xp_aspectManager

V1.4 – 2024-05-01 by Septirage

Guide for Admin

Requirements

To use the xp_aspectManager plugin you will need :

- [Nwnx4](#)
- xp_bugfix (include in the nwnx4 package)

Installation of xp_aspectManager :

Put **xp_aspectManager.dll**, **xp_aspectManager.ini** and **listeHakZip.ini** in your nwnx4 folder.

Add the 6 **nwnx_aspectManager*.nss** files in your module (or import it with xp_aspectManager.erf), thoses files contain all the functions you can use and will be detailed latter in this documentation.

Look at our website (https://septirage.com/nwn2/d/Plugins?id=xpAM) to have an overview of it's utility

Configuration of xp_aspectManager

xp_aspectManager use two ini file:

Nom	Typ
listeHakZip.ini	Fic
xp_aspectManager.dll	Ext
xp_aspectManager.ini	Fic

xp_aspectManager.ini :

This is the main ini file. Here is a quick overview of the different options

- loglevel –– will set the log verbosity
- FixBelt–– set to true to fix the visibility bug of the belt.

- UseListSystem –– If you want to use the whole list system (scan and management) set it to 1, else to 0
  Following will be used for the whole appearance list management system (and will be used only if UseListSystem=1)
- ScanFiles –– Allow you to choose the scan behaviour you want :
  - 0 : no scan, if you already have a saveFile, this one will be loaded.
  - 1 : Always scan
  - 2 : "intelligent scan" it will scan only if a file named "AspectManagerScan" is present then delete it. (basic usage, set it to 2, and create a "AspectManagerScan" when you update your haks. This way, you will avoid to take scanning time at each server launch)

- PathToListFile — by default : listeHakZip.ini, allow you to choose the name/path of the list file.
- PathToSaveFile — allow you to choose the name of the file who will save your appearance classification
- defaultName — Allow you to choose a category name for new app founded
- ArmorVisualMaxNumber & following :

```
######################### Last number of your
ArmorVisualMaxNumber = 10
##################################################
########################## The list begin he:
########## if an index do not have a prefix, :
#################### and continue with the ne:
########## you can add to the prefix '@' an
############### instead of "0 = CL" write "0
########## Different prefix can have the same
#### be the default visual name for the app n
##################################################
0 = CL
1 = CP
2 = LE
3 = LS
4 = CH
5 = SC
6 = BA
7 = PH
8 = PF
9 = HD
10 = NK
```

Let say you have this armorvisualdata.2DA

armorvisualdata.2da

Sauvegarder Ajouter ligne Supprimer ligne

#	Label	ToolsetName	Prefix	Parent
0	Cloth	112978	CL	*****
1	ClothPadded	111246	CP	1
2	Leather	111247	LE	*****
3	LeatherStudded	111248	LS	3
4	Chain	111249	CH	*****
5	Scale	111250	SC	5
6	Banded	111251	BA	5
7	Half-Plate	111252	PH	9
8	Full-Plate	111253	PF	*****
9	Hide	113308	HD	3
10	Naked	182339	NK	*****
11	padding	*****	*****	*****
12	padding	*****	*****	*****
13	ACME	*****	ACME	*****
14	GBX	*****	GBX	*****
15	BB	*****	BB	*****
16	BG	*****	BG	*****
17	padding	*****	*****	*****
18	padding	*****	*****	*****
19	DMCB	*****	DMCB	*****
20	MP	*****	MP	*****
21	padding	*****	*****	*****

The option must be set to:

```
ArmorVisualMaxNumber = 20

0 = CL
1 = CP
2 = LE
3 = LS
4 = CH
5 = SC
6 = BA
7 = PH
8 = PF
9 = HD
10 = NK
13 = ACME
14 = GBX
15 = BB
16 = BG
19 = DMCB
20 = MP
```

If you want to have more user-friendly name, you can set them here too by adding « @Name » at the end of each line. You can even merge different « category » with that.

Example :

```
0 = CL@Cloth
1 = CP@ClothPadded
2 = LE@Leather
3 = LS@LeatherStudded
4 = CH@Chain
5 = SC@Scale
6 = BA@Banded
7 = PH@Half-Plate
8 = PF@Full-Plate
9 = HD@Hide
10 = NK@Naked
13 = ACME@More
14 = GBX@More
15 = BB@More
16 = BG@Other
19 = DMCB
20 = MP@Other
```

With that configuration, all the ACME, GBX and BB model will be put in the « More » category.
BG and MP will be in « Other » category. And DMCB will stay DMCB

listeHakZip.ini :

Used for the appearance list management system
- Be sure that the paths to the base game zip file are ok.
- Add all the path of your hak files that have Armor/Weapon/Head/Hair models in it.

Example:

```
#You can comment a line with adding a # at the beggining


########################################################################
######################## Haks and Zips PathList ########################
#################### List the hak with hair, head, armor, ##############
######################### and weapon MDB files #########################
########################################################################

########################################################################
######### Base Game Zip files Dont forget to give the right path #######
########################################################################
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v103x1.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v104.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v105.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v106.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v107.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v112.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_v121.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X1.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X1_v121.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X2.zip
C:\Program Files\Atari\Neverwinter Nights 2\Data\NWN2_Models_X2_v121.zip

C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyArmors1.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyArmors2.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyWeapons.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyHeads.hak
C:\Documents and Settings\Septirage\Mes documents\Neverwinter Nights 2\hak\MyHairs.hak
```


BeltFix :

If you want that a player can see its belt, you will need to update your baseitem.2DA file.

For the belt line, in the ModelType case, set it to 3

#	Name	label	InvSlotWidth	InvSlotHeight	EquipableSlots	CanRotateIcon	ModelType	NWN2_Anim	ItemClass	GenderSpecific	Part1EnvMap	P.
20	1517	arrow	1	2	0x00800	0	0	0	w_arrow	0	1	1
21	1518	belt	2	1	0x00400	0	0	0	****	1	1	***
22	191	dagger	1	1	0x1C030	0	0	0	w_dag	0	1	1
23	****	DELETED	2	1	0x00000	0	0	0	****	0	****	***

#	Name	label	InvSlotWidth	InvSlotHeight	EquipableSlots	CanRotateIcon	ModelType	NWN2_Anim	ItemClass	GenderSpecific	Part1EnvMap	Part2EnvMap
20	1517	arrow	1	2	0x00800	0	0	0	w_arrow	0	1	1
21	1518	belt	2	1	0x00400	0	3	0	****	1	1	****
22	191	dagger	1	1	0x1C030	0	0	0	w_dag	0	1	1

NwnScript Functions Overview

Files Explanation and naming convention:

Due to the amount of "new functions" added, xp_AspectManager came with 6 nss file.

- nwnx_aspectManager_list.NSS: All the necessary functions to access and manage the appearance lists of the plugin. They will be prefixed with "XPAspMan_".

- The functions in all other files have the suffix "_xpAM". Each file indicates the type of object it specializes in (area, creature, …). nwnx_aspectManager.nss contains more generic function.