# Implementing the level cap increase in player made campaigns

The files provided by this mod will simply move the hardcoded level cap from 30 to 160, however, the game still controls a "softcoded" level cap on a campaign by campaign basis. To change this value, you will have to use the NWN2 Toolset.

As of version 1.5 of this mod, the campaign.cam files of the 4 standard campaigns (Original Campaign, Mask of the Betrayer, Storms of Zehir and Westgate) are implemented automatically, therefore you will not need to do anything else if you want to play those campaigns at levels higher than 30.

(If you don't like this and you wish to play the standard campaigns at the intended level caps, I have also provided backup files, you will simply have to delete the campaign.cam file and rename the campaign_backup.cam file to campaign.cam)

For other campaigns made by players, however, you will have to edit the campaign.cam yourself with the NWN2 Toolset, to do so you will have to open Campaign Editor (Plugins -> Campaign Editor). Simply change the fields as shown in the screenshot below:
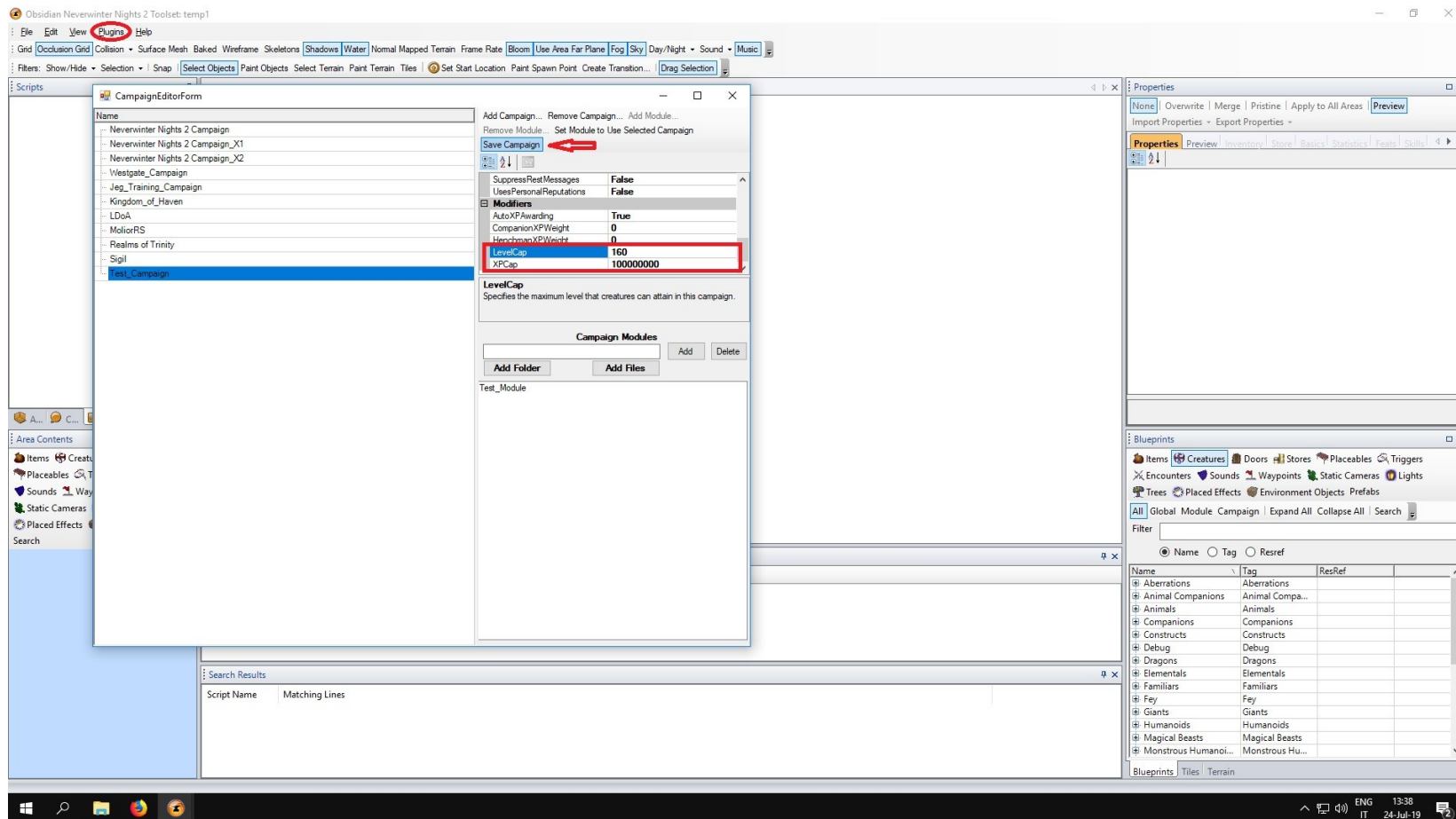
If by any chance, you are a module creator that runs this campaign for the first time, or you are trying to implement this change in an old module that was NOT associated to any campaign, do not forget to open it with the Toolset first and then use the "Set Module to Use Selected Campaign" button. You will get a message that will tell you to save the module and reopen it with the toolset for the change to have effect.