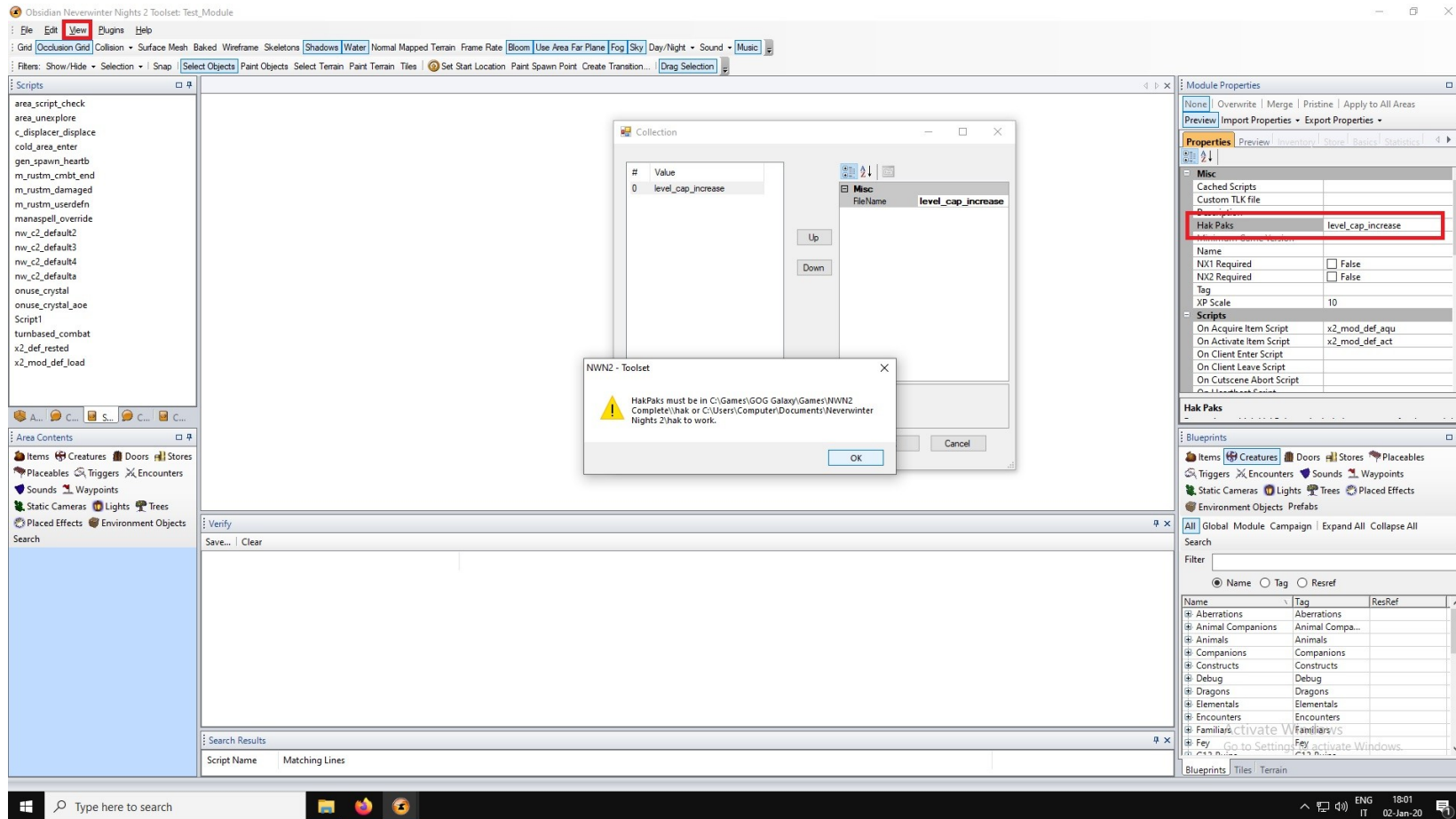# Setting up the level cap increase for Multiplayer or Persistent World

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)
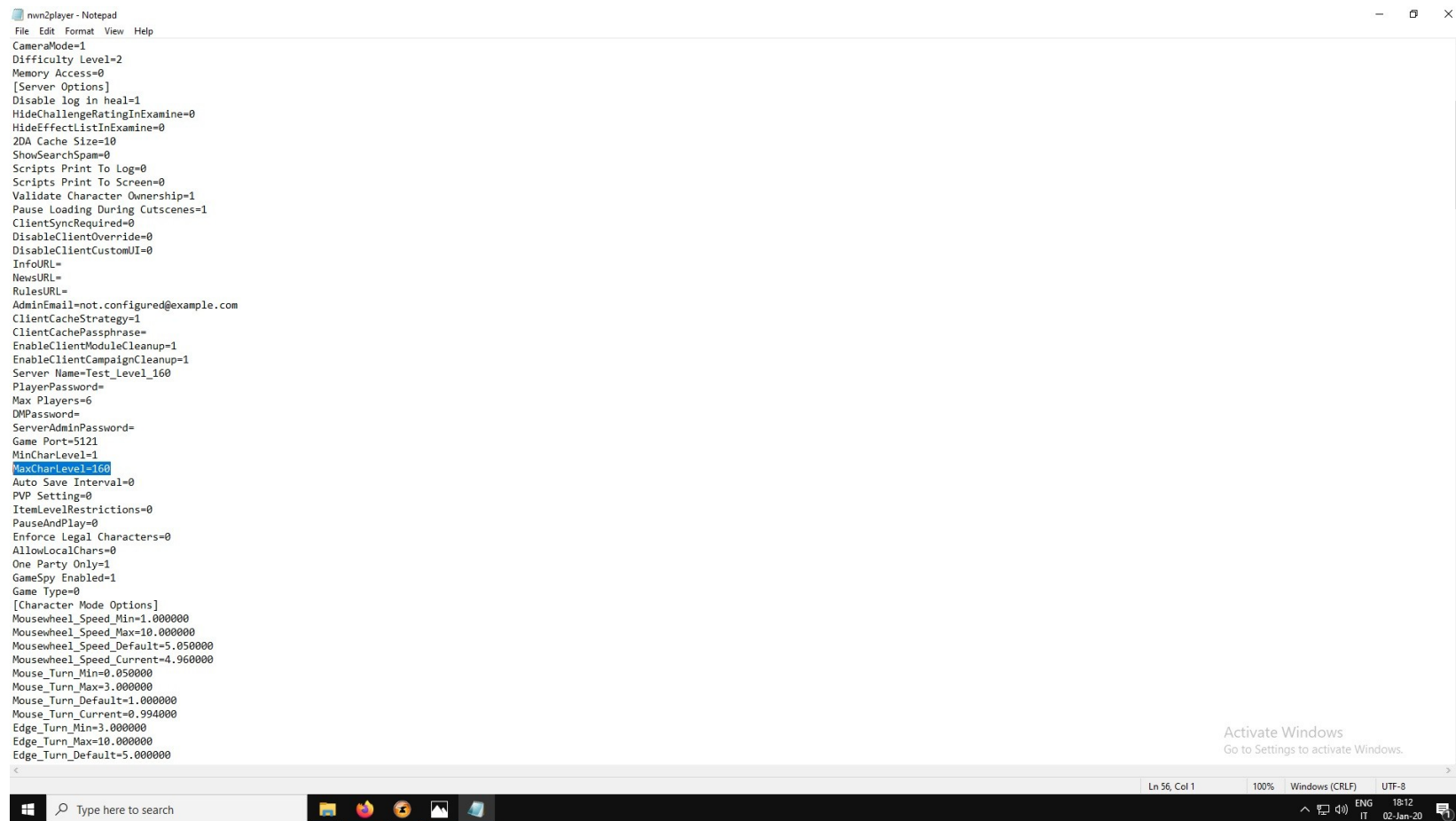

As you can see from the image, you may get an error message that warns you that the hak folder from the installation directory is not properly recognized, this appears to be simply a bug of the toolset, but if it somehow causes issues, simply move the hak to the folder in the My Documents directory instead.

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)
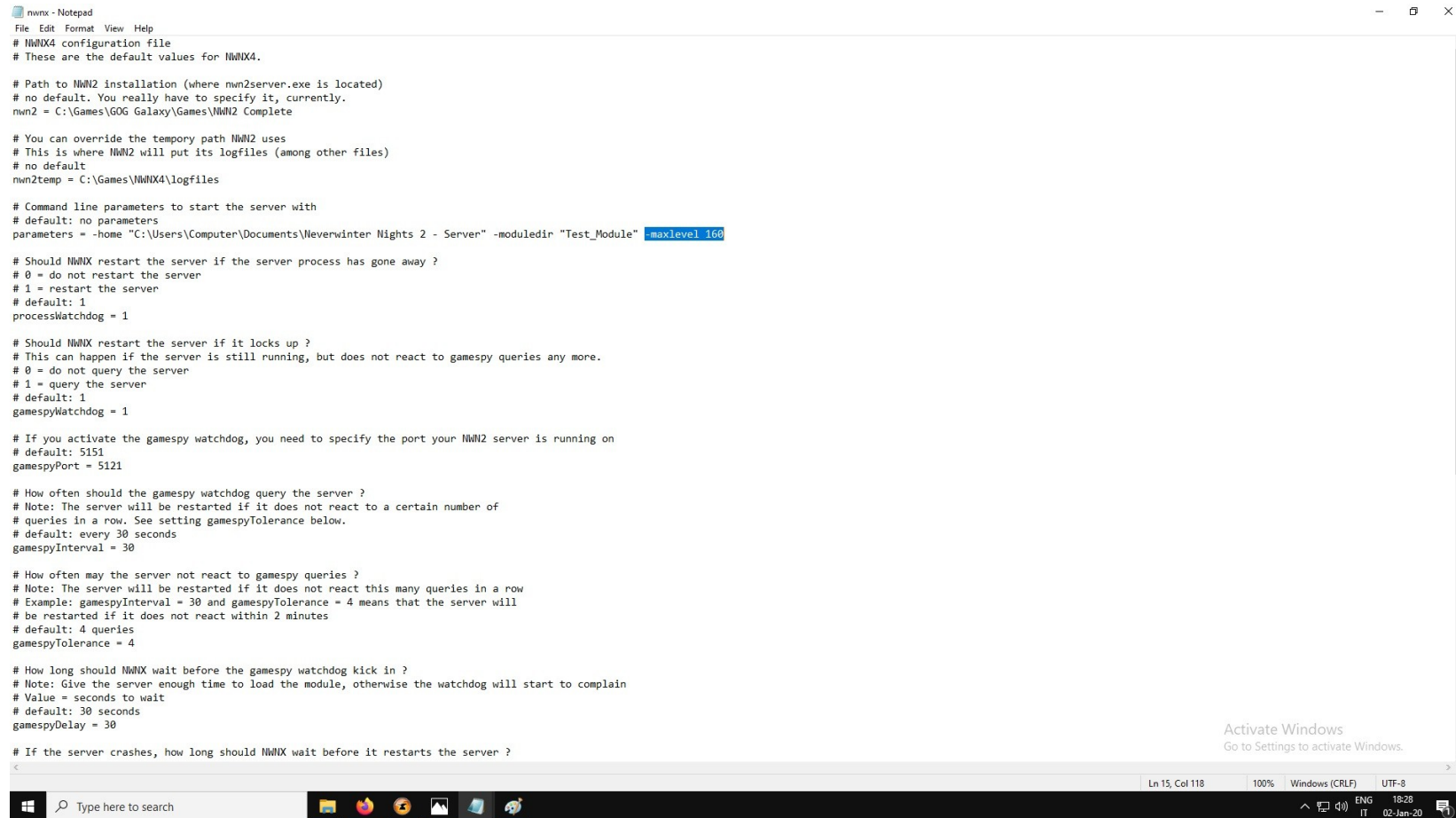
THIRD STEP - SETTING UP A PERSISTENT WORLD

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.

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!