IMPORTANT!

Please read this section BEFORE applying this patch, as it will make all the difference between CEP v1.53 working for you (as expected) or causing you tons of grief!

This patch requires that you have the following installed on your computer :
Neverwinter Nights Diamond or Platinum edition, NWN patch v1.67, and CEP v1.52

If you have another version of Neverwinter Nights then you must have the following :
NWN patch v1.67, Hordes of the Underdark, Shadows of Undrentide, and CEP v1.52

If you do not have all of the above requirements then please do not install this patch. This patch is intended to bring your version of CEP up to v1.53 and allow you to enjoy CEP along with all the great features of NWN v1.67.

This patch is being supplied as bug-free as possible. Though we believe our inspection to be extremely thorough it is of course impossible to test every aspect of it under every circumstance. As part of the pre-release program we request that if you find any bugs in this patch please report them to us at support@nwncep.com

~ The CEP Team
Thursday, May 04, 2006

At the moment we only have preliminary information on the Trident "situation". More information will be disclosed with the official release & in the CEP forums

NWN1.67 included a "new" baseitem weapon called the trident which uses a different baseitem # then the ones used in CEP1, but the same Constant Name & model name.

This caused an incompatibility with CEP & NWN1.67. There were two ways for us to resolve this matter :

1) 100% Backwards Compatibility - meaning to reverse NWN1.67's changes and restore CEP's Trident

2) Forward Compatibility which would break CEP enhanced modules, but would guarantee that CEP would be as compatible with future NWN patches as possible.

We decided, after much debate and investigation into the pros & cons of each option, to not-so-simply do both. This grants everyone the following two exclusive perks :

#1 – CEP v1.53 is backwards compatible with all previous versions of CEP

#2 – CEPv2.0 will be forwards compatible with NWN, as it must be.

In the future we hope to give more information on this matter, as well as provide some nifty scripts to assist in converting your module from any version of CEP to CEPv2.0.

For now, however, you can patch CEP v1.52 to CEP v1.53 without much concerns, except for the following two issues :

1) If you have altered the script NWSCRIPT

2) If you have altered the script ZEP_INC_MAIN

If either or both apply please read the following carefully :

Both of these scripts have been included in the hak & they will OVERWRITE your altered scripts!

To resolve this, you will need to create an additional hak for your scripts. You will also need to make the same minor changes we've made to them.

FOR YOUR ALTERED NWSCRIPT:

1) open the file up in the script editor

2) Use FIND: TRIDENT to quickly go to the line (normally line 741)

3) Change that line to:

    int BASE_ITEM_TRIDENT   = 300;

4) Save the file & export it.

5) Rename the exported .erf to .hak and open it up with the hak editor

6) Delete the file called ExportInfo.gff within the hak & save.

7) Place this file in your hak directory & then add it on top of cep1patch153 in your module's custom content

FOR YOUR ALTERED ZEP_INC_MAIN:

1) Open this file up in the script editor

2) Go to the line: const int BASE_ITEM_TRIDENT = 300; and remark it out: //const int BASE_ITEM_TRIDENT = 300;

3) Follow steps 4 - 7

If you have altered both, you can of course combine the hak files into one.

HOW TO INSTALL THE CEP v1.53 PATCH (named cep1patch153.hak) :

Simply add the hak in this patch (cep1patch153.hak) and place it on top of the hak named CEP1PATCH152, under your module's content section of module properties.

Files included in this hak :

2da changes :

All BioWare additions were included in the new set of 2das with the following exception: baseitems.2da has removed the BioWare line referencing the trident.

MDLs, PWKs, & TGAs: These are all fixes to existing CEP1.52 objects (we have a list of fixes at the end of this document)

CEP tridents to be compatible with NWN1.67 have had their number changed in the following manner :

Object Appearances formerly 2,3,&4 are now 7,8,&9

SCRIPTS (NSS):

zep_inc_main - removed line #6 referencing the trident

nwscript - altered defining of trident to equal #300

Palette (UTI):

CEP tridents: This alters the palette of our tridents to match their new appearance #s.

BW Trident: Changed its base type to #300, so the BioWare trident will function properly.

List of Fixes from CEP v1.52 to CEP v1.53

Thank you goes out to **Freya** for letting us know about these :

20+ missing portraits have been found
(2da work)

Ghost Pirate no longer acts like a dragon
(2da work)

The Vorlon's wings have been mended
(extensive reanimation)

Lightsources have been removed on 2 Vases, Outhouse, and a table.
(some mdl work, some 2da work)

Thank you goes out to **Overfiend** for letting us know about this one:

Brickwall's funky top
(mdls redone)

In addition to giving our warm thanks to **Freya** and **Overfiend** for finding bugs and fixing things for us, we also thank everyone who helped us beta test and fix CEP as well. We hope to provide a more extensive list of thanks and credits when we release CEP v2.

~ The CEP Team
Thursday, May 04, 2006