

UPGRADING LEGENDS BANTER PLUGIN to v2.0

There are a couple of steps to perform when upgrading to Legends Banter v2.0.

⚠ Upgrading to v2.0 will require a new version of MySQL Connector. The current version in use for Legends 2.0 plugins is v 6.9.8 available on the MySQL web site or the nwn2legends.com site.

1. Install using the setup program or copy the required files manually
2. Import the ERF, overwriting previous versions.
3. Load the Master Configurator and ensure your settings are correct then hit Finish.
4. Load the AI plugin and select Configuration. Set options as desired and hit Finish.
5. Re-compile all scripts.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 2.0

1. Added support for banter at the end of each combat round.
2. Added support to freeze players when a conversation trigger is crossed.
3. Added support to set Quest SE flags when a conversation is finished.

ADDITIONAL CHANGES FOR v2.0

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

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.93

4. Updated to 1.93 standard codebase.
5. Removed creation of pcinit table. It is no longer used.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.92

6. Updated to 1.92 standard codebase.
7. Fixed bug with characters with colored names.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.88

8. Fixed bug in conversations that impacted all party members.
9. Updated to 1.88 standard codebase.
10. Moved config ini file to modules folder.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.84

11. Fixed bug that wasn't sorting conversations correctly and causing quest objectives to complete too early.
12. Fixed bug that caused the leg_master_constants script to not display in palette
13. Fixed bug that caused the leg_banter_constants script to not display in palette
14. Fixed bug that caused constants scripts to be saved to the module even if campaign level objects was selected.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.8

15. Using new mySQL Connector version.
16. Added functions for multi-NPC to have conversations with each other
17. Added support for new Quest Plugin Eavesdropping objectives

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.5

18. Using new mySQL Connector version.
19. Standardized on ini file configuration to be module based.
20. Included links for WWW site and Online Manual in the Help Menu.
21. Various minor bug fixes.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.42

22. Using the new Master / Plugin system for configurations.
23. Added support for Legends AI events.

CHANGE LOG FOR THE LEGENDS BANTER PLUGIN 1.3

- 1.3 Only changes to Master Scripts for this version. No new options or settings have been added.
- 1.2 Initial Release.

CHANGE LOG FOR MASTER SCRIPTS

- 1.3 Added new Time Functions and Array functions.
- 1.2 Initial Release