

BUILDER UPGRADE GUIDE

Legends Info Plugin 2.5.1 EE64

Upgrade Guide

October 6, 2026 | Marshall Vyper

Use this guide to upgrade an existing historical Info installation to the current 2.5.1 EE64 package. The supplied Master components are required.

Upgrade at a glance

Action	Required upgrade treatment
REPLACE	Install leg_info.dll and shared leg_master.dll in Plugins64 with the Toolset closed.
IMPORT	Import the complete 37-resource leg_info.erf: 34 scripts, 2 triggers and 1 static camera.
KEEP	Use leg_info.hak and shared leg_master.hak unchanged; keep both PDF guides with the package.
VERIFY	Complete Master/Info configuration, compile the selected module or Campaign script root and follow the Manual tutorials.

Before upgrading

Back up the module, its Campaign resources, configuration and database. Use the NWN2 Enhanced Edition 64-bit Toolset and .NET Framework 4.7.2. Install Oracle MySQL Connector/NET 8.0.33.1 machine-wide on the toolset computer; it provides MySql.Data 8.0.33.0 and is not bundled.

Current package

The release contains exactly seven files: leg_info.dll, leg_master.dll, leg_info.erf, leg_info.hak, leg_master.hak, leg_info_manual.pdf and leg_info_upgrade.pdf. Info and Master are both 2.5.1 EE64. No setup program, generated constants, INI files or compiled NCS files are included.

Upgrade steps

1. **Install the files.** Close the Toolset. Copy leg_info.dll and leg_master.dll into <NWN2 EE install>\NWN2Toolset\Plugins64. Place the supplied HAKs unchanged in Documents\Neverwinter

Nights 2\hak and leg_info.erf in Documents\Neverwinter Nights 2\erf. Keep both guides with the package.

2. **Import the current ERF.** Open the backed-up test module and import the complete 37-resource leg_info.erf. Replace older included resources, while retaining newer accepted shared Master/NWNX resources. Confirm resource versions before overwriting; the 2.5 ERF retains its historical legacy NWNX scripts.
3. **Configure Master.** Open Legends # Master Configurator #, activate Info, review the existing settings and click Finish. Keep the correct module or Campaign script-root arrangement.
4. **Configure Info.** Open Legends Info Plugin and choose Configuration. Review options and click Finish. Retain valid tables and settings; generated constants go to the selected script root and leg_info.ini remains module local.
5. **Compile and test.** Compile all scripts in the configured Campaign when scripts/constants live there; otherwise compile the module. Follow the Manual tutorials in a test copy. Validate database-backed crier and server/NWNX behavior in the intended deployment separately.

Database state and permissions

The supported Legends Toolset Plugin database is MySQL 8.0.33 or later within 8.0, or MySQL 5.7.42. A healthy historical schema need not be recreated. Configuration checks two tables independently, creates missing tables and conditionally renames tables on a prefix change. Crier editing requires INSERT/UPDATE in addition to reading data. Keep deployment TLS settings appropriate to your environment.

Important: Back up the database before prefix changes or legacy migration. The runtime player initialization script can copy old table data and DROP legacy tables when migration applies. Permit only the operations needed for your installation.

Current 2.5.1 EE64 changes

The Toolset plugins target x64 and .NET Framework 4.7.2 and use the current Connector/NET dependency. The complete ERF includes accepted shared progress/SE handling, camera speaker/quest/time-of-day guards and the current Info player-table initialization. Legends 2.5 retains the two legacy shared NWNX scripts; later modernization is not part of this release.

Support and downloads

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

Historical changes

The following notes preserve the earlier release history. They describe their original versions and are not new 2.5.1 features. Historical setup-program references below do not apply to the current manual installation.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 2.0

- Fixed bug where successful skill checks would appear on NoRepeat triggers.
- Added new Timer Bar system for countdowns with ability to cancel by event.
- New Function to show skills
- Added level requirements and item requirements options to info triggers.

ADDITIONAL CHANGES FOR v2.0

- 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.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.93

- Fixed bug where removal of inventory items was not working on use of a progress bar.
- Added support to set Special Effects Plugin Area Flags when Quest plugin is active.
- Updated to support TChos HD panels
- Added timer countdown on progress bars
- Don't fire on triggers unless it's a player
- Fixed bug with Skill Check DC's on placeable instances
- Added option to show a message that a skill was rolled if a player succeeds on one only.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.92

- Fixed bug when players used color in character names.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.90

- Fixed bug where Info plugin config ini file was not saving in correct location.
- Added support for item in inventory requirement for progress bars as well as option to remove one on success.
- Fixed bug where Skill Check DC would not appear when editing an info progress bar.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.88

- Added support for SEF visual effects.

- Updated to 1.88 standard codebase.
- Moved config ini file to module folder.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.86

- Progbars now support custom animations and visual effects.
- Update plugin so constants file is added to the palette
- Fixed bug where Progress Bar Title was not saving correctly
- There are now 3 types of info box, standard, alert and detailed. See manual for details – this required a hakpak update.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.81 & 1.82

- Fixed bug with randomly generated unique ID's for triggers.
- Added Skill checking for Info triggers
- Added new Quest Based Info Triggers. When using the quest plugin, you can now have info triggers fire only if an adventurer is on a specific quest.
- Added new Quest Based Info Camera Cutsscenes. When using the quest plugin, you can now have camera cutsscenes fire only if an adventurer is on a specific quest.
- Fixed bug on placeable instances where campaign level scripts would not get applied.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.8

- Using new MySQL Connector version.
- Fixed crash bug when trying to edit an instance without an area open.
- Added new “Looping Progress Bar” option on placeable objects.

This option is for advanced users that are familiar with scripting. If you have a placeable object and are executing a progress bar with a custom script, the progress bar can LOOP INDEFINATLY until one of two conditions are met.

- The Player clicks the player clicks the “Cancel” button on the progress bar
 - Your custom executing script that is fired at the end of each loop stops re-calling “leg_info_progbar”.
- All INI scripts and Plugin Generated Constants scripts now have the plugin version number in them.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.5

- 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.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN v1.42

- Updated systems for auto script modifications. You no longer need to manually edit creature or module scripts.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 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

CHANGE LOG FOR THE LEGENDS INFO PLUGIN v1.40

- Added the New Configurator toolset plugins so there is no longer a need to update hak files, module variables or include scripts. All configuration and management is performed with the appropriate NWN2 Toolset plugin. See the main manual for it's usage.
- Fixed issue where Info Progress Bars could be activated by multiple players at the same time when interacting with an object.
- New Variables added:
 - LEG_INFO_FollowupDeactivate = Now that Item #1 above is correct, placeable objects are marked as active when a progbar is going on, once the progbar has completed, the placeable object becomes inactive. This variable overrides that behavior and leaves the object active until the follow up script performs the deactivation via code.
 - LEG_INFO_SkillCheck = When set to the integer value of a NWN2 skill placed on an info trigger. It will perform a skill check against a specified DC. If the skill is failed, the info will not be displayed.
 - LEG_INFO_SkillDC = The DC of the skill check above.
 - LEG_INFO_FailedSkill = When set to 1, if the PC fails the skill check, they will not get a second chance on this trigger to succeed. Without this variable, the PC can walk over the trigger (if they know of its existence), and attempt to make the skill check again.
 - LEG_INFO_ProgBarItem = Tag of an item a PC must have for the progbar to activate.