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## Important Note

It is recommended to use the [online guide/information](#) which should be located on the [repository wiki](#). This document should only be used in an emergency when there is no internet connection or the wiki for the official repository is missing for some reason.

**This document may not be maintained or may be maintained very rarely!!**

## Quick Guide (not recommended)

1. **Download:** Get the latest [release version of IEEE PCVI](#)
2. **Extract:** Unzip the file.
3. **Sound Files:** Copy the sound files for your desired language (e.g., for German, copy to `IEEE-Player-Character-Voice-Installer-<version>\vox\de_DE`, for English, copy to `IEEE-Player-Character-Voice-Installer-<version>\vox\en_US`). Supported soundsets are listed here [BGEE](#), [SoD](#), [IWDEE](#), [BG2EE](#) (or in the detailed guide).

### Editing `Create_and_Distribute.bat`:

1. **Open:** Use a text editor (e.g. [Notepad++](#)) to open `Create_and_Distribute.bat`.
2. **Base Name:** Change `Set soundsetName[0]=!_DEMO` to match the base name of your sound files (e.g., if files start with `myName<postfix>`, replace with `myName`). If you have multiple base names, add more lines like `Set soundsetName[x]=<name>`, ensuring unique and non-overlapping names (max 6 characters).
3. **Language:** Change `Set languages[0]=en_US` to your desired language code (e.g., `de_DE` for German). If offering both English and German, add `Set languages[1]=de_DE` below.
4. **Customization Text:** Change `Set en_US[0]=!_Demo(Complete):Female Robot` to the desired display name in the customization menu (e.g. `Set en_US[0]=MyVoice:Warrior`). Use `Set de_DE[y]` for German names (y is an index number for the array.).
5. **Save:** Save changes to `Create_and_Distribute.bat`.

### Building the Mod:

1. **Run Script:** Double-click `Create_and_Distribute.bat` to process sound files and generate WeiDU code.
2. **Edit `InitAllSlotNumbers.tpa`:** In relevant language folders (e.g., `IEEE-Player-Character-Voice-Installer-<version>\de_DE`), replace `TODOs` in `InitAllSlotNumbers.tpa` with sound file descriptions according to the comments. Save the file.
3. **Save:** Save changes to `InitAllSlotNumbers.tpa`.

4. **Edit** `!_moduleNames.tra`: In the same folders, change `@1=~Mod-Name~` in `!_moduleNames.tra` to your chosen mod name (e.g., `@1=~My_Voice_Collection~`). Save the file.
5. **Save**: Save changes to `!_moduleNames.tra`.
6. **Open**: Open `setup-Your_Mod_Name.tp2` in a text editor.
7. **Information**: Edit the "Information" section with your desired mod details.
8. **Language**: If offering only one language, delete the unused "Languages" area. Keep both if offering multiple languages.
9. **Save**: Save changes to `setup-Your_Mod_Name.tp2`.

### Finalizing the Mod:

1. **Rename**: Rename `setup-Your_Mod_Name.tp2` to your chosen mod name (e.g., `setup-My_Custom_Voices.tp2`).
2. **Rename Folder**: Rename the `IEEE-Player-Character-Voice-Installer-<version>` folder to your desired mod name.
3. **Rename Executable**: Rename `setup-Your_Mod_Name.exe` to a fitting name (e.g., `setup-My_Custom_Voices.exe`).
6. **Delete Unneeded Files**: Delete the following files:
  - `Create_and_Distribute.bat`
  - `You can delete this file.txt` in:
    - `...\vox\en_US\wav`
    - `...\vox\en_US\sound`
    - `...\vox\de_DE\wav`
    - `...\vox\de_DE\sound`
  - `README.md`
  - You can delete every file in the `guide` folder and replace it with your own guide(s)

**Note:** This quick guide assumes basic familiarity with modding tools and concepts, particularly the WeiDU installer.

## Detailed Guide (recommended)

### What is IEEE PCVI?

*IEEE PCVI*, short for "*Infinity Engine Enhanced Edition Player-Character-Voice-Installer*", is a system designed to install pre-recorded sound files into Infinity Engine games. However, it excludes *Planescape Torment Enhanced Edition* as its main character already has a unique voice. The games which are supported, are:

- *BGEE* (Baldur's Gate Enhanced Edition)
- *SoD* (Siege of Dragonspear)
- *IWDEE* (Icewind Dale Enhanced Edition)
- *BG2EE* (Baldur's Gate 2 Enhanced Edition)



**Figure1:** Sound customization menus (BGEE2, BGEE, SoD, IWDEE)

## Key Features

- Installs pre-made sound files for player character voices.
- Optionally scans "*dialog.tlk*" with the installed soundset and automatically repairs any incompatible "*strref*" entries, ensuring seamless integration with the selected voice pack.
- Serves as a template for creating custom player character voice sets.
- Requires minimal coding knowledge

## Supported Soundslots

IEEE PCVI mainly targets soundslots used by the original Infinity Engine games in their selectable voice sets within the character customization menu.

It uses the [unofficial soundset convention](#) for advanced sound slots, ensuring compatibility with sound files developed under this standard.

If you are interested installing more voice lines for the player character, an alternative system is the [soundset installation tool](#).

The supported sound slots as a list for the individual games are marked with Postfix and their meaning can be found in the “*guides*” folder or online:

Postfixes	
b	l_
c	i
d	j
a	k
8	0_
9	1_
g_	2_
h_	3_
l	w
m	z
e	1
n	2
o	3
p	4
q	5
r	6
f	7
g	s
h	t
0	u
k_	v

Online-Links to postfix tables:

BG:EE (Baldur's Gate:Enhanced Edition)

SoD (Siege of Dragonspear)

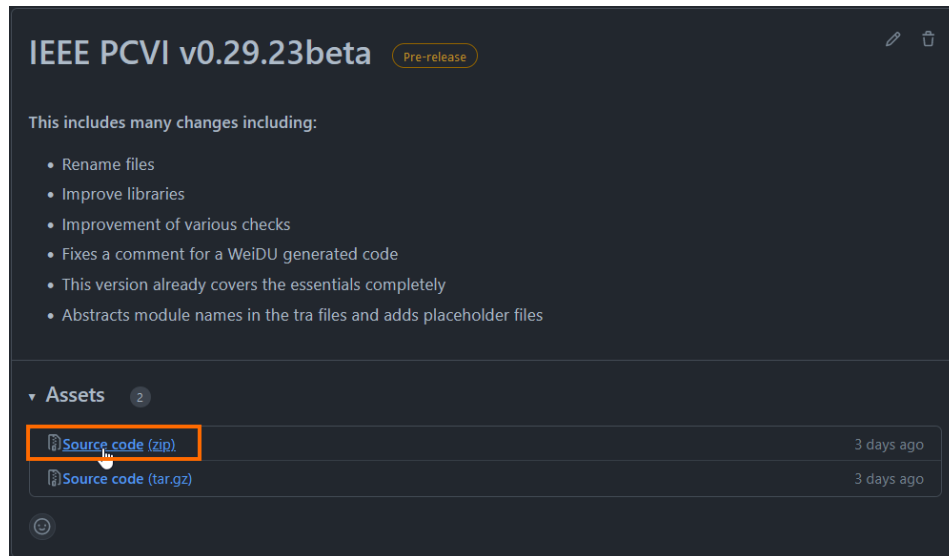
BG2:EE (Baldur's Gate 2:Enhanced Edition)

IWD:EE (Icewind Dale:Enhanced Edition)

# How to use IEEE PCVI

## 1. Download

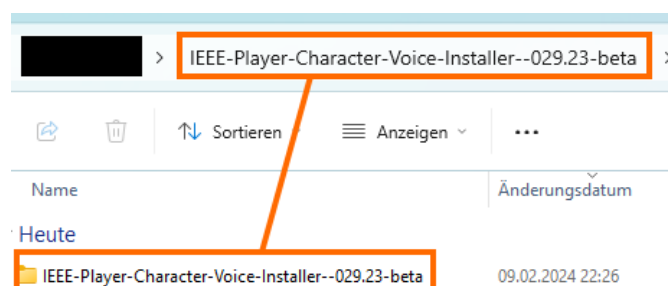
- Get the latest [release version of IEEE PCVI](#). (See example in **Figure2**)
- You'll find it as a file named **IEEE-Player-Character-Voice-Installer--<version>.zip**.



**Figure2**

## 2. Unzip

- Extract the contents of the zip file.
- Inside, you'll find a folder with the same name as the zip file (as an example, see **Figure3**).



**Figure3**

### 3. Verify Contents

- Open the extracted folder. It should at least contain the files shown in **Figure 4**. These are the most important ones as IEEE PCVI would not function properly without them. If there are additional files and folders not shown in **Figure 4**, they were most likely added later and should not affect functionality. It should be safe to delete these added files and folders.

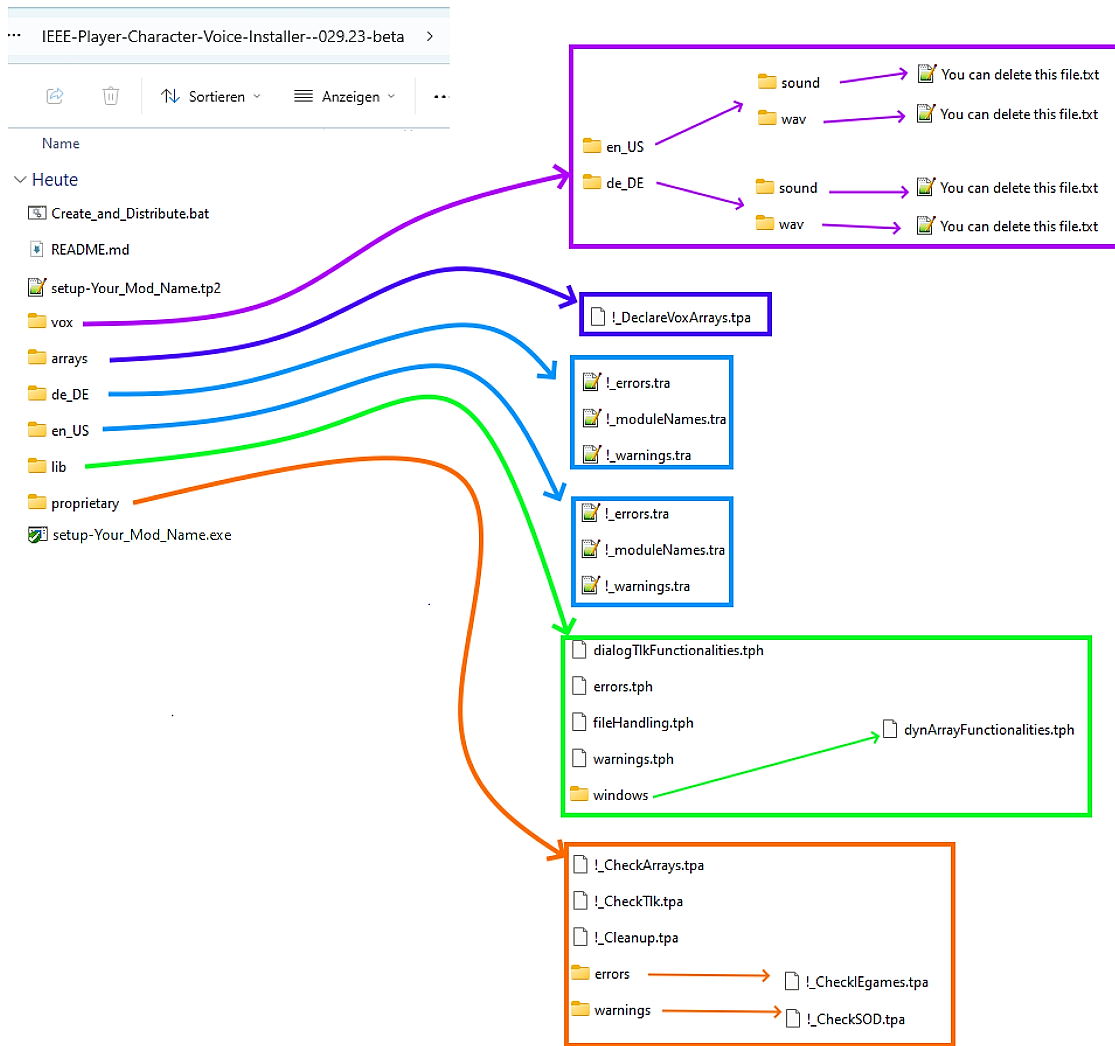


Figure4

### 4. Renaming Character Voice Sound Files

To customize voice sound files, you'll need to rename them using a base name and a postfix.

#### 4.1 Base Name

- Choose a unique base name (maximum 6 characters) for each selectable voice in the game's sound customization menu.
- Example: **!\_DEMO** for the custom character voice.

## 4.2 Postfix

- Add a postfix to the base name to define specific sound files.
- Example: **!\_DEMO**b**** for the sound played when selecting the custom character as party leader.

## Naming Rules

Base names cannot be subsets of other base names. Here follows an example:

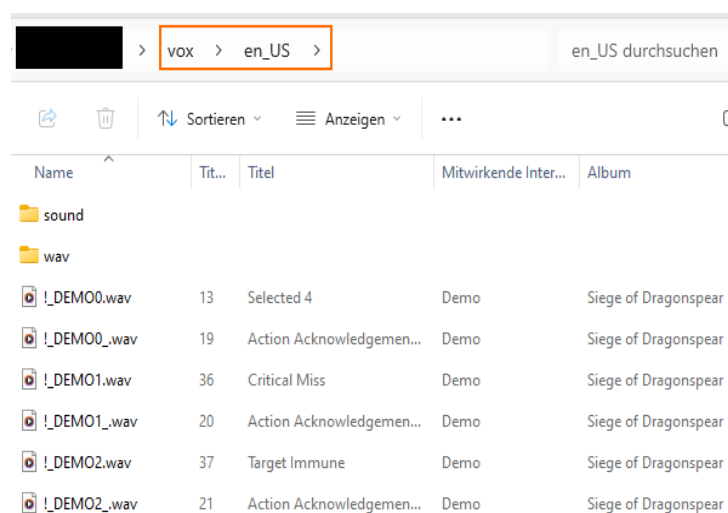
Basename 1	Basename 2	Condition
!_DEMO	!_D	<b>Not Allowed</b> , !_D is a subset of !_DEMO
!_DEMO	!_DU	<b>Allowed</b> !_DU is not a subset of !_DEMO

The reason for this restriction is to prevent [duplication](#) in the game's sound customization menu.

## 5. Moving and Organizing Sound Files

### 5.1 Copy Files

- Once you've renamed your sound files, move them to the appropriate language folder within the **...\vox** directory.
- Example: German files go to **...\vox\de\_DE**, English files go to **...\vox\en\_US** (see **Figure5** for a visual example).



**Figure5**



## 5.2 Automatic Distribution

The script handles distributing files to **sound** and **wav** subfolders within each language folder.

- **sound:** Files with official postfixes.
- **wav:** Files with unofficial postfixes.
- **Code:** The script also generates new WeiDU code files for further integration.

Before proceeding, you need to edit the **Create\_and\_Distribute.bat** file:

1. Use a code editor like [Notepad++](#) to open the file.
2. Find the section labeled **INIT Soundset File Names** (see **Figure6** for an example).

```

9      REM -----
10     REM INIT Soundset File Names
11     REM -----
12     Set soundsetName[0]=!_DEMO

```

**Figure6**

3. Replace **!\_DEMO** with your desired base name.
4. For multiple base names, add additional lines following the format **Set soundsetName[x]=<base name>**, where x is the index number (1 for the second name, etc.). Refer to **Figure7** for an example of how the configuration should look with two base names.

```

REM -----
REM INIT Soundset File Names
REM -----
Set soundsetName[0]=!_DEMO
Set soundsetName[1]=!_DEMB

```

**Figure7**

5. Find the section labeled **INIT Languages** (see **Figure8** for an example).

```

REM -----
REM INIT Languages
REM -----
REM (en_US = English, de_DE = German)
Set languages[0]=en_US

```

**Figure8**

6. Replace **en\_US** with your desired language code. For example, use **de\_DE** for German. If your custom voices support multiple languages, add new lines below the first one following the same format **Set languages[x]=<language code>** where x is the index number starting from 1 for the second language.

For example(see **Figure9**), to add German, you would include the line **Set languages[1]=de\_DE**.

```
REM -----
REM INIT Languages
REM -----
REM (en_US = English, de_DE = German)
Set languages[0]=en_US
Set languages[1]=de_DE
```

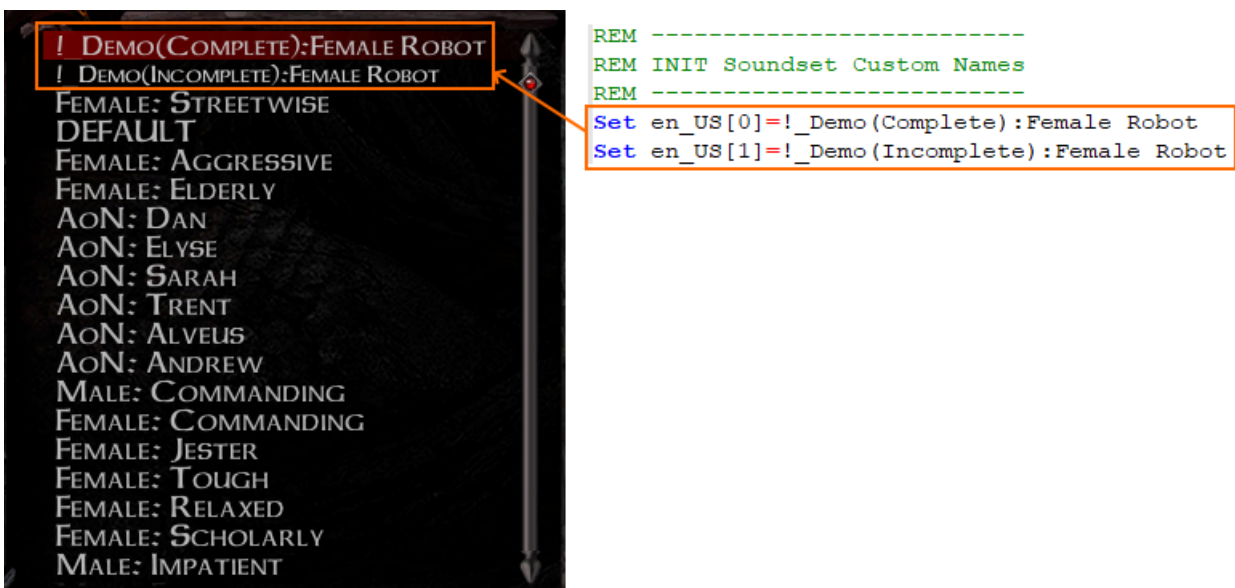
**Figure9**

7. Refer to the **README.md** file or [online resources](#) for a list of supported languages.
8. Find the section labeled **INIT Soundset Custom Names** (see **Figure10** for an example).

```
REM -----
REM INIT Soundset Custom Names
REM -----
Set en_US[0]=!_Demo(Complete):Female Robot
```

**Figure10**

9. This section explains how to define the names displayed for your custom voices in the character customization menu (see Figure 11 for an example with two voices).



**Figure11**

10. Use the following format to set custom voice names for each language:

**Set <language code>[x]=<custom voice name>**

- **<language code>**: Replace with the appropriate code (e.g., en\_US for English, de\_DE for German).
- **x**: The index value representing the voice number in the menu (0 for the first, 1 for the second, etc.).

- **<custom voice name>**: The desired name for the voice in that language.

11. Refer to **Figure12** for an example of how to configure names for two custom voices in both English and German.

```
REM -----
REM INIT Soundset Custom Names
REM -----
Set en_US[0]=!_Demo(Complete):Female Robot
Set en_US[1]=!_Demo(Incomplete):Female Robot
Set de_DE[0]=!_Demo(Vollständig):Weiblich Roboter
Set de_DE[1]=!_Demo(Unvollständig):Weiblich Roboter
```

**Figure12**

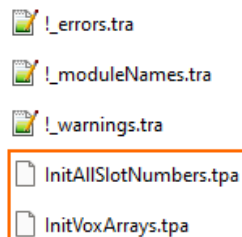
- The index value x starts at 0 and increments by 1 for each voice within a language.
- Ensure the number of voice names matches the number of custom voices you have created.

12. Save changes to **Create\_and\_Distribute.bat**.

## 6. Building the Mod

### 6.1 Generate WeiDU Code and Edit Voice Prompts

1. Double-click **Create\_and\_Distribute.bat** to process sound files and generate WeiDU code.
2. Depending on your script configuration, you'll find two .tpa files(see **Figure13**) in the relevant language folder (e.g., **de\_DE** or **en\_US**).

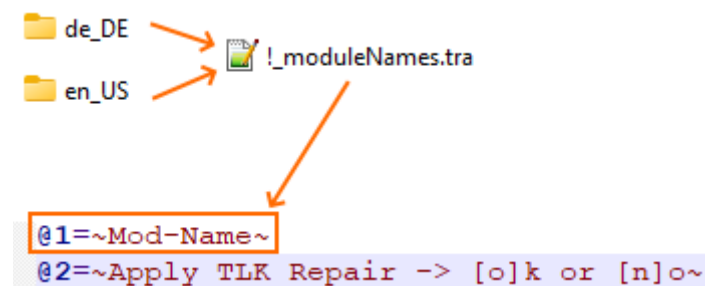
**Figure13**

3. Open **InitVoxArrays.tpa** with a code editor like Notepad++. (**Figure14** shows an example of its content.)

```
// ---INITIALIZE DYN ARRAY TEXTS
OUTER_SPRINT ~Texts0~ ~TODO~ //!"_DEMB0.wav" Action Acknowledgement 4 for SoD/BGEE/IWDEE or else BGEE2 Select Rare 1
OUTER_SPRINT ~Texts1~ ~TODO~ //!"_DEMBb.wav" Becoming Leader
OUTER_SPRINT ~Texts2~ ~TODO~ //!"_DEMBf.wav" Selected 1
OUTER_SPRINT ~Texts3~ ~TODO~ //!"_DEMO0.wav" Selected 4
OUTER_SPRINT ~Texts4~ ~TODO~ //!"_DEMO0.wav" Action Acknowledgement 4 for SoD/BGEE/IWDEE or else BGEE2 Select Rare 1
OUTER_SPRINT ~Texts5~ ~TODO~ //!"_DEMO1.wav" Critical Miss
```

**Figure14**

4. For each line containing `~TODO~`, enter the text you want your custom voice to speak. For example, replace `OUTER_SPRINT ~Texts0~ ~Yes, I will do as you say!~` with your desired phrase.
5. Look for comments starting with `//...` to understand what kind of text is expected for each line. These comments often mention the sound file name (including base name and postfix) and provide context (e.g., "`Selected 1`").
6. If you have sound files for more than one language, repeat steps 3-5 for each generated `InitAllSlotNumbers.tpa` file in the respective language folder.
7. Refer to the provided links ( [BGEE](#), [SoD](#), [IWDEE](#), [BG2EE](#)) or the postfix tables in the `guide` folder for more information about sound files.
8. Save changes to `!_moduleNames.tra`.
9. In the same folders, change `@1=~Mod-Name~` in `!_moduleNames.tra` to your chosen mod name (e.g., `@1=~My_Voice_Collection~`). **Figure15** shows the path and the files content.

**Figure15**

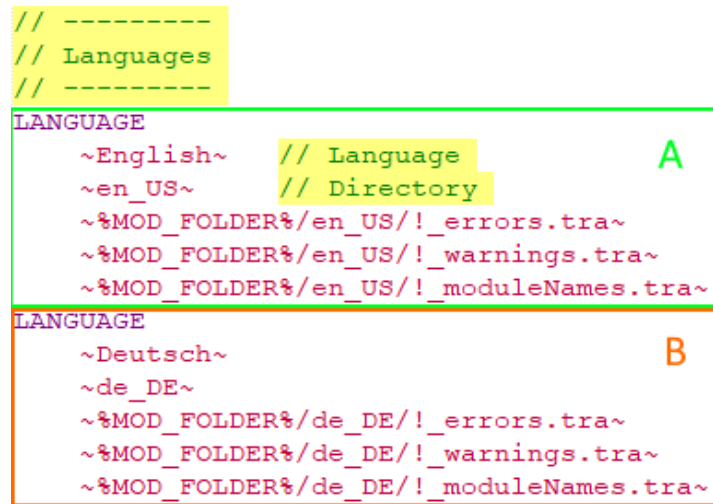
10. Save changes to `!_moduleNames.tra`.
11. Open `setup-Your_Mod_Name.tp2` in a text editor.
12. Edit the "`Information`" section with your desired mod details.

```
// -----
// Information
// -----
BACKUP ~weidu external/Your Mod Name/backup~ // %MOD_FOLDER% doesn't work here
AUTHOR ~Incrementitis (incrementitis@gmail.com)~
VERSION ~v0.31.23~
AUTO_EVAL_STRINGS// This will prevent the need of EVAL for string variables
```

**Figure16**

- A: This is the mod name. A backup is saved here.
- B: Your name and contact details come here
- C: The version number of your mod

13. If offering only one language, delete the unused "**Languages**" area. Keep all the ones you need if offering multiple languages. See Figure17 for language areas(e.g., delete A or B or keep them both).



**Figure17**

14. Save changes to **setup-Your\_Mod\_Name.tp2**.

## 7. Finalizing the Mod

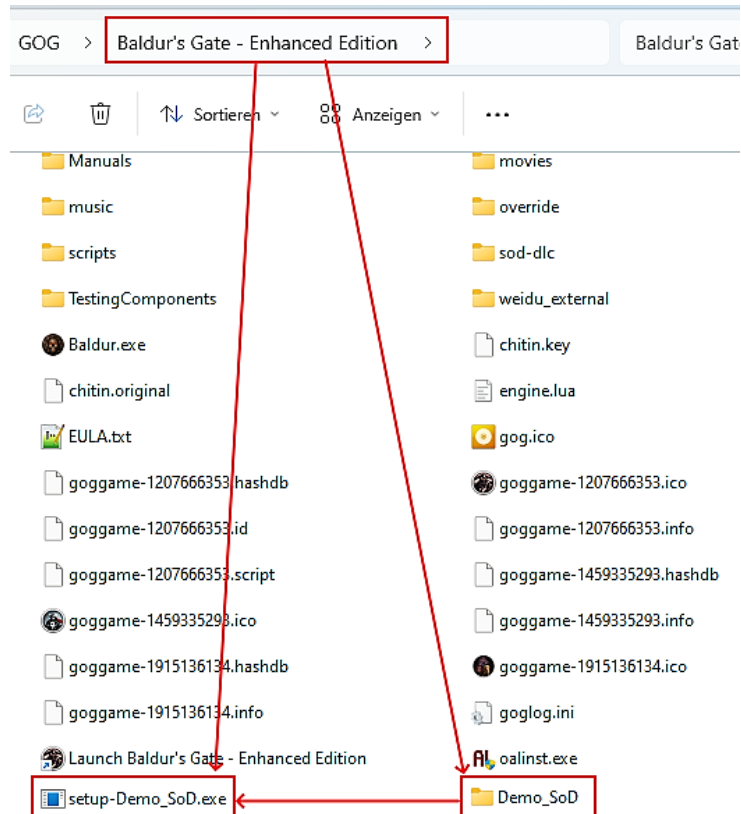
1. Rename **setup-Your\_Mod\_Name.tp2** to your chosen mod name
2. (e.g. **setup-My\_Custom\_Voices.tp2**).
3. Rename the **IEEE-Player-Character-Voice-Installer-<version>** folder to your desired mod name.
4. Rename **setup-Your\_Mod\_Name.exe** to a fitting name
5. (e.g., **setup-My\_Custom\_Voices.exe**).
6. Delete the following files:
  - **Create\_and\_Distribute.bat**
  - **You can delete this file.txt** in:
    - ...\vox\en\_US\wav
    - ...\vox\en\_US\sound
    - ...\vox\de\_DE\wav
    - ...\vox\de\_DE\sound
- **README.md**
- You can delete every file in the **guide** folder and replace it with your own guide(s)



## 8. Testing your Mod

### 8.1 Installing Your Mod

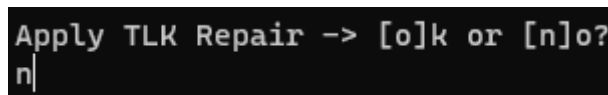
- Move your entire mod folder (example in **Figure18**) into your main game directory.
- Locate the file named **setup-Your\_Mod\_Name.exe** inside your copied mod folder (e.g., renamed in **Figure18** to **setup-Demo\_SoD.exe**). Copy this file directly into your main game directory and then run it. This will initiate the mod installation.



**Figure18**

### 8.2 TLK Repair (Optional)

This step is only required if you've manually edited text in **InitVoxArrays.tpa** outside of this guide (e.g., correcting typos). Skip it for your first installation (see example in see **Figure19**).



**Figure19:** Press „n“ for not to repair

### 8.3 When to Apply TLK Repair

- You finished your mod and distributed it (e.g., on GitHub). You later realize text needs fixing in `InitVoxArrays.tpa` due to accidental changes.

Applying TLK Repair will ONLY repair relevant text in your game's `dialog.tlk` file that matches your mod's sound file names. This prevents accidental changes and keeps `dialog.tlk` lean.

**Note:** Repairing a large `dialog.tlk` can take time. Expect longer times for bigger mods. (E.g., on my machine, repairing a MegaMod-sized `dialog.tlk` with nearly 700,000 entries took 3 minutes 40 seconds. 700,000 entries is seven times the size of *BG2EE* `dialog.tlk` entries..)

My System Specs (for reference):

**WeiDU:** Version 24900

**Operating System:** Microsoft Windows 11 Home

**System Manufacturer:** Acer

**Processor:** 12th Gen Intel(R) Core(TM) i7-12700F

**RAM:** 16 GB

**Congratulations! You've reached the end of this guide.**