Sleep Fix

Luke 🐱

0   Table of Contents

1   Overview

Accurately granting immunity to one form of an opcode.

2   Compatibility

This mod works on the following Infinity Engine games.

- The series of Enhanced Editions published by Beamdog, which at present includes

  - Baldur's Gate: Enhanced Edition (BGEE)
  - Baldur's Gate II: Enhanced Edition (BG2EE)
  - Icewind Dale: Enhanced Edition (IWDEE)

  The BGEE Siege of Dragonspear expansion (SoD) is supported as well. All of the Enhanced Edition games include the original expansion packs, e.g. IWDEE includes Heart of Winter and Trials of the Luremaster.

- The conversion project Enhanced Edition Trilogy (EET).

3   Bug Reporting

If you should encounter any bugs, please report them to the author at the Sleep Fix forum. In addition, Sleep Fix is available on GitHub, so fixes and changes can be submitted by the community.

4   Installation

Special Note for Siege of Dragonspear from Steam/GOG
Good Old Games (GOG) and Steam both package the additional content for Siege of Dragonspear in a method that `WeiDU`, the tool used to install this mod, cannot access. You must run a program called DLC Merger on your SoD installation before you can install this or any other WeiDU-based mod.

Enhanced Editions Note
The Enhanced Editions are actively supported games. Please note that every patch update will wipe your current mod setup! If in the middle of a modded game you might want to delay the patch update (if possible) as even after reinstalling the mods, you might not be able to continue with your old savegames. Alternatively, copy the whole game's folder into a new one that can be modded and will stay untouched by game patches. For BG:EE it is important that you install the mod to the language version you are playing the game in. Otherwise, the dialogues of the mod will not show but give error messages.

Windows
Sleep Fix for Windows is distributed as an extractable compressed archive and includes a `WeiDU` installer.

Extract the contents of the mod archive into the folder of the game you wish to modify (the folder which contains the `chitin.key` file), using [7zip](), [WinRAR](), or another file compression utility that handles `.zip` files. On successful extraction, there should be a 📁 `sleep_fix` folder and a `setup-sleep_fix.exe` file in your game folder. To install, simply double-click `setup-sleep_fix.exe` and follow the instructions on screen.

Run `setup-sleep_fix.exe` in your game folder to reinstall, uninstall or otherwise change the component settings.

macOS
Sleep Fix for macOS is distributed in the same compressed archive and includes a `WeiDU` installer.

First, extract the files from the archive into your game directory.
On successful extraction, there should be a 📁 `sleep_fix` folder, `setup-sleep_fix` and `setup-sleep_fix.command` files in your game folder. To install, simply double-click `setup-sleep_fix.command` and follow the instructions on screen.

Run `setup-sleep_fix.command` in your game folder to reinstall, uninstall or otherwise change the components settings.

Linux
Sleep Fix for Linux is distributed in the same compressed archive and does not include a `WeiDU` installer.

Extract the contents of the mod to the folder of the game you wish to modify.

Download the latest version of `WeiDU` for Linux from [GitHub]() and copy `weidu` and `weinstall` to `/usr/bin`. Following that, open a terminal, `cd` to your game installation directory, run `tolower` and answer `Y` to both queries. You can avoid running the second option (`linux.ini`) if you've already ran it once in the same directory. To save time, the archive is already tolowered, so there's no need to run the first option (lowercasing file names) either if you've extracted only this mod since the last time you lowercased file names. If you're unsure, running `tolower` and choosing both options is the safe bet.

To install, run

```
weinstall setup-sleep_fix
```

in your game folder. Then run

```
wine baldur.exe
```

and start playing.

5   Contents

After installing this mod

- all in-game creatures that are immune to the Sleep opcode

- all in-game spells and items that grant immunity to the Sleep opcode

- all in-game spells and items that apply the Sleep opcode

will be re-coded as specified here.

There are some exceptions though: the following creatures

- Demogorgon, Belhifet, Luremaster, Bhaal (boss creatures)

- "Spirits/Ghosts" (Ghost Dragon, Shaman/Druid Spirits)

are immune to all forms of Sleep (even if it'd be incorrect in some cases).

Moreover, regular Trolls are no longer immune to Sleep (op39). They were only ever immune because it interfered with their scripted fall down/death, which is no longer the case. They will now fall down from these effects in addition to being at critical hp.

6   Thanks and Acknowledgements

- **Original mod concept:** kjeron

- **LFO:** DavidW

- **General purpose functions:** Argent77

- **Tools Used in Creation**
    - WeiDU by Wes Weimer, the bigg, and Wisp
    - Near Infinity by Jon Olav Hauglid, FredSRichardson, and Argent77
    - IESDP maintained by igi and lynx
    - Infinity Auto Packager by AL|EN

7 Copyright Information

Sleep Fix is ©2021-Present, Luke.

Since in practice I'm obviously not going to sue anyone, I'll use this section to say what I'd **<u>like</u>** people's attitude to re-using and redistributing my mods. Basically, I don't mind what you do with the code provided you:

1. give me full credit when you borrow or re-use my code in your own mod,

2. don't actually mirror this mod (or any modified version of this mod) somewhere else.

8 Version History

- **Version 0.1 (August 2021)**

    - Initial draft.

- **Version 0.2 (September 2021)**

    - Slightly improved (decreased) installation times.

    - Fixed broken link in `sleep_fix.ini`.

    - Added code to correctly patch humanoid Golems such as Love, Pride, and Avarice.

- **Version 0.2.1 (September 2021)**

    - Removed unused `Type = Late Tweaks` from `sleep_fix.ini`.

    - Hook horrors are now immune to Nausea.

A Appendix

Natural immunities of creatures						
	S	U	H	N	W	K
UNDEAD	✓	✓	✓	✓		
PLANT	✓	✓	✓	✓		
SLIME	✓	✓	✓	✓	✓	✓
FAIRY	✓					
GOLEM	✓	✓	✓	✓	✓[1]	
ELEMENTAL	✓	✓	✓	✓		
SALAMANDER				✓		
GENIE				✓		
DRAGON	✓	✓			✓	✓
MIST	✓	✓	✓	✓		✓
SWORD	✓	✓	✓	✓	✓	✓
SHADOW					✓	✓
SPECTRE					✓	✓
WRAITH					✓	✓
SPECTRAL_UNDEAD					✓	✓
TREANT					✓	
BEHOLDER						✓
DEMILICH						✓
DEMONIC				✓		
SOLAR				✓		
ANTISOLAR				✓		
PLANATAR				✓		
DARKPLANATAR				✓		
MEPHIT				✓		✓[2]
IMP				✓		✓[2]
HARPY						✓[2]
WYVERN						✓[2]
FEYR			✓			
WILL-O-WISP			✓			
HOOK_HORROR				✓		
ELEMENTAL_EARTH					✓	✓
ELEMENTAL_WATER					✓	✓
ELEMENTAL_FIRE						✓
ELEMENTAL_AIR						✓
GREEN_DRAGON				✓		

Table 1: Legenda – S:Sleep, U:Unconsciousness, H:Hopelessness, N:Nausea, W:Wing Buffet, K:Knockdown

---

[1] Only Large/Huge Golems (this excludes Mini, Doll and Bone Golems)
[2] Only Ground-based attacks (such as Earthquake)

Vanilla SPL / ITM intended to block Sleep regardless of the recipient	
	Protects against
OHBBANNO	S, H, U, N, W
OHRRAGE (Animal Rage)	S, H
OHTYR1 (Exaltation)	S, H
BARBARIAN_RAGE	S, H
BERSERKER_RAGE	S, H
MINSC_BERSERKER	S, H
FIVE_ROUND_ENCHANTMENT_IMMUNITY	S, H
THREE_ROUND_ENCHANTMENT_IMMUNITY	S, H
CLERIC_CHAOTIC_COMMANDS	S, H
CLERIC_EXALTATION	S, H
CLERIC_BLOOD_RAGE	S, H
CLERIC_IMPERVIOUS_SANCTITY_OF_MIND	S, H
SLAYER_ENEMY	S, H
SLAYER_CHANGE_TWO	S, H
SLAYER_CHANGE	S, H
CHALCY3 (Greenstone Amulet)	S, H
AMUL17 (Greenstone Amulet)	S, H
IPSION (Greenstone Amulet)	S, H
SLAYERW3	S, H
GVALOR1 (Gauntlet of Valor)	S, H
HELMDEF (Helm of the Trusted Defender)	S

Table 2: Legenda – S:Sleep, U:Unconsciousness, H:Hopelessness, N:Nausea, W:Wing Buffet, K:Knockdown

ABZAWAY
BALTH01 (Solar Stance!)
BALTH09 (Shadowless Kick!)
CH3AWAY
DGWHIRL
JWWHIRL
OHBBCLT0
SPCL911B
PSIONIC_PROJECT_FORCE
FAN_BLOW
HELL_BUFFET
DRAGON_WING_BUFFET
WIZARD_DRAGONS_BREATH
WIZARD_COMET
SPWISH27 (Knockback)
SPYANC01 (Whirlwind)
AURSTAF (Staff of the Ram +4)
AX1H16 (K'logarath +4)
RAVAG01 (The Ravager)
STAF21 (Staff of the Ram +4)
STAF22 (Staff of the Ram +6)

Table 3: Vanilla SPL / ITM intended to apply Wing Buffet

SPCL751A
VIEKANG_LIGHTNING
PSIONIC_MIND_BLAST
MIND_CRIPPLE
SURE_SLEEP
MEPHIT_COLOR_SPRAY
WIZARD_COLOR_SPRAY
WIZARD_SPHERE_OF_CHAOS
PSIONIC_PROJECT_FORCE
INNATE_RETRIBUTION
TRAP_SLEEP
BDBLUN07 (Backwhacker +2)
BDXBOW01 (Astral Crossbow +2)
SHOAL1 (Nereid's Kiss)
OHDMASK (Breathe Acid)
OHRGROG (Meems's Special Grog)
SPER12 (Ixil's Spike +6)
BDSPIDGA (Gargantuan Spider)
CDFAMPSD (Pseudo Dragon)
PSDCLAW (Pseudo Dragon)
BDWYRMLI (Blind Albino Wyrmling)

Table 4: Vanilla SPL / ITM intended to apply Unconsciousness

	Notes
BDSHA12C (Lesser Earth Spirit)	
CH3DRAIN	
JWFALL	
JWSLEEP	
JWSIEGE	Ground-based attack
OHBQUAKE (Earthquake)	Ground-based attack
OHDDIVRT (Divine Retribution)	
ABAZIGAL_SHOCKWAVE	
SAREVOK_SOULSTEAL	
SPOGRE01 (Earthquake)	Ground-based attack
CLERIC_EARTHQUAKE (Earthquake)	Ground-based attack
BPGIAQKE	Ground-based attack
WIZARD_BIGBYS_CLENCHED_FIST	
WIZARD_BIGBYS_CRUSHING_HAND	
CLERIC_SMASHING_WAVE	
OHBBRVGR (The Ravager)	

Table 5: Vanilla SPL / ITM intended to apply Knockdown

MEPHIT_STINKING_CLOUD
TRAP_STINKING_CLOUD
WIZARD_STINKING_CLOUD
SPWM187 (Stinking Cloud)
INNATE_ZOMBIE_LORD_AURA

Table 6: Vanilla SPL intended to apply Nausea

CLERIC_COMMAND
CLERIC_GREATER_COMMAND
WIZARD_SLEEP
INNATE_BEHOLDER_SLEEP
INNATE_JACKALWERE_GAZE_INTERNAL
WIZARD_POWER_WORD_SLEEP
DAGG13 (Pixie Prick +3)
DWBOLT01 (Drow Bolt of Sleep)
WAND08 (Wand of Sleep)
UHALB3B (Darig's Rest +2)
DWDART01 (Drow Dart of Sleep +1)
STAF15 (Staff of Air +2)

Table 7: Vanilla SPL / ITM intended to apply (true) Sleep

WIZARD_EMOTION_HOPELESSNESS

Table 8: Vanilla SPL / ITM intended to apply Hopelessness