Game Assistant Scripts

Author: c4_angel
Version: v1.2
Support languages: English, Simplified Chinese

Compatibility and Installation

- This mod only support Baldur's Gate Enhanced Edition(BG:EE), Siege of Dragonspear(SoD), Baldur's Gate II Enhanced Edition(BG2:EE) and Baldur's Gate Trilogh Enhanced Edition(EET).
- The mod will modify almost all of the spells in game (with no actual change to the effect of the spells) for checks in the scripts. So for insurance of the mod works well, it **MUST** be installed **AFTER** any mods which introduce new spell(s) or replace those already existed in game (such as Spell Revision).
- The mod append three (in the current version) slots to SPLSTATE.ids. So the mod may fail to install if there is not enough slots.
- At the beginning of install, the mod will ask the user to set three hotkeys. Also you can set them before install by editing the ini file int the mod folder, or use component 2 to set/change the hotkeys whenever you want.

WHAT IS IT

There are three of the script: Battle AI Script, Auto Pause, and a semi-auto buffing system called "1-Key-Buffing".
To use the script, you can:

- Activate the AI mod (default hotkey is "A" to switch AI mod on/off, or click the lock button in the lower right conner of your screen).
- Select on of your party member.
- Press the "call console" hotkey you have set.
- Follow the guide, set the parameters as you prefer.

NOTE: Except the Auto Pause system, the other two can only work when the AI mod is activated.

Battle AI Script

Just like the other AI script, this one controls the character's actions if no command given.

- Attacks. The script gives you three options: Attack the enemies in his/her weapon range (DEFAULT); Attack the enemies in sight aggressively; No attack action.
- Attack when invisible or not: NO (DEFAULT); YES
- Attack if Detect Traps or Turning Dead modal is activated or not: NO (DEFAULT); YES
- Bards start BATTLESONG modal automatically, then make attack actions: YES (DEFAULT); NO
- Thieves/Stalkers try to Hide in Shadows automatically: YES (DEFAULT); NO

Auto Pause

Monitor the stat when characters cast those two kind of physical defence spells, and pause game when effects runs out.
These are global setting, and disabled by default.

- Mage spell StoneSkins and druid spell IronSkins.
- Protection from Magical Weapons and the Mantle series.

1-Key-Buffing

There are two conditions to start 1-Key-Buffing:

- AI mod is ON.
- Not in a combat, no enemy around any party member. If you meet the conditions, you can press the self/team to start the buffing progress. Further instructions will be displayed in the console.

The following type of spells supported:

- Arcane spells: e.g. StoneSkins(self only), Luck(both self and team), Improved Haste(party only)
- Divine spells: e.g. Armor of Faith(self only), Death Ward(both self and team), Champion Strength(party only)
- Innate spells (disabled by default): e.g. Hardiness(self only)
- Delayed Spells (to prevent spells cast by party members be protected): e.g. Globe of Invulnerability(self only)
- Arcane spells provide resistance enchantment (both self and team): e.g. Protection from Acid
- Arcane spells provide resistance enchantment (both self and team): e.g. Resist Fire and Cold

NOTE: In current version, the 1-Key-Buffing can read spells in vanilla BG:EE/BG2:EE, and those introduced/modified by Spell Revision v3. So there may be differences when you install different mods. All supported spells are displayed in the console.

HISTORY

- VERSION 1.2 2018.10.13
  - Add English readme file.
  - Improved mod structure.
  - Add config-default.ini in the mod folder for those users install mods with install tools e.g. BWS.
  - Add component 2: Reset Hotkeys. User can reconfigure the hotkeys with out reinstall the core componnet.
  - Fix some typos in the console dialog, e.g. cannot set enable/disable innate spells.
  - Add Strength (level 2 arcane spell, both self and team) to supported 1-Key-Buffing spells.
- VERSION 1.1 2018.09.12
  - Fix an issue when install the mod using English.
  - Fix some typos in the console dialog.
- VERSION 1.0 2018.09.11
  - Rewrite c4AI to support Enhance Edition.