THE BiG WORLD PROJECT

by Leonardo Watson

Welcome to the **BiG World Project**! The **BiG World Installpack** is making the job for you!

Overview

The **BiG World Installpack** is designed to install the **BiG World Project** for the classic Baldur's Gate games according to the **BiG World Guide** and your settings. You can configure your own megamod based on various parameters or use one of various compilations recommended by experienced players.
Many safety mechanism should make a faulty use of this tool nearly impossible... although it is astonishing what odd ideas some players have.

During the configuration procedure the program warns against incompatibilities and offers conflict resolutions. When the configuration procedure is finished the entire installation procedure will run without any error and without interruption. This however does not mean that the mods themselves are faultless. Consider: The more mods you install, the greater is the risk that conflicts, undiscovered up until now, will appear.
Even on a fast computer, the installation will take many hours! Best to run the tool overnight.

You can also use this tool for many other purposes as for example downloading the mods, backups, change-logs or trafying a mod.

Preparation

First you need a clean installation of "BGII - SoA" and "Baldur's Gate" and also a folder called **BiG World Downloads** with any mods you want to install. Normally these folders are located in the same directory, but this is not a must.
For a satisfying game you should make a choice before and not throw unhesitatingly all the mods into the **BiG World Downloads** folder. Leave the mods in the compressed file format in that you have downloaded the mod. The **BiG World Installpack** will extract all mods correctly (even those mods that are wrapped in NSIS).
Extract the **BiG World Installpack**, the **BiG World Fixpack** and the **BiG World Textpack** into the "BGII - SoA" directory.

Start the **BiG World Install.bat** located in your "BGII - SoA" directory by a right-click and select "Administrator" in the context menu. A dialogue begins that leads you through the configuration.

After the splash screen you are prompted to choose you language.
Next you can select one of multiple tasks: Prepare a megamod installation, Install the megamod, Download the mods or use one of the additional tools (change-log, list components, trafy, clean-up). *Learn about the additional tools*.
You must first prepare a megamod installation before you can install it. You will get a warning if you choose the wrong option.

Downloading

There is a simple but most effective option for downloading the mods: you can either select one or more categories of mods (quests, NPCs, tweaks and so on) or to download all mods in one rush. The latter of both will need only about 2 hours for downloading all available mods! Newer versions will be detected and downloaded on every further run. Master files will be replaced. However, if the filename was changed the newer file will be added and you will have the mod twice therefore you must check the download folder for duplicates. If you create a new download folder instead of using the existing one, you will only have the latest mod versions, but some mods that are no longer maintained may be missing.

Starting

After starting the installation you can choose to backup essential files. A small folder "BGII - SoA restore" will be created for later restauration. This way, if you decide to discard your existing installation at a later date, most of the original files will not be copied unnecessarily to your hard drive, but only linked to the new game folder. This option is only displayed on the first run.

Next you can choose to extract the mods out of the **B𝑖G World Downloads** folder into your game folder. All files will be extracted correctly regardless how they are packed or whether the mod consitst of several modules like Infinity Animations or Worldmap. The folder size will be caluclated before to check whether there is enough free space available to install the megamod. Otherwise the tool will offer you a problem solution. You can list all mods existing in the **B𝑖G World Downloads** folder before extracting if you whish. After that you can start a new installation immediately or quit the tool.

Checking

After a short information the **B𝑖G World Installpack Read Me** (this file) opens and you are prompted to reboot your computer. This is needed to clear the registry entries otherwise it may happen that some files will not be found although they are existing. **Make sure your virus scanner is disabled**!

Start the **B𝑖G World Install.bat** with a right-click again and select "Administrator" in the context menu. Next you can choose whether you want to install BG1, BG2 or BGT.

The required disc space will be checked for the chosen game. Afterwards the program checks the prerequisites for the installation. Most of this you will never notice but only if something is missing. If necessary, you will be prompted to add the missing files. The program only progresses when all requirements are met. Then it corrects wrongy packed or named files to make sure that the installation runs flawlessly. If a required mod is missing you will be prompted to add it.

Configuration

The following dialogue will lead you through the configuration. If you accidentally close the batch window during this process don't worry - after starting the install.bat again the configuration will continue where it was aborted.

First you must choose the language for the mods. Most of the mods are in English but many of them are also in other languages. You can either choose only your native language but you can also mix it with one or more other languages you are familar with. In a multi-language mod that language will be installed that is typed first.

For checking purposes you can list the mods in your BGII - SoA directory.

Settings

The next steps will guide you through the settings. If you had already installed a megamod with the Installpack before you have the option to keep your previous defined settings. Otherwise you have to create new ones.

First you must select the type of installation. You can choose to run the whole installation unattended until the end. Dependent of your settings the mods will be installed in the right order without any errors.

You may also want to select the mod components manually during installation. This way the installation pauses at every mod with multiple components. First the available languages are listed and you have to type in the language number. After that all components are listed in the selected language. The preselected component numbers are listed according to your settings. Unwanted component numbers need to be deleted, missing component numbers need to be added.

Next several kinds of compilations are offered.
1. If you want to choose a preselection you can select one of the predefined compilations. "Total happiness" and "Total happiness plus" are compilations elaborated by the forum. You can also choose one of the personal mod selections made by experienced players.
2. If you choose to filter the mods according to various parameters you can fine-tune your settings. You can select the type of mods you want to install: quests, items, spells, kits and so on, the kind of tweaks, the difficulty, the rating, all NPCs with less or more content, only such that are in SoA and ToB or only voiced NPCs, you can deselect buggy mods, mods with adult content or incongruously mods or any combilation of these parameters.
3. You may want to use an installation file created by your own before. *Learn how to edit the individual.bat*.
4. The option to install all you can get is intended for modders that want to test their mods or for experienced players that want to max out the megamod. You can choose between several pre-defined list dependent of the favoured AI (SCS or BP) and more.

A summary of your settings will be displayed. You can repeat your settings if you want to change them.

After that you can display a preview of the mods that would be installed with your current settings.
If you plan to install the Widescreen mod you are now prompted to make your settings. Your actual screen size is preset by the program but you can change it (for example if you want to use a split screen).
If you plan to install the Animal Companions mod you are prompted to type in the name for your companion.

Conflict Resolution

The next steps will guide you through the conflict resolution. If you have conflicting mods, a solution is offered for each conflict. Please choose the mod you want.

At the end of this process you can either agree with your conflict resolutions or repeat it.
If you plan to install the stratagems mod and your computer is not able to handle stratagems' huge AI-component for technical reasons the programm offers a resolution for this.
Next you can select some modifications to mods.
Finally you can choose to clean-up your game folder at the end of the installation immediately or to skip this component. You could also run this component separately after installation. *Learn about the Clean-Up*.

Installation

Now finally the configuration is finished and the program can cast its magic. It will apply patches from the extern **B*i*G World Fixpack** and **B*i*G World Textpack** and also from the intern **B*i*G World Trimpack** and **B*i*G World Smoothpack**. It will convert a few BG1 mods and also a few EE mods to BGT. What is described shortly is indeed a very complex process.

The **B*i*G World Installpack** will not only install mod after mod according to the **B*i*G World Guide** and your configuration, but also makes continuously many necessary modifications during the installation. Without this feature you would get "parse errors" with some mods and the installation of many components would fail. For this reason I strongly advise against installing manually!

At several steps single files get copied into the override folder. WeiDU cannot handle this. Thus please don't try un-installing or re-installing, but install the whole megamod from scratch, if you want to change the mod selection! The automated installation without any backups is intentional!

Once started you may NOT stop the installation! Even on a fast computer, the installation will take many hours! Best to let the tool run overnight. Then your megamod is ready to play.

At the end the program runs a very clever but mostly unnoticed tool: **SR_consistence**. This tool corrects spelling and grammatical errors, different spellings of names and places and conflicting names for the same objects and spells in the whole game inclusively all installed mods. Currently, this is not a finished tool, but merely an example of how it can be used. The tool recognices the wrong terms by reference to catalog and replaces them by the right ones. The catalog can be extended anytime. Just send me the terms that should be changed.

With the **B*i*G World Installpack** the entire installation procedure runs without any error and without interruption. This however does not mean that the mods themselves are faultless. For subsequent troubleshooting a file BiG World Debug.txt is generated during installation.

New installation out of an existing one

You can install a new megamod out of the existing one. Start the **B*i*G World Install.bat** located in your SoA directory with a right-click and select "Administrator" in the context menu.
Choose to prepare a megamod installation
You can restore your BGII - SoA folder ready to use for a new BWP installation. For this reason you could backup essential files with the first run.
You can choose to backup or to delete the existing installation and prepare a new installation immediately like described before.
You only have to extract the most recent **B*i*G World Installpack**, the **B*i*G World Fixpack** and the **B*i*G World Textpack** into your main SoA directory and then start the **B*i*G World Install.bat** and continue as discribed above.

Additional tools

After the megamod is installed you can run this tool for several service purposes. You can:
1. Make a change-log
2. List the components of a mod
3. Trafy a mod

Just choose the option that you want and follow the on-screen instructions.

You can also choose to delete no longer needed files by running the **Clean-Up**.
The folder size will be calculated first and the size of the possible saved disc space will be displayed.
This tool offers three options:

1. **Clean-Up**
   With this option you can delete no longer needed files at the end of the installation. You will no longer be able to install any component afterwards. (which is not recommended anyway.) All files will be saved for uninstalling and debugging.

2. **Clear Generalized Biffing**
   The Generalized Biffing mod biffs all the stuff in your override folder. That enables you to play the game without any stuttering. But it also creates a backup of the ENTIRE override folder to help you uninstall again (which should be avoided in something as massive as the BWP.)
   You can save a lot of space on your hard drive by deleting this backup. However you will no longer be able to re-install or uninstall any mod!

3. **Clear Out**
   You can empty your game folder of all remaining mods files and folders. These files are not needed for playing the game but for debugging. For this reason they will not be deleted but stored in the new folder "BGII - SoA debug". So you could copy them back if necessary. It's up to you to hold or delete this folder or move it to another place.

Editing the individual.bat

You can also define your own compilation. For this purpose, you must first edit the **individual.bat** in the **B⚡G World Installpack**/install folder.

Editing the **individual.bat** is very simple. Open the **individual.bat** with the text editor (notepad). You see many lines like this: *Call %EINSTI% Ascension "1 2 3 4 5"*

After the name of the mod the digits of the components are listed between quotation marks. Simply delete the corresponding numbers of the components that you do not want to install. Compare the component number with the manual. Most mods you can safely skip. If you want to add other components that are not in the list, keep in mind that they might cause issues etc. You can simply deselect a mod by writing *rem* followed by space at the beginning of a line.

With some mods there are another digits and letters for sub-components listed in a second pair quotation marks like: *Call %EINSTI% iiSpellSystemAdjustments "1" "3 30 326 105 Y 2"*

Some mods require additional inputs during installation. These inputs will be created during the configuration procedure and will be stored in a separate file, for example: *Call %EINST% bgt "0" "TYPE BWP_BGT_input.txt".*

In order to guarantee the functioning you must not change any of the other files!

Enjoy!

Leonardo Watson