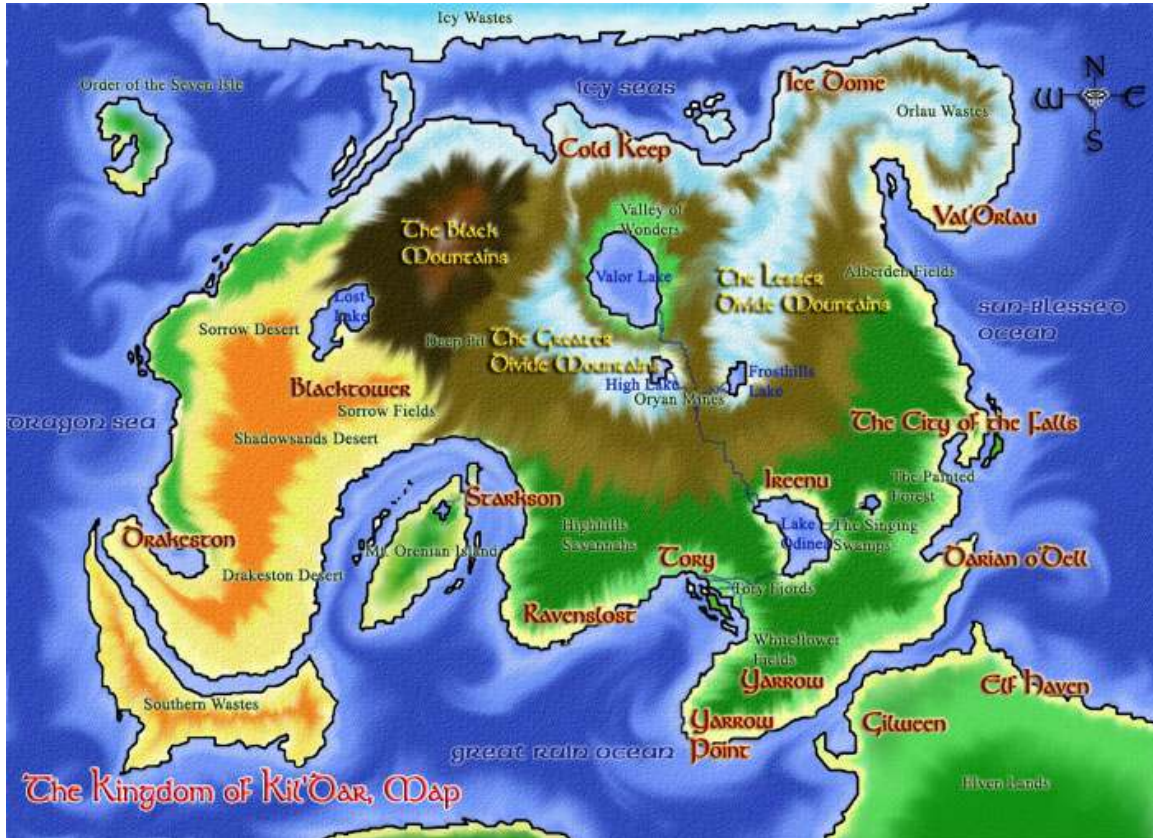


LEGENDS OF TALAN'ITH



DESIGN DOCUMENT

The reason for doing this is because of my running across a script that referenced an item called `bt_ring` and scripts called `bt_Portal1`, `bt_portal2`, `bt_portal3`, `bt_ring`. I had no idea what they were for or what they did. It took way to long searching for these things.

When this is complete it will be saved as a PDF with a Table of Contents. With the find option specific tags and items can be found.

SYSTEMS USED IN THE MODULE

*This is a list of ones used and possible going to be used. Will be refined as the Module is rebuilt.

NW NX2

<http://www.nwnx.org/index.php?id=nwnx2>

NW NX System data 2

<http://nwwvault.ign.com/View.php?view=Other.Detail&id=139934&id=1428>

NW NX VaultSTER

<http://nwwvault.ign.com/View.php?view=Other.Detail&id=774>

NW NX Files

<http://nwwvault.ign.com/View.php?view=Other.Detail&id=1383>

ORSv5.1 - Olander's Realistic Systems

<http://nwwvault.ign.com/View.php?view=Scripts.Detail&id=2605>

Shayan's Subrace Engine v3.0 - Update for NWN v1.69 by Axe.zip

<http://nwwvault.ign.com/View.php?view=Scripts.Detail&id=3508>

Neshke's Extendable Spawn System

<http://www.chunkychode.com/Ness/links.aspx>

Revised Commche's Loot

Commche's Random Loot Generation System v2.0(final)

<http://nwwvault.ign.com/View.php?view=Scripts.Detail&id=3233>

Gaea's Quest System

<http://nwwvault.ign.com/View.php?view=Scripts.Detail&id=2048>

FQBS - Foresttii's Quest Building System

<http://nwwvault.ign.com/View.php?view=Scripts.Detail&id=562>

Referent Doc to be created about the Module. (Complete list of everything)

*This is so things won't be overwritten and lost and easy to find reference to everything.
Any future things added will use the CODI naming conventions as well as the old will be converted when time permits.

Quest Format:

Quest Name:

Quest Giver:

Area Quest Given:

Quest Objective:

Area of Quest Objective:

Quest Tag:

Gold Given:

Experience Given:

Item Given:

Item Taken:

Each list to be divided into their respective sub categories.

Area Name:	Area Tag	Area Resref	
Creature Name	Creature Tag	Creature Resref	Area Used
Door Name	Door Tag	Door Resref	Area Used
Encounter Name	Encounter Tag	Encounter Resref	Area Used
Item Name:	Item Tag	Item Resref	Area Used
Merchant Name	Merchant Tag	Merchant Resref	Area Used
Placeable Name	Placeable Tag	Placeable Resref	Area Used
Sound Name	Sound Tag	Sound Resref	Area Used
Trigger Name	Trigger Tag	Trigger Resref	Area Used
Waypoint Name	Waypoint Tag	Waypoint Resref	Area Used.

List of Scripts What Script is used for.

*Scripts will have to be documented if they are not already.

Name of Script	What it is For
000listofareas.nss	List all Areas.
00wp_docks_cotf.nss	This Script takes gold for boat ride
00wp_docks_drake.nss	This Script takes gold for boat ride
00wp_docks_odell.nss	This Script takes gold for boat ride
00wp_docks_rave.nss	This Script takes gold for boat ride
00wp_docks_sarit.nss	This Script takes gold for boat ride
00wp_docks_stark.nss	This Script takes gold for boat ride
00wp_docks_start.nss	This Script takes gold for boat ride
00wp_docks_yarr.nss	This Script takes gold for boat ride
00_cannon_onuse.nss	CEP cannon placeable to fire
00_can_lr_onuse.nss	CEP cannon placeable to fire
00_can_mr_onuse.nss	CEP cannon placeable to fire
00_check100gp.nss	Checks to see if PC has 100 gold or more *complled as a Conditional
00_check250gp.nss	Checks to see if PC has 250 gold or more *complled as a Conditional
00_dancers1.nss	This is the script for the Dancers in City of the Falls
00_dancers2.nss	This is the script for the Dancers in City of the Falls
00_earthquake.nss	This caused an area to shake when put onEnter
0trans_to_rvn.nss	Translocates to RavenHill (onEnter) ???
0_area_underwa2.nss	Effects spells cast underwater
0_area_underwat.nss	Effects spells cast underwater
2nd_conditional2.nss	Appears to be part of Kretchers modified questing system
ac_illithidapp.nss	chagne your appearance ILLITHID
alignconditional.nss	Appears to be part of Kretchers modified questing system
altar_of_nine.nss (ninehells)	Appears to be part of Kretchers modified questing system
aotomewalk.nss	Action Random Walk
aps_include.nss related functions	Avlis Persistence System include, Various APS/NWNX2
ap_brownie.nss	This script does the following: Checks if you're a brownie
ap_browniekitty.nss	Change Appearance <NEED Documentation and rewrite
ap_brownierat.nss	Change Appearance <NEED Documentation and rewrite
ap_browniesize.nss	Change Appearance <NEED Documentation and rewrite
ap_fae.nss	This script does the following: Checks if you're an fae
ap_illithids.nss	This script does the following: Checks if you're an illithd
ap_il_biologist1.nss	Change Appearance <NEED Documentation and rewrite
ap_il_biologist2.nss	Change Appearance <NEED Documentation and rewrite
ap_il_blackillit.nss	Change Appearance <NEED Documentation and rewrite
ap_il_murray.nss	Change Appearance <NEED Documentation and rewrite

ap_il_scientist.nss	Change Appearance <NEED Documentation and rewrite
ap_il_standard.nss	Change Appearance <NEED Documentation and rewrite
ap_minotaur.nss	This script does the following: Checks if you're a minotaur
ap_min_chieftain.nss	Appearance script
ap_min_shaman.nss	Appearance script
ap_min_standard.nss	Appearance script
ap_pixie.nss	Appearance script
ap_pixie_orange.nss	Appearance script
ap_pixie_pink.nss	Appearance script
ap_pixie_purple.nss	Appearance script
ap_pixi_standard.nss	Appearance script
ap_pix_blue.nss	Appearance script
ap_wemic.nss	Appearance script
aratusdeath.nss	Adjusts killer's alignment if appropriate
archeryopen001.nss	I think it opens the archery store
aro_give.nss	This script gives god tokens to the players.
aspect_statue.nss	Statue script created by Jaz
aspect_statue2.nss	Statue script created by Jaz
at_lot_port__001.nss	Script to port DemOrcs
auere6.nss	Vampire death script
auere_script1.nss	A simple script to kill anyone who enters a trigger.
auere_script2.nss	Trigger speaks a warning string.
auere_script4.nss	Script deals out 1000 exp. to anyone who reaches the point.
autoclose_door.nss	Auto-Close Door Script
autoclose_lock.nss	Auto-Close Door and Lock Door
autodoorclose.nss	Another Auto-Close Door Script
auto_close_door.nss	Aother Auto-Close Door Script
auto_lock_door.nss	Another Auto-Close Door and lock Script
azs_99.nss	NBS Socket System (Aztrian)
az_eg_acid001.nss	NBS Socket System (Aztrian)
az_eg_cold003.nss	NBS Socket System (Aztrian)
az_eg_elec004.nss	NBS Socket System (Aztrian)
az_eg_fire005.nss	NBS Socket System (Aztrian)
az_eg_soni008.nss	NBS Socket System (Aztrian)
az_pg_blud002.nss	NBS Socket System (Aztrian)
az_pg_blud003.nss	NBS Socket System (Aztrian)
az_pg_pierce006.nss	NBS Socket System (Aztrian)
az_pg_slash007.nss	NBS Socket System (Aztrian)
az_rs_divine009.nss	NBS Socket System (Aztrian)
az_rs_magic010.nss	NBS Socket System (Aztrian)
az_socket_code.nss	NBS Socket System (Aztrian)
az_s_ab012.nss	NBS Socket System (Aztrian)
az_s_ac011.nss	NBS Socket System (Aztrian)
az_s_cha016.nss	NBS Socket System (Aztrian)
az_s_con013.nss	NBS Socket System (Aztrian)

az_s_dex018.nss	NBS Socket System (Aztrian)
az_s_dr019.nss	NBS Socket System (Aztrian)
az_s_extrammo020.nss	NBS Socket System (Aztrian)
az_s_int017.nss	NBS Socket System (Aztrian)
az_s_masscrit024.nss	NBS Socket System (Aztrian)
az_s_mighty023.nss	NBS Socket System (Aztrian)
az_s_random025.nss	NBS Socket System (Aztrian)
az_s_regen021.nss	NBS Socket System (Aztrian)
az_s_str014.nss	NBS Socket System (Aztrian)
az_s_unlammo022.nss	NBS Socket System (Aztrian)
az_s_wis015.nss	NBS Socket System (Aztrian)
back_coin.nss	Script to give Recall Token to player
bagopen001.nss	Script looks like it belongs to a Merchant or item that may be a shop
bank_coin_1.nss	Script to take gold from pc for one bank coin.
bank_coin_10.nss	Script to take gold from pc for 10 bank coins.
bank_coin_5.nss	Script to take gold from pc for 5 bank coins.
bank_onclosed.nss	ScarFace's Persistent Baking system
bank_onopen.nss	ScarFace's Persistent Baking system
bank_onused.nss	ScarFace's Persistent Baking system
barmaid.nss	XE-Ryder KoJ's NPC Barmaid OnUserDefined
bathe.nss	Looks like a script that undresses a character when they get into a bath
blockdoor.nss	Script to block a door.
boat1.nss	Script to take pc to The Isle
boat2.nss	Script to take PC to the Keep
boss_spawn.nss	Script to spawn boss based upon journal entry
boss_spawn2.nss	Script to spawn boss based upon journal entry
bt_portal1.nss	Portal for something in Blacktower
bt_portal2.nss	Portal for something in Blacktower
bt_portal3.nss	Portal for something in Blacktower
bt_ring.nss	Script to give item bt_ring (I think this is the corroded ring)
cadre_tree1.nss	Looks like a token teleport to Cadre1 WP
cadre_tree2.nss	Looks like a token teleport to Cadre2 WP
celithrar_store.nss	Store script for merchant in TempleFalls

Name of Module:

Module Properties

Basic

Name:

Tag:

Start Area:

Starting x:

Starting y:

Starting z:

Events

OnAquireItem:

OnActivateItem:

OnClientEnter:

OnClientLeave:

OnCutsSceneAbort:

OnHeartbeat:

OnModuleLoad:

OnPlayerChat:

OnPlayerDeath:

OnPlayerDying:

OnPlayerEquipItem:

OnPlayerLevelUp:

OnPlayerRespawn:

OnPlayerRest:

OnPlayerUnEquipItem:

OnUnAquireItem:

OnUserDefined:

Advanced

Minutes/Hour:

Dawn Start Hour:

Dusk Start Hour:

Starting Month:

Starting Hour:

Starting Day:

Starting Year:

XP Scale:

Starting Movie:

Variables:

Description

Custom Content

List of haks:

Custom Tlk File:

Cached Scripts

List:

Name of Area:

Area Properties

Basic

Name:
Tileset:
Length:
Width:

Visual

Selected Environment:
Custom Environment
Environment Options
Day/Night Cycle:
Sun-Ambient Color:
Sun-Diffused Color:
Sun-Fog Amount:
Sun-Fog Color:
Sun-Shadows:
Moon-Ambient Color:
Moon-Diffused Color:
Moon-Fog Amount:
Moon-Fog Color:
Moon-Shadows Enabled:
Fog Distance Clip (m):
Shadow Opacity:
Weather-Wind Power:
Weather-% of Snow
Weather-% of Rain
Weather-% of Lightening
Sky Box:

Audio

Ambient Sound, Day:
Ambient Sound, Night:
Ambient Sound, Day Volume:
Ambient Sound, Night Volume:
Environmental Audio Effects:
Music, Battle:
Music, Day:
Music, Night:
Music, Playing Delay

Events

OnEnter:
OnExit:
OnHeartbeat:
OnUserDefined:

Advanced

Check Modifier - Listen:
Check Modifier - Spot:
Loading Screen:
No Rest:
Player vs. Player:
Res Ref:
Tag:
Terrain Type: 3types
Variables:

Comments

Name of Creature:

Creature Properties

Basic

Profile

First Name:

Last Name:

Tag:

Race:

Appearance:

Phenotype:

Gender:

Description:

Challenge Rating:

Portrait:

Conversation:

No Interrupt: Check Box