

BUILDER UPGRADE GUIDE

Legends Spawn 2.5.3 EE64

Upgrade an existing Spawn 2.0 installation

Use this guide when an existing module already has the historical Legends Spawn 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	Use the package-supplied Spawn 2.5.3 and Master 2.5.1 64-bit Toolset plugin DLLs.
IMPORT	Import the complete 59-resource leg_spawn.erf and overwrite older conflicting Spawn resources.
KEEP	Continue using the historical leg_master.hak and leg_spawn.hak unchanged.
VERIFY	Review configuration, compile scripts and wrappers, then test representative Spawn and Secret Door workflows.

Before you upgrade

- Back up the module and any Campaign content it uses. Perform the upgrade in a test copy, not directly in the production module.
- Use the Neverwinter Nights 2 Enhanced Edition 64-bit Toolset and confirm plugin loading is enabled.
- Install or confirm .NET Framework 4.7.2 for the current Spawn and Master plugins.
- Retain the required Legends Master dependency. This release uses Master 2.5.1 with Spawn 2.5.3.
- If the legacy Master Configurator is installed or used, MySQL Connector/NET 8.0.33.1 remains its runtime prerequisite. Spawn itself does not require a configured or active database.

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

Upgrade procedure

1. **Replace the Toolset plugins:** Copy Legends Spawn Plugin.dll (Spawn 2.5.3) and Legends Master Configurator.dll (Master 2.5.1) from the current package into <NWN2 Enhanced Edition install folder>\NWN2Toolset\Plugins64. Replace the older Legends copies. Do not install old x86 or legacy plugin DLLs into Plugins64.
2. **Keep the HAKs:** Continue using leg_master.hak and leg_spawn.hak from the historical package. They are unchanged for this release; no HAK rebuild, conversion, or migration is required.
3. **Open a test copy:** Start the EE64 Toolset and open the backed-up test module. Confirm the Plugins menu shows Legends Spawn Plugin and Legends Master Configurator before continuing.
4. **Import the complete ERF:** Use File > Import and select the package copy of leg_spawn.erf. This is the complete current 59-resource Spawn ERF, not a delta. Choose Yes to overwrite every resource-name conflict so current package resources replace older Spawn 2.0 copies.
5. **Review configuration:** Open the current Master and Spawn configuration interfaces. Confirm Spawn is active and review the module options already used by the world. Preserve intentional existing configuration; do not add database settings merely to use Spawn.
6. **Compile and test:** Compile the imported scripts and every generated or modified wrapper script, save the test module, and then verify representative Spawn waypoints and Secret Door behavior before production use.

Import the complete Spawn ERF

The current leg_spawn.erf contains 59 resources: **37 scripts (.NSS)**, **13 placeables (.UTP)**, **6 waypoints (.UTW)**, **1 item (.UTI)**, **1 trigger (.UTT)**, and **1 sound (.UTS)**. Import the set as one complete unit.

Overwrite conflicts: When the Toolset reports matching resource names, keep the current package resources by choosing Yes to overwrite. Mixing old Spawn 2.0 objects with only part of the new ERF leaves the upgrade in an unsupported mixed state.

Secret Doors

Enable current Secret Door support through **Master Configurator > Secret Doors**. The visible Spawn Configuration checkbox Use Legends Secret Doors* is a legacy/inactive control in Spawn 2.5.3 and is not a required upgrade action.

- The complete ERF already includes the accepted Secret resource set, including leg_spawn_secretkitmanager.utp.
- Do not hand-copy separate Secret blueprints over the imported ERF.

- In the test module, verify a representative Secret Door detection and reveal workflow using the module's intended settings.

Configuration review

- Confirm Legends Spawn Plugin remains active in the Master Configurator.
- Review current Master and Spawn options against the module's existing behavior; select only options the module actually uses.
- If Master updates area or module event scripts, compile every generated wrapper before saving and testing.
- Spawn itself does not add a database requirement or require Master SQL settings.

Compile and test before production

- Compile imported scripts plus all generated or modified wrappers. Resolve compile errors before runtime testing.
- Open representative creature and placeable Spawn waypoints and confirm the saved settings remain correct.
- Test spawning, despawning, respawn timing, grouped/random behavior, and any module-specific trigger flows that are actually used.
- If Secret Doors are enabled, test the intended detection method, reveal behavior, and reset behavior in the test module.
- Promote only the tested module and package files to production through your normal deployment process.

What changed in Spawn 2.5.3

2.5.3 bug fix: Fixed a Spawn Waypoint Finish crash caused by invalid numeric input; values are now validated before any waypoint changes are applied.

What not to carry forward

- Old Spawn or Master plugin DLLs, including x86/legacy builds.
- The old Spawn 2.0 ERF or a partial selection of its resources over the new complete ERF.
- Generated constants or compiled .NCS files as current package payload.
- Historical setup.exe/installer files or the historical upgrade PDF as current release payload.

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