

UPGRADING LEGENDS TELEPORT PLUGIN to v2.0

There are a couple of steps to perform when upgrading to Legends AI 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 TELEPORT PLUGIN v2.0

1. Various teleport bug fixes.

CHANGE LOG FOR THE LEGENDS TELEPORT PLUGIN v1.93

2. Added support to display bind location when examining recall stone.

CHANGE LOG FOR THE LEGENDS TELEPORT PLUGIN v1.92

1. Fixed bug when players used color in character names.
2. Fixed bugs with respect to not saving Feats, Race and Subraces correctly when editing

CHANGE LOG FOR THE LEGENDS TELEPORT PLUGIN v1.88

1. Fixed bug with setting up Teleport configuration on Spawn Waypoints.
2. Fixed bug if hostname was longer than 16 characters in server teleport, database would fail to save.
3. Fixed bug where Feat was not saving properly.
4. Fixed bug where Race list was not displaying.
5. Added new Sub Race option.
6. Fixed bug that caused a SQL error to appear on new modules when configuring them for the first time.
7. Updated to 1.88 standard codebase.
8. Moved config ini file to module folder.

CHANGE LOG FOR THE LEGENDS TELEPORT PLUGIN v1.86

1. Initial Release