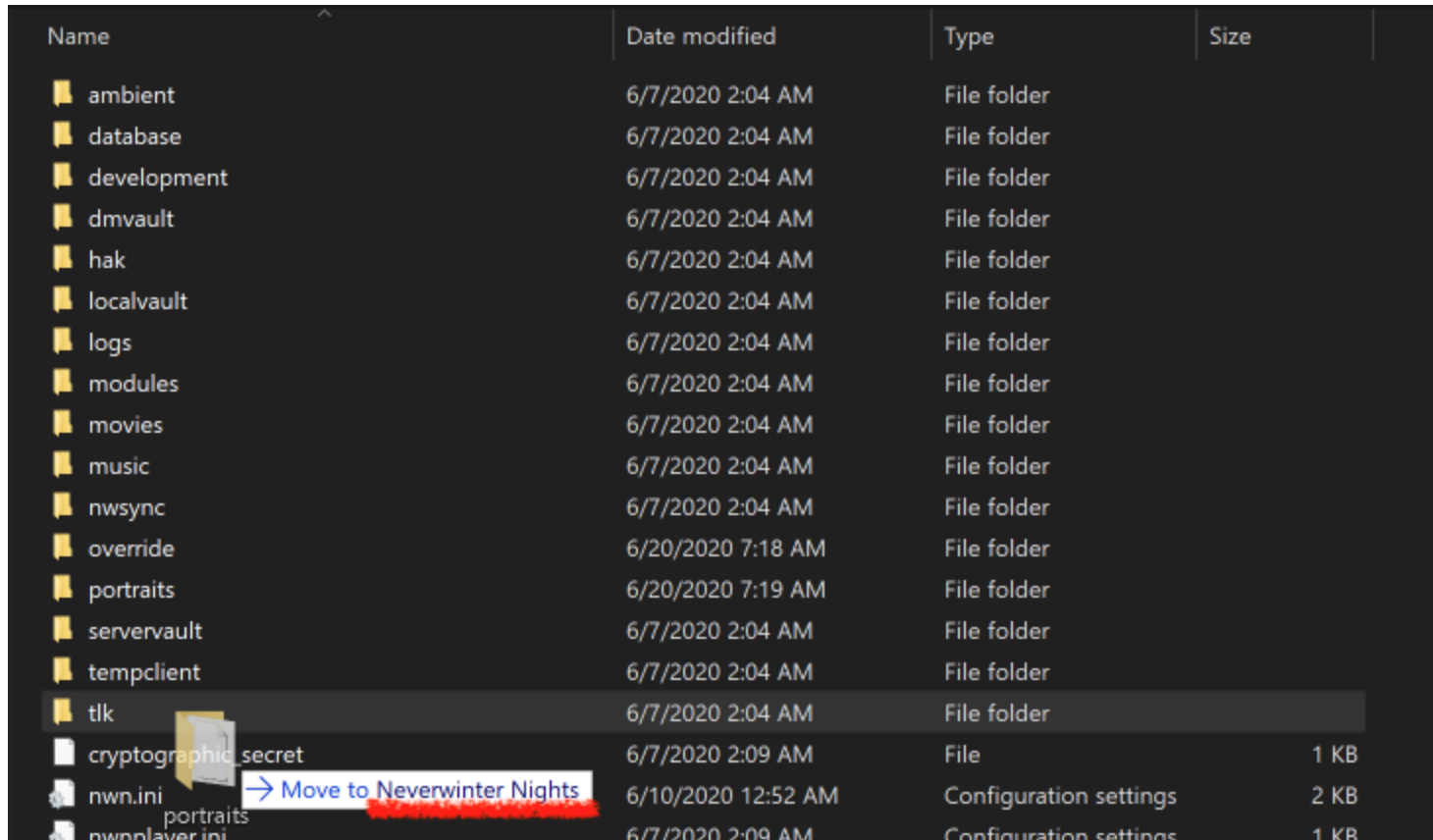# Arelith Player Portrait Pack Install Instructions
Patch Hak Method

For Steam/Beamdog/GOG players on Windows/MacOS/Linux:

Keep this downloaded folder open in one window, and open a second window so you can see both windows at the same time. You can do this while using a file window with CTRL + N in Windows, and CMD + N in Mac.

In the second window, locate and open your NWN User Directory, typically found in Documents\Neverwinter Nights

Name	Date modified	Type	Size
ambient	6/7/2020 2:04 AM	File folder	
database	6/7/2020 2:04 AM	File folder	
development	6/7/2020 2:04 AM	File folder	
dmvault	6/7/2020 2:04 AM	File folder	
hak	6/7/2020 2:04 AM	File folder	
localvault	6/7/2020 2:04 AM	File folder	
logs	6/7/2020 2:04 AM	File folder	
modules	6/7/2020 2:04 AM	File folder	
movies	6/7/2020 2:04 AM	File folder	
music	6/7/2020 2:04 AM	File folder	
nwsync	6/7/2020 2:04 AM	File folder	
override	6/20/2020 7:18 AM	File folder	
portraits	6/20/2020 7:19 AM	File folder	
servervault	6/7/2020 2:04 AM	File folder	
tempclient	6/7/2020 2:04 AM	File folder	
tlk	6/7/2020 2:04 AM	File folder	
cryptographic_secret	6/7/2020 2:09 AM	File	1 KB
nwn.ini	6/10/2020 12:52 AM	Configuration settings	2 KB
nwnplayer.ini	6/7/2020 2:09 AM	Configuration settings	1 KB

→ Move to Neverwinter Nights

portraits

Drag the "Patch" folder from this downloaded Arelith Player Portrait Pack folder into your Neverwinter Nights folder. Make sure to drag it into the main directory, not another folder inside of Neverwinter Nights, such as Patch, if one exists. Placing a patch folder inside of a patch folder will not work.

Then, take the userpatch.ini file, and also place it in the Neverwinter Nights directory. It cannot be in a subfolder. Similar to nwn.ini and cdkey.ini, it must be in the main folder. More information about using Patch Hak systems can be found on the Beamdog Forums.

This package is only configured to load the single portrait.hak file, individuals already using Patch Hak loading will need to merge their userpatch.ini files, and ensure nwn.ini paths are appropriately set.

Next, locate the downloaded folder called portraits. This folder is required to view and choose the APPP portraits, and contains only medium TGA versions of each portrait in the pack.

Players with a mix of slower processors and large numbers of TGA's in the portraits folder can have Windows terminate the game if there are too many portraits to pick from in character creation. The slow speed of making the list of portraits to choose from appears to Windows to be an infinite loop, and it will close the game to save you from being stuck. If you are having this issue, take out some of the TGA's from the portraits folder, making sure the portrait you want to use is still inside, make your character, and then put the portraits back again.

Is It Working?

If the Arelith Player Portrait Pack is your only custom portrait pack, and you've also installed the portraits folder medium TGA's, then you will know it is working when you create a new character. If there are any non-standard portraits, of all genders, at the bottom of the portrait selection screen, then the files are loading successfully.

Once a character is created on Arelith, in the first area, Arelith Entry, you may use the -portrait chat command, **-portrait resref** , and a resref (name) of a custom portrait, to assign your new character a custom portrait instead. Viewable portraits and the resrefs for those portraits for this portrait pack are viewable at the Arelith Player Portrait Pack Browser.

Contact

The Arelith Player Portrait pack is a community-driven optional project to provide portrait content for characters in Arelith. Players are encouraged to submit their portrait images to our Discord server: https://discord.gg/VrbfYTa. Additionally, any questions or problems should be raised in our Discord server.