

Philos' Item Crafting System.  
04.13.2025

This is the read me document for Philos' item crafting system.

**\*\*\*\*\* Acknowledgements \*\*\*\*\***

Bioware - We build upon the shoulders of giants!

Beemdog - I never would have thought it could get better, but it did!  
clippy, Daz, Jasperre, Liareth, niv, shadguy, Soren, Squatting Monk,  
tinygiant, virusman - Keep up the great work!

Special thanks to Jasperre - This project would not be as good as it  
is without the work on the spell scripts and other AI type  
improvements within the core game.

**\*\*\*\*\* Description \*\*\*\*\***

Item crafting allows a character to change armor, clothes, cloaks,  
helmets, weapons, and shield appearances.

**\*\*\*\*\* Installation \*\*\*\*\***

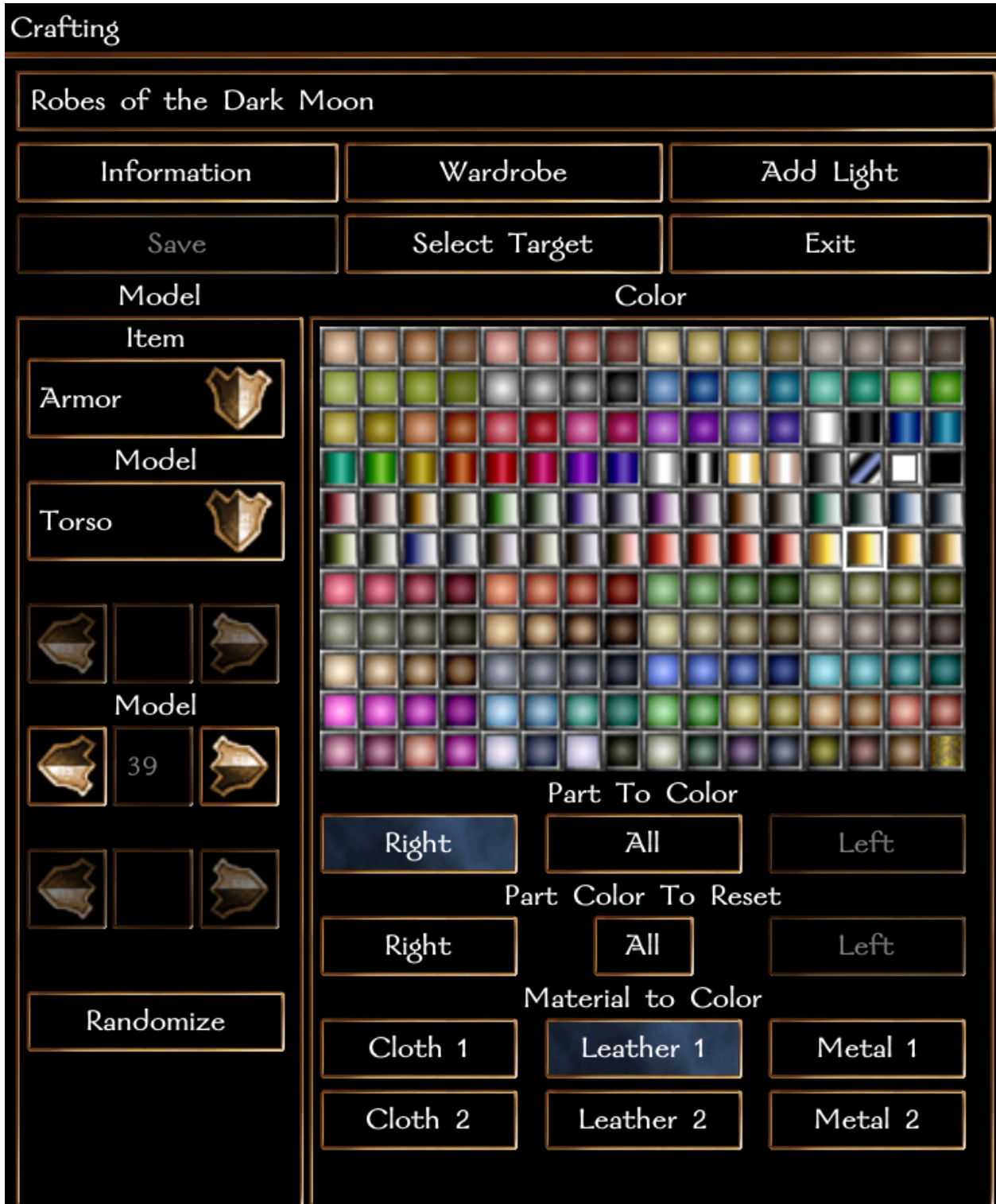
- Must be running version v89.8193.37-15 of the game.
- **Option #1)** User patch:
  - Add the pi\_crafting.hak file to your patch folder located where your Neverwinter Nights document files are.  
Default folder is: Documents/Neverwinter Nights/patch
  - Change the userpatch file to the following:  
PatchFileXXX=pi\_buffing where XXX is the next number in the patch sequence.
- **Option #2)** Use the override folder:
  - Copy all the files from the zip's override folder to the documents override folder.  
Default folder is: Documents/Neverwinter Nights/override
- **Option #3)** Add to your module:
  - Copy all of the nss files from the zip's module folder into your module.
  - Put the .tga files in a hak or override folder.
  - Compile the modules scripts.
  - Decide where you want the players to access the buffing from your module and then add ExecuteScript("pi\_crafting", oPC);

**\*\*\*\*\* Starting \*\*\*\*\***

There are two ways to start using this plugin.

1. Use PEPS and load it via the plugin menu. See PEPS for usage.
2. Run the script via the debug mode.
  - a. Once in the game hit [Ctrl + Shift + F12] to load the debug menu.
  - b. Select NWScript to pull up the NWScript menu.
  - c. Type pi\_buffing in the Run Script box at the bottom and hit the Execute button to the right. This must be done on each load.

\*\*\*\*\* How to use \*\*\*\*\*



Once you have loaded the crafting menu you will have the following options:

- **Name box:** In the name box you can change the name of this item.

- **Information:** Opens a menu with information on the selected item.
  - See the Information menu below.
- **Wardrobe:** Work in progress, not working! Will allow you to save appearances once added.
- **Add Light:** You can illuminate the area so you can see the creature and items.
  - Left click adds a bright white light.
  - Right click gives you ultravision.
- **Save:** This will light up once you craft an item. Once you are happy with the items changes, make them permanent by saving.
- **Select Target:** If you are using this widget with PEPS you can select one of your henchmen to craft an item on them.
- **Cancel/Exit:** This will either say Cancel or Exit.
  - When you have changed an item this will change from Exit to Cancel. Anytime you decide you don't like your new creation you can hit cancel to go back to your original item.

#### **Model Box**

- **Item:** This dropdown menu lists the items you can craft. Selecting one of them sets up the menu to allow crafting for that type of item.
- **Model:** This dropdown menu lists the parts or visual effects you can change on this item.
  - Armors will list the parts you can color and change.
  - Weapons will list visual effects you may add to the weapon.
  - Helmets, Cloaks, and Shields have an option to make them invisible but still equipped.
- **Randomize:** You may randomize an item if you cannot decide how you want it to look.
  - Armors just randomize the colors for now.
  - All other items randomize the model and color.

#### **Color Box**

- **Color Pallet:** The color pallet allows you to select a color for each item.
  - A white square indicator on the pallet will show you what color is selected per material.
  - Weapons color is built into the model and is not selected.
  - You may use the mouse wheel to change through the colors as well.
- **Part To Color:** These buttons allow you to change the armor's colors as a whole or per part of the armor.

- **Right:** This changes the right side part. For example you may change the right forearm color with this.
- **All:** This changes the item's whole color, but note it will not change any part that has been changed individually. To return a part to being colored as a whole see Reset below.
- **Left:** This changes the left side part. For example you may change the left forearm color with this.
- **Material to Color:** These buttons allow you to select a different material on the item to color.
  - Each button may change a color on the time, but not all materials are on every item. You will have to experiment to see which materials change the color of a specific item.

Shadow Priest's item menu

Name: Kama +2

Tag: NW\_WSPMKA008

ResRef: nw\_wspmka008

Base Item: Kama

Weight: 1.0

Gold Value: 7224

Minimum Level: 7

☐ Plot

☐ Stolen

☐ Cursed

☒ Identified

☒ Droppable

Save as UTI

Stack

Charges

Destroy

This magic weapon has an enhancement bonus to attack and damage, but it doesn't bear the hallmarks of any specific maker.

Base Damage: 1d6  
Base Critical Threat: x2  
Base Damage Type: Slashing  
Weapon Size: Small  
Feats Required: Exotic or Monk

The Information menu has many options to see what an item has set and the ability to change them.

- **Name:** You may change the name of the selected item.
- **Tag:** You may change the tag of the item.
- **ResRef:** You can set a ResRef for UTI saving.
  - You cannot change an item's ResRef, but if you want to save the item as a .uti (See below) under a different ResRef you can.
- **Base Item, Weight, Gold Value, Minimum Level:** These stats are here to allow you to see them. They cannot be changed.
- **Plot:** You can change the Plot status of the item.
  - Plot items cannot be sold or destroyed.
- **Stolen:** You can change the Stolen status of the item.
  - Stolen items cannot be sold in some stores.
- **Cursed:** You can change the Cursed status of the item.
  - Cursed items cannot be dropped or sold.
- **Identified:** You can change the Identified status of the item.
  - If your inventory is open you will have to close then open it again to see the change.
- **Droppable:** When creatures die if this is set then they will drop the item. Otherwise it does nothing of value.
- **Stack:** You can change the stack size of the item from 1 to max stack size.
- **Charges:** You can change the number of charges on an item from 0 to 250.
- **Save as UTI:** You can save the item as a pallet .uti file to the temp directory in the documents folder.
  - These files will be used in the game as long as they are in the temp folder.
  - Once you quit the game this folder and the files will be deleted!
- **Destroy:** Hitting this button will make it light up and give you a message that hitting this button again will destroy this item permanently.

- **Description Box:** This holds the description. You may change this and it will save it to the item.
- **Information:** At the bottom if the item has extra information it will be displayed here. These values cannot be changed.

\*\*\*\*\* TROUBLESHOOTING \*\*\*\*\*

This section will go over some issues and how to resolve them.

- **Not loading:** If you cannot get the script to run, PEPS cannot find the script then make sure you have all of the files and they are being loaded by the game.
  - You need two ncs files for it to work. pi\_crafting.ncs, pe\_crafting.ncs, must be in either the a hak, override or development folders.

\*\*\*\*\* CHANGES \*\*\*\*\*

04.11.25

\* Released to the public.