UPGRADING THE LEGENDS CRAFT PLUGIN to v2.0

There are a couple of steps to perform when upgrading to Legends Craft 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 CRAFT PLUGIN v2.0

1. Fixed code so skinning harvest resources and placeable harvest resources co-exist and can each be created and updated.
2. De-spawning crafting corpses no longer causes hangs if it despawns before you finish skinning

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 CRAFT PLUGIN v1.93

3. Fixed issue with table names coming back as double quotes.
4. Fixed code to do some validation when new trainers are created and books are not.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.92

5. Update to fix bug with characters with color in their names.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.89

6. Fixed major bug where Item creation was failing completely and crashing the plugin.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.88

7. Fixed bug that players were denied training a harvest skill if the harvest skill setting did not count against total skills and player was already AT maximum skill count.
8. Fixed bug with conversation impacting all party members.

9. Add option in config to update Existing blueprint classifications.
10. Add option in config to support blueprint saving to campaign folder.
11. Fixed bug with database upgrade crashing the plugin.
12. Updated Animations on crafting station
13. Added new Sounds Options for Stations
14. Fixed bug where the leg_craft_constants script was not appearing in the palette on creation.
15. Updated to 1.88 standard code base
16. Moved config ini file to module folder

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.81

17. Moved Configuration and Recipe loads to Module On Load. Don't need it on PC enter
18. Fixed bug in SQL database upgrade in v1.8
19. Crafting now requires a module on load script. This is handled by Master Configurator 1.81 or manually using leg_all_mastermod_onload
20. Misc small bug fixes

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.8

1. Updated to MySQL Connector v 6.5.4
2. Added new functionality for Exception Items on recipes.
3. Fixed some compile errors with the included scripts.
4. A new "Craft All" option has been added to tradeskill stations.
5. Fixed Bug that if the Info plugin was marked active, and no tool was equipped, the plugin would not check for the appropriate tool in hand.
6. Fixed bug where if the Info plugin was active, the resource placeable still did notget the correct script.
7. If PC doesn't have skills to harvest, the progress bar will no longer fire.
8. If PC doesn't have skills to harvest, they will no longer lose a charge on their tool.
9. If the PC does not have the skills to craft at a station, the progress bar will not fire.
10. Added user configurable sounds to tradeskill stations.
11. Added user configurable sounds to harvestable resources.
12. Added 3 extra ingredients to total 8 in recipes.
13. Added separate gold ingredient to recipes.
14. Added second spell ingredient with OR option.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.53

15. Fixed a bug with the classes/races/feats tables in the database regarding column size.
16. Fixed a bug with the checkbox in harvest tradeskill types not persisting.
17. Changed racial bonus types to use subraces rather than races.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.5

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 CRAFT PLUGIN v1.42

1) New Script system that removes the need to manually edit existing scripts in events.

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.41

2) Bug fixes in master configuration scripts

3) Added better detection of active plugins in master configurator plugin.

4) Removed inappropriate files from erf

5) Updated setup.exe program to support STEAM installations

CHANGE LOG FOR THE LEGENDS CRAFT PLUGIN v1.40

1) Initial Release