

Neverwinter Nights Toolset



BEGINNERS HANDBOOK





Starting a New Module

Whether you are completely brand new to working with game engines or returning after a long break it is never a bad idea to gloss over the basics. By the end of this handbook, you should feel confident enough to start creating your own content, whether it be for private use, or that multiplayer server idea you have always dreamed of running!

Let us get started by opening the toolset. You can do this by going to where you have the program saved on your computer, mine is saved in my Neverwinter Nights install by default, so that is where I will be launching the toolset from.



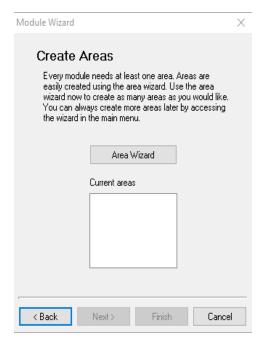
When the program launched you will be greeted with this pop-up. It will ask you if you wish to load an existing project or create a new one. We will talk about onboarding mods at another time. For now, we want to click on "Create a new Module" then click "OK"

At this point a new pop-up will appear named "Module Wizard" and prompt you with the greeting "Welcome to the MODULE CREATION WIZARD." The toolset is filled with these nifty wizards that really help new users learn the basics. Go ahead and click "Next."

You are next prompted to enter a module title, I cannot emphasize enough how important unique tags and titles are in the toolset, do not use the default name. Pending on how big your project is consider a naming scheme. For the new module I am going to use the name "Fantasy Island." After you enter your name click "Next."

Creating an Area

You are going to be using the Area wizard quite a bit so feel free to play around with it after you finish with this section. An Area is where you are going to create the world in which the player interacts with, in the Area we can decorate, add quests, buildings, merchants, anything you would want in your game!



If you followed the instructions up to this point you should see a popup on your screen that says, "Create Areas" and have a box titled "Area Wizard." You are going to want to click on the "Area Wizard" box.

Remember when I said naming would be important? The next pop-up will prompt you to pick out a Tileset and Name your Area. This name should be unique and can cause game breaking errors if you leave it default, you have been warned. I am going to name my Area, "AR ISLAND BASE."

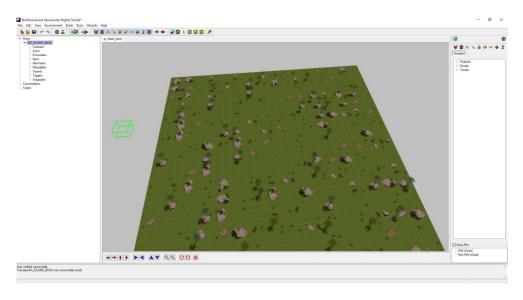
The next pop-up will prompt you to pick out a Tileset. Each tileset is unique so it would not hurt you to learn what each one is capable of. The most used tileset is commonly Castle Exterior, Rural, it is extremely robust and can cover many different genres. However, I want to create an island for my game, so I am going to choose "Tropical." After you have entered the Area's unique name, and picked a tileset, click "Next."

The next pop-up will prompt you to pick a size, typically we want to make an Area no more than 16x16, the default "Large" option. I am going to start by creating my island first so Large is fine. After you pick a size click "Next."

We finally finished! The last pop-up should have two options, "open Area in the Area Viewer" and "Launch Area Properties Dialog." For now, only leave "open Area in the Area Viewer" checked on, we will look at the Area Properties later. Click "Finish." The Area may need time to load so do not worry if it looks like it is taking too long.

Learning the Tools

We finally have our Area on our screen, if all went well you should see something like this, if the Area Viewer instead just looks blue or grey do not panic, we will be going over what that means and how to toggle it on and off!





Let us go over the side panels first, starting with your left side. This panel keeps your Areas in an easy to reach location, pending on your project this could be many or a few, so it is best to familiarize yourself. When you expand the Area, it will look like this picture, this is a fast way to find any placeable in your Area, including scripts and quests. Right now, we do not have anything to show yet, but keep an eye on it as we work.



We have quite a bit to go over here on the right panel. Let us start with the top most icons. We have what looks like a grassy hill on the left top side, when toggled on this will turn your cursor into a paint brush to paint terrain onto your Area. Features, Groups and Terrain all have different options for you to paint so have fun exploring your options! If you wish to delete anything you paint, just hit the "delete" key.

On the top right, the circle with a red arrow in the middle, this is how we set our spawn area. Any character loading into your game for the first time will spawn here. This is also a great tool for testing bugs quickly. To use this tool just click the icon then paint it anywhere on the Area.

Let us quickly go over the others, we will not be covering these in-depth this time, but feel free to play with them in your free time. Starting from the far-left side.

- The red monster is how we paint NPCs and Monsters into our Area.
- The door paints doors onto buildings, we can enter these doors and be brought to a new Area.
- The crossed swords paints encounters that spawn multiple enemies, these can be completely customized.
- The coins is where our merchants are, though you will most likely be making your own in no time!
- The table is what we will use the most today, it holds all the placeables we use to make our Areas pretty.
- The soundwave paints sound effects.
- The green rhombus paints triggers. Typically used for area transitions.
- The red flag paints map waypoints.



Here we have some our most important tools, you will use these every time you use the toolset. Let us go through each one starting from the far left.

- The scroll creates a new Module.
- The unrolled scroll loads a Module.
- The floppy disc saves your Module.
- The red arrows let you undo or redo an action.
- The circle with the red arrow brings you to where you placed your start location.
- The eye floating over grass returns your camera to default.
- The grassy hill lets us click on terrain while the boulder on grass lets us click on objects, you will toggle between these often.
- The next 10 icons are the same from your right-side panel, toggling these on and off either shows or hides those specific objects in your Area.
- The open eye shows all objects, the closed eye hides all objects.
- These next 3 are crucial, they show shadows, fog and lighting. Toggle those all
 off for now, if your screen was previously blue or grey it should be clear now!
- The 3 icons next to these toggles your sounds on and off, we can leave those
 off for now.
- The key opens the preview window, we will hardly use this tool. But its still nice to know it is there!

I know this was a lot of information to take it, I recommend taking a moment to play with all the tools and get yourself comfortable with them, I am going to wrap this up with a couple of important hot keys to make your life easier.

- Holding down the middle mouse can seamlessly move the camera around your Area.
- Scrolling mouse wheel zooms in and out.
- Holding down alt can move the Area away from you or closer to you.
- Holding down alt on an object can move the object up and down. This is useful for decorating tables.
- Control Z will always undo your last action!
- Control C will copy an object while Control V will paste it, very useful for when you need to paint a lot of trees.

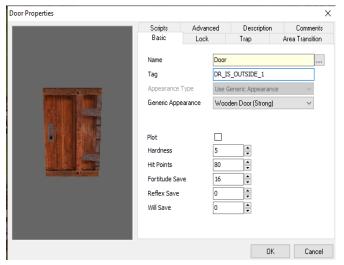
Congratulations! You now know the basics to get started on making your own fantasy world. Before you start the next section try painting some terrain on your Area, add a house and put a door on the house. Then create a new Area, make it small and make it an interior tileset, and place a Door inside, feel free to decorate it for practice.

Making a Transition



Welcome to Fantasy Island! As you can see, we have a spawn point, a house object, and a door object. We are going to make a house for our character, this way you can see how making transitions work. A transition is a way for a player to move from Area to another Area, a house, a forest, the beach, a transition can be made to take you anywhere you need to be.

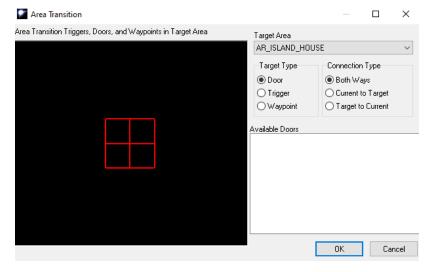
There are a few types of transitions. We will be working with just doors in this guide, however under the right panel your green rhombus tool can paint transitions on the ground, this is great for traveling to outdoor Areas, tunnels, or anything that is not a door.



Go ahead and right click on the door then click "properties." You should now see a pop-up box called Door Properties. The very first thing you will do is give your door a unique tag name. I use DR_IS_OUTSIDE_HOME, this tag tells me this is a Door on the Island that is facing Outside and is the player's Home.

Let us now do the same for the Door object you should have placed in the other Area. I am going to call this Door, DR_IS_INSIDE_HOME.

Perfect. Now click on the upper tab called "Area Transition." And click on the button "Setup Area Transition."



This box should be on your screen, we have a few new buttons to learn but do not worry, it is a very simple process!

We want the Target Area to be the Area we want to enter, so in this case it would be AR_OUTSIDE_HOME.

We want the Target Type to be a Door, and we want the Connection to be "Both Ways." This means the door brings us to and from these Areas. Typically, we want this option.

When you moved the Target Area did you notice how the other Door tag appeared in the "Available Door" section? Go ahead and click the other Door tag. Then finish up by clicking "OK"

You want to test any transition you add to your Module so put down your spawn point and press F9 to test your build. This command is also found under the "Build" tab.

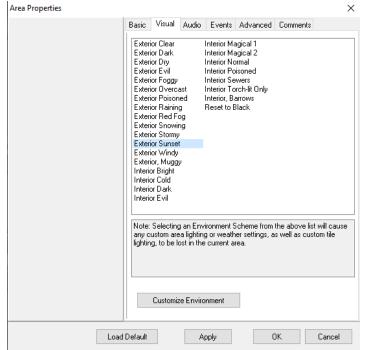
Give yourself a cheer emote after you enter and exit your home bug free.



Area Properties

You have made it not only to the final section but to my favorite section. Area Properties is not necessarily essential, but it will certainly give your Module some flair and add to its charm. Make sure your Area lighting and shadows are toggled on for viewing and all your Sound options are toggled on for playing.

Look over to the left panel and right click on the Area you want to work with, for this I am going to start with my Island. Click on "properties."



A window will pop-up that should be titled "Area Properties." This window has a couple tabs we can play with. For now, I am going to use the default options they have listed but always feel free to fully customize your environment when you feel comfortable. You can even add a day and night cycle.

You can click each option then click apply to see how it changes your Area.

Next let us look at the Audio tab, in this section you can modify what music plays in this Area, you can have different music for day, night and even battles.

Congratulations! You have now learned the complete Basics to creating your own fantasy world! There is still a lot to learn but you are already halfway there to becoming an Aurora Engine expert!

