

BUILDER UPGRADE GUIDE

Legends AI 2.5.1 EE64

Upgrade an existing AI 2.0 installation

Use this guide when an existing module contains historical Legends AI resources and must move to the current EE64 x64 Toolset package. Work in a backed-up test copy first, then promote only after the upgraded module compiles and the required behavior is validated.

Upgrade at a glance

Action	Required upgrade treatment
REPLACE	Install current leg_ai.dll and shared leg_master.dll in NWN2Toolset\Plugins64 with the Toolset closed.
IMPORT	Import complete leg_ai.erf: 136 resources consisting of 99 NSS, 36 UTW, and 1 UTP.
KEEP	Continue using the historical leg_master.hak and leg_ai.hak unchanged.
VERIFY	Compile all scripts, then validate representative AI behavior in the backed-up test module.

Before you upgrade

- .NET Framework 4.7.2 and the NWN2 Enhanced Edition 64-bit Toolset are required for the current AI and Master plugins.
- AI is source-proven non-database. It does not require Connector/NET, a MySQL account, database grants, or a database test.
- The package includes leg_ai.dll, shared leg_master.dll, complete 136-resource leg_ai.erf, unchanged leg_ai.hak and leg_master.hak, current manual and upgrade PDFs, and leg_ai_manifest.txt.
- If the legacy Master Configurator is installed or used, MySQL Connector/NET 8.0.33.1 remains its runtime prerequisite. AI itself does not require a configured or active database.

Important: Close the Toolset before replacing plugin DLLs or placing HAK/ERF package files.

Upgrade procedure

1. **Replace the Toolset plugins:** With the Toolset closed, copy leg_ai.dll and leg_master.dll to NWN2Toolset\Plugins64. Do not carry forward legacy x86 DLLs or installer-era copies.
2. **Keep both HAKs:** Continue using the supplied leg_ai.hak and leg_master.hak unchanged. Place them in the normal HAK location if needed.
3. **Import the complete ERF:** Import the supplied leg_ai.erf through the normal ERF menu. It contains 136 current resources: 99 NSS, 36 UTW, and 1 UTP. Overwrite resources when the Toolset reports matching names.
4. **Review configuration:** Open Legends # Master Configurator # and Legends AI configuration. Activate AI, preserve established module settings unless a planned migration requires a change, and review optional integration choices separately.
5. **Compile:** Compile all scripts and resolve every error before testing.
6. **Test:** Perform validation in the backed-up module.

What changed in AI 2.5.1

2.5.1 update: Added EE64/x64 Toolset compatibility on .NET Framework 4.7.2, corrected built-in script archive access to Data\scripts.zip, and restored packaged waypoint resources for actions 26 and 27.

Historical release history (2.0-1.6)

- 2.0 added patrol-route and post scripting, multi-profile switching fixes, sleeping improvements, and the documented GUI/tutorial refresh.
- 1.93 added support for new Master AI event scripts, Quest/SE integration points, waypoint selection fixes, and scheduler improvements.
- 1.88 moved configuration data and scripts into the standardized module/repository model used by later releases.
- 1.86-1.81 added pre-scripts, bartender/barmaid behavior, random activities, conversation fixes, and common bug corrections.
- 1.8-1.6 contain the initial waypoint, retreat-range, patrol, Master-script, and original AI release lineage.

What not to carry forward

- Historical .NET Framework 3.5, Connector/.NET 6.9.8, PRE-1.88, or database guidance as current AI requirements.
- Historical setup.exe, installer paths, legacy x86 DLLs, or partial/historical ERF selections.

- Generated/config files, compiled NCS, support DLLs, source, authoring files, or direct-email/forum/IRC support directions.