

BUILDER UPGRADE GUIDE

Legends Banter 2.5.2 EE64

Upgrade an existing Banter 2.0 installation

Use this guide when an existing module already has the historical Legends Banter 2.0 resources and must move to the current 64-bit Toolset package. Work in a test copy first, then promote only after the upgraded module compiles and behaves correctly.

Upgrade at a glance

Action	Required upgrade treatment
REPLACE	Install the current leg_banter.dll and shared leg_master.dll in the EE64 Toolset Plugins64 folder with the Toolset closed.
IMPORT	Import the complete 34-resource leg_banter.erf: 32 NSS, 1 UTT, and 1 DLG.
KEEP	Continue using the historical leg_master.hak unchanged.
VERIFY	Compile the imported scripts in the Toolset and perform some functional checks in the test module.

Before you upgrade

- .NET Framework 4.7.2 is required for the NWN2 Enhanced Edition 64-bit Toolset plugin.
- Banter is database-backed. Where required on the builder machine, install Oracle MySQL Connector/NET 8.0.33.1, which provides MySql.Data 8.0.33.0. It is installed machine-wide and is not bundled.
- The package contains the following upgrade-relevant components of leg_banter.dll, the shared leg_master.dll, the complete 34-resource leg_banter.erf, and the shared leg_master.hak. Banter has no Banter-specific HAK.
- Complete live server/NWNX end-to-end validation remains a separate deployment gate.

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

Upgrade procedure

1. **Replace the Toolset plugins:** With the Toolset closed, copy leg_banter.dll and leg_master.dll to the NWN2 Enhanced Edition Toolset Plugins64 folder.
2. **Keep the shared HAK:** Continue using leg_master.hak from the historical package. It is unchanged for this release; no HAK rebuilding, conversion, or migration is required.
3. **Import the complete ERF:** Open the module in the NWN2 Enhanced Edition 64-bit Toolset and import the supplied leg_banter.erf through the normal ERF import menu. It contains 32 NSS, 1 UTT, and 1 DLG resources.
4. **Review configuration:** Open Legends # Master Configurator # and Legends Banter configuration. Preserve established player/table prefixes unless a separately planned migration is being performed.
5. **Compile:** Compile the imported scripts in the Toolset and resolve every error before testing.
6. **Test:** Perform functional checks in the test module. Do not treat this guide as proof that live server/NWNX end-to-end validation has completed.

Database privileges

One shared Toolset/runtime account: normal operation requires CREATE, INSERT, SELECT, UPDATE, and DELETE.

What changed in Banter 2.5.2

2.5.2 update: Corrected the built-in scripts archive lookup to Data\scripts.zip, preserving the optional Legends AI event-script integration without making AI a Banter requirement.

What changed in Banter 2.5.1

2.5.1 update: Improved database setup/configuration reliability and compatibility with current MySQL grouping behavior while preserving established table-prefix and schema behavior.

Historical release history (2.0-1.2)

- 2.0 added end-of-round banter, conversation-player freeze, Quest/SE completion flags, and other shared compatibility updates.
- 1.93-1.88 updated the shared codebase and fixed colored-name, party-conversation, and configuration-storage defects.
- 1.84-1.8 improved conversation ordering, constants handling, multi-NPC conversations, and optional Quest eavesdropping integration.

- 1.5-1.42 standardized module configuration, added support links, and introduced the Master/plugin and optional AI integration patterns.
- 1.3-1.2 contain the original Master-script updates and initial Banter release lineage.

What not to carry forward

- Historical prerequisites such as .NET Framework 3.5 or PRE-1.88 guidance.
- Historical setup.exe or other installer-era instructions.
- Connector/.NET 6.9.8 as a current 2.5.2 requirement.

Support: For current Legends support and community resources, visit <https://nwn2legends.com>.