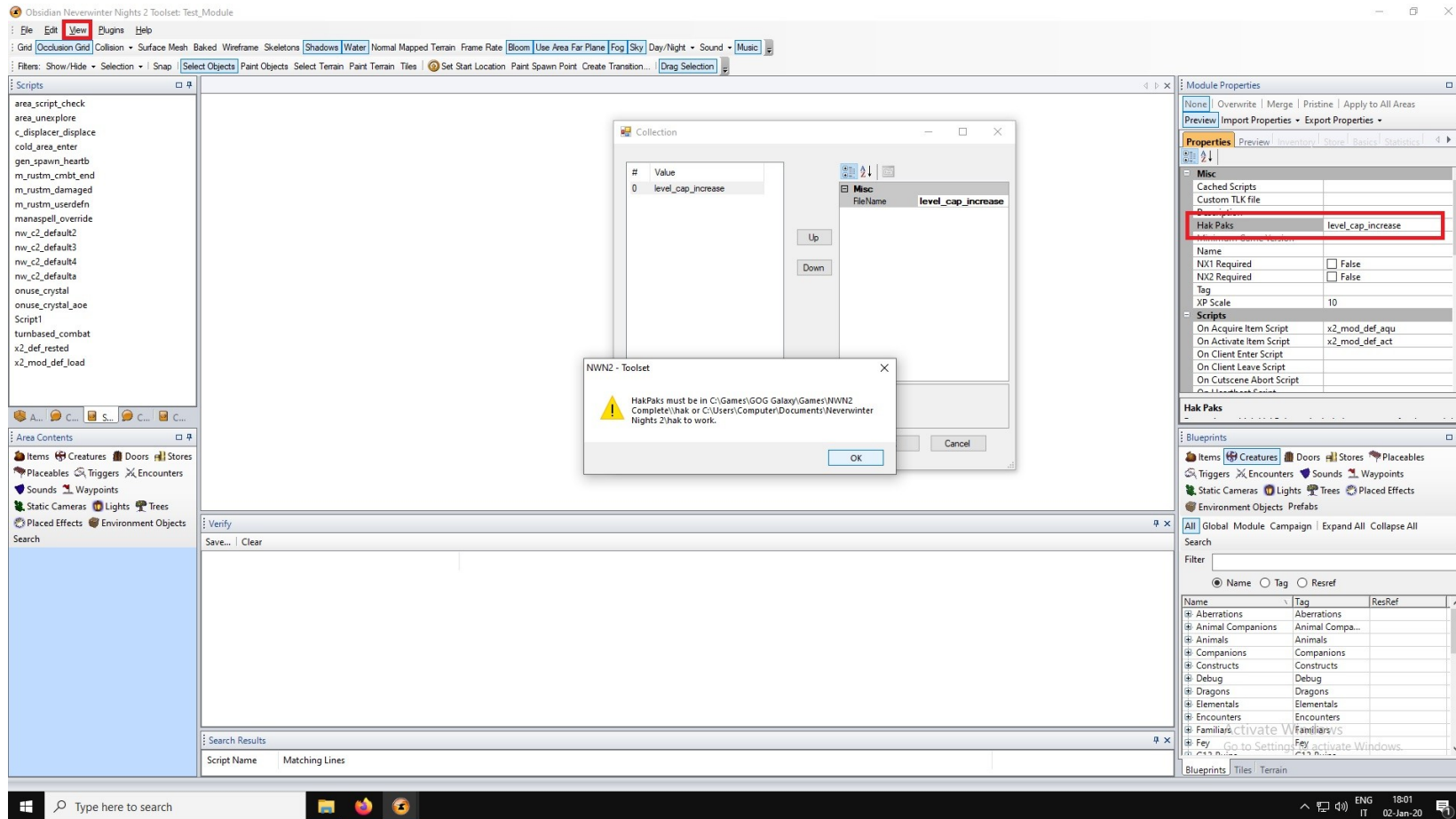


Setting up the level cap increase for Multiplayer or Persistent World

With version 1.6, the level cap increase supports multiplayer games and persistent worlds.

In addition to the installation of the mod, additional steps are required to set up your server (or multiplayer game) properly.

FIRST STEP - ASSOCIATE THE HAK TO THE MODULE AND DISTRIBUTE IT (applies to both multiplayer games and persistent worlds)



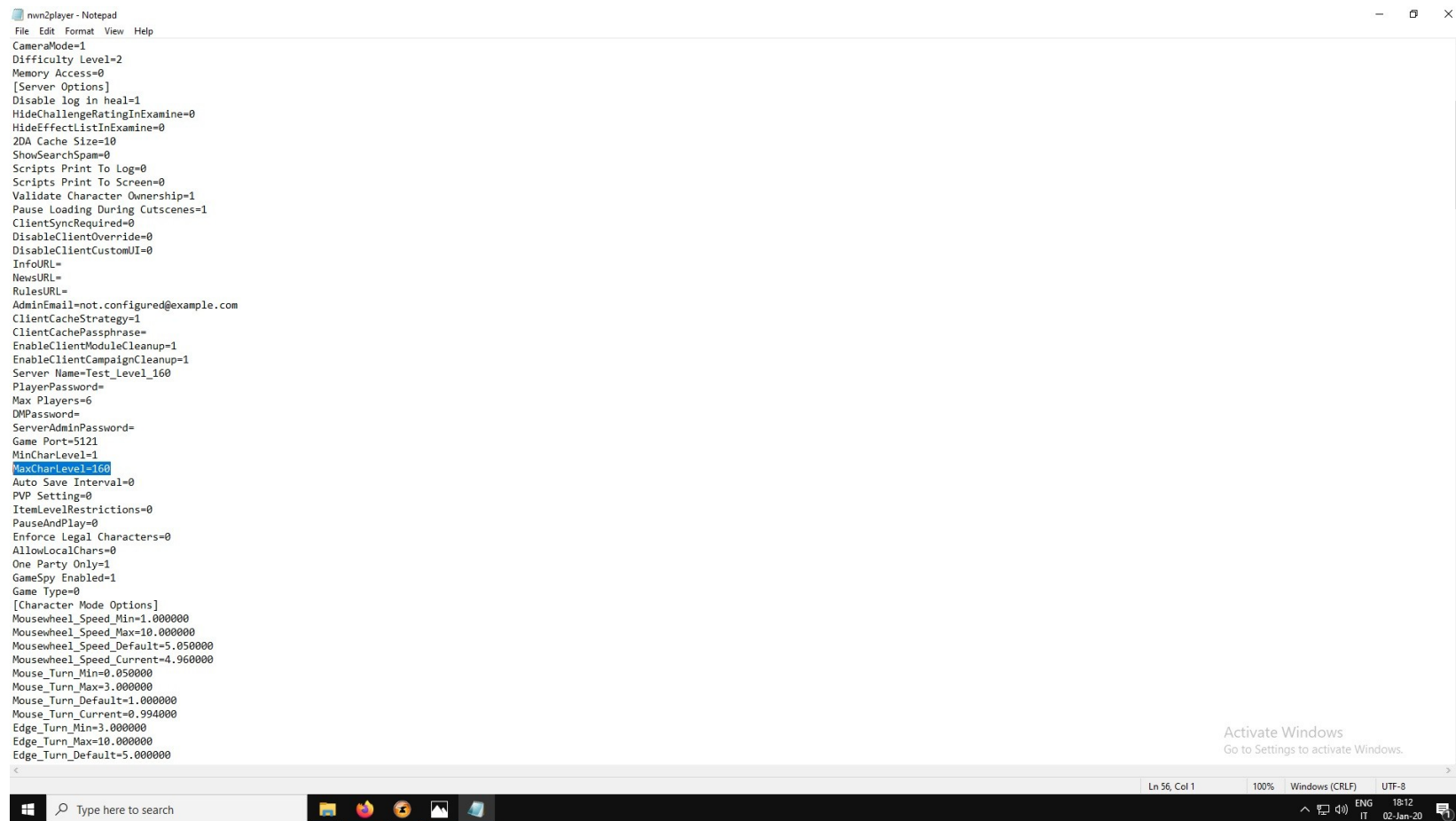
As you can see from the image, you may get an error message that warns you that the hak folder from the installation directory is not properly recognized, this appears to be simply a bug of the toolset, but if it somehow causes issues, simply move the hak to the folder in the My Documents directory instead.

This is important, the hak contains some of the files from the override folder of the single player (except the scripts), and the player clients need to have this hak to properly sync with the server and prevent some serious issues and bugs from arising.

After you have associated the hak to your module, make sure you distribute this to the players (normally via autodownloader, but can also be distributed manually), they will need it in their hak folder (preferably the one in My Documents) as well.

SECOND STEP - SETTING UP A NORMAL MULTIPLAYER GAME (also needed for server)

Not everyone who plays online does it via the server tool or runs a persistent world, it's also possible to play online via the client for smaller sessions, making the level cap increase work properly in this case is quite simple, you just need to edit a value in the **nwn2player.ini** file found in the My Documents folder. (if you don't see this field, add it)

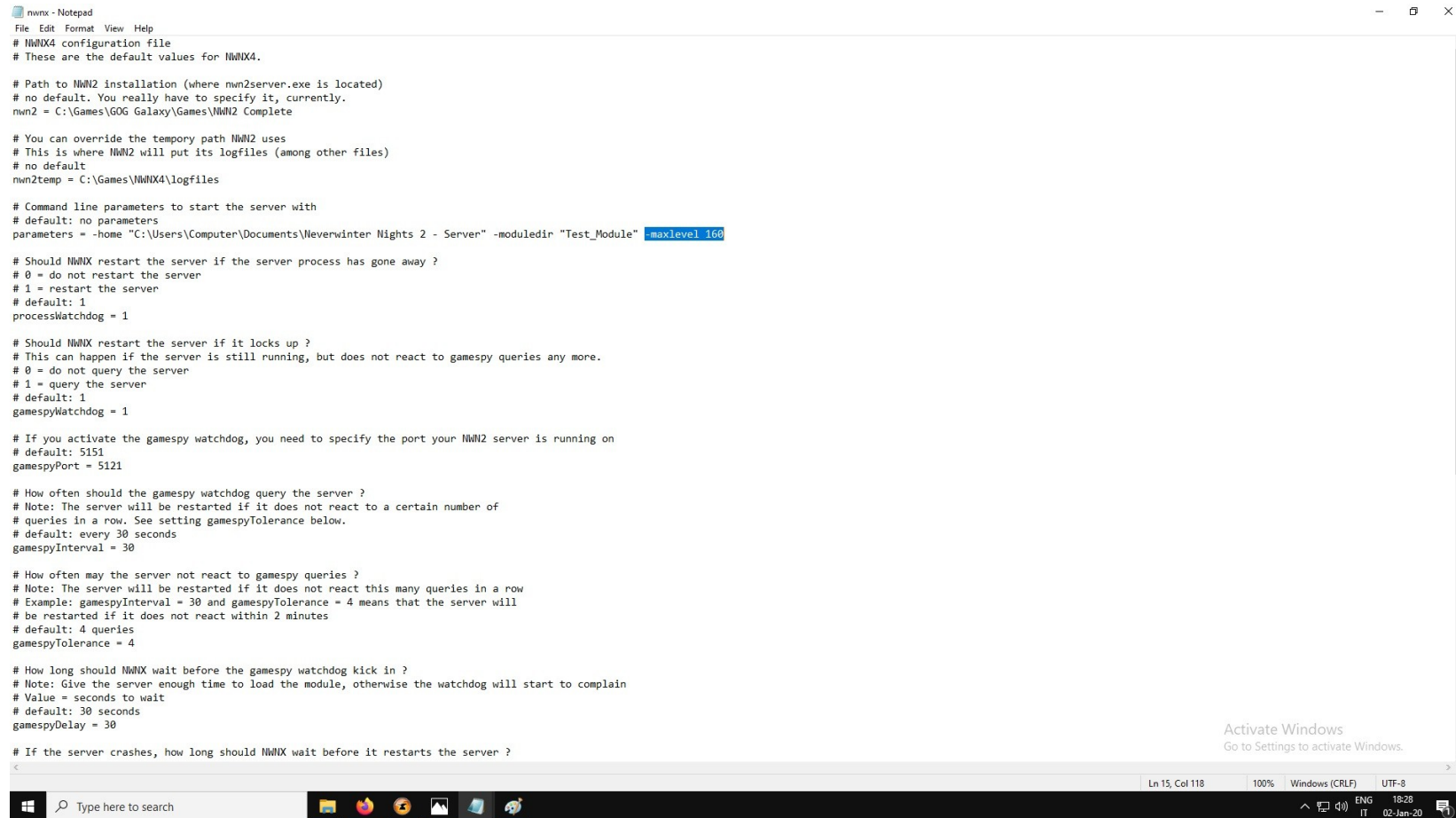


```
nwn2player - Notepad
File Edit Format View Help
CameraMode=1
Difficulty Level=2
Memory Access=0
[Server Options]
Disable log in heal=1
HideChallengeRatingInExamine=0
HideEffectListInExamine=0
2DA Cache Size=10
ShowSearchSpam=0
Scripts Print To Log=0
Scripts Print To Screen=0
Validate Character Ownership=1
Pause Loading During Cutscenes=1
ClientSyncRequired=0
DisableClientOverride=0
DisableClientCustomUI=0
InfoURL=
NewsURL=
RulesURL=
AdminEmail=not.configured@example.com
ClientCacheStrategy=1
ClientCachePassphrase=
EnableClientModuleCleanup=1
EnableClientCampaignCleanup=1
Server Name=Test_Level_160
PlayerPassword=
Max Players=6
DMPPassword=
ServerAdminPassword=
Game Port=5121
MinCharLevel=1
MaxCharLevel=160
Auto Save Interval=0
PVP Setting=0
ItemLevelRestrictions=0
PauseAndPlay=0
Enforce Legal Characters=0
AllowLocalChars=0
One Party Only=1
GameSpy Enabled=1
Game Type=0
[Character Mode Options]
Mousewheel_Speed_Min=1.000000
Mousewheel_Speed_Max=10.000000
Mousewheel_Speed_Default=5.050000
Mousewheel_Speed_Current=4.960000
Mouse_Turn_Min=0.050000
Mouse_Turn_Max=3.000000
Mouse_Turn_Default=1.000000
Mouse_Turn_Current=0.994000
Edge_Turn_Min=3.000000
Edge_Turn_Max=10.000000
Edge_Turn_Default=5.000000
```

THIRD STEP - SETTING UP A PERSISTENT WORLD

Despite the new nwn2server.exe file provided, due to a hardcoded issue, the GUI buttons to set the level will not go beyond 120 (yeah it's a signed integer, le sigh, 127 was stupid so I went for 120 instead), this requires you to do the above step so that the server will launch at level 160 by default, keep in mind that if, by accident you hit the down arrows on max level, it won't go back up, which means you will have to shut down the server and restart it.

If you use NWNX4 (most likely you will if you are interested in a PW), you will need to edit the **nwnx.ini** file to make sure that when the server app launches, it's properly set to 160.



```
nwnx - Notepad
File Edit Format View Help
# NWNX4 configuration file
# These are the default values for NWNX4.

# Path to NWN2 installation (where nwn2server.exe is located)
# no default. You really have to specify it, currently.
nwn2 = C:\Games\GOG Galaxy\Games\NWN2 Complete

# You can override the temporary path NWN2 uses
# This is where NWN2 will put its logfiles (among other files)
# no default
nwn2temp = C:\Games\NWNX4\logfiles

# Command line parameters to start the server with
# default: no parameters
parameters = -home "C:\Users\Computer\Documents\Neverwinter Nights 2 - Server" -moduledir "Test_Module" -maxlevel 160

# Should NWNX restart the server if the server process has gone away ?
# 0 = do not restart the server
# 1 = restart the server
# default: 1
processWatchdog = 1

# Should NWNX restart the server if it locks up ?
# This can happen if the server is still running, but does not react to gamespy queries any more.
# 0 = do not query the server
# 1 = query the server
# default: 1
gamespyWatchdog = 1

# If you activate the gamespy watchdog, you need to specify the port your NWN2 server is running on
# default: 5151
gamespyPort = 5121

# How often should the gamespy watchdog query the server ?
# Note: The server will be restarted if it does not react to a certain number of
# queries in a row. See setting gamespyTolerance below.
# default: every 30 seconds
gamespyInterval = 30

# How often may the server not react to gamespy queries ?
# Note: The server will be restarted if it does not react this many queries in a row
# Example: gamespyInterval = 30 and gamespyTolerance = 4 means that the server will
# be restarted if it does not react within 2 minutes
# default: 4 queries
gamespyTolerance = 4

# How long should NWNX wait before the gamespy watchdog kick in ?
# Note: Give the server enough time to load the module, otherwise the watchdog will start to complain
# Value = seconds to wait
# default: 30 seconds
gamespyDelay = 30

# If the server crashes, how long should NWNX wait before it restarts the server ?
```

FOURTH STEP - ENJOY, BUT WATCH OUT FOR HAK CONFLICTS

And this should be it! By default this should have you set to go for a level 160 multiplayer experience.

Keep in mind that the hak file contains changes to `classes.2da`, `hen_animalcompanion.2da`, ecc... those changes were necessary to make sure that this mod worked properly, otherwise many other issues would arise.

If your server uses heavily customized content, such as Kaedrin's PRC, conflicts are bound to arise and you'll run into issues, this is something that advanced users who know what they're doing should deal with.

The idea is to have your custom haks (with custom classes, eccc..) with higher priority than the one provided here, however, you will also need to modify some fields in your `.2da` files or `xml` files (if you are using a customized character screen) to make sure things work properly, it's not easy or fast to do, and I won't explain here in detail, but it's possible to do.

Those who are interested can take a look at the `2da` files in the hak to see the main changes about all classes being capped at 40 (including prestige classes) and animal companions, familiars, ecc having their cap moved to 255 in their final version. The character screen XML change was necessary to prevent certain bug and handle the levelling process properly.

Hopefully this is enough info to set you on the right track, I'll try to answer any question in the comment section if I'm still available: good luck on your high level servers!