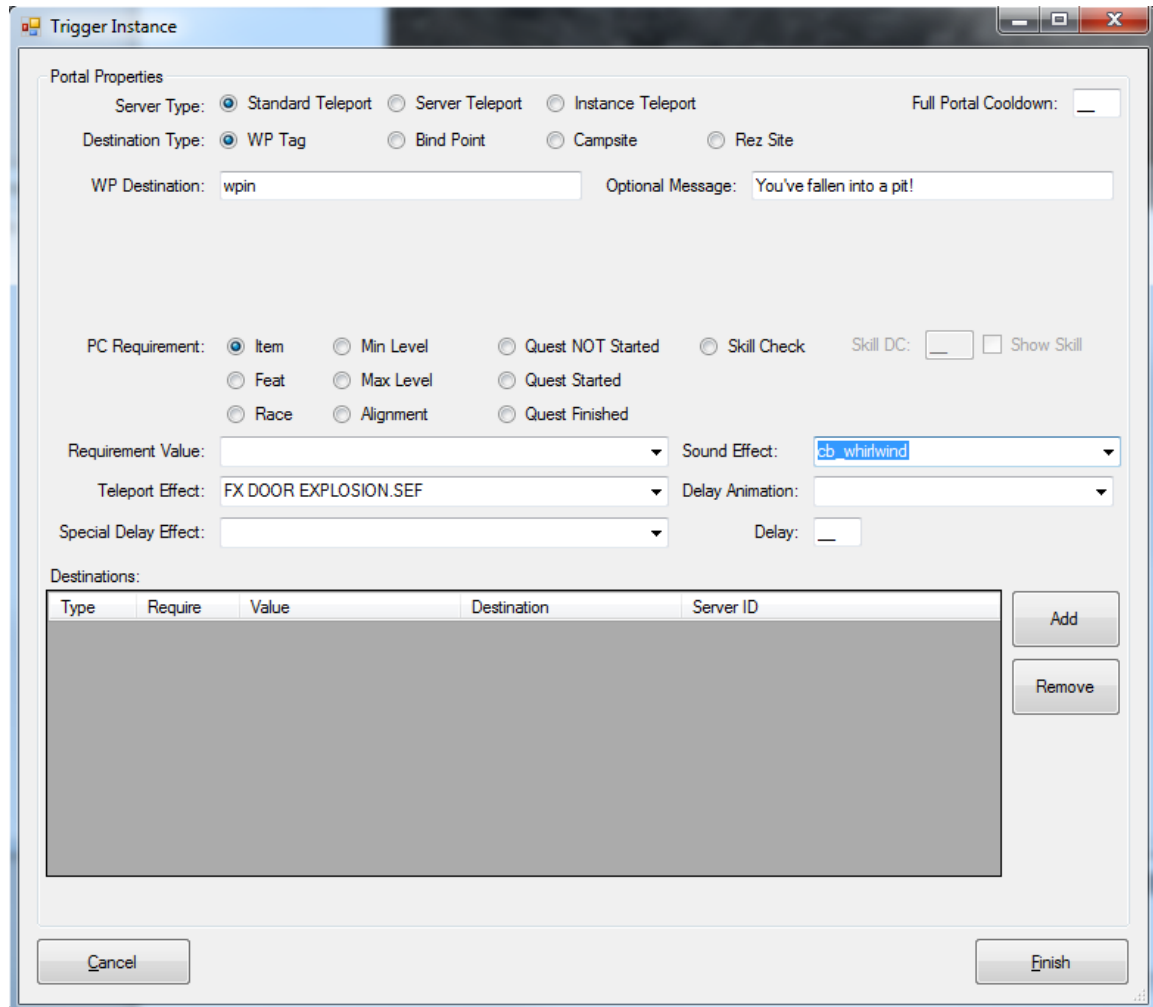


Figure 16 - The Trigger

13. Next select the roots that you placed earlier and load the Teleport plugin again, this time choosing Placeable Instance.
14. In the WP Destination field enter “wpout”
15. In the Optional Message field enter “You climbed out of the pit!”
16. For the PC Requirement, select “Skill Check”, enter a DC of 16, and select the “Show Skill” checkbox.
17. In the Requirement value pulldown, choose “Survival” – Yes a climb skill would be cool, why not create one? LOL
18. Click Add and then Finish.

Placeable Instance

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☐ Item ☐ Min Level ☐ Quest NOT Started ☒ Skill Check Skill DC: ☒ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started

☐ Race ☐ Alignment ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID
------	---------	-------	-------------	-----------

Add Remove

Cancel Finish

Figure 17 - The Roots

You now have a complete Pit Trap created which will damage the player by way of the spikes at the bottom as well as allowing a player the opportunity to escape by climbing up the vines on a successful Survival skill roll. Betcha never thought of using the Teleport plugin this way huh? If you did, GREAT JOB!

Load this up in game and give it a try.

- ⚠ **IMPORTANT** – All tutorials from this point forward require a database and NWNX connection. If you have not run the Teleport Configure with a database yet, do that before proceeding with these tutorials. Even if it is just to click “Finish”. This process will create the required database tables.

Tutorial 5 – In a Bind

Bind points can be thought of as a place a player can teleport themselves to by means of an item. The Bind Point itself can be anything – a stone, an altar or any other placeable object you desire. One comes with the Legends Teleport plugin however if you want to make it look like something else, simply change its appearance. Leaving the rest as is, will allow it to continue to function and have whichever look you wish.

Bind point placeable objects can then be spread around your world wherever you choose. When a player finds one, they can click on it and be instantly bound to it. You can then provide your players with an inventory item that they can use to return to their bind point. They can only be bound to 1 bind point at a time and one per server in a multi-server environment.

For this tutorial we will simply use the bind stone that came with the plugin.

1. First, we will place a bind stone down. Select one from the Legends Teleport category in the placeables group. Place this object somewhere in your area.
2. Select an item that you'd like to use as a Recall object. You can name it whatever you wish however this is the item that you will give your players at some point to be able to return themselves to their bind point. NOTE: The cooldown timer in the configuration discussed above will dictate how many minutes between each time they can use their recall item. This item should be a custom module item.
3. Run the Teleport plugin with the item blueprint selected and choose "Item Blueprint"
4. In the edit window, choose "Bind Point" as the Destination type.
5. In the Teleport Effect pull down, choose "VFX HIT SPELL FLAMESTRIKE"
6. In the Special Delay Effect pull down choose "VFX DUR FIRE"
7. In the Delay field enter 7
8. Click Add and Finish

⚠ The Item will automatically be set to 1 charge per use with 1 charge on it. For this tutorial we will give our re-call item 10 charges so manually modify the blueprint and change the charges to 10. You should change this to whatever you prefer for your own world such as unlimited uses or more charges.

9. Finally, place your recall item down on the ground for your test player to pick up.
10. Load the game up on a server using NWNX and connect to it.
11. Pick up your recall item and try using it. You will see a message indicating that you are not bound anywhere.
12. Go to the bind stone and click it to bind there, then walk away from it.
13. Use the item again and you will be transported to your bind point.
14. Using the item again will display the amount of time in the cooldown timer that is left before it can be used again.

Item Blueprint

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☐ WP Tag ☒ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☒ Item ☐ Min Level ☐ Quest NOT Started ☐ Skill Check Skill DC: ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started

☐ Race ☐ Alignment ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID

Add Remove

Cancel Finish

Figure 18 - Bind Stone Recall Item

Tutorial 6 – Campsites

When using the campsite system of the Legends Teleport plugin, you have the ability to transfer a player to a location where they last performed an important event such as accepting or finishing a quest, resting, dying, changing areas etc.

With campsites active in the configuration, the players location is stored in the database backend and can be used in interesting ways. One way is to allow players to return to where they were when the server resets. In this tutorial, we will be creating what is known as a Bootstrap area or Login Area. This area is a special, empty area that holds the Start Location for the world. Upon entry into this area, the system will do one of two things.

1. It will first check to see if the player has a valid campsite in the world. If they do not, they will be transported to the waypoint that is configured in the Configuration option in the Teleport plugin. This is where new players will begin their journey upon connecting to the server. You simply create a waypoint with the tag for this and place it where you want players to begin.
2. The second possible thing the teleport plugin will do is transport a player to a valid campsite. As mentioned above, when the campsite systems are active, this location will be saved whenever an important event occurs.

Let's set this up in a brand new module. Run the Legends Master configurator on this new module to set it up FIRST.

1. Create an empty area that will have nothing except the Starting Location in it.



Figure 19 - Bootstrap Area

2. Next create a second area that will act as your starting area for NEW players that have never played before. In the location where you'd like new players to appear, place a waypoint down and give it a meaningful tag such as "worldstart"

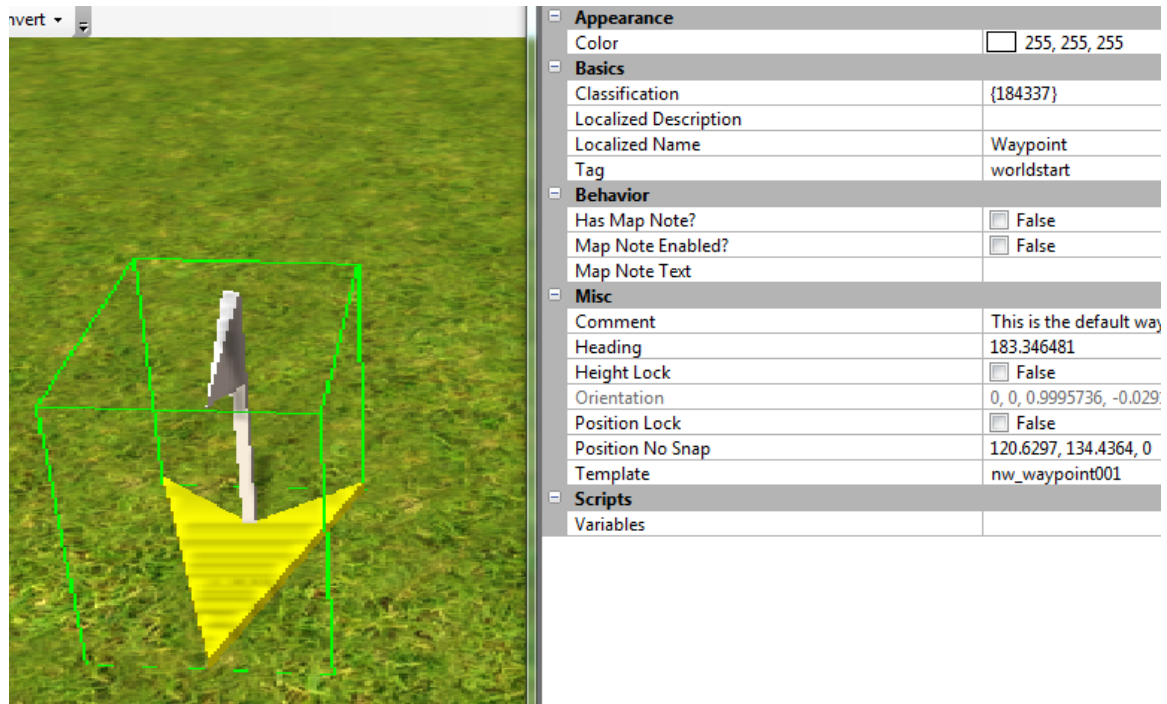


Figure 20 - World Start Waypoint

3. Go back to the Bootstrap entry area and load the teleport plugin. Go to the Configuration window by selecting File -> Configuration
4. In the Module Entry WP tag enter “worldstart” and click “Server to Server” as well as “Save Player Campsite”. Do not worry if you are not using Server to Server teleporting, you just need to have this option turned on.

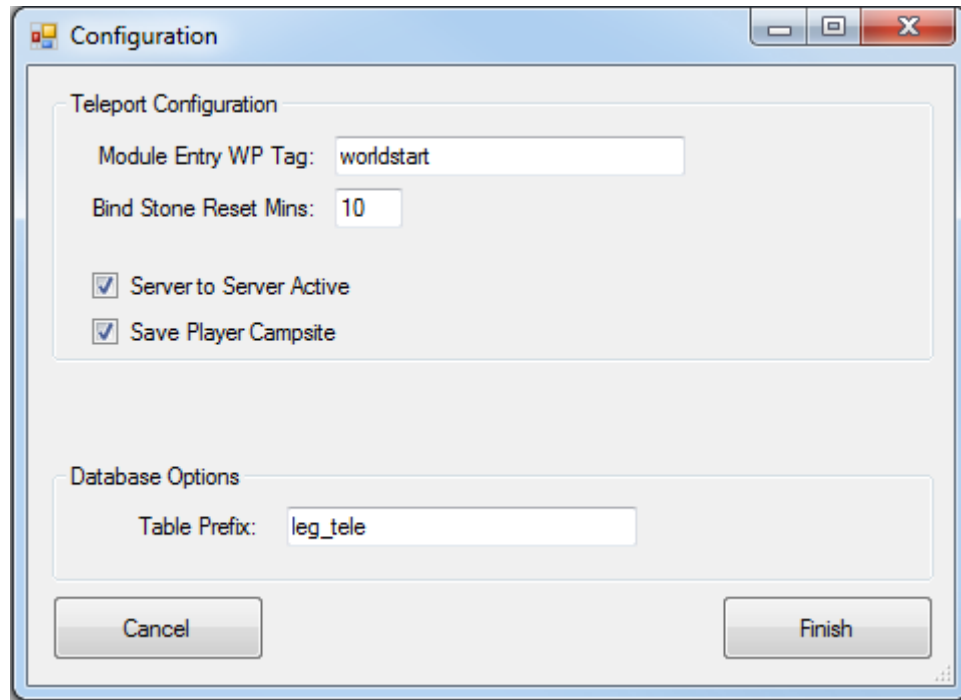


Figure 21 - World Start

5. Click Finish and then select File -> Teleport -> Current Area
6. In the Area teleport options screen, simply select "Campsite" in the Destination Type and click Add and Finish.
7. Ensure you have the Legends "On Client Enter" and "On Exit" scripts configured for these two areas.

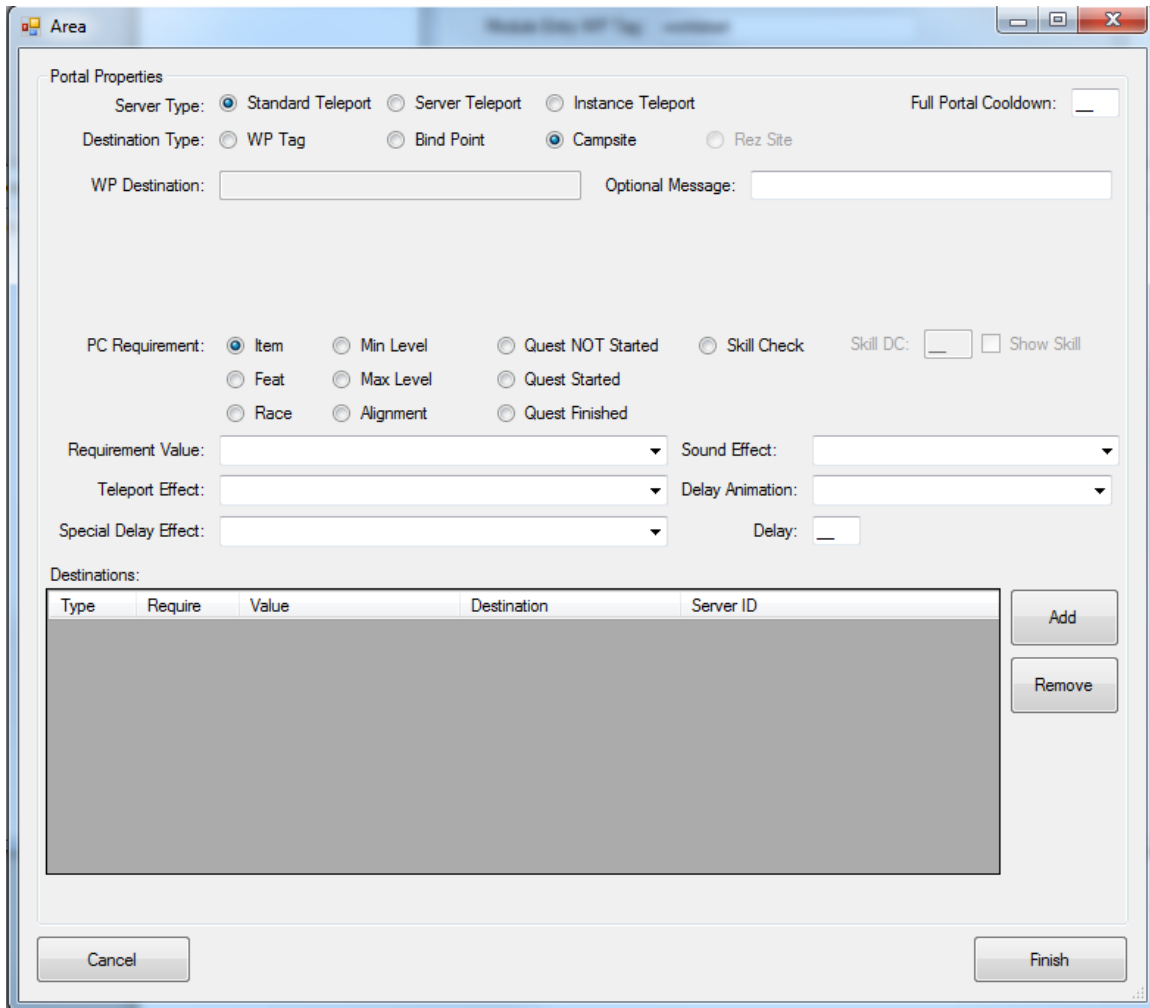


Figure 22 - Campsite Teleport

8. Load the module on your NWNX setup and log in. Upon entry into the bootstrap area, you will be transported to your waypoint.

⚠ Be sure to bake and save your areas as if you would in a normal persistent world.

To demonstrate logging in and being transported to your saved campsite location, you will need to create other areas or use other Legends plugins that will cause the saving of your current location such as Resting in the Legends World Plugin or finishing a quest in the Legends Quest plugin. If you create another area, your campsite will be saved there as well.

You can also optionally force a campsite save at any time you like if you are proficient with scripting by calling:

```
ExecuteScript("leg_tele_savecampsite", oPC);
```

Where oPC is the player in question that you wish to save their campsite.

Tutorial 7 – Server to Server

As your world grows, you may have the desire to split it into two separate modules. This gives you several benefits. First it keeps your modules down to a reasonable size making modifications easier. Also, players do not have to download so many walkmesh areas upon initial login – the walkmeshes for each server can be downloaded when they finally reach it. If you have enough physical hardware, you can split the player load amongst them as well.

Transferring a player from one server to the next is actually very simple however you will need to have two modules up and running with NWNX FIRST before you can leverage this function. It is currently beyond the scope of this document to describe how to setup two worlds efficiently via NWNX. If you have direct questions on how to do this, please ask them in the NWN2 Legends forums at <http://www.nwn2legends.com>

Once you have your two modules created and running in your servers you'll be ready to use the legends plugin to perform server to server transports. In this tutorial we'll be using two modules with one area each and simply connecting them.

In this tutorial we will create an area with a road in one module, a connecting road to the second module. Ensure you set the On Client Enter and On Exit scripts appropriately and configure the master and teleport plugins for each.

1. First, place a standard Area Transition trigger near the edge of your first module.
2. Place a standard waypoint near but not inside the area transition. Set the TAG of this waypoint to "roadin".
3. Decorate the area appropriately so you can easily identify which server module you are in.

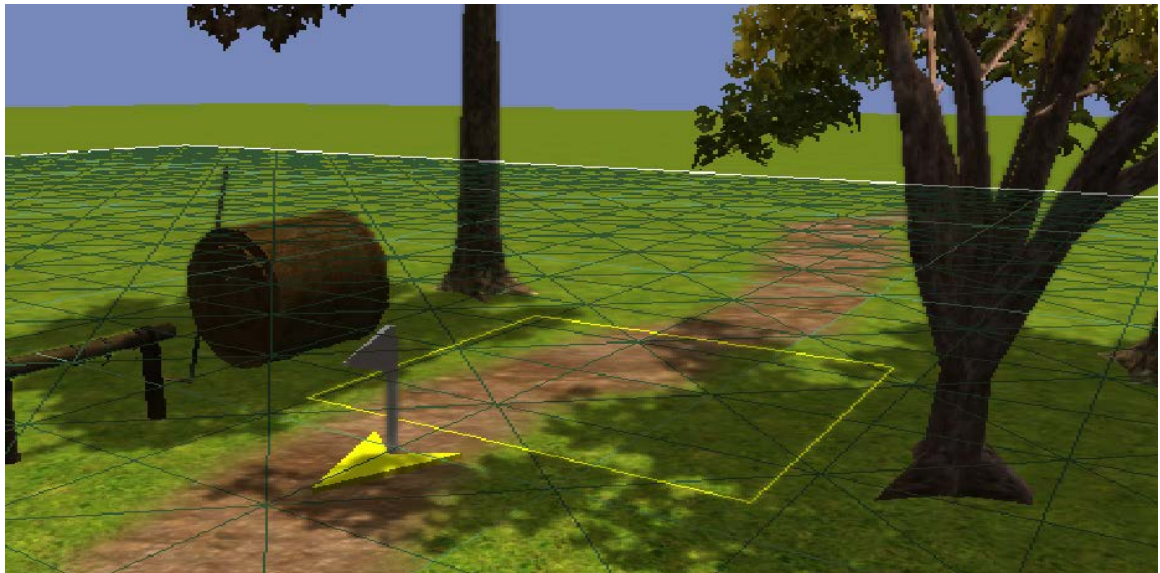


Figure 23 - Server 1

4. Select the area transition and run the teleport plugin. Select File -> Teleport -> Trigger Instance.
5. In the Server Type radio box selections, choose “Server Teleport”
6. In the WP Destination field, enter “roadin”
7. For Server ID, enter a unique name for this server with no spaces or special characters. In this tutorial, we will simply call it “server2”. NOTE that this is the ID of our DESTINATION server, not the server we are currently working on.
8. Enter the server IP address or name, UDP Port and password for the destination server. It can be running on the same or different computer, as long as both servers share the same player character vault.

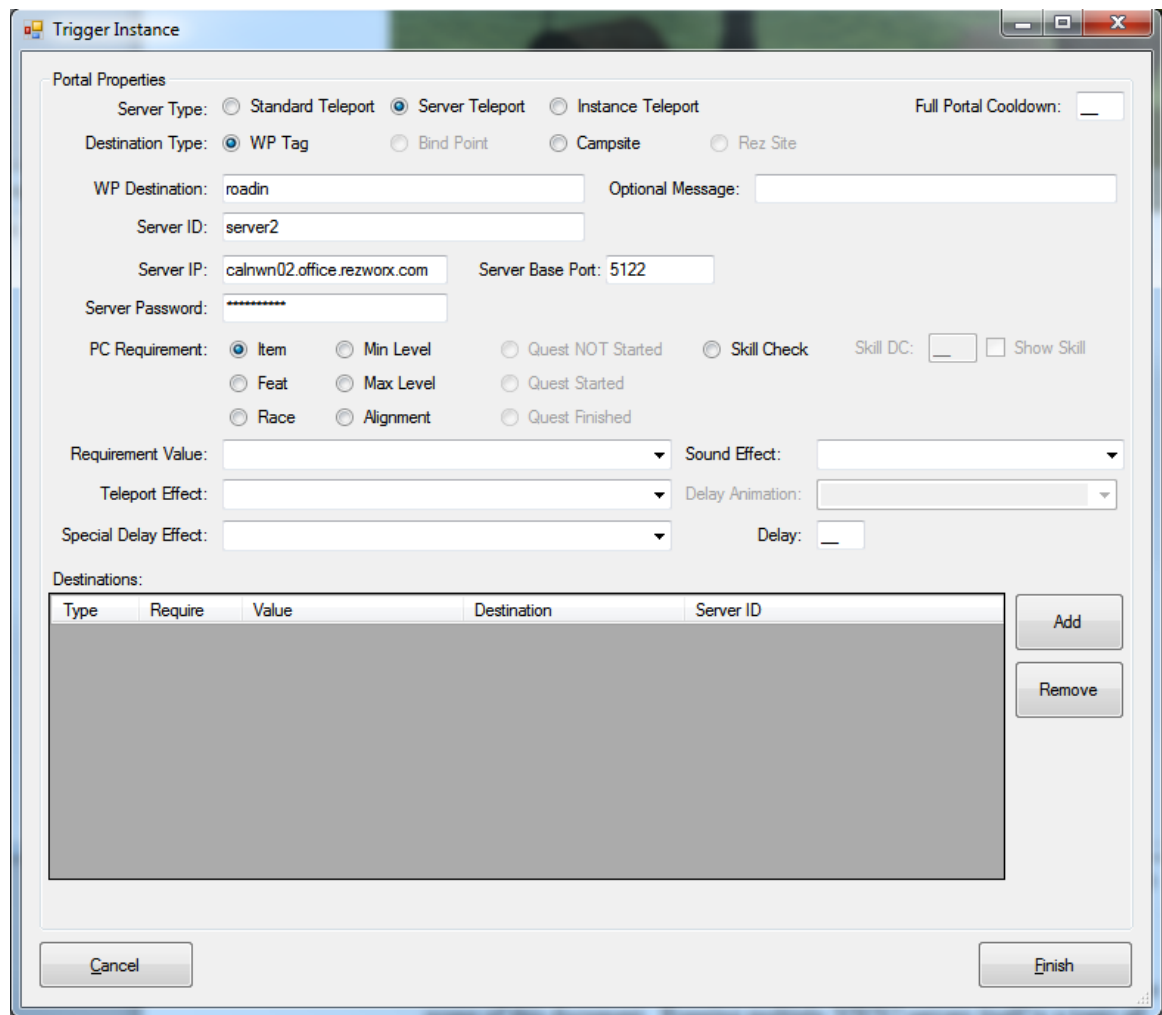


Figure 24 - Server Transition Trigger

⚠️ Sharing player vaults across servers is an advanced topic which is beyond the scope of this document. Running multiple NWN2 servers itself is a topic all of its own. A general understanding of running multiple servers is required.

9. Click Add, then click Finish.

Save this module and publish it to your server. Next we will open module number 2 and perform the same steps as above. The only difference in this module is the trigger information. The server ID for this tutorial will be “server1” and use the appropriate IP address or name, UDP port and password for server 1.

Publish module number 2 to your server and load both using NWNX with connections to your MySQL database. Connect to one of your servers and proceed to click on the area transition triggers to be transported to your other server. Once the resources for the server are downloaded and you are connected, you can freely move between servers by using the area transition triggers.

Tutorial 8 – Dungeon Instances (Not for the Faint of Heart)

Dungeon Instances are very similar to having a Server to Server transition as described in the previous tutorial. They can be used to reduce the overall size of your modules keeping things more manageable.

Dungeon Instancing is simply a name however and does not really mean they must be an actual dungeon. They can be a set of outdoor areas or a single house interior if you desire. The major purpose of a Dungeon Instance is to provide a group of players a place to adventure without worrying about other players dropping in on them or interfering with their experience. You can also do things in a dungeon instance that are not practical in the main worlds such as creatures that only spawn one time. The reason is because instances are reset after the party is finished with it. The server will detect when the players have finished and left the instance, then it will reload itself.

The second major difference between a Dungeon Instance and a standard server to server is that you will run more than one copy of it. Depending on the population of your server you can run two or more copies of your dungeon allowing multiple parties access to their own dungeon without impacting each other. Consider two groups of players at the entrance to the ruins which has been setup as a dungeon instance. The first player enters the ruins and in doing so, assigns his entire party an instance ID. A second player from the other party enters the same entry however because he or she is in a different party, that player will connect to a different copy of the dungeon. All party members that follow will be transported to their appropriate dungeon with the remainder of their friends and are able to adventure separately without interference from each other.

The two parties are even unable to communicate with each other or the main world giving that extra sense of delving deep into a dungeon seemingly cut-off from the rest of the world. If another party should come along and you have no more dungeon instances running, they will simply be notified that all instances are full and will need to wait. If your server population should grow however you can simply spin up more instances of your dungeon with ease as each instance is perfectly identical to each other with no unique ID's or other things that would distinguish one from the other. The legends

teleport plugin and the techniques it uses, manages all of this for you allowing you to simply copy the dungeon to another folder and spin it up.

There are three main parts to creating a dungeon instance.

1. The instance entrance
2. The instance exit
3. The instance configuration, server setup and NWNX configuration

If you are using the Legends Persistent world kit available on <http://www.nwn2legends.com>, you will have everything you need however if you are not, you will need to ensure you have some NWNX components. These are:

1. NWNX system plugin
2. NWNX spawn plugin
3. NWNX fastboot plugin

These are all available from the NWNX web site at <http://www.nwnx.org>

In this tutorial we will assume you have a main world module setup and running, a separate module that contains your dungeon only and both are configured with the Legends Master Configurator and Legends Teleport plugins. As with the Server to Server teleport you will need to share your player vault between servers.

1. First, open your Dungeon Instance module and run the Master configurator plugin on it. Select Configure and choose “Dungeon Instance” checkbox. Click Finish.
2. Next click the “Update Module Scripts” button. If you do not wish to have the plugin automatically update your module scripts, ensure you have the appropriate module scripts configured as per the instructions in Part 1 of this document above.
3. Now load the Teleport Plugin and select Configure
4. Enter the unique server ID for this dungeon as described above in the installation instructions and ensure Server to Server is active but **VERY IMPORTANT** – ensure Save Player Campsite is turned OFF (aka NOT checked). You do not want players having their campsites saved while in a dungeon instance. This can break things and cause unpredictable results. Players locations are stored just prior to entering a dungeon instance and will remain that way until they leave.
5. Next you must select a range of UDP ports that you will run your instances on. They must be consecutive. For example, a good technique is to mentally reserve several consecutive ports such as 5130-5134, even if you don’t plan to run that many copies. The FIRST port number will be known as the BASE port. In the Legends Persistent World, there are many dungeon instances and their port reservations look like this:
 - o Taldorian Den: UDP 5130-5134 – Base Port 5130
 - o The Dark Simidon: UDP 5135-5139 – Base Port 5135
 - o Iron Ingot Mine: UDP 5140-5145 – Base Port 5140

o And so on...

⚠ You'll need to open your firewall to allow these UDP ports into your servers.

6. Setting up a Dungeon Instance on your server is a little different than setting up a standard NWNX server. Typically, for a normal server you should have a shortcut icon created that will call NWNX. This technique is described in the "How to Setup a NWN2 Persistent World" Video series that can be found here:

http://www.youtube.com/playlist?list=PLThXIzv2_sKWtX11osGvqDSAjYeF2cw3f

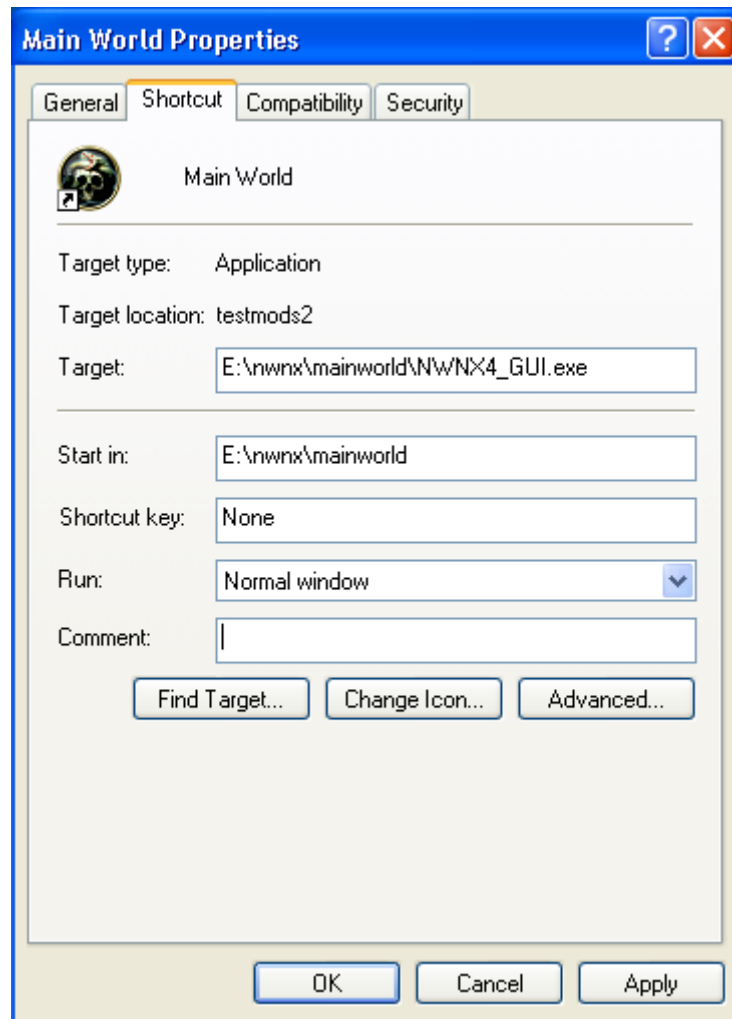


Figure 25 - NWNX Shortcut for Main Server

As you can see from the above image, and as described in the You Tube video above, this is a fairly typical approach to setting up a main server. Setting up a Dungeon Instance however is a little different.

7. The shortcut in EACH dungeon instance will contain the unique port number the instance will run on and the “Target” field will look like this all on one line:

```
C:\WINDOWS\system32\cmd.exe /c set PORT=5130 &&
E:\nwnx\dungeon_1\NWNX4_GUI.exe
```

⚠ NOTE: Each dungeon will have its own NWNX folder and UDP port number. They are both specified on the line above. Replace “dungeon_1” with the folder in your NWNX folder for each instance. See below.

For EACH unique dungeon you wish to run, you only need 1 copy of the module in its own folder in your nwn\modules folder. A good naming convention for this folder would be something like <dungeonname>. Using the Legends Persistent World as an example, here is what one of the dungeon servers looks like:

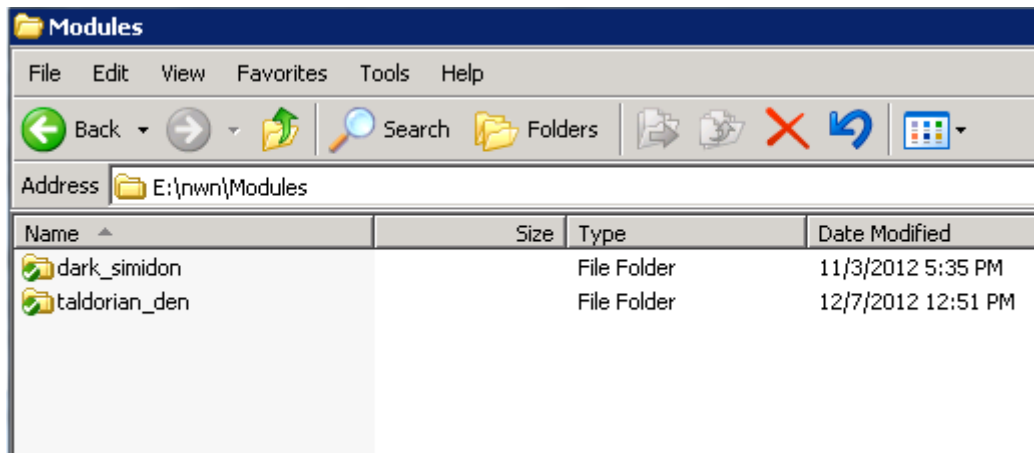


Figure 26 - Legends Dungeon Server # 3

In the above image, we can see that there are 2 dungeon instances, one for the Taldorian Den and the Dark Simidon setup on this server in the E:\nwn\modules folder.

⚠ A technique to keep from duplicating assets among dungeons is to use the NWN2 Campaign folder for scripts and common resources.

On the NWNX side however we will have one folder PER instance PER dungeon.

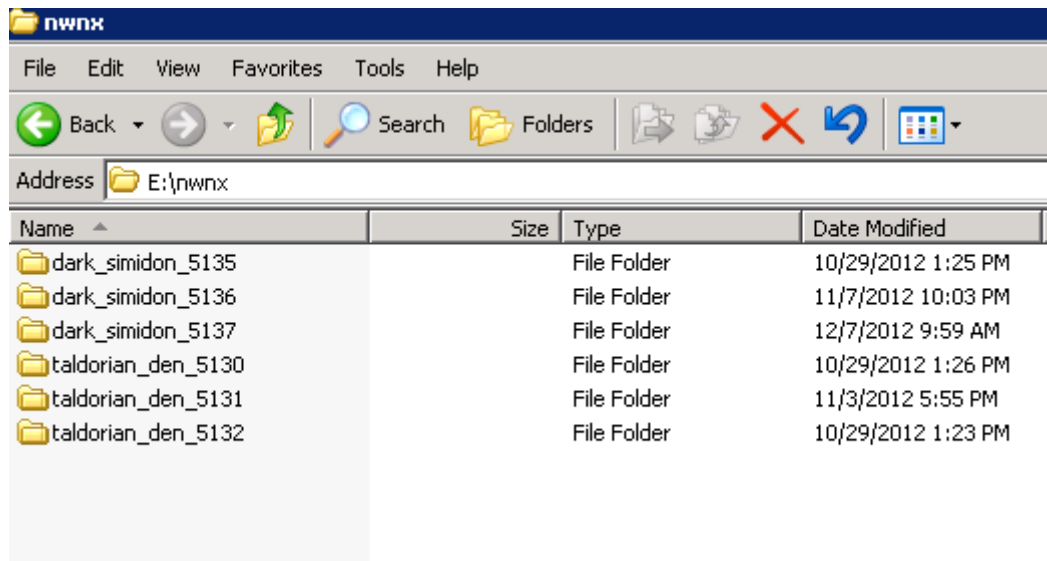


Figure 27 - NWNX folders

As you can see, we have cleverly named each dungeon's folder with the instance port number it is associated with. Each copy of NWNX is identical to the others with one difference between each one. That difference is the nwnx.ini file. In this file you will want to make some settings changes.

1. First, ensure your NWNX parameters line has the `-port <udpport>` entry on it with that particular port number.
2. Next, set the correct module path for this instance. It will be the SAME path for all instances of that particular dungeon.
3. Add the option `-onparty 1` to the parameters.
4. The player password should be set and configured in the teleport plugin later.

⚠ NWN2 has an issue where it cannot remember party members when teleporting from one server to another. When a party enters an instance you can get around this by having the `-onparty 1` option configured. Because dungeon instances are party based, everyone who enters it would be in the same party anyway and thus will be able to retain their party membership like this. Upon LEAVING the instance however, the party will be disbanded and must be manually reformed.

5. Perform the above for EACH dungeon instance you are creating.

6. Finally, create a shortcut for EACH dungeon instance as described above.



Figure 28 - Dungeon Instance Shortcuts

Your NWN2/NWNX server is now configured to run your instances. Next you must configure the Instance entrance in the main world and the instance EXIT out of your dungeon. Load your main world into the toolset and find the entrance to your dungeon.

1. Place whatever special effects that you like around your door. On the Legends Persistent world, we do this to help the player know they are about to enter a dungeon instance.

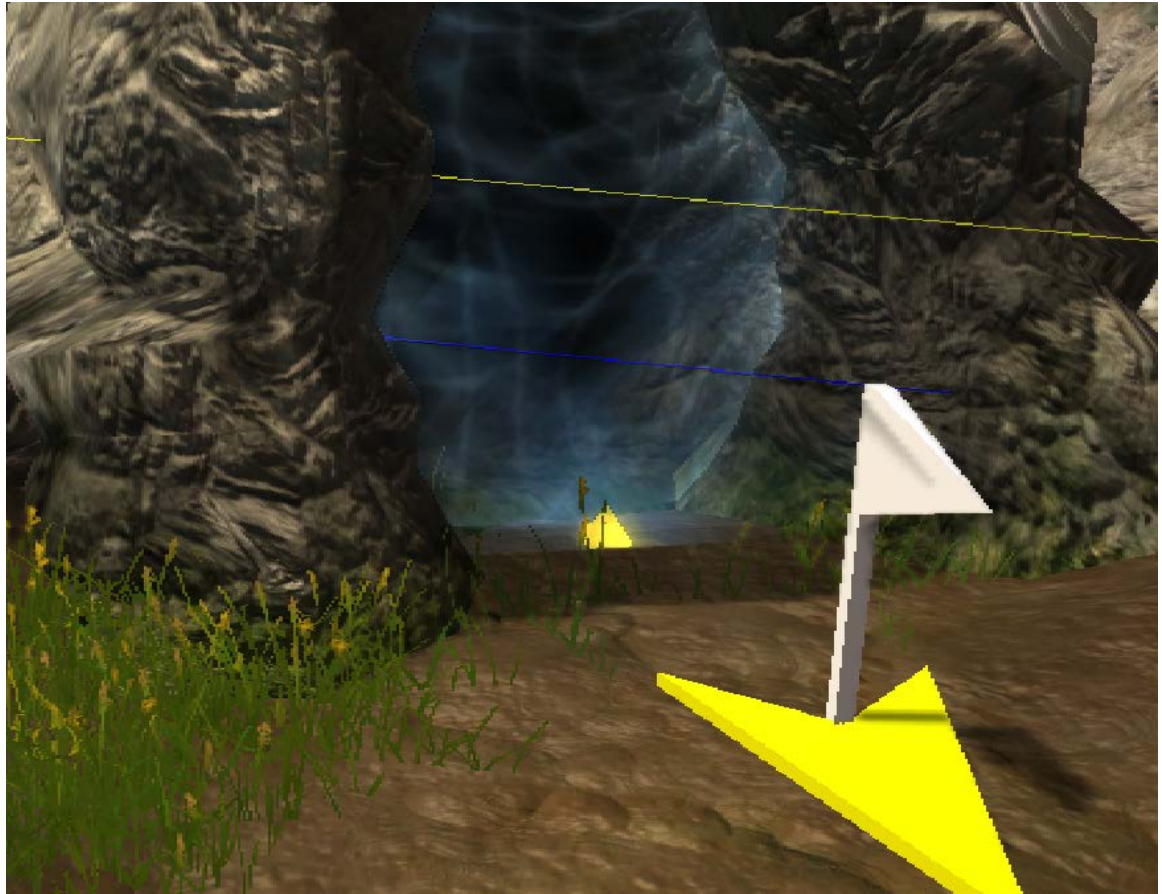


Figure 29 - Dungeon Instance Entrance

2. Select the door itself and load the Teleport plugin. Choose File -> Teleport -> Door Instance
3. In Server Type, choose "Instance Teleport"
4. For Instance ID, choose the unique server ID you configured in Step 4 at the beginning of this tutorial above. These MUST match exactly or your instance will not work.
5. Enter the IP or name of the server your instance runs on.
6. Enter the BASE PORT for your dungeon. The Base Port is discussed above.
7. Enter the server password that you configured in NWNX as discussed above.
8. Enter the total number of instances this door will support. If you are only starting off with 1 instance, then enter 1 here. If at a later date you wish to run more than 1 instance, you come back to this door and change this value to the number of instances you wish to run.
9. Click Add and then Finish.
10. Finally, place a waypoint near the doorway and change its tag to something meaningful for the exit point of this instance. We will be using it later. A good tag would be something like "myscarydungeon_exit". Remember it, we will need it later.

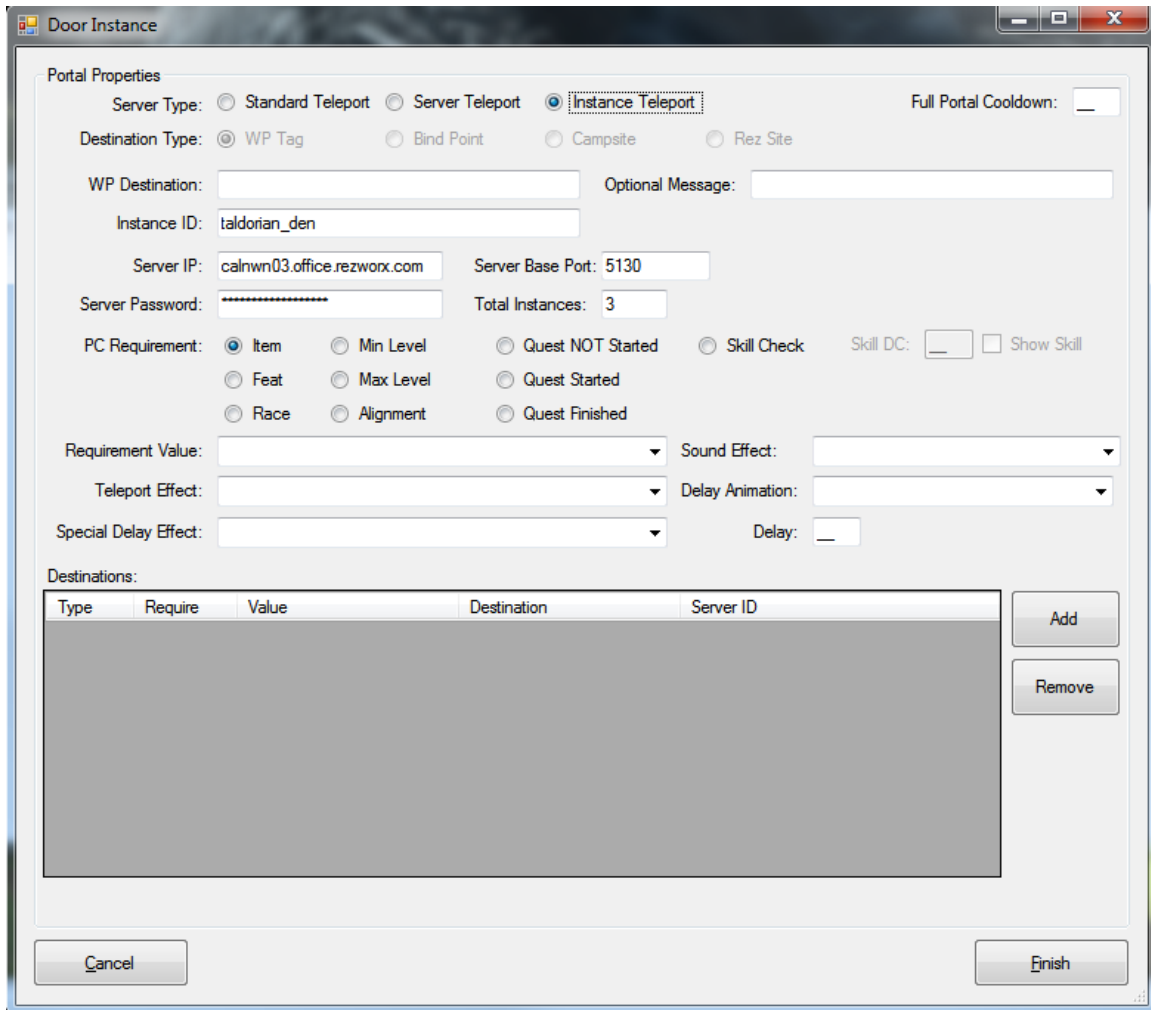


Figure 30 - A Dungeon Instance Entrance

Your Main World instance entrance is now complete. The last step is to update the dungeon instance exit doorway. Load your Dungeon Instance into the toolset and locate the exit doorway out of the dungeon.

1. Decorate the exit so players will be able to identify it as the instance exit.
2. Set your Start Location for the dungeon near the instance exit and then select the door. Load the teleport plugin and edit the door instance.



Figure 31 - An Instance Exit

3. Because this doorway doesn't lead to a dungeon instance, it leads back to the main world, this door Server Type will be set to "Server Teleport"
4. The WP Destination will be the Exit Tag of the waypoint configured in step 10 above in the main world.
5. The Server ID will be the unique ID that is configured on the Main World as described above in the installation instructions in Part 2 of this document.
6. Enter the IP Address or name, server port and password for the main world server.
7. Click Add and then Click Finish.

Finally, publish both your main world and dungeon to your servers. Run your NWNX shortcuts for your main world and as many instances as you would like as configured on

the main world door. As players come and go to the dungeon, you will see them reset themselves in preparation for the next party.

Please review the You Tube channel mentioned above for a hands on example of creating a dungeon instance.

We have come to the end of our tutorials and hopefully you have a better understanding of how the Legends Teleport Plugin works. Enjoy!

Final Summary

This system was originally designed for the NWN 2 Persistent World known as Legends. This quest based world has many dungeons and options for teleporting around the world that the Legends Teleport plugin was almost a given need. I hope you enjoy using it as much as I do.

If you have questions you can find me, the author, Marshall (aka Marshall V) in the NWN 2 community forums, sometimes in the NWN IRC channels or just email me at marshallv@nwn2legends.com or visit <http://www.nwn2legends.com>

I hope you enjoy this system and feel free to season to your individual needs and tastes! Have Fun and Happy Teleporting!