
Special Notes for PWARP about CEP v2

There are three sections, explained in brief below, which provide initial information to installing CEP v2 files, properly placing them in the correct order in your module's Custom Content tab, as well as giving some insight into what new features and options are offered to you.

The Community Expansion Pack (CEP) v2 brings together such highly demanded custom content such as rideable horses along with long standing requests from the community such as being able to further edit and customize their custom palette while using CEP. Thanks to our great Neverwinter Nights community all this and more is now yours to use.

As previously stated, the Community Expansion Pack (CEP) v2 works with both Neverwinter Nights Diamond and Neverwinter Nights Platinum editions.

CEP patch v2 will also work if you have both Hordes of the Underdark and Shadows of Undrentide expansions installed. CEP no longer supports the original (non-expanded, aka "live" edition) version of NWN.

** Please read the section below for updating your Persistent World.

This first section relates to where specific CEP v2 files are placed in your Neverwinter Nights folder. If you used the CEP PWARP Wizard (self installer) then all of the CEP v2 files are automatically placed where they should be. Those using the CEP PWARP manual installation method, which is in rar format, must manually place the following files in these areas :

All CEP v2 files with the extension .hak must be placed in the Neverwinter Nights hak folder. All CEP v2 files with the extension .erf go into the Neverwinter Nights erf folder. Lastly, the CEP v2 file cep2_v1.tlk goes in the Neverwinter Nights tlk folder.

** Second section (after the CEP v2 files are where they should be)

After bringing up your module's Custom Content tab, please make sure to place the following six CEP v2 files in the following order.

cep2_top_v1 ** This CEP v2 hak is at the top of all CEP v2 haks
cep2_core5
cep2_core4
cep2_core3
cep2_core2
cep2_core1 ** This CEP v2 hak is on the bottom of all CEP v2 haks

** Third section (Regarding optional haks to further customize CEP v2)

- Please Note -

Once CEP v2 is released to the public everyone that uses CEP v2 will have all of the available optional CEP v2 haks in their Neverwinter Nights hak folder. This means that you are free to either use (or not use) any of our provided haks without requiring those that play your Persistent World to download more haks other than CEP v2 itself.

In other words, all CEP v2 players will be able to play your Neverwinter Nights CEP based adventures whether you decide to use none, one, two, or more of these optional CEP v2 haks, all without any effort on their part. You are thus free to further customize and enrich your adventures as you deem fit.

_ End of note _

For optional haks we have tested them in various ways so their order is not enforced other than making sure to place them below cep2_top_v1 and above cep2_core5 (in other words above all CEP v2 core haks). However, to help encourage consistency across PWARP and Module Builders we suggest the following method, with our making it clear that cep2_top_v1 should be at the top of all other CEP v2 haks.

```
cep2_add_phenos2 ** Must go above cep2_add_phenos1 but below cep2_top_v1  
cep2_add_phenos1
```

** These two CEP v2 optional haks, which must be used together as shown above, provide rideable Horses & Flying Phenotypes. We've included functions make it easier for you to further customize how you want them to work.

These functions are : zep_mount, zep_dismount, zep_fly, and zep_fly_land are within the function library: "zep_inc_phenos"

To use these functions in any of your scripts, simply write at the top of your script:
#include "zep_inc_phenos";

There are a lot of options available in the zep_mount, zep_dismount, zep_fly and zep_fly_land functions. Comments for the functions are available in-game. When you include zep_inc_phenos, we suggest you scroll to the function in the function list box at the right - you can use as a filter zep_mount or just zep_ to quickly find them.

Click on the function once, and a description of its options will appear on the bottom of the script screen.

cep2_add_sb_v1 ** Place below cep2_top_v1. If you are using the optional CEP v2 haks, cep2_add_phenos2 and cep2_add_phenos1, then we strongly suggest you place cep2_add_sb_v1 BELOW both of them.

cep2_add_sb_v1 is an CEP v2 optional hak which contains all the scrips and blueprints of CEP v2. There is a benefit to various Persisent Worlds that want them in this way.

cep2_add_tiles ** Place below cep2_top_v1. If you are using any of the other optional haks we strongly suggest you place cep2_add_tiles BELOW all of the other optional CEP v2 haks.

cep2_add_tiles is provided as a convienence to those using CEP v2. In Neverwinter Nights v1.67 there were six (6) haks provided as optional downloads. These included the two tilesets and loadscripts from the premium Module Pirates of the Sword Coast. We have taken the time and effort to combine these six (6) haks into cep2_add_tiles. As with the other ADDITIONAL haks, this hak is to be placed below the cep2_top_v1 hak and above the five core haks.

** End of initial release of CEP v2 optional haks but there's more...

** Customizing your custom palette while using CEP v2

One of the most requested features for CEP v2 is the ability to edit and customize the custom palette. While under normal conditions scrips and blueprints cannot be edited in the toolset, as they must be edited in the haks themselves, we have found that by our providing CEP v2 erfs you gain the freedom and flexibility to edit your custom palette while using CEP v2.

To do this, once you make sure to follow the above stated steps for properly placing the various CEP v2 haks (and optional haks) in order, then you can follow the next very important two steps.

- 1) Import the cep2_scripts_v1.erf into your module
- 2) Import the cep2_bluept_v1.erf into your module

We strongly suggest that you place the above erfs into your module in the above stated order - importing cep2_scripts_v1.erf first.

We have found that doing this will make your module larger in file size as it includes the two erfs. However, by doing this you can now quickly and easily edit and even remove

resources (such as creatures) from the custom palette but this will not affect those that play your adventure.

In time the community will further experiment with this feature and perhaps more builders will start creating and exchanging their preferred custom palette or erfs that they create. We would provide more information at this time but we hope to have more insight in the future.

** End of customizing custom palette

We thank you for using CEP and hope that this latest version, CEP v2, proves to be insanely great.

If you have any questions or suggestions, as well as discovering any major bugs, please send email to us at support@nwncpe.com with the subject including the word "PWARP". This will make it easier for us to notice your email from all the various ones that we get regarding other aspect of the project.

~ The CEP Team