

Philos Philos Enhancing Player System and AI for single player

07.10.2025

This is the read me document for Philos' PEPS and AI.

It goes over how to install and use the systems.

***** 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.

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Anufis - Testing and requesting new options.

***** Description *****

Philos' Enhancing Player System is a collection of menus and systems to enhance the player's experience while playing Neverwinter Nights Enhanced Edition.

- Replaces the original neverwinter nights AI for monsters and associates.
- Adds menus for the player to control their associates.
- Adds options and RULES to change how the game is played.
- Adds enhancements to the player's character by allowing them to auto fight, auto buff, and auto loot.
- Adds a quick way to run independent scripts from a quick menu.
- There is a compatibility readme file that explains PEPS compatibility when playing specific modules.

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

Once you have loaded the player widget you will see a small picture of your character in a widget at the top left of your screen. Other associates when they are added to your party will also create a widget on the left side of the screen after several seconds.



Left clicking on the picture will open the Command Menu.

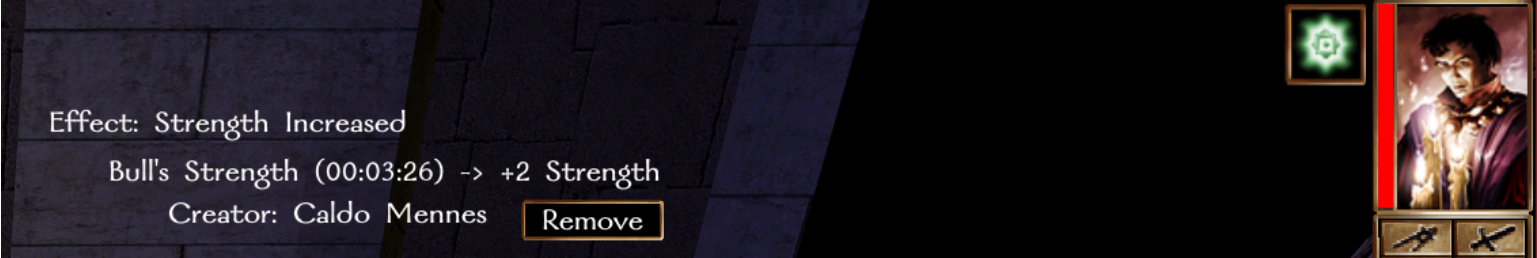
Right clicking on the picture will open the characters AI menu.

Clicking the picture with a menu open will close them.

***** Effect Icons *****

If you click an Effect Icon it will display the spell, effect, and duration for that

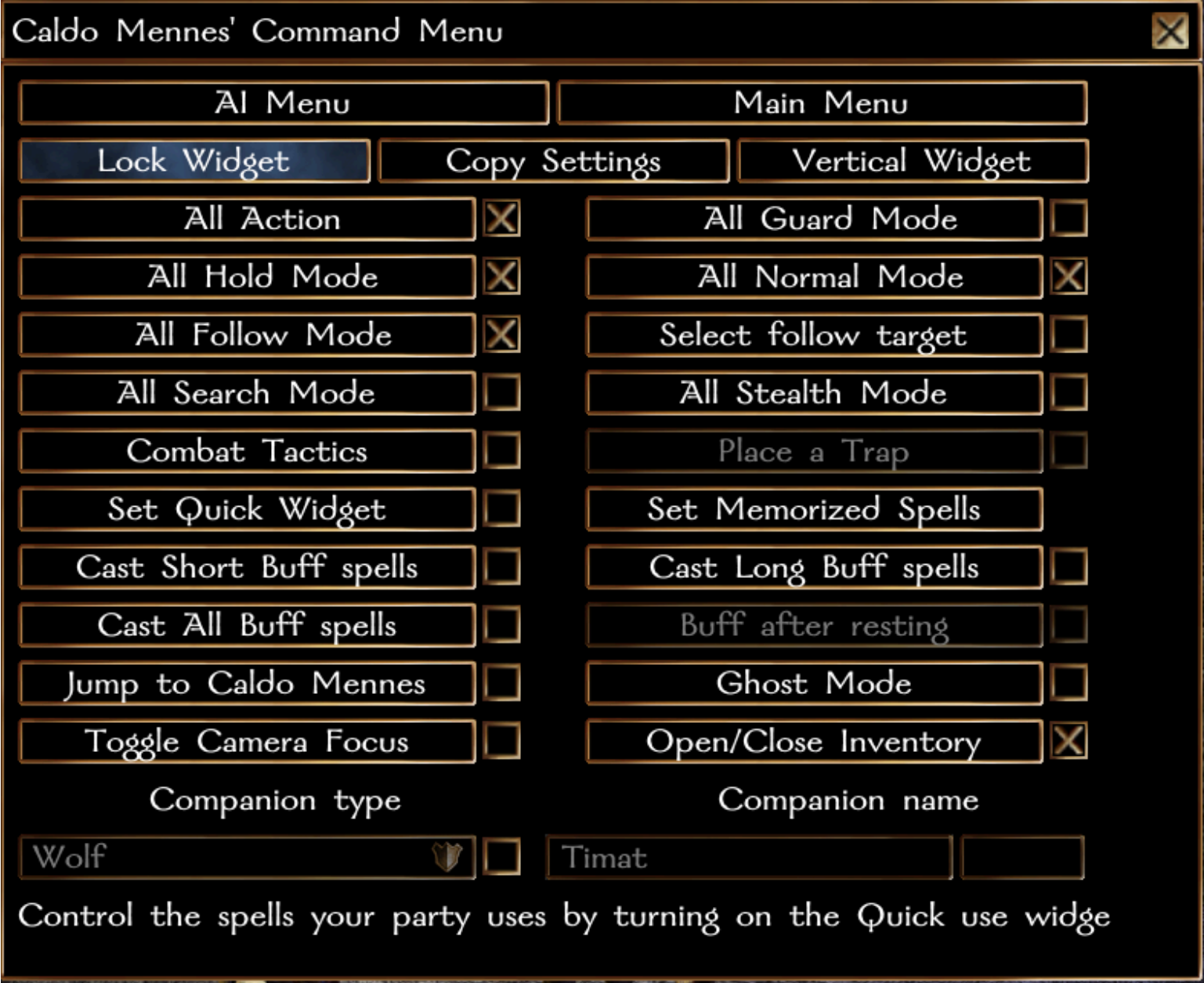
effect icon. If you cast the spell then you can remove it if you want.



For example in the above screen this character casts Bull's Strength and clicking on the Effect Icon shows that it has 3 minutes and 26 seconds left and is giving a +2 Strength. Caldo Mennes created the effect and since this is the player's character that cast the spell he may remove it by clicking on the Remove button.

***** Associate's Portraits *****

You can click on an associate's portrait in the party bar and it will open the Command Menu. If you click it while the associate has menus open it will close them. This only works for the player's associates. Associates of your associates cannot be commanded or controlled via a widget or menu.



Below is a description of the options in the command menu. These options are the same for any associate you may have as well as the player. Putting an X in the box to the

right of an option will put the option on that creature's widget.

- **AI Menu:** Allows customization of the creature's AI. See below.
- **Main Menu:** Allows for more customization of the current game. Only available in the players Command Menu. See below.
- **Widget On/Off:** Turns On or Off an Associate's widget. Only available in an associates Command Menu.
- **Lock Widget:** Locks the widget to the current location on the screen and reduces it to just the buttons to take up less screen space.
 - You must wait 6 seconds before locking a widget once you have moved it. This is required as the NUI menu system takes around 6 seconds to update!
 - A widget may not retain its location if the game is paused!
- **Copy Settings:** Copies all settings to any other associates.

Player commands are prefaced with "All" and work on all of the player's associates.

- **Vertical Widget:** You may have a creature's widget be vertical instead horizontal. Allows for better placement on the side of the screen instead of at the bottom.
- **All Action:** Players can control associates by using the action button. See Actions below.
- **All Guard Mode:** Associates follow and guard the player until another mode is set.
- **All Hold Mode:** Associates will stand ground and hold until another mode is set. If attacked they will defend themselves, but only against melee attackers.
- **All Normal Mode:** Associates will do normal actions based on their settings.
- **All Follow Mode:** Associates will follow the player ignoring everything until another mode is set.

These commands are what will show up on your associates menu and work only for that associate.

- **Action:** Associates will be controlled. See Actions below.
- **Guard Mode:** Associate will follow and guard the player until another mode is set.
- **Hold Mode:** Associate will stand ground and hold until another mode is set.
- **Normal Mode:** Associate will follow the player and act normally.
- **Follow Mode:** Associate will follow the player ignoring everything until another mode is set.
 - Mousewheel changes the distance from the player they follow.
- **Follow Target:** Selects a creature the player or associate will follow.
 - To remove the command to follow a target just select themselves again.
 - Mousewheel changes the distance from the creature they follow.
- **Combat Tactics:** The creature will cycle through different combat tactics that it will use when in combat.
 - Normal: Uses the creature's normal class abilities and tactics.
 - Ambush: Hide and strike tactics.
 - Defensive: Uses defensive tactics such as parry or expertise.
 - Ranged: Attempts to stay back and use a ranged weapon exclusively.
 - Flanker: Attacks enemies that are engaged with their allies only!
 - Counter spell: Attempts to counter spell during combat.
 - Peaceful: Avoids combat at all cost only attacking if attacked.
- **Place Trap:** If the creature has a trap and is skilled at placing traps you can tell them what trap to place and where to put the trap.
- **Set Quick Widget:** Adds extra rows to the players widget to allow them to easily use magic items, cast spells or use feats.
 - Left click on a spell or ability on the widget to show the description.
 - See Quick Widget/Memorize Spells below.
- **Set Memorized Spells:** You can change an associate's memorized spells.
 - See Quick Widget/Memorize Spells below.
- **Cast Short Buffs:** If the creature has defensive spells with a short duration

they will cast them on the appropriate targets in quick succession.

- **Cast Long Buffs:** If the creature has defensive spells with a long duration they will cast them on appropriate targets in quick succession.
- **Cast All Buffs:** If the creature has defensive spells they will cast all of them on the appropriate targets in quick succession.
- **Buff after resting:** After the party rests the associate will cast any defensive spells with a long duration on the appropriate targets in quick succession. This cannot be set for the player character.
- **Jump To:** Allows the player to jump either all associates from the player's widget or a single associate from that associate's widget to the player. Useful when associates get lost or are stuck.
- **Ghost Mode:** Turning ghost mode on for each associate allows them to clip through other creatures. Good for tight areas where everyone is getting stuck.
- **Camera Focus:** Puts the camera on this creature or removes the focus if they have the camera and are not the player's character.
- **Open Inventory:** Opens this creature's inventory if they are within sight.
- **Familiar/Companion Type:** If the creature has a familiar/companion you can change what type of familiar/companion it is. This does not work for the player!
- **Familiar/Companion Name:** If the creature has a familiar/companion you can change its name. This does not work for the player's character!
- Any buttons below these will be plugins that have been added. See Plugins below.



This is an example of the Quick Widget menu that allows you to increase an associates widget to allow using magic items, cast spells or use feats.

Classes: The top row is the classes the character has. Clicking these will change the spell lists if they have spells for that class.

Magic Items/Abilities/Spells: The next row is a list of magic items (the sword icon), Special Abilities (Man in a glowing shield icon), and Spells represented by the spell level numbers. Clicking these will change the list of powers you can add to the widget.

List of powers: Here it will show an Icon and name for the magic item, ability, or spell. Clicking a list power will add it to the widget below, clicking the question mark will pull up the powers description.

Quick Widget List: These rows show you how they will be displayed on the associates widget. Clicking on an ability in the quick widget list will remove the power from

the widget list.

The tool tip shows different information depending on the item, ability, or spell listed.

- A magic Items tooltip will show the Items name (base item type/ Number of uses) Uses is either charges, uses per day, or number of items in the stack.
- A spell's tooltip will show the Spells name (Class that it is from/level of the spell).
- An ability/feat tooltip will just show the abilities name.



This is an example of the Spell Memorization menu that allows you to change an associate's memorized spells. Mainly for Clerics and Wizards. Sorcerers and Bards don't memorize spells.

Classes: The top row is the classes the character has. Clicking these will change the spell lists if they have memorized spells for that class.

Spell Levels: The next row is a list of the spell levels that the associate can cast from. Clicking these will change the list of spells you can change.

List of Spells: Here it will show an Icon and name for the spell the associate knows.

Clicking a spell will add it to the memorized spell list below, clicking the question mark will pull up the spell's description.

Memorized Spell List: The bottom row shows what spells the associate already has memorized and will cast once fully rested. Clicking on one of them will remove it from the memorized spell list allowing you to add a different spell to be memorized once they rest.



- This is an example of the Spell Known menu that allows you to change an associate's known spells. Mainly for Bards, Sorcerers and Wizards. Clerics and Druids don't memorize spells.
- **Classes:** The top row is the classes the character has. Clicking these will change the spell lists if they have known spells for that class.
 - **Spell Levels:** The next row is a list of the spell levels that the associate can cast from. Clicking these will change the list of spells you can change.
 - **List of Spells:** Here it will show an Icon and name for the spell the associate

can know. Clicking a spell will add it to the memorized spell list below, clicking the question mark will pull up the spell's description.

- **Known Spell List:** The bottom two rows show what spells the associate already has known and can either cast or memorize. Clicking on one of them will remove it from the known spell list allowing you to add a different spell to be known.

***** ACTION *****

The Action button is very useful for commanding your associates to do specific tasks. When you select the action button on an associate the cursor will change and you can command them to do various tasks in succession. Such as selecting the ground to move or objects for them to interact with. When using the Action mode the associate will continue to do your task until you right click out of the mouse cursor. Once you right click out they will go back to the mode they are currently in. For example if they are in follow mode and you have Tomi pick a lock on a chest once you leave the action cursor he will begin following you again.

Below are the various tasks you can have an associate do with the action button.

- **Move:** Clicking the ground will move them to that location. They will stay at that location until you give a new command or you leave the action cursor.
 - Using hold mode is a great way to place your associates in specific locations to prepare for battle!
 - Using normal mode you can have them move ahead and initiate combat before you enter combat.
- **Objects:** They will move to the object and do the following in this order depending on what modes are turned on for them.
 - Disarm a trap if Disarm Traps mode is on and the object is trapped.
 - Pick a lock, if Pick locks mode is on and they can pick the lock.
 - Bash a lock, if Bash locks mode is on and they have a melee weapon.
 - If it is a container they will open and loot it.
 - Non-container objects will be used unless the Bash mode is on then they will bash it until it is destroyed.
- **Doors:** Move to the door following the order of actions for an object, except instead of looting they will either open or close it.
- **Trap Triggers:** Move to the trigger and attempt to disarm the trap if Disable traps mode is set.
- **Enemies:** Associate moves towards and attacks the selected enemy.
 - This LOCKS them to that enemy until a new command is given or the enemy dies. Good for focusing all associates on a dangerous foe!
- **Allies:** Associate will move to the ally and check the following options.
 - Moves next to that party member.
 - Cure the party member if they have the ability to cure an ailment.
 - Heal the party member if they have the ability to cure the ally and the ally is below that allies Heal % for in/out of combat and Party healing is on.

Using the All action mode from the player's widget will make all the player's associates do the above actions. Using the All action mode on the ground will make all of the player's associates move to that location for example.

Advanced tactic #1: Have your player character follow one of your associates and then move that associate around making them take the lead!

Advanced tactic #2: Have the camera focus on an associate and use the action button to move them around and scout out an area in stealth, instead of your character! Note they can only go a little ways from the player.

Advanced tactic #3: Put your party in hold mode and position them around the door just a little ways back. Once the enemy moves through the doorway, put them back into normal mode to ambush and use the doorway as a choke point!

Advanced tactic #4: Put your healer in hold mode behind the party, when in battle and

when a party member needs healing use the action button to make them move up and heal.

Daelan Red Tiger's AI Menu

Command Menu

Player AI On/Off

Ranged Combat

Search Mode

Open Door Mode

Pick Locks Mode

Magic usage level

Use Magic

Use Defensive Magic Only

Heal % Out of Combat

Self Healing

Auto Looting

Set Current AI:

ai_a_barbarian

Loot Filter

Reduce Speech

Ignore Enemy Associates

Stealth Mode

Disarm Traps Mode

Bash Locks Mode

Cleric Spontaneous Casting

Use Magic Items

Use Offensive Magic Only

Heal % in Combat

Party Healing

Perception Range

'All' commands are good for getting control of the party.

This is the AI menu and adjusts options for a creature's AI. Putting an X in the box to the right will put this option on your widget bar for this creature.

- **Command Menu:** Opens the Command Menu to customize a creature's command options.
- **Loot filter:** When looting chests and bodies you can filter what they pick up.
 - This feature may not work in some modules. Test before relying that the loot is being picked up. This does work in the Original Campaign.
 - See loot filter below.
- **AI On/Off:** For Player character only! Turns AI on/off for the player's character.
- **Reduced Speech:** AI will reduce the use of voice lines such as battle cries.
- **Ranged Combat:** Turns on/off ranged combat for this character.
 - While on they will use any ranged weapons they have unless they are forced into melee. While off they will always move into melee combat.
- **Ignore Enemy Associates:** The associate will ignore summons, familiars, animal companions and dominated creatures in general.
 - When selecting targets in combat this associate will prioritize non-associate enemies leaving associates alone.
 - They will ignore ally associates when buffing or healing.
- **Search Mode:** AI will turn on search mode and continue to use it unless in

combat.

- **Stealth Mode:** AI will turn on stealth mode and continuously use it.
- **Open Door Mode:** AI will attempt to open doors that are closed within range.
 - If disarm traps, pick locks, or bash locks modes are on they will attempt those actions on a door before trying to open it.
 - Mousewheel changes the range from the player they will open doors.
- **Disarm Traps Mode:** AI will disarm any traps that are found within range.
 - Mousewheel changes the range from the player they will disarm traps.
- **Pick Locks Mode:** AI will pick any locks that are found within range.
 - Mousewheel changes the range from the player they will pick locks.
- **Bash Mode:** AI will bash locked doors or chests that are found within range.
 - Mousewheel changes the range from the player they will bash a lock.
 - If directed to a placeable via the action button the bash mode will make them bash it instead of using it.
- **Magic usage level:** Determines how often and powerful the magic they will use.
 - Mousewheel changes the magic level the associate uses.
 - +5 slight increase, +20 dramatic increase, +50 Always uses magic!
 - -5 slight decrease, -20 dramatic decrease, -50 Almost no magic!
 - Magic is spells, items, and abilities.
- **Cleric Spontaneous Casting:** Turns off/on if the AI will spontaneously cast any cure spells they may have.
- **Use Magic:** Toggles if they will use abilities or spells in combat.
- **Use Magic Items:** Toggles if they will use magic items in combat.
- **Use Defensive Magic Only:** AI only uses defensive items, abilities, and spells.
- **Use Offensive Magic Only:** AI only uses offensive items, abilities, and spells.
- **Heal % Out of Combat:** Percentage of health a creature must be below when out of combat to be healed by this associate or other associates.
 - Mousewheel changes the percentage of health required before being healed.
- **Heal % in Combat:** Percentage of health a creature must be below when in combat to be healed by this associate or other associates.
 - Mousewheel changes the percentage of health required before being healed.
- **Self Healing:** Toggles if a creature will heal themselves.
- **Party Healing:** Toggles if a creature will heal party members.
- **Auto Looting:** AI will loot objects and bodies when not in combat.
 - See Loot filter on how to reduce the items they pick up.
 - Mousewheel changes the range from the player they will loot objects.
- **Perception Range:** Changes the distance an associate can see or hear creatures.
 - This option does not work on familiars, animal companions, summons, or PC's.
 - Default: This is usually Medium for most associates.
 - Long [35 Sight / 20 Listen] The longest distance an associate can see This will improve reactions, and will attack creatures farther away.
 - Medium [20 Sight / 20 Listen] The average distance most associates can normally see or hear.
 - Short [10 Sight / 10 Hear] This will reduce an associate's reactions!

- **Set Current AI:** You may input a specific AI script for the creature to use. This is an advanced setting to allow for a specific AI.

Note: ai_a_default is useful for multi-classed characters.

ai_a_ambusher: Creature will attempt to hide and sneak attack enemies.

ai_a_barbarian: Barbarian class AI.

ai_a_bard: Bard class AI.

ai_a_cleric: Cleric class AI.

ai_a_cntrspell: Caster will attempt to counter spell other casters.

ai_a_default: Catches every ability, good for multiclass characters.

ai_a_defensive: Creature will use defensive skills and feats.

ai_a_druid: Druid class AI.

ai_a_fighter: Fighter class AI.
Ai_a_flanker: Attempts to flank enemies and will not engage if they cannot flank.
ai_a_monk: Monk class AI.
ai_a_paladin: Paladin class AI. Will always target the strongest enemies!
ai_a_peaceful: Creature will avoid all combat unless cornered.
ai_a_ranged: Creature will attempt to use ranged weapons unless cornered.
ai_a_ranger: Ranger class AI.
ai_a_rogue: Rogue class AI.
ai_a_sorcerer: Sorcerer class AI.
ai_a_taunter: Creature will use taunt if they have the skill.
ai_a_wizard: Wizard class AI.
There is also a drop down menu to select the above AI scripts.

Daelan Red Tiger's Loot Filter

☐

Give all loot to the player

200

Maximum Weight to pickup

Set All

Clear All

Minimum Gold

Items to Pickup

0

☒ Plot items

0

☒ Armor

0

☒ Belts

0

☒ Boots

0

☒ Cloaks

0

☒ Gems

0

☒ Gloves and Bracers

0

☒ Headgear

0

☒ Jewelry

0

☒ Miscellaneous items

0

☒ Potions

0

☒ Scrolls

0

☒ Shields

0

☒ Wands, Rods, and Staves

0

☒ Weapons

0

☒ Arrows

0

☐ Bolts

0

☐ Bullets

The loot filter allows the player to adjust the requirements of what is looted.

- **Give all loot to the player:** Any loot picked up by this associate will be given to the player automatically.
 - Note: Plot items are always given to the player.
- **Set/Clear All:** This will check/uncheck all items to be picked up or not.

- **Max Weight to pickup:** This is the maximum number of pounds the item can be for a creature to pick it up. This is good for reducing heavy items from being picked up by weak characters such as heavy armor.
- **Minimum Gold:** This is the minimum amount of gold an item must be worth to be picked up. This uses the base value of the item and not what a store may sell or buy it for. This is good to stop picking up low value items you don't want.



Philos' Enhancing Player System (PEPS) version:03.14.25 [Single player]

Monster AI working, Associate AI working, Player AI loaded.

Plugin Manager

Associate Widgets

Action Ghost Mode

AI RULES

Max number of henchmen that is allowed in your party.

Modules experience scale. ☐ scale to party.

☒ Creatures will use advanced combat movement.

☐ Use item level restrictions for creatures [Default is off].

☒ Creatures can use the skill Use Magic Device.

☒ Creatures can use Healing kits.

☐ Moral checks, wounded creatures may flee during combat.

Spells the AI will not use: ☐ Darkness ☐ Dispel

% chance monsters will attack the weakest target.

meters is the distance a monster can respond to allies.

☒ Monsters can prebuff before combat starts.

☒ Monsters can use summons before combat starts.

☒ Monsters can use tactics (ambush, defensive, flanker, etc).

Add monsters per spawned encounter monster.

% increase in all monster's hitpoints.

***** WARNING! The options below may break the module! *****

☐ Monsters can wander upto meters and ☐ open doors.

☐ Monsters can summon companions.

☐ Summoned associates to remain after masters death.

☐ Make enemy corpses remain.

Monster perception: Default [Monster's default values]

Allows the player to change many options for the current module they are playing.

- **Version:** The top line shows the version of PEPS.
- **AI TEST:** The next line will show if the AI is working. See troubleshoot section.
- **Plugin Manager:** Opens the plugin manager. See below.
- **Associate Widgets:** Turns on/off all of the player's associate widgets.
- **Ghost Mode:** When using the Action button your associates will not bump into each other. This is removed once you leave action mode. Useful in small areas.

***** MODULE RULES *****

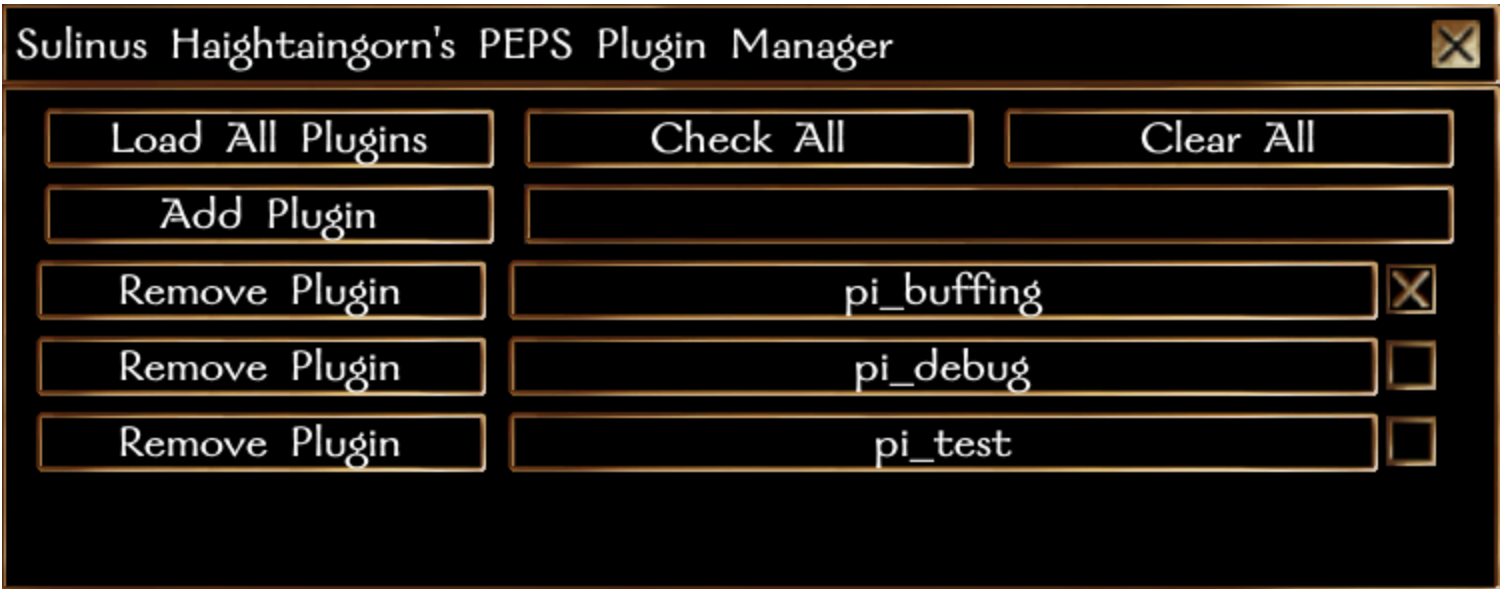
Options you can use to change how the module plays!

- **Max Henchmen:** Can be from 1 to 12 and allows the player to have more henchmen than normal in the Original Campaign and maybe other modules. See module compatibility as most modules will require some files in the development folder.
- **Modules experience scale:**
 - This is the scale the module uses to base how much experience to give out. The Wailing death for example is 10. This can be changed to adjust how much experience the module gives.
 - The checkbox scale to party will adjust the module's experience scale based on how many associates you have. This balances out the experience penalty you get for having associates. When you put an x in the box is when it will take the value in the first box and keep the module xp adjusted to that value. To change the value just uncheck the box, set the value in the module experience scale and then check this box again.
 - The Default button keeps the module's original value in case you want to put it back to the original value.
- **Creatures will use advanced combat movement:** Creatures will attempt to move away from melee if not being attacked and are casting or are using a ranged weapon. Also allows creatures with sneak attack to position ranged attacks for maximum damage. Sometimes you may want to turn this off if fights are in small areas.
- **Use item level restrictions for creatures:** Makes creatures respect the item level restrictions - this will break some henchman's ability to use items in some modules. In most single player modules this should be off.
- **Creatures can use the skill Use Magic Device:** Creatures can use all types of magic items and this allows them to use the skill Use Magic Device to use restricted magic items.
- **Creatures can use Healing Kits:** Creatures can now use healing kits that they have in and out of combat. You may want to turn off if a module changes how healing kits work or you don't want them to be used.
- **Moral checks, wounded creatures may flee during combat:** When a creature is wounded they make a moral(Will) check to see if they flee from battle.
- **Spells the AI will not use:** If Darkness, Dispers, or Time Stop is checked then the AI will ignore these spells and not use them.
- **% Chance monster will attack the weakest target:** Increases the chance a monster will ignore the closest enemy and attack a weaker target. Increases difficulty!
- **Meters is the distance a monster can respond to allies:** This defines how close a monster must be to the player before they will respond to an ally's shouts. Lowering this value will keep monsters from coming to and attacking the player. For example if it is set to 30 meters then when an enemy sees the player only other monsters within 30 meters of the player will respond.
- **Monsters can pre buff before combat starts:** Enemy monsters will begin combat with any long duration defensive spells cast on them and nearby allies. This will increase the difficulty of encounters!
- **Monsters can use summons before combat starts:** Enemy monsters will begin combat with any creatures they can summon including familiars and animal companions if they are allowed to summon them. This will increase the difficulty of encounters!

- **Monsters can use tactics (ambush, defensive, flanker, etc):** This allows monsters to use advanced combat tactics. For example if a creature has a good Move silently skill then they may get the ambush tactics allowing them to hide and attack from the shadows!
- **Add X monsters per spawned encounter monster:** Copies X number of monsters for each encounter monster spawned. An encounter monster is a monster spawned via the encounter system. If the module does not use the encounter system then this will do nothing. Note this usually will not add extra bosses or special creatures. For example if you put 1.5 as X then if an encounter has 3 monsters then this will spawn 4 extra monsters increasing the encounter to 7!
- **% Increase in all monster's hit points:** Increases the hit points of all monsters from 0 to 100%. Thus 50% would increase a monster with 50hp to 75hp. This includes all monsters such as bosses and special creatures!
- ******* WARNING! The options below may break the module! *******
- **Monsters can wander up to X meters:** Enemies will wander around when not in combat up to x meters from their spawn location. This may break a module by putting creatures in the wrong location for scripted events or battles!
- **Open Doors:** This allows monsters to open doors either while wandering around or if they are trying to get to an enemy. This may break a module by allowing creatures to attack important NPCs at the wrong time.
- **Monsters can summon companions:** Enemies can summon familiars and animal companions. These are randomized for each enemy. This can break a module due to how this ability works. Each monster must be copied and destroyed to change the type of companion summoned and if the module tracks them it will break!
- **Summoned associates to remain after the master's death:** If an enemy summons a creature and they die the summoned creature doesn't get removed but instead stays and continues to fight! This may increase an encounter's difficulty!
- **Make enemy corpses remain:** Enemies will not fade out after they die. Some may still fade, but the majority of them will remain. Good for immersion! This can break a module due to how this ability works. Each monster must be copied and destroyed to change the corpse's fade duration and if the module tracks them it will break!
- **Monster perception:** This is the range a monster can see and hear in meters.
 - Default: This will be different for each monster.
 - Long [35 Sight / 20 Listen] The longest distance a monster can see.
 - Medium [20 Sight / 20 Listen] The average distance most monsters normally can see or hear.
 - Short [10 Sight / 10 Hear] This will reduce monster's reactions!

Increasing this to Long will increase the difficulty of the module as monsters will see you at longer distances and more will attack at a time. Reducing this to short will make many encounters trivial especially if you have a ranged weapon.

This can break a module due to how this ability works. Each monster must be copied and destroyed to change the perception range and if the module tracks them it will break!



A plugin is an executable script *.ncs file that you have loaded into the game via patching, adding to the override, or development folder. Your player character is passed to the script as `OBJECT_SELF`.

The plugin manager is where you can load, remove, or add them to the player's widget.

- **Load All Plugins:** This will load all of my plugins if they are loaded into the game. Examples are `pi_buffing`, `pi_debug`, `pi_forcerest`.
- **Check All:** Adds all of the plugins to the player's widget.
- **Clear All:** Removes all of the plugins from the player's widget. The plugins can still be used from the plugin manager or Command Menu.
- **Add Plugin:** Type the name of an executable script without the ncs extension into the text box and hit the Add plugin button to add it to the manager. If the script file is loaded into the game then a button will appear below. You can now execute the script by clicking its name. You can also check the box to the right and add it to the player's widget.
- **Remove Plugin:** Removes the plugin from the manager and player's widget if it has been check marked to be there.

Here is a list of the current plugins:

- **Debug Menu:** See below.
- **Quick buff:** Allows you to save spells to be cast later in the order you saved them. Great for rebuffing after resting. See Quick Buff pdf.
- **Force Rest:** Automatically fully rests you and your party.
- **Henchmen Menu:** Gives options to create, save, load and change your henchmen.
- **Module settings Menu:** For now you can remove the games combat music.

This plugin allows diagnosing PEPS while it is running.

Sulinus Haightaingorn's PEPS Debug Menu

Philos' Enhancing Player System (PEPS) version:04.03.25 [Single player]
Module: Chapter Two [Chapter2]
Monster AI (nw_c2_default1): OVERRIDE:
Monster AI (j_ai_onheartbeat): OVERRIDE:
Associate AI (nw_ch_ac1): OVERRIDE:

Set NPC's scripts

Set Reputations

Clear Party Rep.

Display Target Info

Dump Object to Json

List Object Variables

Delete Variable

Set Variable

Get Variable

int

Name:

Value:

Debug Creature

Clear Debug

Nothing is sending AI debug to the log file.

- This shows the version number of PEPS, if it is Single Player or a Server, the name of the module being played, and where the AI scripts are being loaded from.
If you have them in the override folder it should show OVERRIDE:
If you have them in the development folder it should show DEVELOPMENT:
If you have them in a patch it should show PATCH:peps (or the name of your hak).
- **Set NPC's scripts:** This should only be used as a last resort to force an associate to use the PEPS AI.
 - WARNING! Once used it could break the module and associate it is used on!
- **Set Reputations:** This will set the selected creatures reputations to 50 for all standard factions. This may help stop a creature from being attacked making them effectively neutral.
- **Clear Party Rep:** Clears the player and his party's reputation versus the creature and that creature's entire faction.
 - Used to clear a non-hostile creature from attacking the party.
 - WARNING! If this is used on a hostile creature it could break the game!
- **Display Target Info:** Shows information about an object. ResRef, Tag, UUID, Conversation file, and the event scripts are displayed to your in-game log screen. It also shows where the event scripts are being loaded from. If you select the ground it will also show you the area scripts as well as the module scripts.
- **Dump Objects Json to Log:** This will dump the object's values in Json form to the log file. This is good for debugging an object.
- **List Object's Variables:** Displays the object's variables to the in-game log screen. Shows the variable's name [Type] and value.

- **Delete, Set, Get Variable:** You can type the name of a variable in the text box next to Name: and a value into the text box next to Value:. These buttons will Delete, Set, or Get the variable you have defined. Use the combo box to change the type of variable. Object and location variables do not use the value box.
- **Debug Creature:** This selects a target creature to begin sending AI debug code to the games log file if Debugging is turned on.
- **Clear Debug:** Removes the target creature and stops sending AI debug code to the games log file.
- **Log file location:** The default log location and file is: Documents/Neverwinter Nights/logs/nwclientLog1.txt

***** TROUBLESHOOT *****

1) I do not get a widget for my player.

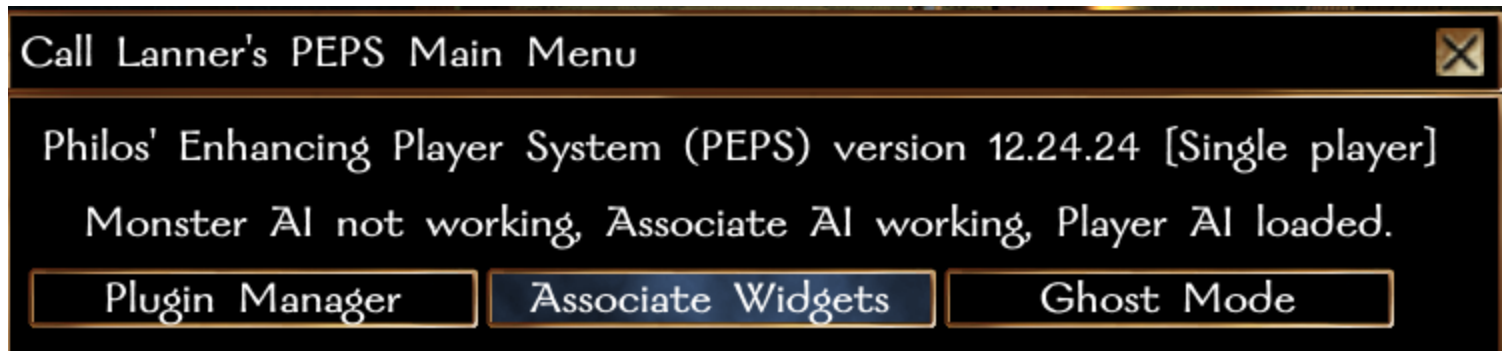
If the player widget does not come up automatically you may have another mod that is using the default script. If this is the case you will have to use one of the other methods to load PEPS. See Starting PEPS above.

2) The AI doesn't seem to be working or/and I don't get a widget for my associates. Is the module I'm playing compatible?

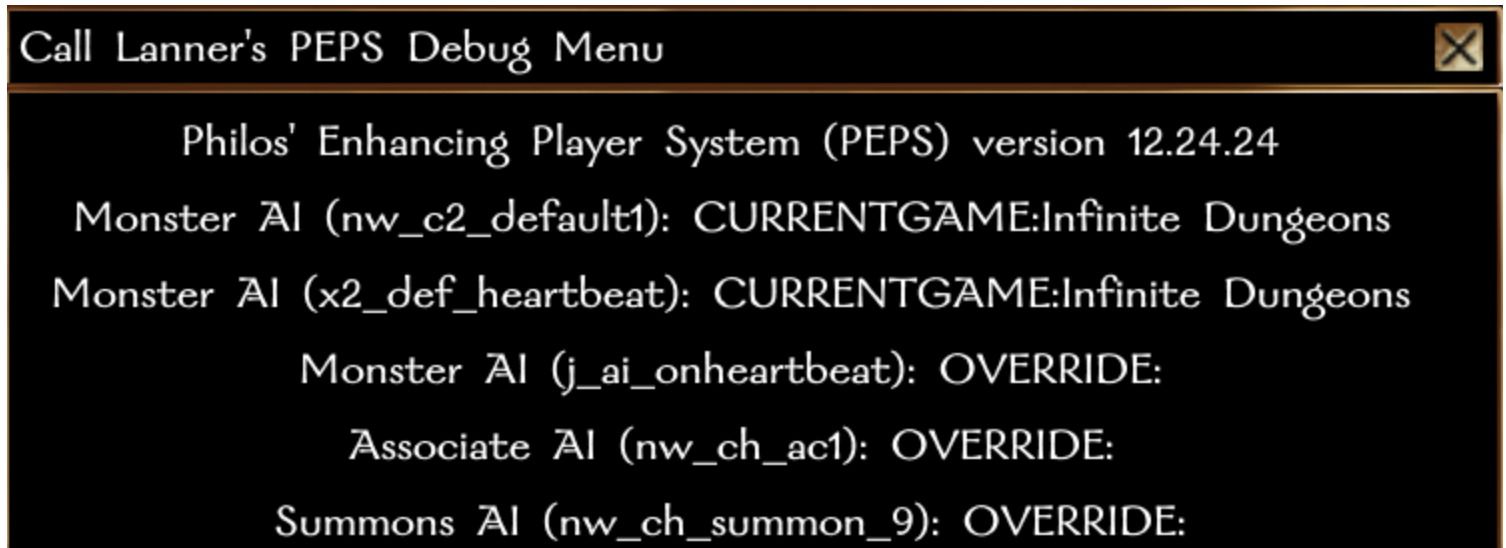
This section will go over some issues when using PEPS in a module.

I am working on making the AI compatible with as many modules as possible and anyone interested in playing a module with PEPS that is not compatible should contact me!

The first way to know if a module is compatible with the AI is to go to the Main menu.



Just below the version number you will see, "Monster AI working, Associate AI working, Player AI loaded." or it will say not working as in the example above. If it is not working then you can load the pi_debug plugin to see what exactly is the problem. Below is the debug menu showing what is the issue.



In this example you can see that Infinite Dungeons is using the nw_c2_default1 script in the current game or module. This is blocking the AI from running since it

is in the override folder and the module has a higher priority than the override folder.

If you are putting PEPS in the override folder then you may be able to fix the issue by using the development folder.

Read Philos' PEPS compatibility pdf file for known modules. This may show you what files are required to be in the development folder to get the functionality you want.

******* WARNING *******

Using the development folder comes with some risks and you should know how to use the folder before putting any files in it! Any files in the development folder will override all other content and could cause games to crash or be altered to the point they don't work properly.

3) The widgets don't stay in place when I lock or unlock them.

The NUI menu system has a built-in delay for updating the menu location to the game. If you move a widget then lock it before it is updated this will cause the widget to move back to the previous location. You need to wait around 6 seconds after moving a widget to try and lock it. Also if you have the game paused the menu locations don't update correctly and will not be saved as well. The game cannot be paused when moving menus.

4) My associates go into hold mode on their own.

If an associate sees a trap they will change to hold mode to keep from accidentally tripping the trap. Once the trap has been dealt with they may be put back into another mode.

Talk to me on the vault Discord channel peps-ai-enhancement:

<https://discord.com/channels/255017439371329537/1368322521501532170>

All my work is on Github:

Github: https://github.com/Philos-Harak/nwn_content

If you have any other issues or find a bug while playing please let me know. I'm on the Vault discord as well as the Vault forums.

A screenshot of the Main menu will give me the information on your setup.

A screenshot of the debug menu will give me more detailed information on your setup!

A saved game is encouraged as I can debug straight from it.

Thank you for your interest in PEPS!

PHILOS