

BUILDER UPGRADE GUIDE

Legends Teleport 2.5.1 EE64

Upgrade an existing Teleport 2.0 installation

Use this guide when an existing module contains historical Legends Teleport 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_teleport.dll and shared leg_master.dll in NWN2Toolset\Plugins64 with the Toolset closed.
IMPORT	Import complete leg_teleport.erf: 42 resources consisting of 36 NSS, 2 UTP, 1 UPE, 1 UTI, 1 ULT, and 1 UTW.
KEEP	Use shared leg_master.hak. Teleport has no Teleport-specific HAK.
VERIFY	Review configuration, compile scripts, test same-server destinations, and separately validate any optional database-backed paths used.

Before you upgrade

- Back up the module and any Campaign content it uses. Perform the upgrade in a test copy, not directly in production content.
- .NET Framework 4.7.2 and the Neverwinter Nights 2 Enhanced Edition 64-bit Toolset are required for the current Teleport and Master plugins.
- Core same-server teleporting does not require a database. If database-backed Toolset configuration paths are used, install Oracle MySQL Connector/NET 8.0.33.1 on the builder machine; it provides MySql.Data 8.0.33.0 and is not bundled.
- The exact seven-file package is leg_teleport.dll, leg_master.dll, leg_teleport.erf, leg_master.hak, leg_teleport_manual.pdf, leg_teleport_upgrade.pdf, and leg_teleport_manifest.txt. Teleport has no Teleport-specific HAK.

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_teleport.dll and leg_master.dll to the NWN2 Enhanced Edition installation's NWN2Toolset\Plugins64 folder.
2. **Keep the shared HAK:** Continue using leg_master.hak from the package. Teleport has no Teleport-specific HAK; do not invent, rebuild, or substitute one.
3. **Import the complete ERF:** Open the backed-up test module in the EE64 Toolset and import leg_teleport.erf through the normal ERF import workflow. It is the complete 42-resource set: 36 NSS, 2 UTP, 1 UPE, 1 UTI, 1 ULT, and 1 UTW. When matching legacy resource names are reported, replace them with the current package versions; do not manually mix old and current resources.
4. **Review configuration:** Open Legends # Master Configurator # and Legends Teleport configuration. Preserve intentional module settings. Do not add database configuration for core same-server teleporting; configure optional database-backed paths only when the module uses them.
5. **Compile:** Compile the imported scripts and every generated or modified wrapper. Resolve every error before testing or saving the upgraded test module.
6. **Test:** Verify representative same-server destinations in the backed-up test module. If bind/recall, campsites, server-to-server, or dungeon-instance features are used, validate those separately in their applicable database/NWNX/server environment before production promotion.

What changed in Teleport 2.5.1

2.5.1 update: Added EE64/x64 Toolset compatibility on .NET Framework 4.7.2 and established the current seven-file package, complete 42-resource ERF, shared-Master dependency, and optional database-feature boundaries.

Historical release history (2.0-1.86)

- 2.0 contained various Teleport bug fixes.
- 1.93 added display of the bind location when examining a recall stone.
- 1.92 fixed colored-character-name handling and Feat, Race, and Subrace saving while editing.
- 1.88 fixed Spawn-waypoint Teleport configuration, long-hostname server-teleport database saving, Feat and Race selection, first-time configuration SQL errors, and moved the configuration INI into the module folder.
- 1.86 was the initial Teleport release.

What not to carry forward

- Historical .NET Framework 3.5, PRE-1.88, or Connector/NET 6.9.8 guidance as current requirements.

- Historical setup.exe, installer-era paths, legacy 32-bit/x86 DLLs, or broad manual file-overwrite instructions.
- The Teleport 2.0 ERF, a partial resource selection, or mixed old/current resources in place of the complete current ERF.

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