

# Arelith Player Portrait Pack Install Instructions

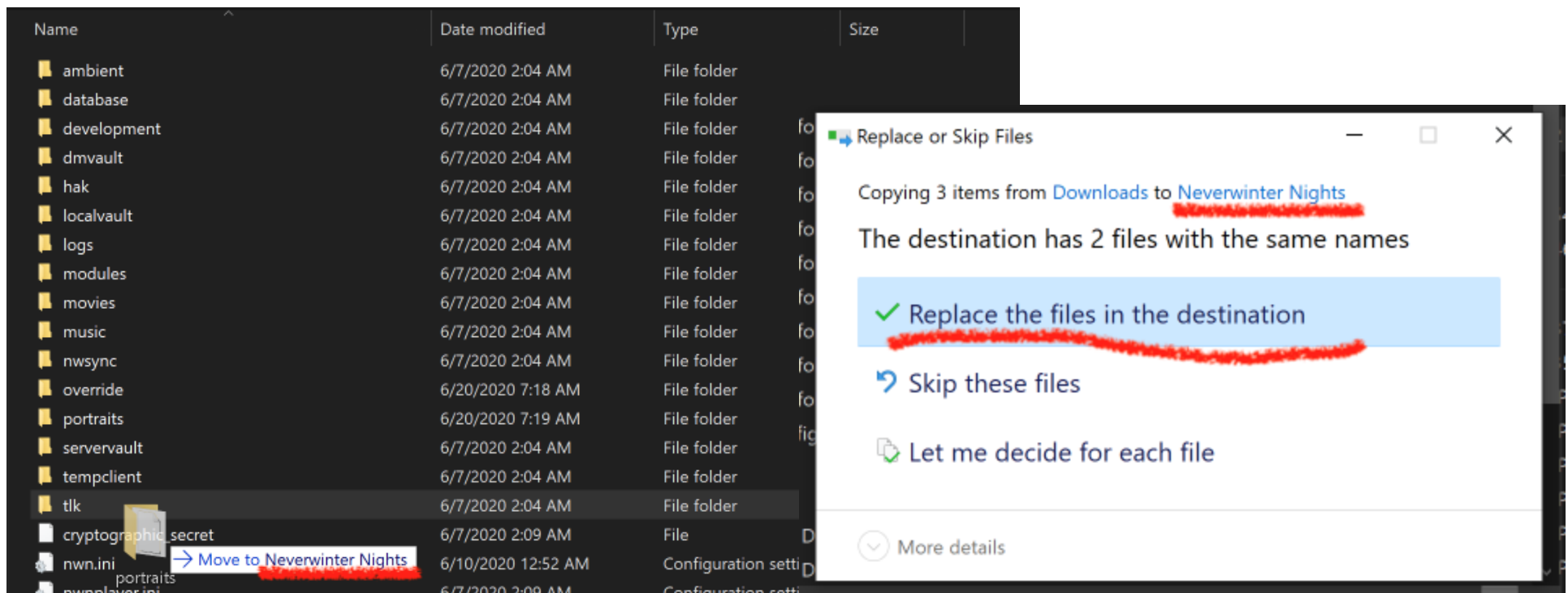
## *Override Folder Method*

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

This download has both an override folder and a portraits folder, next to this instructions pdf. The override folder contains the NWN graphics (DDS files) so that the portraits can be seen in game. The portraits folder contains “medium” sized TGA’s so that those portraits can be chosen in character creation. Other than character creation, the portraits folder is optional. You only need the portraits folder TGA’s for the portrait that you want to pick for your characters. Copying the whole folder will let you choose any portrait in the APPP for your new character.

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



First, drag the override 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 Portraits or Override. Placing an override folder inside of an override folder will not work.

You do not need to open the override folder, it has a large number of files, and that may slow down your computer. Doing so, and manually selecting all files, and moving them individually to your override folder will be slower. Since there is already an override folder in most user directories, the contents of both will be merged. In the event of conflicts (previous APPP install), choose “replace”.

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 issues should be raised in our Discord server.