

BUILDER UPGRADE GUIDE

Legends Craft Plugin 2.5.1 EE64

Upgrade Guide

October 5, 2026 | Marshall Vyper

Use this guide to upgrade an existing historical Craft installation to the current 2.5.1 EE64 package. The supplied Legends Master components are required; other Legends plugins are optional.

Upgrade at a glance

Action	Required upgrade treatment
REPLACE	Install the supplied leg_craft.dll and leg_master.dll in Plugins64 with the Toolset closed.
IMPORT	Import the complete 62-resource leg_craft.erf after backup: 54 NSS, 3 DLG, 1 UTC, 1 UTI, 2 UTP, and 1 UTW.
KEEP	Use the supplied leg_craft.hak and leg_master.hak unchanged; keep both guides and leg_craft.xls with the package.
VERIFY	Complete Master/Craft configuration, compile all scripts including configured Campaign scripts, and follow the Manual for harvesting/crafting checks.

Before upgrading

Back up module and Campaign content, database, and configuration. Use the Neverwinter Nights 2 Enhanced Edition 64-bit Toolset, .NET Framework 4.7.2, and machine-installed Connector/NET 8.0.33.1 (MySQL.Data 8.0.33.0).

Current package

The release contains exactly eight files: leg_craft.dll, leg_master.dll, leg_craft.erf, leg_craft.hak, leg_master.hak, leg_craft_manual.pdf, leg_craft_upgrade.pdf, and leg_craft.xls.

Upgrade steps

1. **Install the DLLs.** Close the Toolset. Place the supplied leg_craft.dll and leg_master.dll in <NWN2 EE install>\NWN2Toolset\Plugins64. Do not use historical x86 plugin DLLs.
2. **Install the HAKs.** Place the supplied leg_craft.hak and leg_master.hak unchanged in Documents\Neverwinter Nights 2\hak. No HAK rebuild or migration is required. Place leg_craft.erf in Documents\Neverwinter Nights 2\erf; keep the guides and XLS with the package.
3. **Import the current ERF.** After backup, import leg_craft.erf and replace older included Craft resources when prompted. Its complete 62-resource core is 54 NSS + 3 DLG + 1 UTC + 1 UTI + 2 UTP + 1 UTW. None of the 37 current-only candidates are included in this customer package.
4. **Review configuration.** Open Legends # Master Configurator #, activate Craft, review settings, and click Finish. Then open Legends Craft Plugin -> Configuration, review options, and click Finish. Configuration generates required module/constants state; these outputs are intentionally not static package members.
5. **Compile and test.** Compile all scripts after ERF import and completed Master/Craft configuration. If scripts are stored in a configured Campaign, retain that arrangement and include its scripts when compiling. NCS outputs do not ship in the ERF. Follow the Manual for practical harvesting/crafting checks in your configured server environment.

Database privileges and historical migration

Normal Toolset/editor operations require SELECT, INSERT, UPDATE, DELETE. Fresh setup also requires CREATE. Repeated Configuration -> Finish against existing current-schema Craft tables require ALTER.

Current changes in 2.5.1 EE64

- x64 / CLR4 / .NET Framework 4.7.2 and Toolset64 compatibility; machine-installed Connector/.NET 8.0.33.1 with a non-copy-local dependency contract.
- Exact Data\scripts.zip casing repair, plus deterministic database disposal and improved failure propagation.
- Current Campaign-source 62-member ERF; leg_craft_userresource is the intended spelling. The current leg_craft_resource skinning path replaces legacy leg_craft_skinning.NSS, which is excluded. Generated constants are configuration output, not package members.

Support and downloads

For support, current information, and download guidance, visit <https://nwn2legends.com>. Consult `leg_craft_manual.pdf` for detailed builder workflows.

Historical release history

The following v1.40–2.0 notes describe earlier releases. They are retained as historical chronology, not current installation requirements or a validated migration procedure.

Historical v2.0

- Fixed code so skinning harvest resources and placeable harvest resources co-exist and can each be created and updated.
- De-spawning crafting corpses no longer causes hangs if it despawns before you finish skinning

Historical v2.0 additional changes

- Added Sunjammer's placeable object movement code. Full credit to his code goes to him.
- Added code for performing PC Data table consolidation.
- Added overload method for destroy items and return nothing for DelayCommand happiness.

Historical v1.93

- Fixed issue with table names coming back as double quotes.
- Fixed code to do some validation when new trainers are created and books are not.

Historical v1.92

- Update to fix bug with characters with color in their names.

Historical v1.89

- Fixed major bug where Item creation was failing completely and crashing the plugin.

Historical v1.88

- Fixed bug that players were denied training a harvest skill if the harvest skill setting did not count against total skills and player was already AT maximum skill count.
- Fixed bug with conversation impacting all party members.
- Add option in config to update Existing blueprint classifications.
- Add option in config to support blueprint saving to campaign folder.
- Fixed bug with database upgrade crashing the plugin.
- Updated Animations on crafting station
- Added new Sounds Options for Stations

- Fixed bug where the leg_craft_constants script was not appearing in the palette on creation.
- Updated to 1.88 standard code base
- Moved config ini file to module folder

Historical v1.81

- Moved Configuration and Recipe loads to Module On Load. Don't need it on PC enter
- Fixed bug in SQL database upgrade in v1.8
- Crafting now requires a module on load script. This is handled by Master Configurator 1.81 or manually using leg_all_mastermod_onload
- Misc small bug fixes

Historical v1.8

- Updated to MySQL Connector v 6.5.4
- Added new functionality for Exception Items on recipes.
- Fixed some compile errors with the included scripts.
- A new "Craft All" option has been added to tradeskill stations.
- Fixed Bug that if the Info plugin was marked active, and no tool was equipped, the plugin would not check for the appropriate tool in hand.
- Fixed bug where if the Info plugin was active, the resource placeable still did not get the correct script.
- If PC doesn't have skills to harvest, the progress bar will no longer fire.
- If PC doesn't have skills to harvest, they will no longer lose a charge on their tool.
- If the PC does not have the skills to craft at a station, the progress bar will not fire.
- Added user configurable sounds to tradeskill stations.
- Added user configurable sounds to harvestable resources.
- Added 3 extra ingredients to total 8 in recipes.
- Added separate gold ingredient to recipes.
- Added second spell ingredient with OR option.

Historical v1.53

- Fixed a bug with the classes/races/feats tables in the database regarding column size.
- Fixed a bug with the checkbox in harvest tradeskill types not persisting.
- Changed racial bonus types to use subraces rather than races.

Historical v1.5

- Using new mySQL Connector version.
- Standardized on ini file configuration to be module based.
- Included links for WWW site and Online Manual in the Help Menu.

- Various minor bug fixes.

Historical v1.42

- New Script system that removes the need to manually edit existing scripts in events.

Historical v1.41

- Bug fixes in master configuration scripts
- Added better detection of active plugins in master configurator plugin.
- Removed inappropriate files from erf
- Updated setup.exe program to support STEAM installations

Historical v1.40

- Initial Release