

UPGRADING LEGENDS INFO PLUGIN to v2.0

There are a couple of steps to perform when upgrading to Legends Info 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 INFO PLUGIN 2.0

1. Fixed bug where successful skill checks would appear on NoRepeat triggers.
2. Added new Timer Bar system for countdowns with ability to cancel by event.
3. New Function to show skills
4. Added level requirements and item requirements options to info triggers.

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 INFO PLUGIN 1.93

5. Fixed bug where removal of inventory items was not working on use of a progress bar.
6. Added support to set Special Effects Plugin Area Flags when Quest plugin is active.
7. Updated to support TChos HD panels
8. Added timer countdown on progress bars
9. Don't fire on triggers unless it's a player
10. Fixed bug with Skill Check DC's on placeable instances
11. Added option to show a message that a skill was rolled if a player succeeds on one only.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.92

12. Fixed bug when players used color in character names.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.90

13. Fixed bug where Info plugin config ini file was not saving in correct location.
14. Added support for item in inventory requirement for progress bars as well as option to remove one on success.
15. Fixed bug where Skill Check DC would not appear when editing an info progress bar.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.88

16. Added support for SEF visual effects.
17. Updated to 1.88 standard codebase.
18. Moved config ini file to module folder.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.86

19. Progbars now support custom animations and visual effects.
20. Update plugin so constants file is added to the palette
21. Fixed bug where Progress Bar Title was not saving correctly
22. There are now 3 types of info box, standard, alert and detailed. See manual for details – this required a hakpak update.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.81 & 1.82

23. Fixed bug with randomly generated unique ID's for triggers.
24. Added Skill checking for Info triggers
25. Added new Quest Based Info Triggers. When using the quest plugin, you can now have info triggers fire only if an adventurer is on a specific quest.
26. Added new Quest Based Info Camera Cutsscenes. When using the quest plugin, you can now have camera cutsscenes fire only if an adventurer is on a specific quest.
27. Fixed bug on placeable instances where campaign level scripts would not get applied.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.8

1. Using new MySQL Connector version.
2. Fixed crash bug when trying to edit an instance without an area open.
3. Added new “Looping Progress Bar” option on placeable objects.
 - a. This option is for advanced users that are familiar with scripting. If you have a placeable object and are executing a progress bar with a custom script, the progress bar can LOOP INDEFINATLY until one of two conditions are met.
 - i. The Player clicks the player clicks the “Cancel” button on the progress bar
 - ii. Your custom executing script that is fired at the end of each loop stops re-calling “leg_info_progbar”.

4. All INI scripts and Plugin Generated Constants scripts now have the plugin version number in them.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN 1.5

5. Using new MySQL Connector version.
6. Standardized on ini file configuration to be module based.
7. Included links for WWW site and Online Manual in the Help Menu.
8. Various minor bug fixes.

CHANGE LOG FOR THE LEGENDS INFO PLUGIN v1.42

- 1) Updated systems for auto script modifications. You no longer need to manually edit creature or module scripts.

CHANGE LOG FOR THE LEGENDS INFO 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 INFO PLUGIN v1.40

- 6) Added the New Configurator toolset plugins so there is no longer a need to update hak files, module variables or include scripts. All configuration and management is performed with the appropriate NWN2 Toolset plugin. See the main manual for it's usage.
- 7) Fixed issue where Info Progress Bars could be activated by multiple players at the same time when interacting with an object.
- 8) New Variables added:
 - LEG_INFO_FollowupDeactivate = Now that Item #1 above is correct, placeable objects are marked as active when a progbar is going on, once the progbar has completed, the placeable object becomes inactive. This variable overrides that behavior and leaves the object active until the follow up script performs the deactivation via code.

- LEG_INFO_SkillCheck = When set to the integer value of a NWN2 skill placed on an info trigger. It will perform a skill check against a specified DC. If the skill is failed, the info will not be displayed.
- LEG_INFO_SkillDC = The DC of the skill check above.
- LEG_INFO_FailedSkill = When set to 1, if the PC fails the skill check, they will not get a second chance on this trigger to succeed. Without this variable, the PC can walk over the trigger (if they know of its existence), and attempt to make the skill check again.
- LEG_INFO_ProgBarItem = Tag of an item a PC must have for the progbar to activate.