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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.

Editing *setup-Your_Mod_Name.tp2*:

1. **Open:** Open *setup-Your_Mod_Name.tp2* in a text editor.
2. **Information:** Edit the "Information" section with your desired mod details.
3. **Language:** If offering only one language, delete the unused "LANGUAGE" area. Keep both if offering multiple languages.

4. **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. **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. **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.
4. **Rename Folder:** Rename the ***IEEE-Player-Character-Voice-Installer-<version>*** folder to your desired mod name.
5. **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***

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 version of the installer. (See example in **Figure1**)
- You'll find it as a file named **IEEE-Player-Character-Voice-Installer--<version>.zip**.

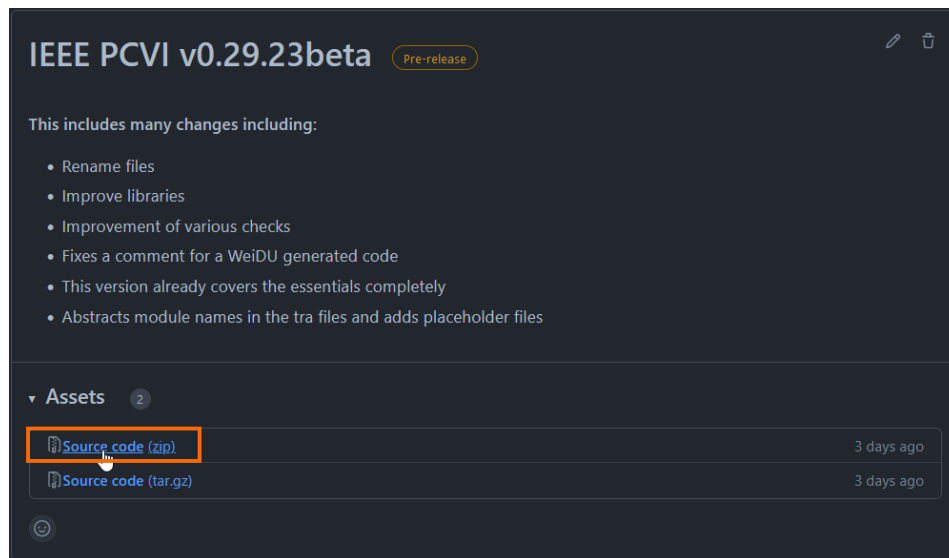


Figure2

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**).

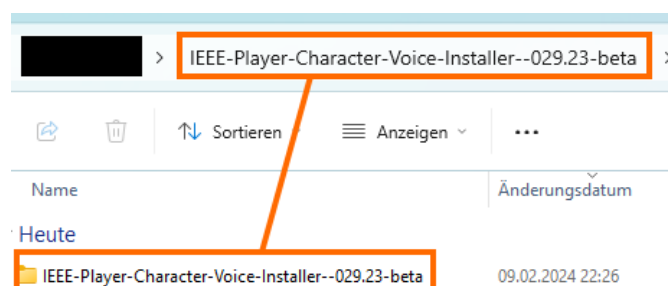


Figure3

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.

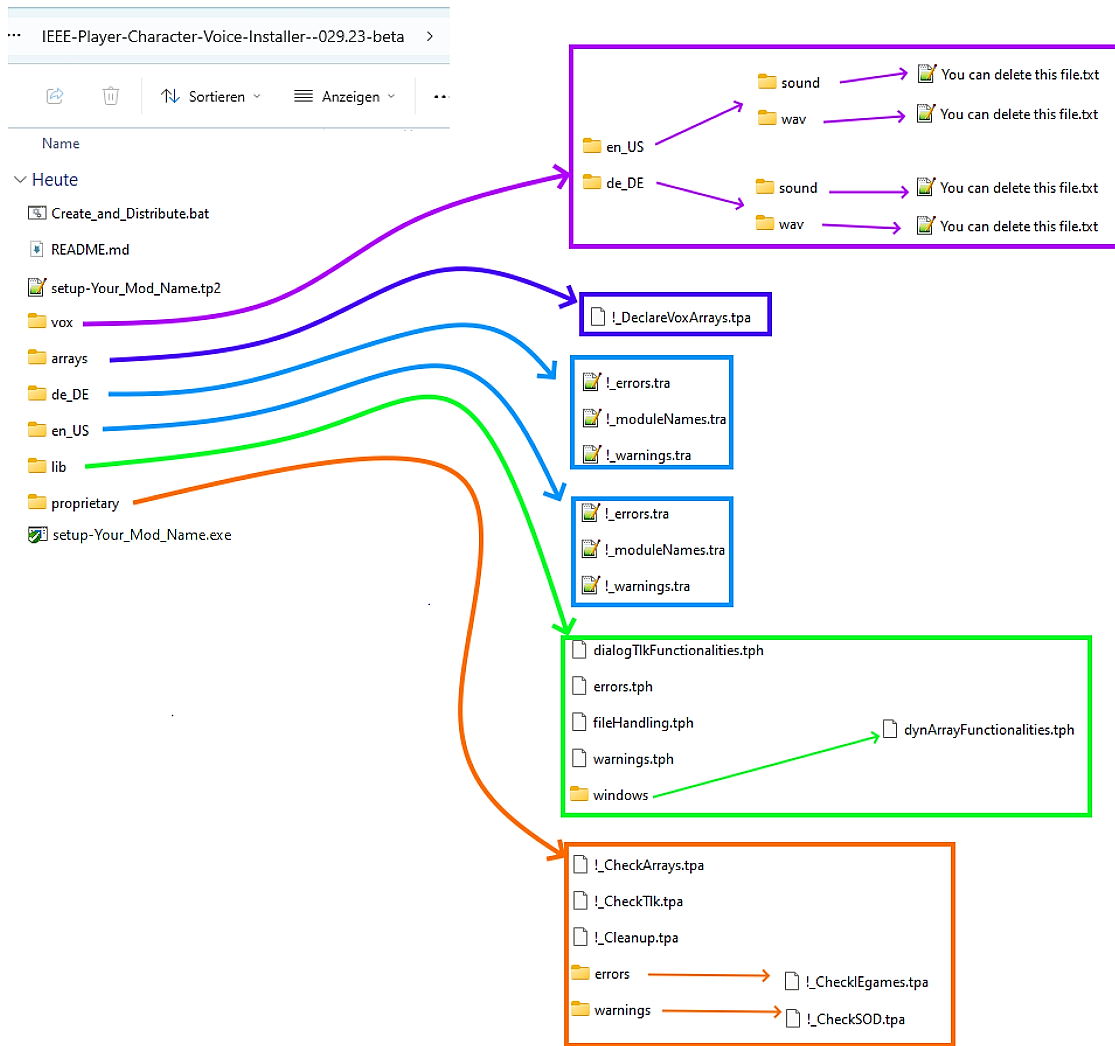


Figure4

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	Not Allowed , !_D is a subset of !_DEMO
!_DEMO	!_DU	Allowed !_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).

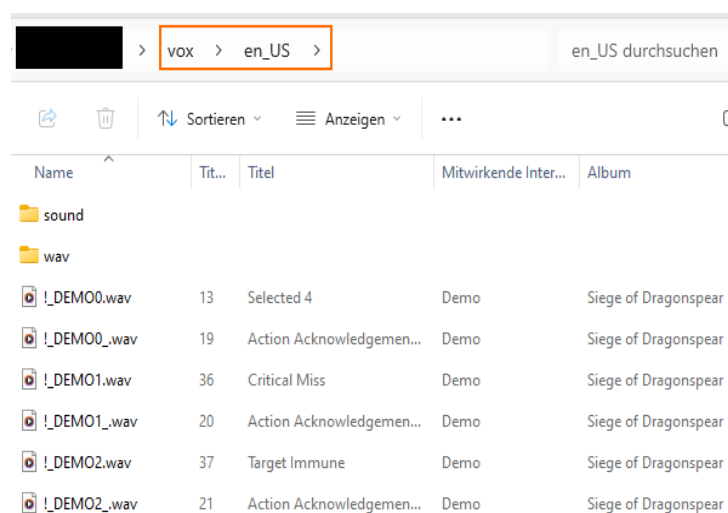


Figure5

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).

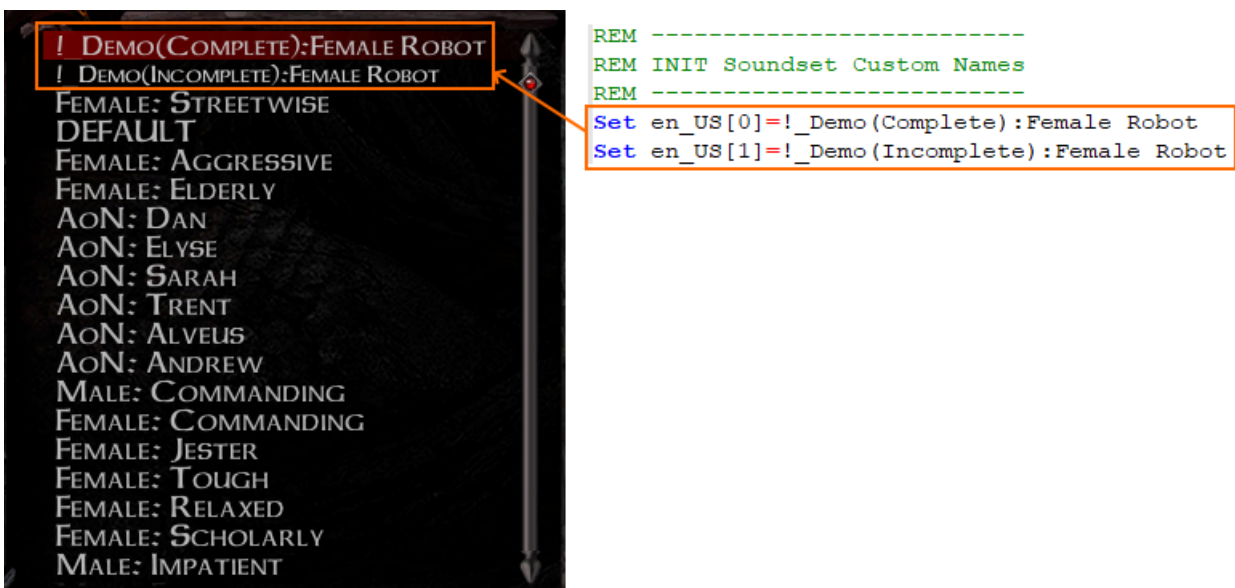


Figure11

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

Double-click **Create_and_Distribute.bat** to process sound files and generate WeiDU code.

- Depending how the automatic distribution in **Create_and_Distribute.bat** are setup it will create two **.tpa** files

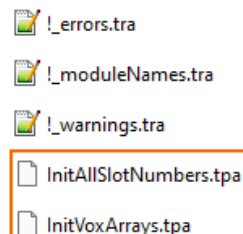


Figure13