



Neverwinter Nights 2 Legends Banter Plugin

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Marshall Vyper

Document Revision Information

Revision	Date	Author	Description
1.2	November 28, 2010	Marshall Vyper	Initial Release
1.21	December 14, 2010	Marshall Vyper	New Master Vars Added
1.30	December 20, 2010	Marshall Vyper	Upgraded Masters to 1.3
1.31	December 20, 2010	Marshall Vyper	Fixed Numerous Typos
1.42	September 29, 2011	Marshall Vyper	Upgrade to new Plugin System
1.84	November 1, 2012	Marshall Vyper	Updated notes and screenshots, conversations.
2.0	December 29, 2016	Marshall Vyper	Updated notes for 2.0

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1.3	December 20, 2010	Marshall Vyper	Master Script Upgrades
1.42	September 29, 2011	Marshall Vyper	Upgrade to new Plugin System
1.5	October 5, 2011	Marshall Vyper	Updated Online Manual, standardized ini file.
1.8	October 4, 2012	Marshall Vyper	Update to v1.8
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1.92	December 23, 2013	Marshall Vyper	Fixed colored named bug.
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2.0	December 26, 2016	Marshall Vyper	2.0 Updates, see upgrade notes doc.

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Introduction

There comes a time in every NPC's life where they simply cannot stand in silence any longer. Too many wandering commoners, monsters and other living world critters usually have more on their mind than just fighting or standing around. Sometimes they just can't wait for an adventurer to come along for them to share their thoughts, dreams or even secrets with.

This Legends Plugin adds that extra spice to the Neverwinter Nights Persistent World. Giving your NPC's and monsters the ability to say random (or specific) one line messages to nearby adventurers at various events and times. This would include during battle, when they die, when they are talked to or even when night sets in. Sometimes they can even have conversations with each other!

Allowing for easy installation, an NPC or monster can speak whenever you deem desirable. Using NWNX database backend makes it simple to add, update or remove one line messages that your living world creatures can use.

The Legends Banter plugin is designed for Persistent Worlds and does not function without an NWNX database backend.

Features

There are many various combinations of things you can do with bantering NPCs and monsters which can add a lot of flavor to your silent world. Some of the features this plugin can do for you are listed below:

- Randomly select messages from groups of one-liners.
- Included Day / Nighttime transition change messages.
- Random delays so not all your NPC's speak at the same time.
- Have monsters speak their last dying words!
- Have monsters make comments when they hear a nearby hidden adventurer.
- Allow townsfolk to say various Hello's as adventurers pass them by.
- Easy to learn and use with step by step tutorials.
- You don't need to overhaul what you already have! Just build on it!

Legends Plugins

What's a Plugin

The legends plugin system is a framework of scripts and tools utilized on the Development Persistent World known as Legends. There are many plugins already written as well as upcoming releases that perform a variety of tasks from simple NPC bantering to an entire Quest System. The concept of the Legends plugins is that they are easy to drop into an existing world without the need for other dependent packages. There is no Core Plugin, there are no third party script or hak requirements for them to work and they are easy to install, standardized and always come with comprehensive documentation. Every attempt has been made to ensure installing a plugin requires minimal modifications to existing persistent world code and configuration.

Important To Know

The next important aspect of a Legends plugin is that they can leverage each other's code to form a complete system. The code is never duplicated from plugin-to-plugin so you only have one set of code. For example, even though the Legends Loot Plugin uses parts of the Legends Spawn Plugin, installing both plugins will not cause you to have double code. This is because each plugin comes with a standardized script set.

- ⚠ Each Legends plugin is released as a standard version. For example, all Legends plugins have a 1.93 version and a 2.0 version. If you need to upgrade one of your plugins, it is a best practice to upgrade them all. You should never downgrade a plugin lower than another. When upgrading plugins, ensure you click "Yes" when you are asked to overwrite an existing file.

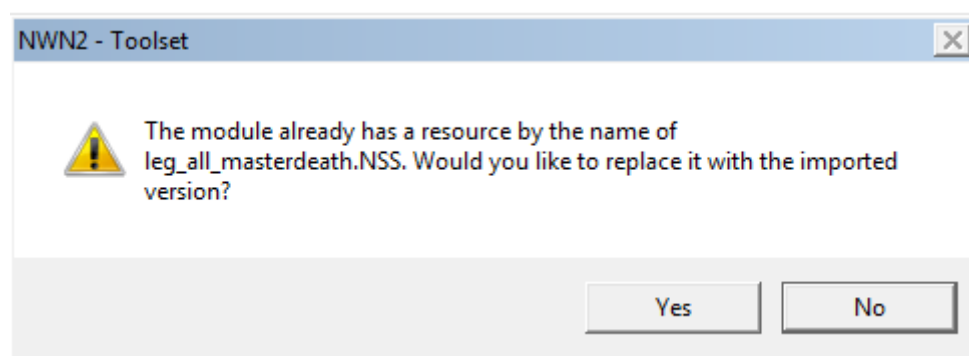


Figure 1 - Master Script Overwrite

Part 1 – Getting Started

What's in the File

By now you've already opened the archive with all the files needed for the Legends Banter Plugin to work in a test module or your persistent world. Included in the archive are several files, each of which are described below:

leg_banter.erf	This file contains all the content for builders. It will add 32 scripts, 1 trigger and 1 conversation that are needed for the plugin to operate. How these things are used will be discussed later in the document.
leg_banter_manual.pdf	This manual which includes the tutorials and how-to use this banter plugin.
leg_info_upgrade.pdf	This file contains any notes and important information you should be aware of BEFORE you upgrade or install a plugin when you already have a pre-existing plugin that is in use.
leg_banter.dll	This is the NWN2 Toolset plugin that allows you to manage and configure bantering between NPCs with ease.
leg_master.dll	This is the NWN2 Toolset plugin that allows you to manage and configure all other Legends plugins and is included in all plugin packages.
leg_master.hak	This is the master hak pak file that several legends plugins leverage resources from. They are kept here to avoid duplication of resources in several plugins that share them. It is included in all plugin packages.
setup.exe	This is the installer.

YouTube Video Walkthroughs

All Legends Plugins at the time of release have video walkthroughs that will assist you in the installation, configuration and typical use of each Legends Plugin. Visit the channel <http://www.youtube.com/user/DJMarshallIV> to see these video series. They are detailed and can answer many questions.

Installation

To install this system you must perform several tasks. You can install this into your existing persistent world or if you just wish to try it out, make a brand new module and follow these steps.

1. There are 2 pre-requisites that must be installed prior to installing any Legends plugin. They are **.NET framework 3.5** and the **MySQL Connector v6.9.8**. You can find them at the following sites:
 - .NET: <http://www.microsoft.com/download/en/details.aspx?id=21>
 - MySQL: <http://www.mysql.com/downloads/connector/net/> or <http://www.nwn2legends.com/plugins>
2. Run the setup.exe file to put the files in their correct locations. If you prefer not to use the setup.exe, all the files are included to be placed manually. Ensure the toolset is not running during the installation.

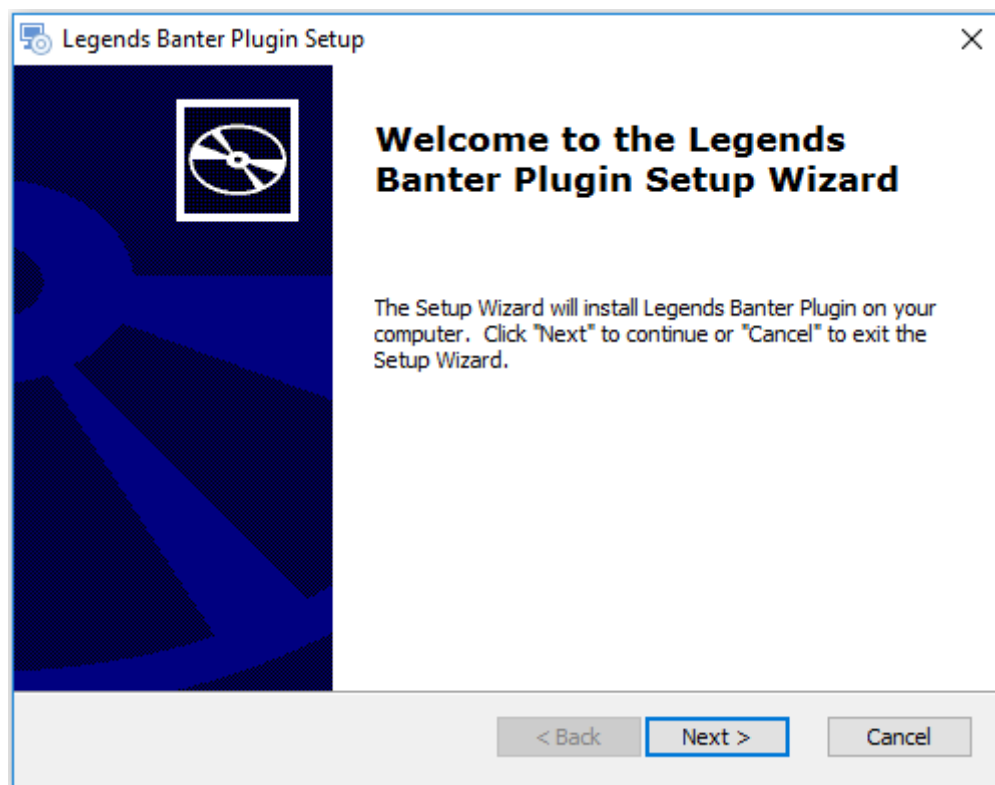


Figure 2 – Install Wizard

- Once the installation is complete, open your NWN2 Toolset and load either a new module or an existing module to work with. Select “Plugins” from the top menu and ensure you see “Legends Spawn Plugin” and “Legends # Master Configurator #”.

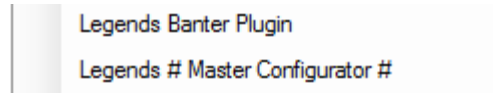


Figure 3 - Banter Plugin

- ⚠ If you do not see these entries, then select View -> Options from the top menu. On the general tab, ensure that “Allow Plugins” is set to “Load all Plugins”

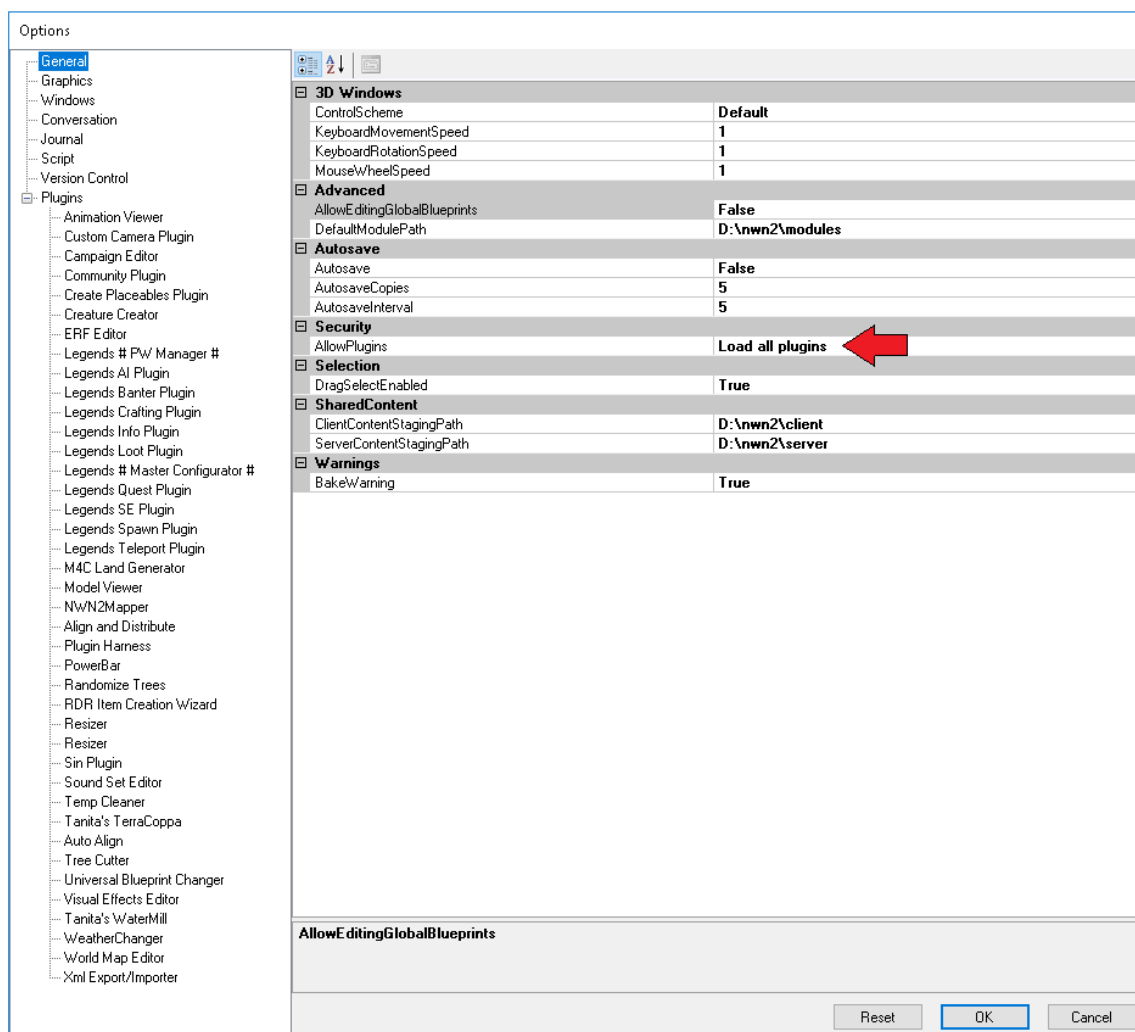


Figure 4 - Security Settings

- From the file menu, choose Import and navigate to your Neverwinter Nights 2 player directory. This is usually located in “My Documents\Neverwinter Nights

2”. There you will find an “Erf” folder that contains the file `leg_ai.erf`. Select it. It will then begin the import process into your module. You may be prompted with a notice that looks similar to the following. This is because you may already have the required `nwnx` scripts if using `nwnx` in your module and other `leg_all_master` scripts. If you are installing a newer version plugin than any previously existing plugin versions, select YES when it asks to overwrite any scripts, however if the version number on this plugin is lower than any other plugin you already have, select NO when overwriting “`leg_`” scripts. If all the plugins you have are the same version, it will not matter which option you choose.

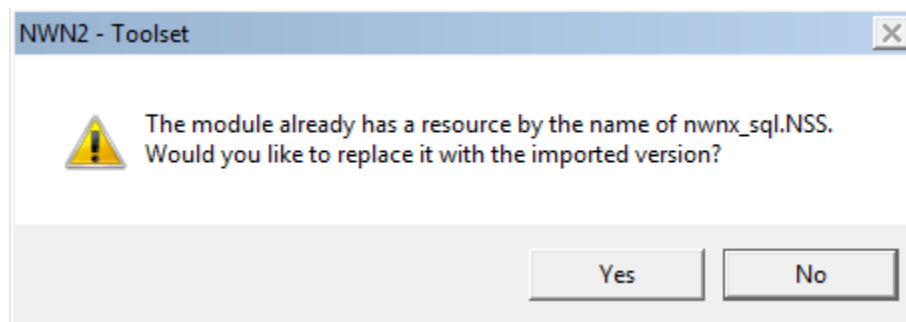


Figure 5 - ERF Import Notice

5. If this is your first Legends plugin, then you will need to enter some default information, otherwise, you will simply need to activate your new Banter Plugin. From the Plugins top menu, choose “Leg # Master Configurator #”. Ensure the Legends Banter Plugin is set to active.

Figure 6 - Legends Master Configurator

- **CHECK BOXES** = These checkboxes are to activate and deactivate the various plugins. They will install any hakpak and set any module variables that are required.
- **CAMPAIGN LEVEL OBJECTS** = Selecting this causes the legends plugin code to look for and use SCRIPTS in the campaign folder that is configured on your module. If you do not have a campaign configured and are not keeping scripts there, then do NOT select this option. Select this ONLY if you are keeping all your scripts in the campaign folder. NOTE: Importing ERF files causes scripts to end up in the module folder. You can manually move them to the campaign folder if you wish to go this route.
- **PRE 1.88 PLUGINS** = If your module uses or will use any Legends Plugin that is a lower version number than 1.88, you will NEED this checkbox turned on. Since version 1.88, configuration data has been relocated. Older versions will not find this data unless you have this option checked. As noted previously, best practice is to run all plugins at the same release version.

- **DATABASE OPTIONS** = Some Legends plugins require an NWNX and MySQL database backend. The Legends Banter plugin DOES require a database and as such, this section must be filled in.
- **PLAYER TABLE PREFIX** = This option is used to group any player created tables for ease of finding. Several Legends plugins will create tables for each player to track their in game progress. Those tables will be prefixed by this entry. It is usually safe to leave this as is.

6. Once you've completed the configuration, click Finish and then note there are two other buttons available to use.

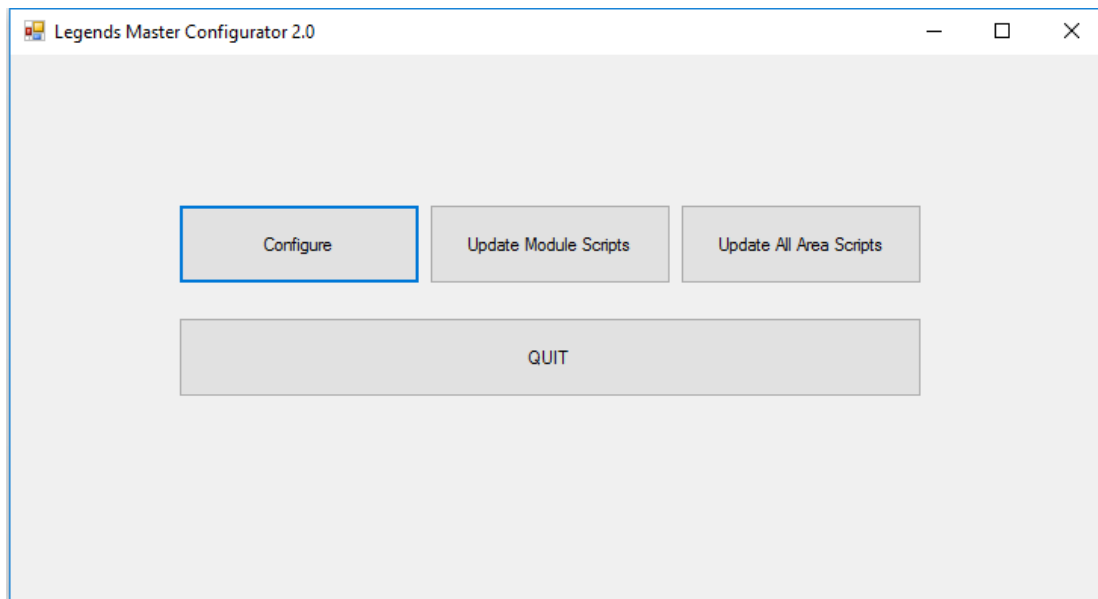


Figure 7 - Master Configurator

- UPDATE MODULE SCRIPTS = This button will update the module properties with all of the appropriate module scripts with Legends Master scripts. The following events are updated. If an existing script is found in the required events, the Master Configurator will copy it, modify it, and place the new modified copy in place thus preserving your existing code functionality. If you wish to manually perform this step, you will need to ensure the following scripts are being called in the appropriate events. NOTE: Using this button will only place scripts in events that the currently active plugins require.
 - i. leg_all_mastermod_itemacquired – On Item Acquired Event
 - ii. leg_all_mastermod_itemactivated – On Item Activated Event
 - iii. leg_all_mastermod_itemunacquire – On Item UnAcquire Event
 - iv. leg_all_mastermod_ondeth – On Player Death Event
 - v. leg_all_mastermod_onheartbeat – On Module Heartbeat Event
 - vi. leg_all_mastermod_onload – On Module Load Event
 - vii. leg_all_mastermod_onrest – On Player Rest Event

- **UPDATE ALL AREA SCRIPTS** = This button will open each area of your module and update its OnClientEnter and OnExit script. If your areas do not have any script in these events, it will install one that will perform what it needs. If however you already have scripts in these events, the Master Configurator will create a copy of your script, modify the code within it to call the code it needs without interfering with the activities of your existing script and place this new script in the event instead. If you choose NOT to do this, you will need to manually ensure that the “leg_all_masteronenter” script is called in each areas On Client Enter event and the “leg_all_masteronexit” script is called in each areas On Exit event.
7. Once you have finished configuring the Master Options, choose Plugins from the top menu and select “Legends Banter Plugin”, then choose File -> Configuration.

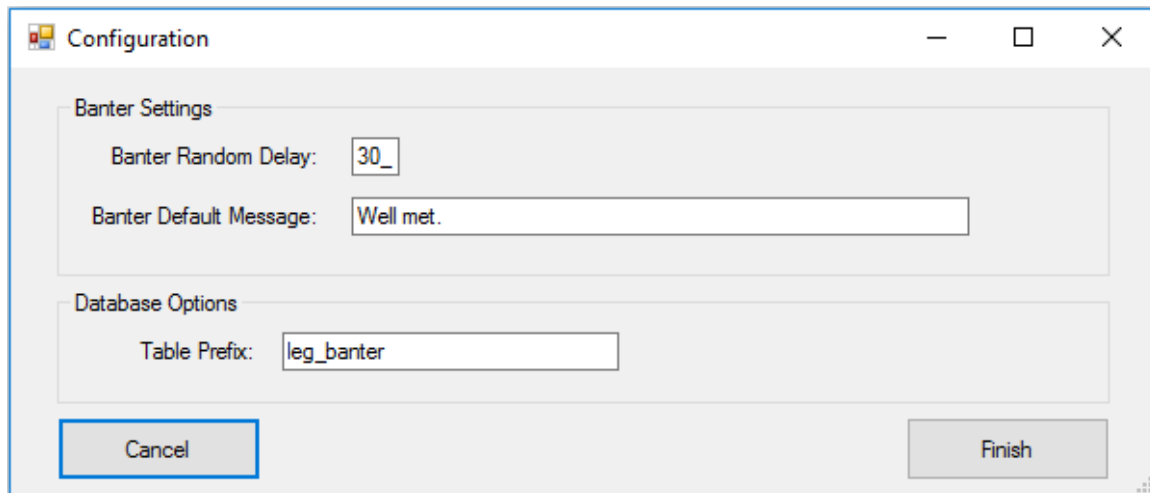


Figure 8 - Legends Banter Plugin Configuration

- **Banter Random Delay** = The number of seconds to randomly choose from between 0 and this number to delay when speaking a day to night or night to day message. Handy if you have a town filled with NPC's and the time changes to night. We don't want all of our NPC's speaking at the same moment.
- **Banter Default Message** = This is the default message an NPC will speak if they are configured to perform speak actions but have no matching entry in the above database table.
- **Table Prefix** = This is the name of the table to use in NWNX and your database for organization.

Part 2 – Trying it Out

Tutorial 1 – Your first blabbering NPC

Now that you've completed the installation process, you're probably itching to get started with the plugin. There are several configuration options for bantering so it is best to start small and work your way up. If you simply want to dive in head first, you can skip the tutorial section and move on to Part 3 which describes ALL of the configuration options.

Each NPC can speak their own single or set of messages that you choose however it can be enjoyable and more efficient to group your NPC's by type. Having a town filled with NPC's randomly choosing a message from a group of 10 or 20 one line messages is easier to use and manage, especially if they are handing out clues to quests! Let's create an NPC that will say a random message when they are spoken to by an adventurer.

In this tutorial, we want our NPC to say something during the conversation only and choose one from three possible options.

The first thing we need to do is enter the banter messages into our database. To do this, simply run the Legends Banter Plugin from the plugins menu and then choose File -> Banter.

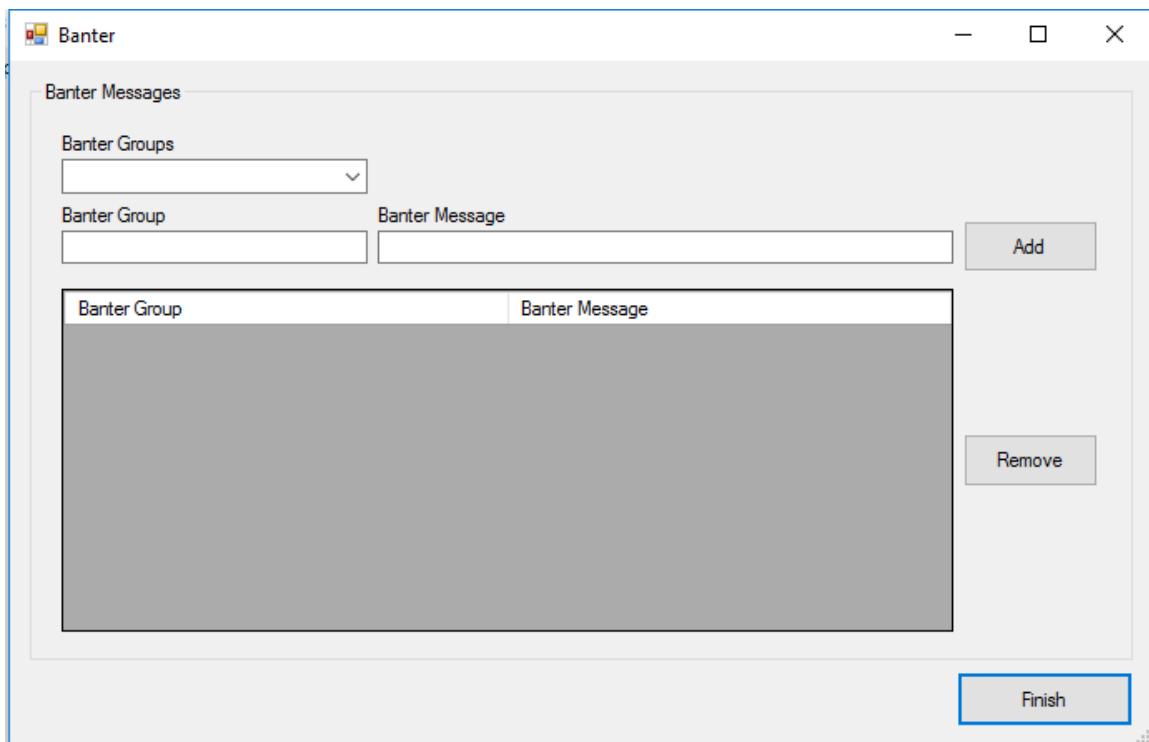


Figure 9 - The Banter Message Screen

This screen is where you will manage all of the possible banter messages that NPC's and creatures can say. Banter messages are divided into groups and then those groups are assigned to NPC events. There can be one message in a group or there can be many. The choice is yours. For this tutorial, we want our NPC to say one of 3 possible messages when we click on them to start a conversation.

In the Banter Group textbox, enter "villager" and in Banter Message enter "Hello there adventurer." Then click add. Repeat this process and using the word villager in both instances, add the following messages:

- It's a fine time to be alive!
- Hello there adventurer.
- Have you met the crazy wizard in this village?

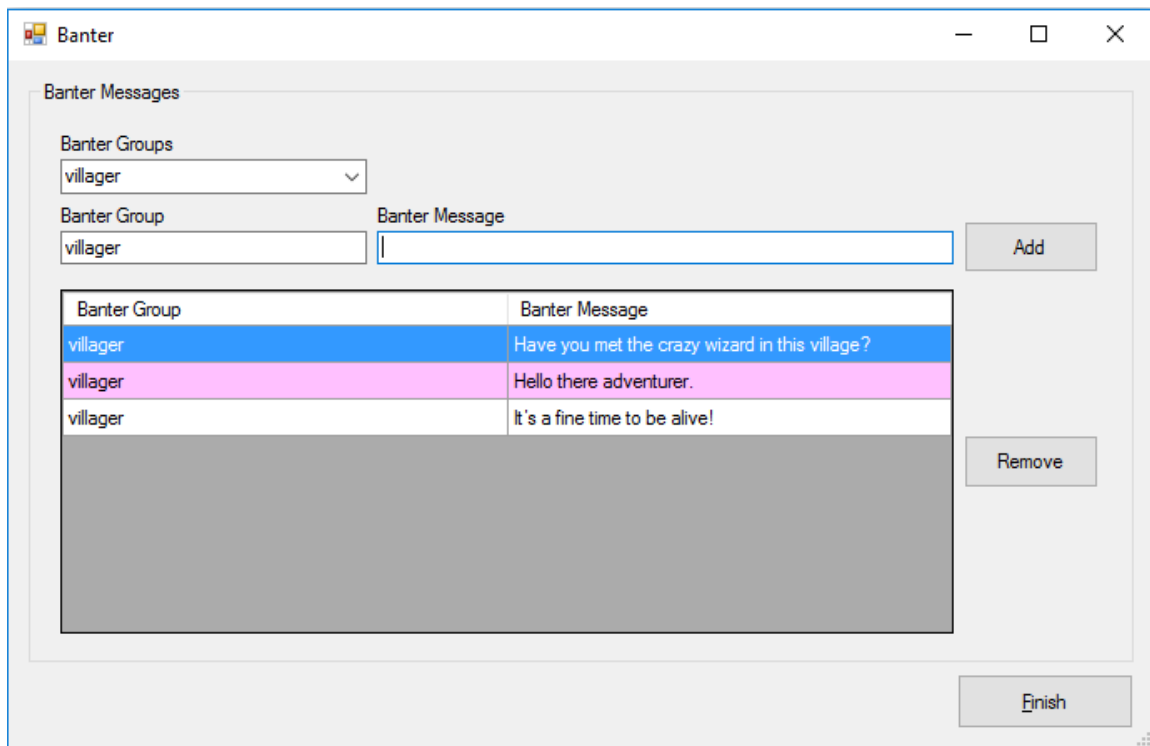
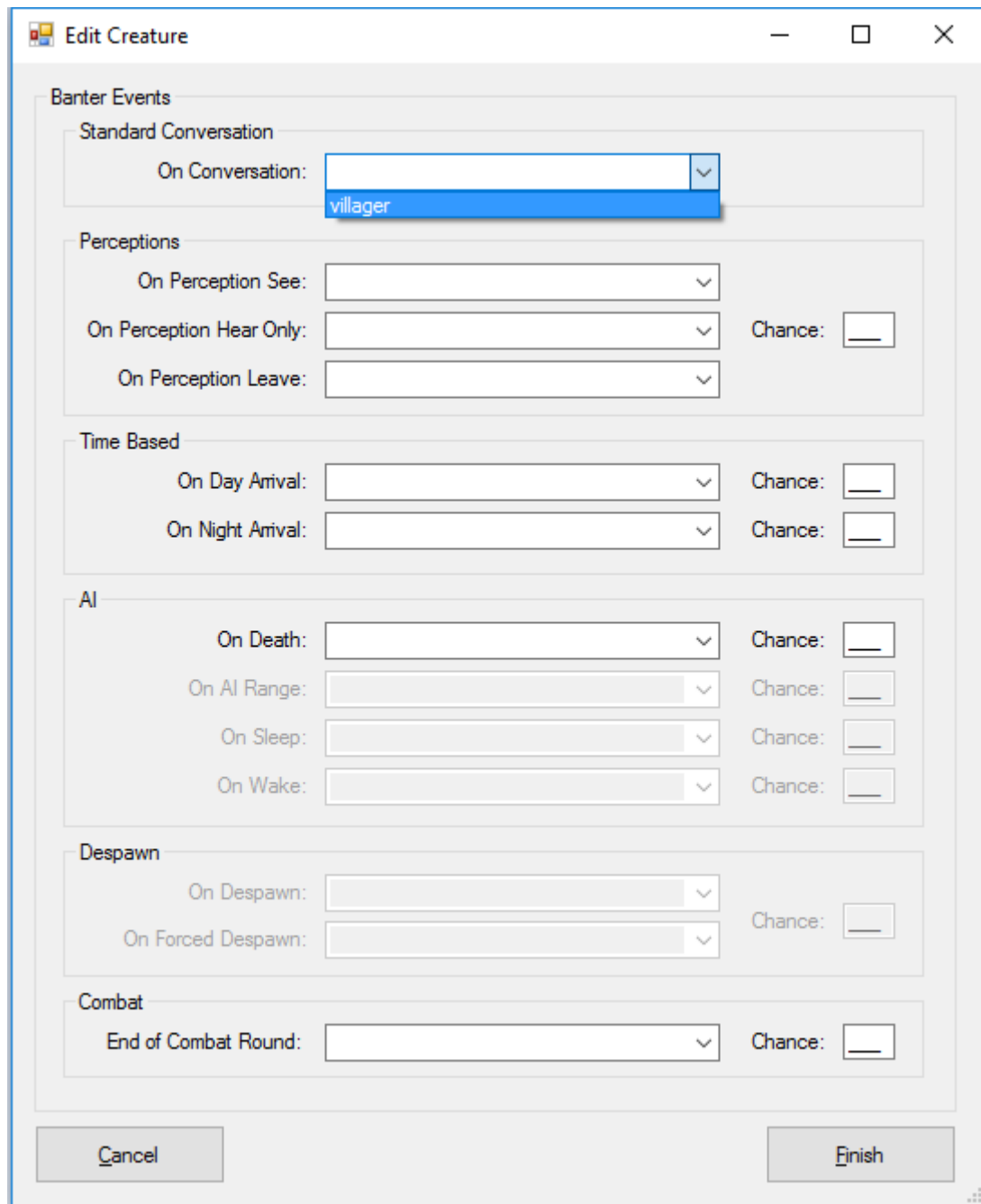


Figure 10 - Tutorial 1 Messages

Your banter message screen should look something like the above. Click Finish. Next, create an NPC or copy one from the existing stock blueprints and ensure the blueprint is selected. Load up the Banter plugin again and select File -> Edit -> Creature Blueprint.

The following screen will show all of the possible events supported. Some events are not available unless using the Legends Spawn plugin and / or the Legends AI plugin are installed.



The 'Edit Creature' dialog box is shown with the following sections and options:

- Banter Events**
 - Standard Conversation**
 - On Conversation: [dropdown menu with 'villager' selected]
 - Perceptions**
 - On Perception See: [dropdown menu]
 - On Perception Hear Only: [dropdown menu] Chance: [input field]
 - On Perception Leave: [dropdown menu]
 - Time Based**
 - On Day Arrival: [dropdown menu] Chance: [input field]
 - On Night Arrival: [dropdown menu] Chance: [input field]
 - AI**
 - On Death: [dropdown menu] Chance: [input field]
 - On AI Range: [dropdown menu] Chance: [input field]
 - On Sleep: [dropdown menu] Chance: [input field]
 - On Wake: [dropdown menu] Chance: [input field]
 - Despawn**
 - On Despawn: [dropdown menu] Chance: [input field]
 - On Forced Despawn: [dropdown menu] Chance: [input field]
 - Combat**
 - End of Combat Round: [dropdown menu] Chance: [input field]

Buttons: Cancel, Finish

Figure 11 - Edit Creature Events

For this tutorial, pull down the On Conversation combo box and select villager, then click Finish. This will assign any messages in the “villager” group that we created in the previous step to this NPC’s On Conversation event.

Finally, place the NPC somewhere on a map area and compile all your scripts.

⚠ Failing to compile your scripts before running your module can cause things not to work correctly.

That's it. Don't forget to bake you area! Spawn your NPC in whatever fashion you normally would, fire up your server with NWNX and go speak to him or her. They will randomly choose one of those three messages to speak each time they are clicked on.

Seems pretty simple doesn't it? Let's move things along to more interesting messages the NPC can say.

Tutorial 2 – Greetings Adventurling

So you've got an NPC that speaks when spoken to, but how about having the NPC say something when they "see" the adventurer or perhaps you would like to sneak up on them but they happen to "hear" you coming? This is very easy to do by just adding some more entries in your database and assigning the groups to your NPC.

Using the Banter plugin, choose File -> Banter once again and enter the following:

Banter Group: villagerpercep

Message: Well Met!

Banter Group: villagerpercep

Message: Another adventurer blesses us with their presence.

Banter Group: villagerpercepheard

Message: I must be hearing things.

Banter Group: villagerpercepheard

Message: Did you hear something?

When done, you can delete any text in the “Banter Groups” combo box to show all the banter entries in the database. It should look something like this:

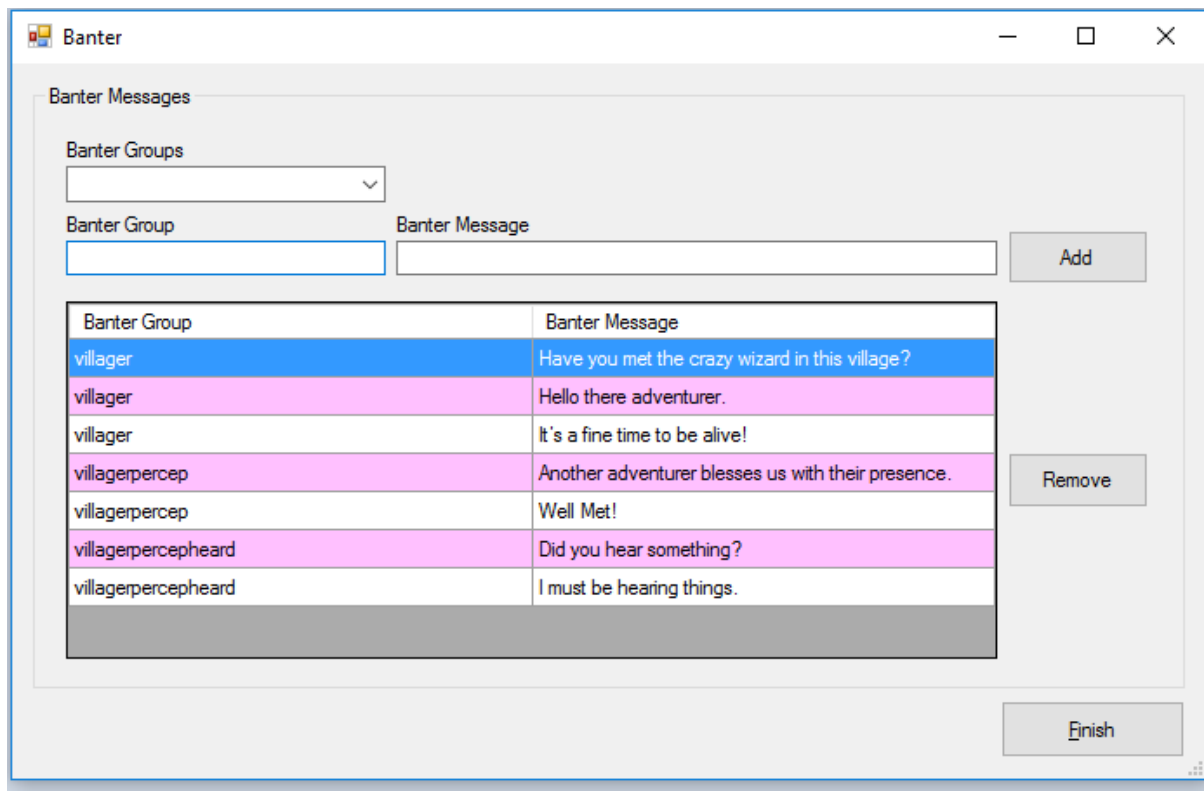


Figure 12 - Banter One Liners

Click Finish and quit the plugin. Select your NPC blueprint again and fire up the Banter plugin. Choose File -> Edit -> Creature Blueprint. In the “On Perception See” event choose the villagerpercep group, and in the “On Perception Hear Only” event, choose the villagerpercepheard group. Set the percentage “Chance” value to 100 for this demonstration.

NOTE: Normally this chance value is used during all perception events and allows us to configure a chance that the NPC may not say anything at all when they perceive an adventurer. Setting this to a low number when an adventurer wanders into a camp of kobolds, hidden, provides a nice effect should all of them hear the PC. We don't want 5 kobolds riddling off “Did you hear something?”

Edit Creature

Banter Events

Standard Conversation

On Conversation: villager

Perceptions

On Perception See: villagerpercep

On Perception Hear Only: villagerpercepheard Chance: 100

On Perception Leave:

Time Based

On Day Arrival: Chance:

On Night Arrival: Chance:

AI

On Death: Chance:

On AI Range: Chance:

On Sleep: Chance:

On Wake: Chance:

Despawn

On Despawn: Chance:

On Forced Despawn: Chance:

Combat

End of Combat Rounds: Chance:

Cancel Finish

Figure 13 - Perception Events

There is one other option we can apply to our NPC for perception related events and that is when the adventurer disappears or when they leave the NPC's perception. Not used as often as the others but still can offer a nifty effect for townsfolk to say "Goodbye" or monsters to say "Where did they go?" This is the On Perception Leave event, but we'll not use this one for this tutorial.

Finally, click Finish and quit the plugin. Re-place your NPC on the game map and if you've placed them far enough away and have your hide skill at a level where your NPC has a chance to use their Listen against you, there may be a chance you will see them speak their "hear" message. Fire up your tutorial server using NWNX and give it a try.

Now we come to the completion of Tutorial #2. We have an NPC that will speak when spoken to, say random messages when they see or hear an adventurer and even have a chance to just say nothing at all. Fabulous – but not quite complete. Sometimes the NPC may just want to throw a comment out there when it's time for bed, or when it's time to milk the cows in the morning. This can be done as well with some extra table entries and a couple of new variables.

Tutorial 3 – What Time Is It?

Sometimes it can be fun to have our NPC's say things when night arrives or when the day comes up. This can be easily accomplished with some more table entries and events set on them. Also, leveraging the delay time from the installation portion of this document, we can ensure that all the NPC's that are configured to do this, don't speak at the same moment. Some of them can have daytime messages and others have only night time messages or both.

Let's configure our NPC to have both a daytime message and a nighttime message. Add the following banter entries:

Banter Group: villagerday

Message: I guess it is time to milk the cows.

Banter Group: villagerday

Message: It is a lovely morning for a walk.

Banter Group: villagernight

Message: I am afraid of the dark.

Banter Group: villagernight

Message: Time to hit the old pub!

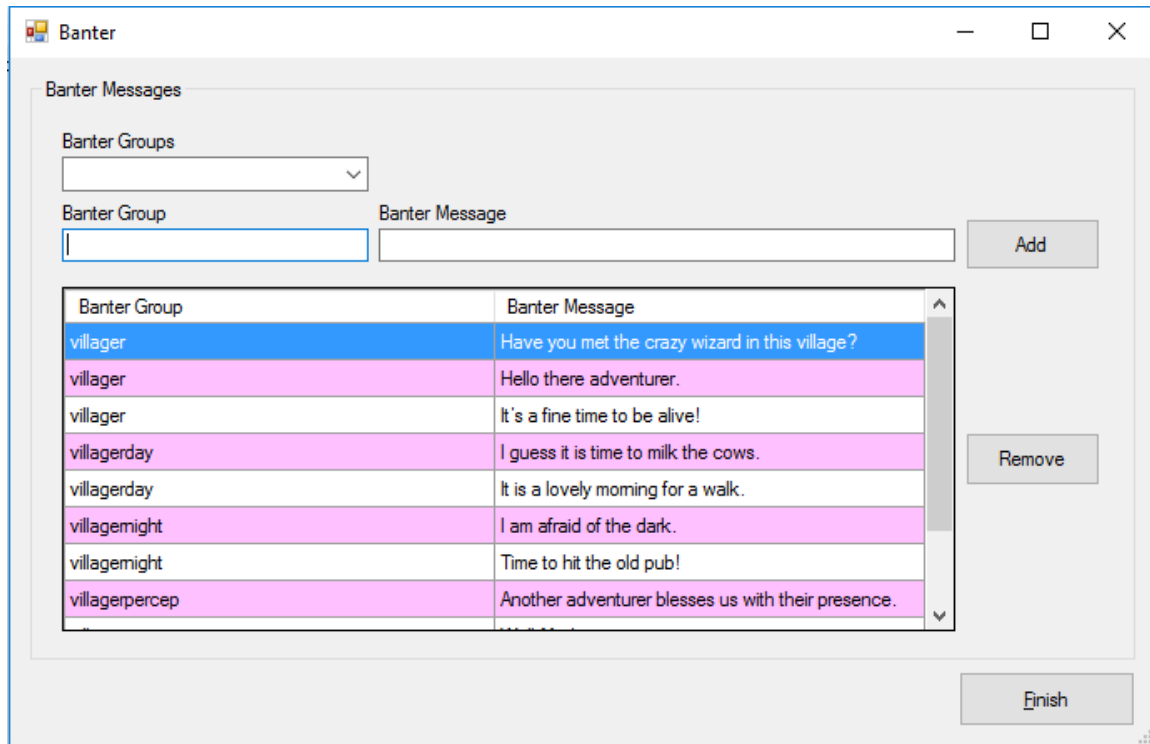


Figure 14 - Day / Night Banter

Assign these two groups to our NPC's Day arrival and Night arrival events. Don't forget that because we are editing a creature blueprint, we'll have to re-spawn the NPC on our map with these changes.

- ⚠ Remember, there is a random delay of up to the number of seconds specified during the initial configuration before the NPC will speak once the appropriate time arrives so that a group of them will not attempt to speak at the same moment.

Fire up your tutorial server once again with NWNX and give it a try. You'll have to wait until the appropriate time passes before they will say anything of course.

Tutorial 4 – Any Last Words?

Of course our banter plugin not only works on NPCs but also on monsters too. There's nothing more fun than to hear the final words of the dying kobold or the curses of the Chief of the Orcs as he falls. Adding the ability for our monsters to do this is pretty simple just as in the other tutorials.

Create a monster of your choosing in the same method by creating something new or copying a stock creature. Add these new entries to your banter database:

Banter Group: monstersee

Message: Time to die!

Banter Group: monstersee

Message: You will not defeat me!

Banter Group: monsterhear

Message: Who goes there?

Banter Group: monsterhear

Message: What was that?

Banter Group: monsterdeath

Message: You have not heard the last from me!

Banter Group: monsterdeath

Message: The end is near, I can see a light.

Banter Group: monsterdeath

Message: I've fallen and I can't get up!

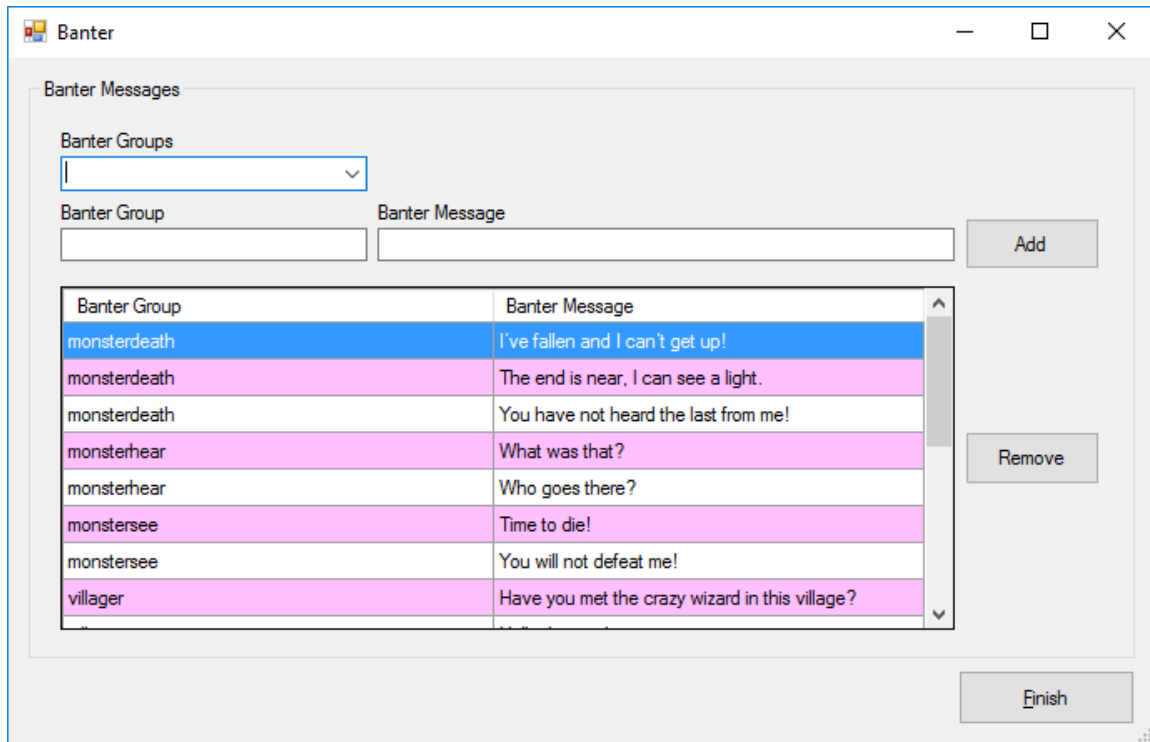
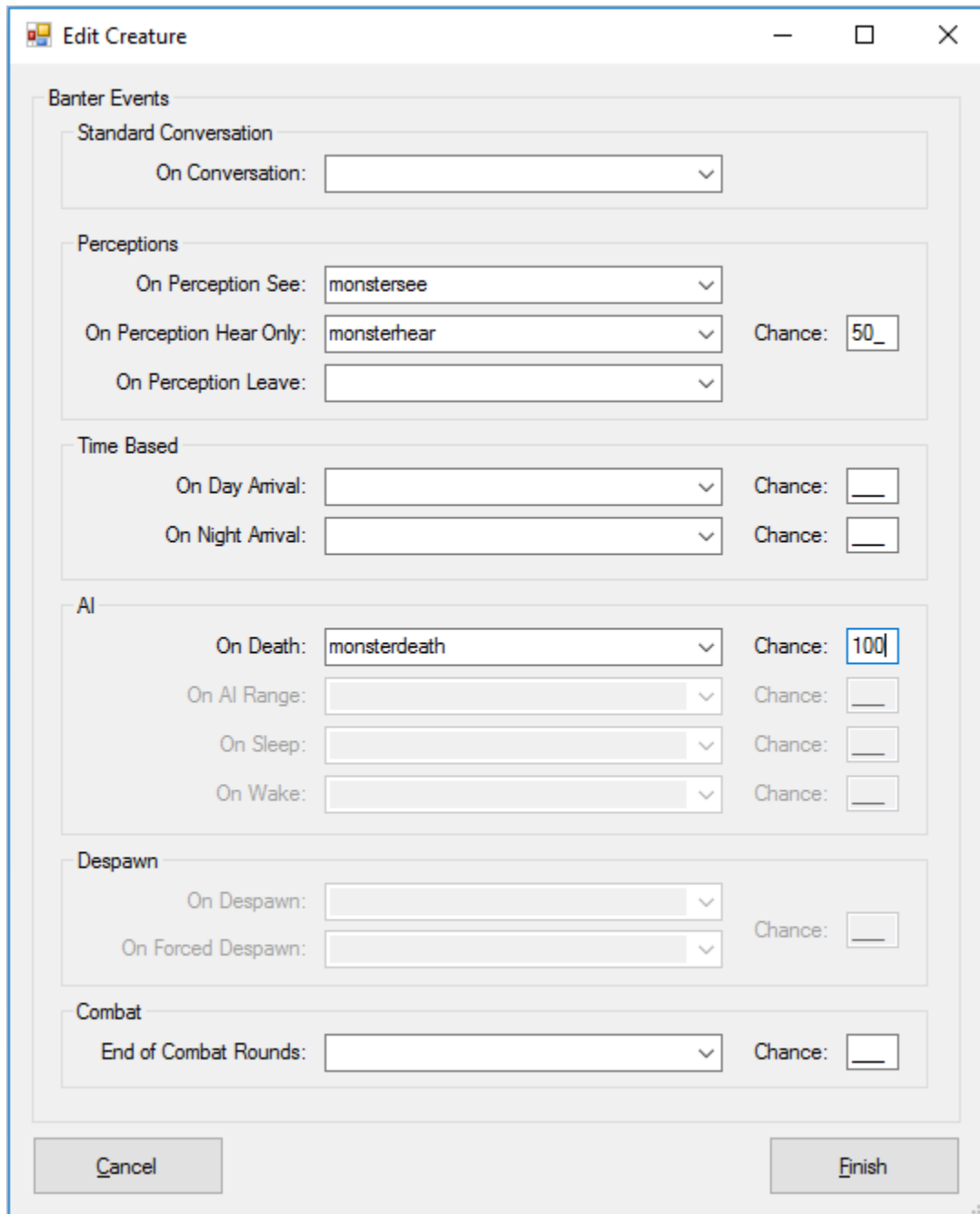


Figure 15 - Monster Banter

Assign these groups to the perception see, hear and the On Death event. For the Perception related events, enter 50 in the Chance field and 100 in the Death Chance field.

The perception related entries which we have discussed previously allow our monster to say interesting things when they discover the adventurer, but they may not always say anything based upon the chance variable we have placed.



The 'Edit Creature' window is a configuration interface for a monster. It features several sections with dropdown menus and chance input fields:

- Banter Events**
 - Standard Conversation: On Conversation: [dropdown]
- Perceptions**
 - On Perception See: [monstersee] [dropdown]
 - On Perception Hear Only: [monsterhear] [dropdown] Chance: [50_] [input]
 - On Perception Leave: [dropdown]
- Time Based**
 - On Day Arrival: [dropdown] Chance: [] [input]
 - On Night Arrival: [dropdown] Chance: [] [input]
- AI**
 - On Death: [monsterdeath] [dropdown] Chance: [100] [input]
 - On AI Range: [dropdown] Chance: [] [input]
 - On Sleep: [dropdown] Chance: [] [input]
 - On Wake: [dropdown] Chance: [] [input]
- Despawn**
 - On Despawn: [dropdown] Chance: [] [input]
 - On Forced Despawn: [dropdown] Chance: [] [input]
- Combat**
 - End of Combat Rounds: [dropdown] Chance: [] [input]

At the bottom, there are 'Cancel' and 'Finish' buttons.

Figure 16 - Monster Configuration

Now we have an interesting monster that's a little more fun than just a grumbling, biting, nasty. Fire up the tutorial module with NWNX once again and run into battle!

Tutorial 5 – Talkers!

A new feature that was introduced in the Legends Banter plugin as of version 1.8 is conversations. With this feature, NPCs (even placeable objects) can now have text based conversations with one another, or even a group.

It works in a similar fashion to Banter where you first create a conversation with timers and then set the NPC's tags to match the actors in the conversation. Place them in your game world and surround them with a special Conversation trigger found in the Triggers blueprints under Legends Banter. Once placed, select it and run the Banter Plugin on it and edit the trigger.

To demonstrate, let's assume we are going to have 2 NPC's having a chat about undercutting the competition. First we'll open the Banter plugin and select File -> Conversations and add some lines that they will speak.

The conversation ID is the unique identifier for this conversation. The Message is what is spoken, the Object Tag is the NPC or placeable object that the message appears to come from, the Delay Timer is the number of seconds from the START of the conversation till when the message is spoken. It is important to note that the Delay Timer is NOT the number of seconds after the previous message is spoken, but the number since the start. Enter in the following:

Conversation ID: beachmerchants1
Message: Ssh, did you hear something?
Object Tag: merchant1
Delay Timer: 1

Conversation ID: beachmerchants1
Message: No, I didn't hear a thing.
Object Tag: merchant2
Delay Timer: 5

Conversation ID: beachmerchants1
Message: Never mind then, what's the plan again?
Object Tag: merchant1
Delay Timer: 8

Conversation ID: beachmerchants1
Message: We're going to collect ALL the seashells and sell them for cheap!
Object Tag: merchant2
Delay Timer: 13

Conversation ID: beachmerchants1
Message: Yes! Now I remember, we'll put everyone else out of business!
Object Tag: merchant1
Delay Timer: 17

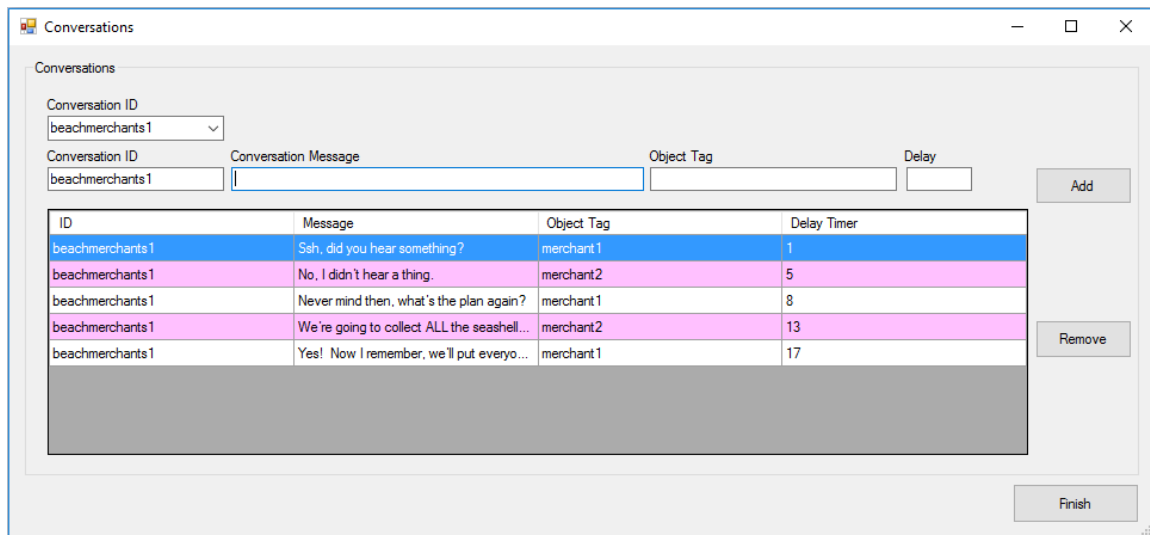


Figure 17 - Conversation Lines

Conversation ID This is a unique ID for the conversation being edited. You can use the pulldown to select an existing one or just enter a new one in the field provided to create a new conversation.

Conversation Message This is the line that each actor will speak in the conversation.

Object Tag This is the Tag of the associated NPC or placeable object that will be speaking this line of the conversation.

Delay This is the value in seconds that will elapse from the START of the conversation. This number is simply how many seconds must pass from when the adventurer entered the trigger should this line be spoken.

Once the conversation is complete, place the NPC/Object actors defined in your conversation in your game world. Ensure each one has the correct and matching TAG for the conversation line they must speak. Then select the Conversation Trigger from your blueprints in the Legends Banter category where the conversation should begin when an adventurer enters it.

Once the trigger has been placed, select it in the game area and run the Banter plugin again. Select File -> Edit -> Trigger Instance

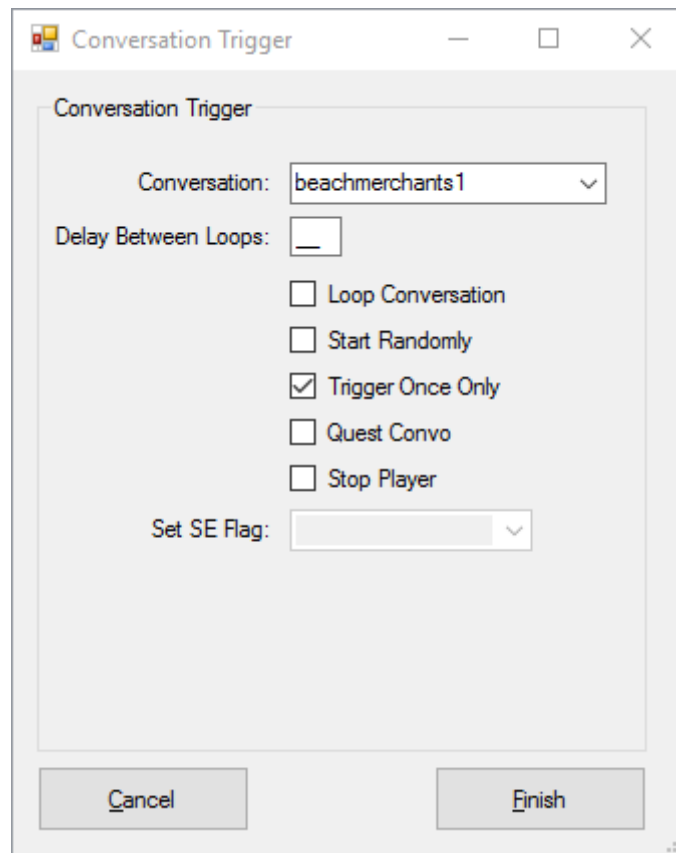


Figure 18 - Conversation Trigger

Use the pull down box to select the conversation you've created to assign to this trigger and then enter some extra options as described below:

Delay Between Loops	This is the number of seconds to pause the conversation when it reaches the end before it should start again. This only applies if the Loop Conversation checkbox is selected.
Loop Conversation	When selected, the conversation will begin and then continue to loop until the actors are despawned or killed.
Start Randomly	When this is selected, the conversation will not begin at the first line. Instead it will randomly select a location in the conversation and start it there. This is useful to simulate an adventurer coming along and hearing a conversation already in progress. It is usually valuable however to have these types of conversations loop so the adventurer can hear the entire context.

Trigger Once Only	This checkbox causes the player to be able to trigger the conversation once and once only. Re-Entering the conversation trigger not re-fire the conversation.
Quest Convo	If this is selected then the conversation will only fire if a player is on a quest from the Legends Quest plugin. This is controlled from the Quest Plugin and cause the Banter and Quest plugin to link.
Stop Player	If this checkbox is selected, it will cause the player to freeze until the conversation is over. This is useful if you want to force a player to not move and listen to the full conversation, otherwise the player is free to move about.
Set SE Flag	Once this conversation has triggered and completed, an optional Special Effects Flag can be activated. The Special Effects plugin is a function of the Legends Quest plugin to perform actions based on events. See the Legends Quest Plugin for further details. This option will not be available if the quest plugin is not detected.

With the trigger configured, NPC's placed and conversation created, it is simply a matter of entering the trigger in game and voila, the conversation will begin.

NOTE: Placeable objects must NOT be set to static otherwise their conversations lines will not appear.

Tutorial Summary

As you can see, the Banter Plugin is simple but can add lots of flavor to your world. Having your NPC's and monsters say other things at other times than the currently configured ones will require a little bit of scripting on your part however we will go into more detail later on in Part 5 of this document. Enjoy!

Part 3 – Advanced Customization

For advanced users looking to get a little more out of the Banter system, it is quite easy to do in your existing scripts or new scripts that you may be interested in writing. Perhaps you'd like a placeable object to say something when a lever is thrown or a trigger is crossed? This is fairly simple with a little bit of scripting knowledge.

Scripting

When your trigger is crossed or your lever is thrown, all you need to do is identify what object is doing the talking and what it should say. This can be done in a variety of ways, but a simple way is to have your lever or triggers have the TAG of the object as a variable, then script like so:

```
object oObject = GetObjectByTag(GetLocalString(OBJECT_SELF, "Speaker"));
string sBanterID = GetLocalString(oObject, "LEG_BANTER_ID");
int iBanterChance = GetLocalInt(oObject, "LEG_BANTER_Chance");

AddScriptParameterString(sBanterID);
AddScriptParameterInt(iBanterChance);
AddScriptParameterString("Custom");
ExecuteScriptEnhanced("leg_banter_speak", oObject);
```

Then put a string variable on your trigger or lever called “Speaker” with the TAG of the placeable object you would like to have say something. A note regarding your placeable object – it should NOT be static, otherwise the system may not find it.

Final Summary

This system was originally designed for the NWN 2 Persistent World known as Legends. This quest based world has so many different quests in it that sometimes a player needs extra help finding something or a clue to help move them on their way. I thought of the idea of having various wandering villagers make random comments that if an adventurer paid attention to, they just might learn where the kidnappers took the man you're looking for, or where that hidden Zaranthi camp might be located.

If you have questions you can find me, the author, Marshall (aka Marshall V) in the NWN 2 community forums, sometimes in the NWN IRC channels or just email me at marshall.vyper@yahoo.ca or join me on the forums at <http://www.nwn2legends.com>

I hope you enjoy this system and feel free to season to your individual needs and tastes! Have Fun and Happy Bantering!