

Project Setup (with EE as dependency)

To make a project that can be loaded in the editor with EE as dependency, you'll need to follow the steps in [this tutorial](#). If you've done that properly, you should see EE as a selectable project in the editor.

However, script compilation will fail due to GB5 calls that the editor does not have.

```
"DB"  
ERR! [E25] Database "ItemGetLevel(2)" is read, but is never written to  
ERR! [E25] Database "ItemGetEquipmentSlot(2)" is read, but is never written to  
Compilation took: 8318 ms
```

To fix this, you need to replace `story_header.div` with this one:

https://cdn.discordapp.com/attachments/637537292390760468/817143882768449596/story_header.div

Afterwards, both in-editor and VS Code compilation should work, if I remember correctly. If it doesn't, post the compilation error. Worst case scenario, I'll send a zip of my working setup.

Note that you should **never** click any of the options in the editor's script editor that involve regenerating this header, as that will nuke the definitions for the dummy GB5 functions.

After you've done all this, you're ready to recompile and reload the story scripts, and your EE editor install should work.

Code editor setup

You might also want to install the extender onto the editor. You can do that by dropping the DXGL.dll file in the editor bin folder (`steamapps\common\The Divinity Engine 2\DefEd`). To enable the console and logging, create a `OsirisExtenderSettings.json` file in that folder with these settings:

```
{  
  "LogCompile": true,  
  "CreateConsole": true,  
  "EnableLogging": true  
}
```