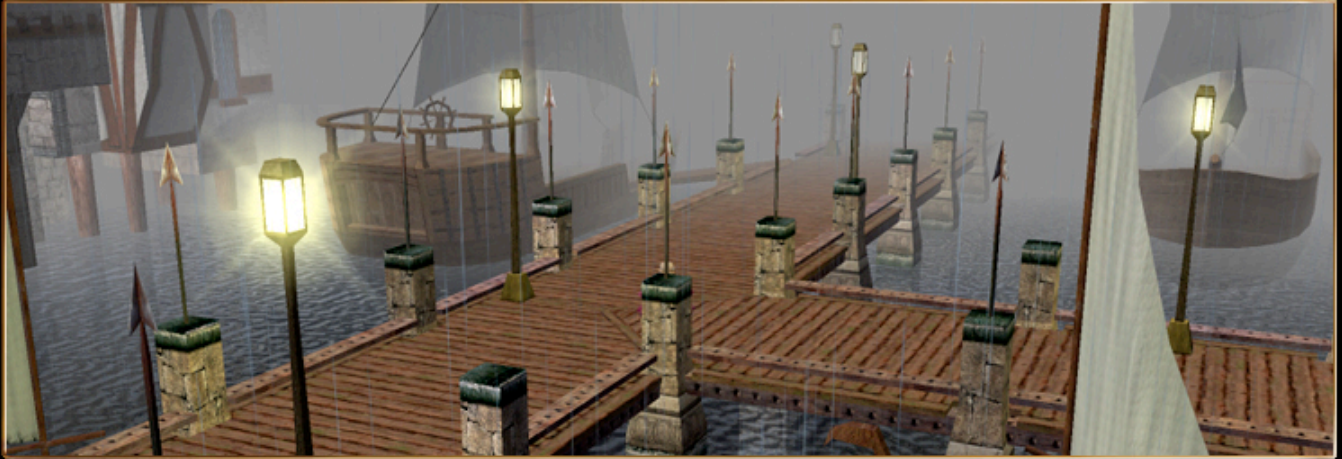


Neverwinter Area Load Screen Creation Kit



VERSION 1.05

BY: CPASUS NAURAN

DESCRIPTION

This kit is designed to aid in the creation of custom area load screens for to be applied to BioWare's game "Neverwinter Nights" via a hak pack.

CONTACT AND DOWNLOAD INFO

If you have any questions or would like to suggest any changes for this kit, please feel free to contact me through any of the means below:

Email: pasus@darksideprod.com
BioWare Forums: Pasus
ICQ: 32595811

If you'd like to check for updates to this kit, or just can't remember where you downloaded it from, here are the links for the current hosts:

NWVault: <http://nwvault.ign.com/Files/other/data/1031186858936.shtml>

CONTENTS

- * NWN_ALSCK_v105-INSTRUCTIONS.pdf
- * NWN_ALSCK_v105-ResReference.txt
- * NWN_LS_Template.tga
- * NWN_LSPrev_Template.tga
- * loadscreens.2da

REQUIRED PROGRAMS

- * Neverwinter Nights (Obviously!)
- * Image editing application capable of manipulating Targa .TGA files (such as **Adobe Photoshop**)
- * Text editor (such as **Notepad**)

COMPATIBILITY

This kit has been tested and is fully compatible with NWN version 1.23.

I cannot guarantee that the instructions herein will apply to future revisions of Neverwinter Nights, nor can I guarantee that the included "**loadscreens.2da**" file will be compatible with future revisions of Neverwinter Nights.

I will attempt to keep this kit up-to-date as BioWare revises NWN. Please check any of the download links above for such updates.

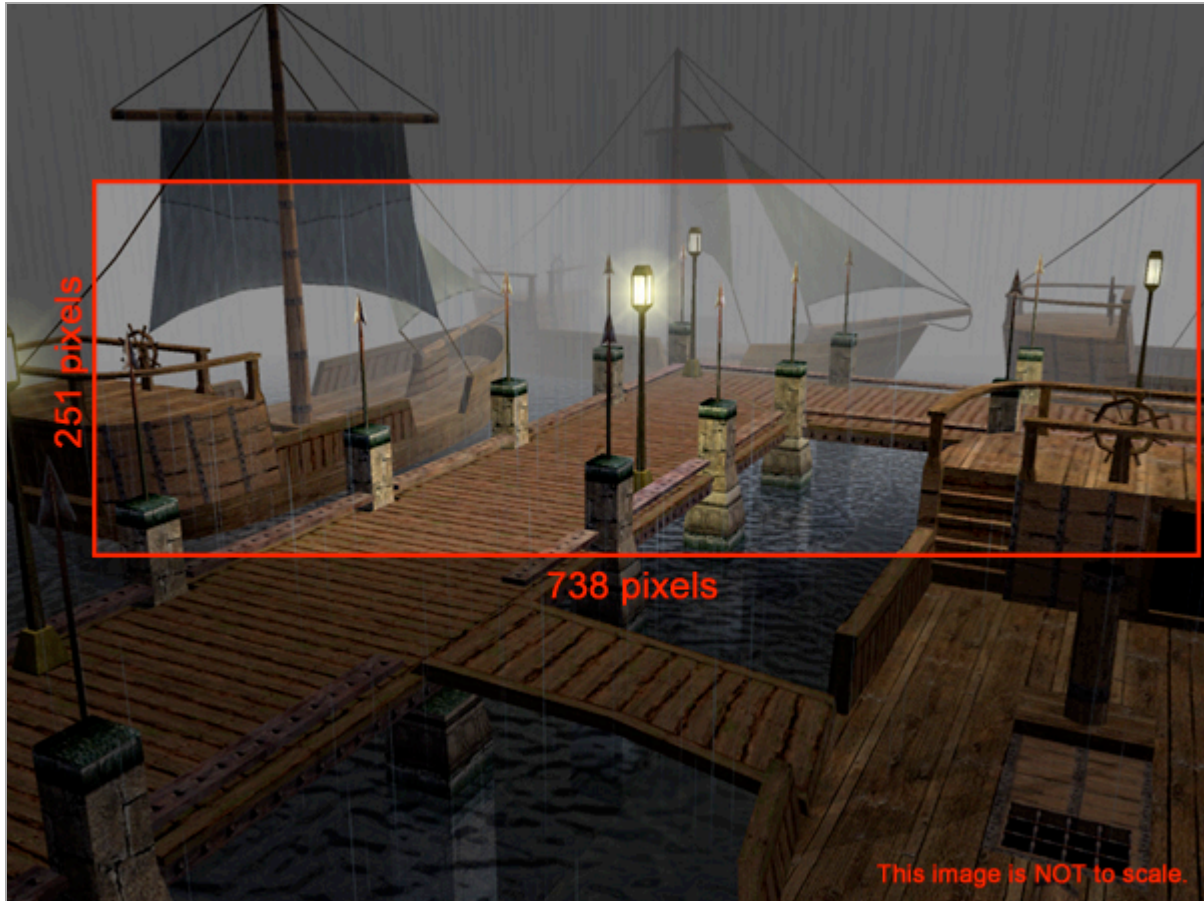
INSTRUCTIONS

Load Screen

- 1.) Get a base image to use for the load screen (preferably with dimensions of at least **738x251 pixels**). This can be done by taking a screenshot from within NWN (if your video card supports it, turn on Anti-aliasing: "[Video Options > Advanced Video Options](#)", for best results) or by using an image you already have. Anything will do.



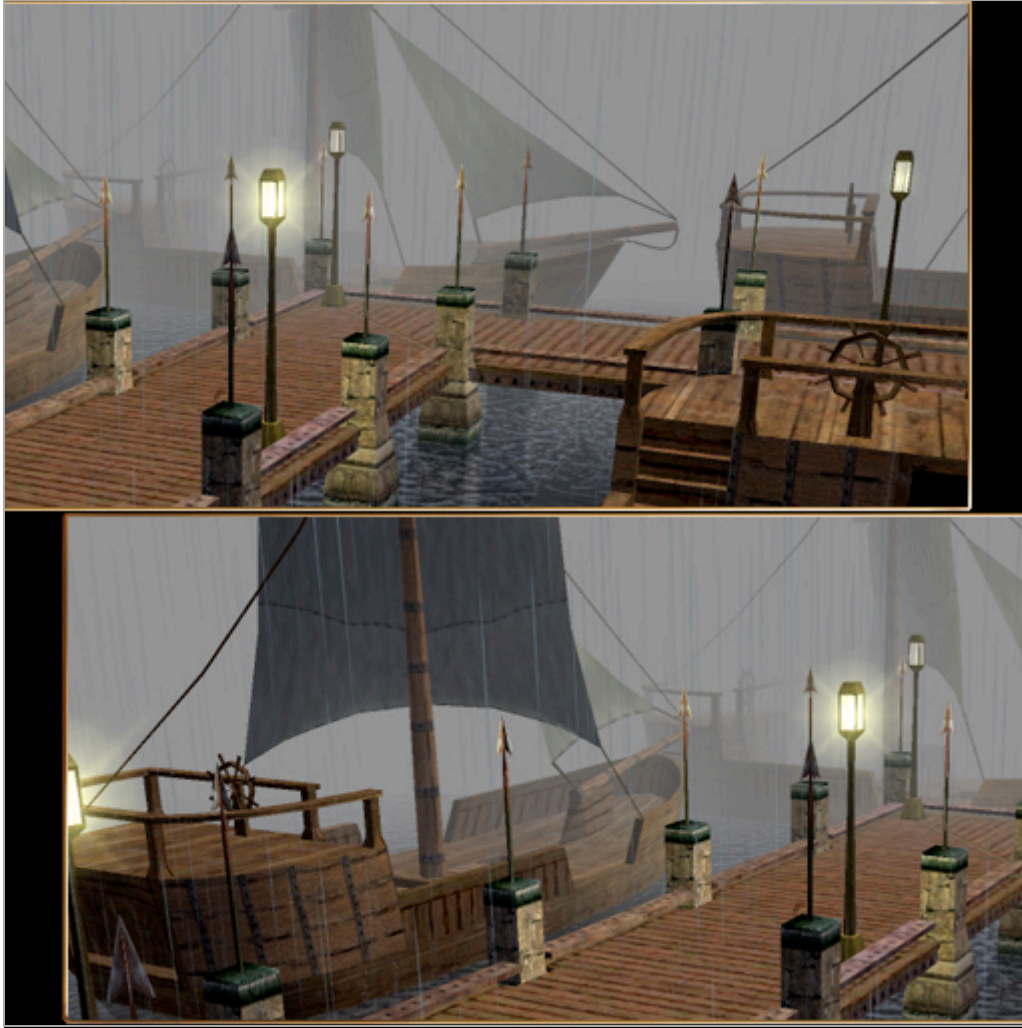
- 2.) Open both "*NWN_LS_Template.tga*" and the base image you are using for the load screen within your image editing application.
- 3.) On your base image, select an area measuring **738x251 pixels** in size, and copy (**CTRL+C**) it.



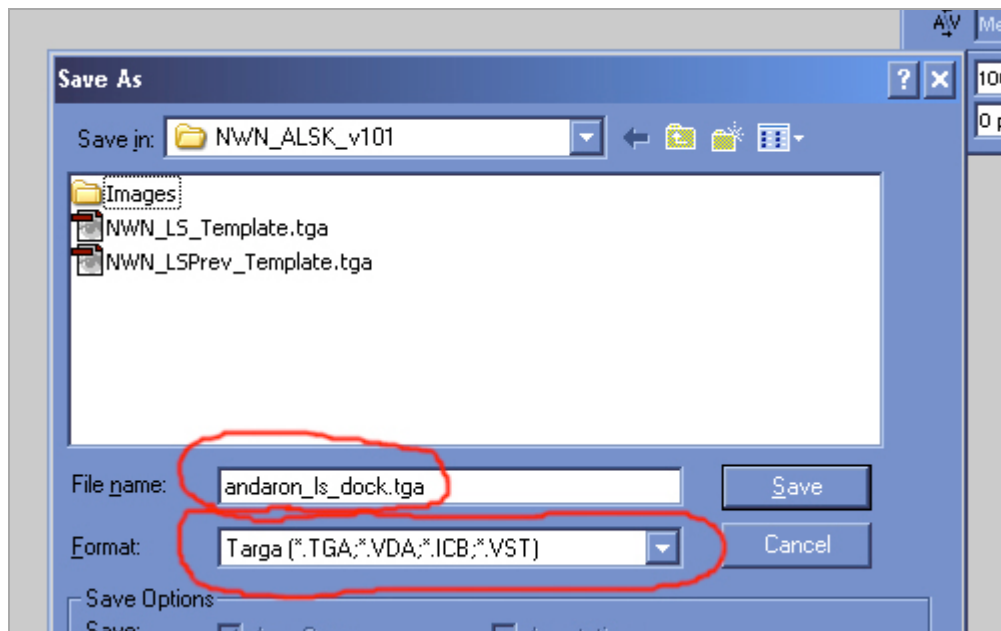
- 4.) Switch to "*NWN_LS_Template.tga*" and paste (CTRL+V) the copied image.
- 5.) Move the pasted image so that it completely covers over only the turquoise area at the top of "*NWN_LS_Template.tga*". The right edge of the pasted image should align with the right edge of the top turquoise area.



- 6.) Paste (CTRL+V) the copied image again.
- 7.) Move the newly pasted image to completely cover only the turquoise area at the bottom of "NWN_LS_Template.tga". The left edge of the pasted image should align with the left edge of the bottom turquoise area.



- 8.) Save "*NWN_LS_Template.tga*" as a 24-bit Targa .TGA file under a different name. Make sure the name contains only letters, numbers, and "_" (underscore). It's also a good idea to use only lower-case letters. Try to keep the name fairly short, but also descriptive enough so you know what it is.



***NOTE A:**

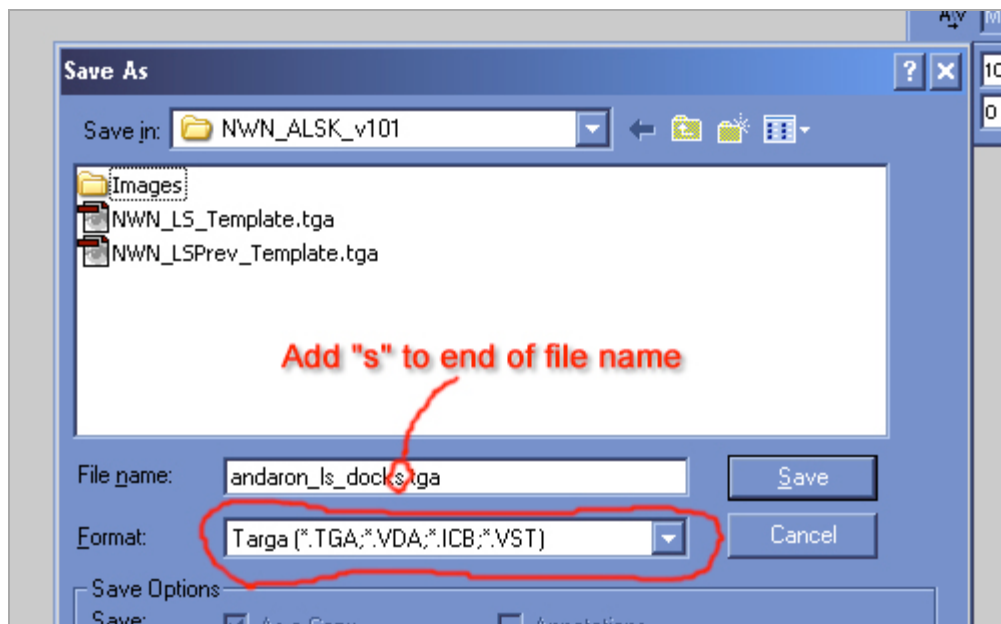
- For reference, below is a list of the file names used by BioWare for the load screens included with NWN. At the end of each name, the "XX" is replaced with the number of the particular load screen.

Table I

| Tile Set | File Name | Custom Starting Number |
|---------------|-----------|------------------------|
| Castle | ls_tic_XX | 9 |
| City Exterior | ls_tcn_XX | 6 |
| City Interior | ls_tin_XX | 17 |
| Crypt | ls_tdc_XX | 6 |
| Dungeon | ls_tde_XX | 9 |
| Forest | ls_ttf_XX | 6 |
| Mine | ls_tdm_XX | 10 |
| Rural | ls_ttr_XX | 6 |
| Sewer | ls_tds_XX | 6 |

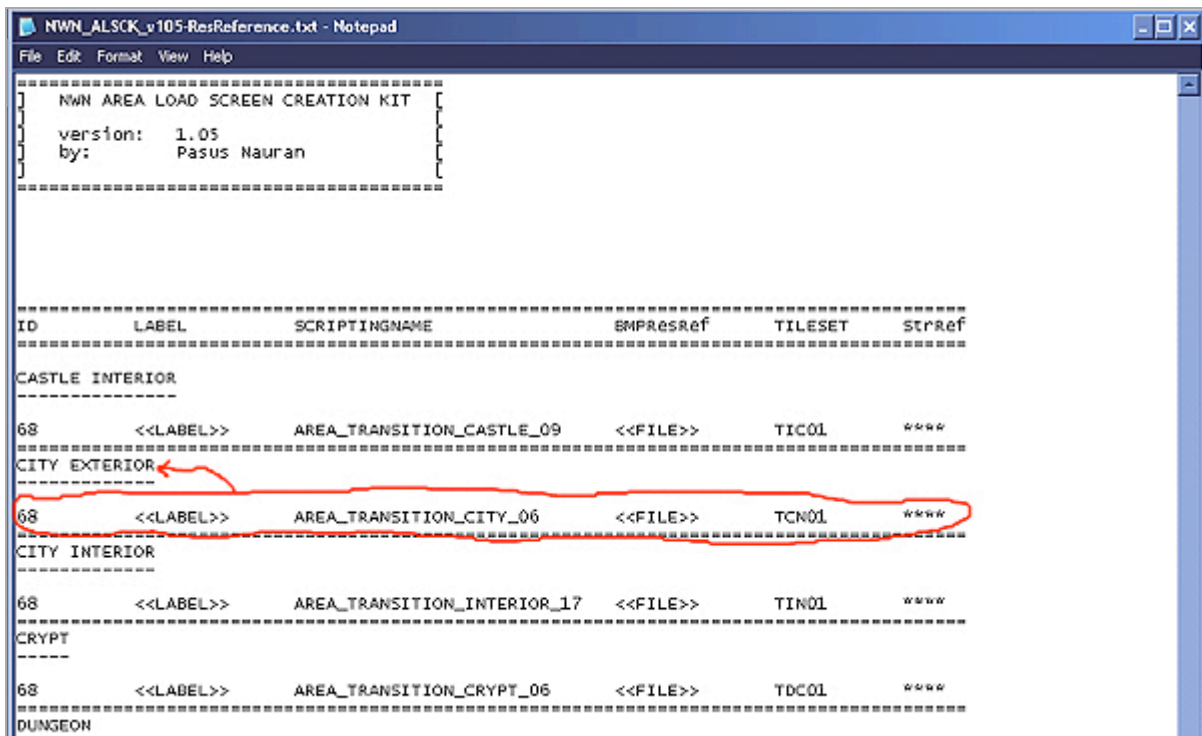
Load Screen Preview

- 9.) Open "*NWN_LSPrev_Template.tga*" within your image editing program.
- 10.) Switch to your base image, resize it to **118x39 pixels** in size, and copy (**CTRL+C**) it.
- 11.) Switch to "*NWN_LSPrev_Template.tga*" and paste (**CTRL+V**) the copied image.
- 12.) Move the pasted image so that it completely covers over only the turquoise area in the center of "*NWN_LSPrev_Template.tga*".
- 13.) Save "*NWN_LSPrev_Template.tga*" as a 24-bit Targa .TGA file under the EXACT SAME NAME as you saved the large image in **step 8**, but add an "s" (lowercase "s") to the end of the file name, before the ".tga" extension.



Editing the .2DA Resource

- 14.) Open "*NWN_ALSCK_v105-ResReference*" within your text editor. Copy (CTRL+C) one of the resource lines within (choose the one associated with the tile set you would like your load screen to be listed with. Don't worry, this is only for sorting purposes and you are able to choose any load screen you would like no matter which tile set your map actually uses). Copy the ENTIRE resource line (starting with the number "68" and ending with the string "*****").

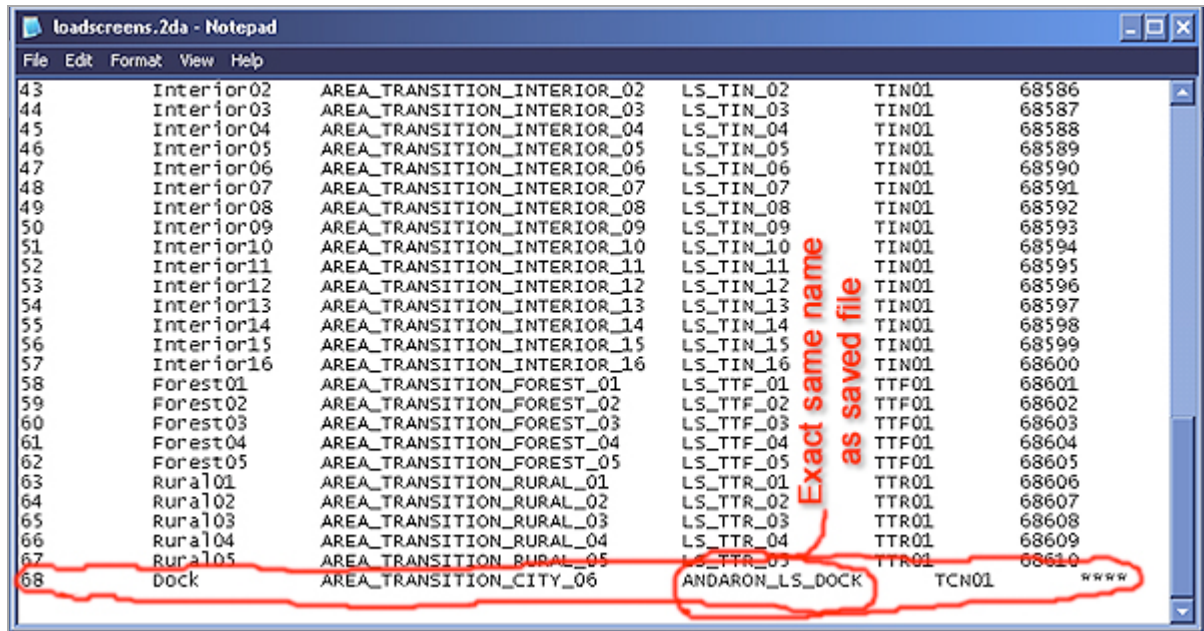


```
=====
NWN AREA LOAD SCREEN CREATION KIT
=====
version: 1.05
by: Pasus Nauran
=====

=====
ID LABEL SCRIPTINGNAME BMPresref TILESET StrRef
=====
CASTLE INTERIOR
=====
68 <<LABEL>> AREA_TRANSITION_CASTLE_09 <<FILE>> TIC01 ****
=====
CITY EXTERIOR
=====
68 <<LABEL>> AREA_TRANSITION_CITY_06 <<FILE>> TCN01 ****
=====
CITY INTERIOR
=====
68 <<LABEL>> AREA_TRANSITION_INTERIOR_17 <<FILE>> TIN01 ****
=====
CRYPT
=====
68 <<LABEL>> AREA_TRANSITION_CRYPT_06 <<FILE>> TDC01 ****
=====
DUNGEON
```

- 15.) Open "*loadscreens.2da*" within your text editor. Scroll to the bottom of the file, and paste (CTRL+V) the copied resource line below the last resource line of the file.
- 16.) Replace "<<LABEL>>" on the line you just pasted with the name you would like to assign the load screen. This name can only contain letters, numbers, and "_" (underscore). This name will only be seen within the toolset, and is simply a label to better differentiate between load screens.

- 17.) Replace "<<FILE>>" on the line you just pasted with the EXACT SAME NAME of the large load screen image file you saved in **step 8**.



***NOTE B:**

- If you are adding more than one load screen TO THE HAK PACK, increment the "ID" up by 1 (one) for each load screen added, starting with "68". For example:

| ID | LABEL | SCRIPTINGNAME | BMPResRef | TILE SET | StrRef |
|----|-----------|----------------------------|-----------|----------|--------|
| 68 | Rural06 | AREA_TRANSITION_RURAL_06 | **NAME** | TTR01 | **** |
| 69 | Dungeon09 | AREA_TRANSITION_DUNGEON_09 | **NAME** | TDE01 | **** |
| 70 | Castle09 | AREA_TRANSITION_CASTLE_09 | **NAME** | TIC01 | **** |

***NOTE C:**

- If you are adding more than one load screen FOR A PARTICULAR TILE SET, increment the "ScriptingName" up by 1 (one) for each load screen added, starting with the numbers used in **Table I**. THIS GOES HAND-IN-HAND WITH NOTE B. For example:

| ID | LABEL | SCRIPTINGNAME | BMPResRef | TILE SET | StrRef |
|----|---------|--------------------------|-----------|----------|--------|
| 68 | Rural06 | AREA_TRANSITION_RURAL_06 | **NAME** | TTR01 | **** |
| 69 | Rural07 | AREA_TRANSITION_RURAL_07 | **NAME** | TTR01 | **** |
| 70 | Rural08 | AREA_TRANSITION_RURAL_08 | **NAME** | TTR01 | **** |

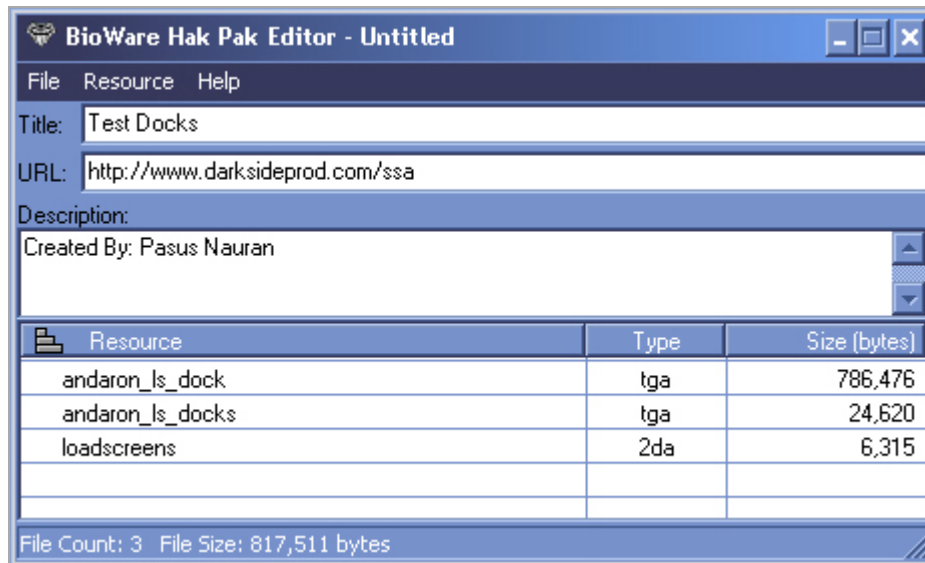
***NOTE D:**

- Make sure to USE SPACES to separate the column entries, and not Tabs (the number of spaces beyond one does not seem to matter).

- 18.) Save "loadscreens.2da".

Creating the Hak Pack

- 19.) Launch "*nwhak.exe*" (found within the "[Neverwinter Nights/NWN/utils](#)" directory on your hard disk).
- 20.) Add your updated "*loadscreens.2da*" (created in **step 18**), as well as the large load screen image (created in **step 8**) and the load screen preview image (created in **step 13**) to the new hak pack (via the "[Resource > Add](#)" menu selection).



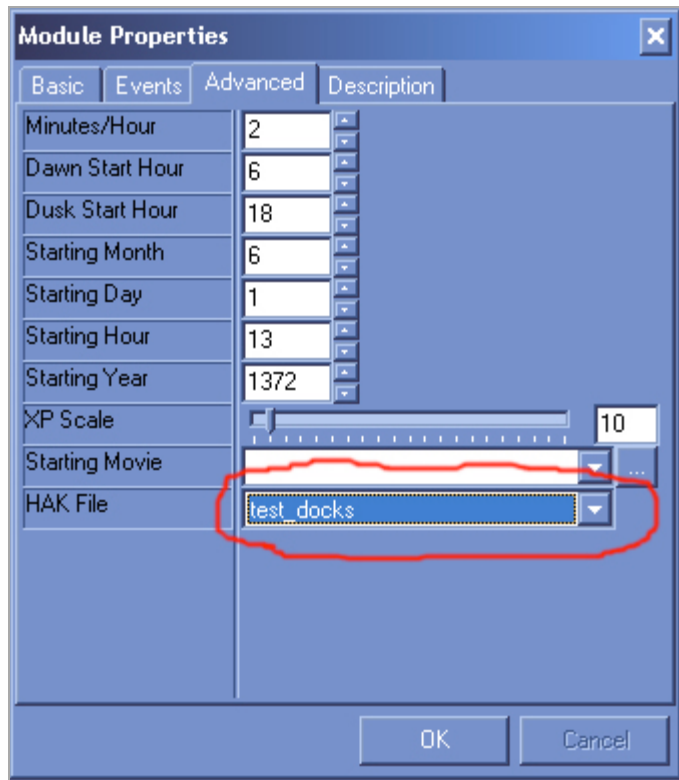
*NOTE E:

- If you are adding more than one load screen to the hak pack, add ALL large and preview images you've created to the new hak pack.

- 21.) Save the new hak pack to your "[Neverwinter Nights/NWN/hak](#)" directory, using whatever name you'd like.

Adding the Hak Pack to Your Module

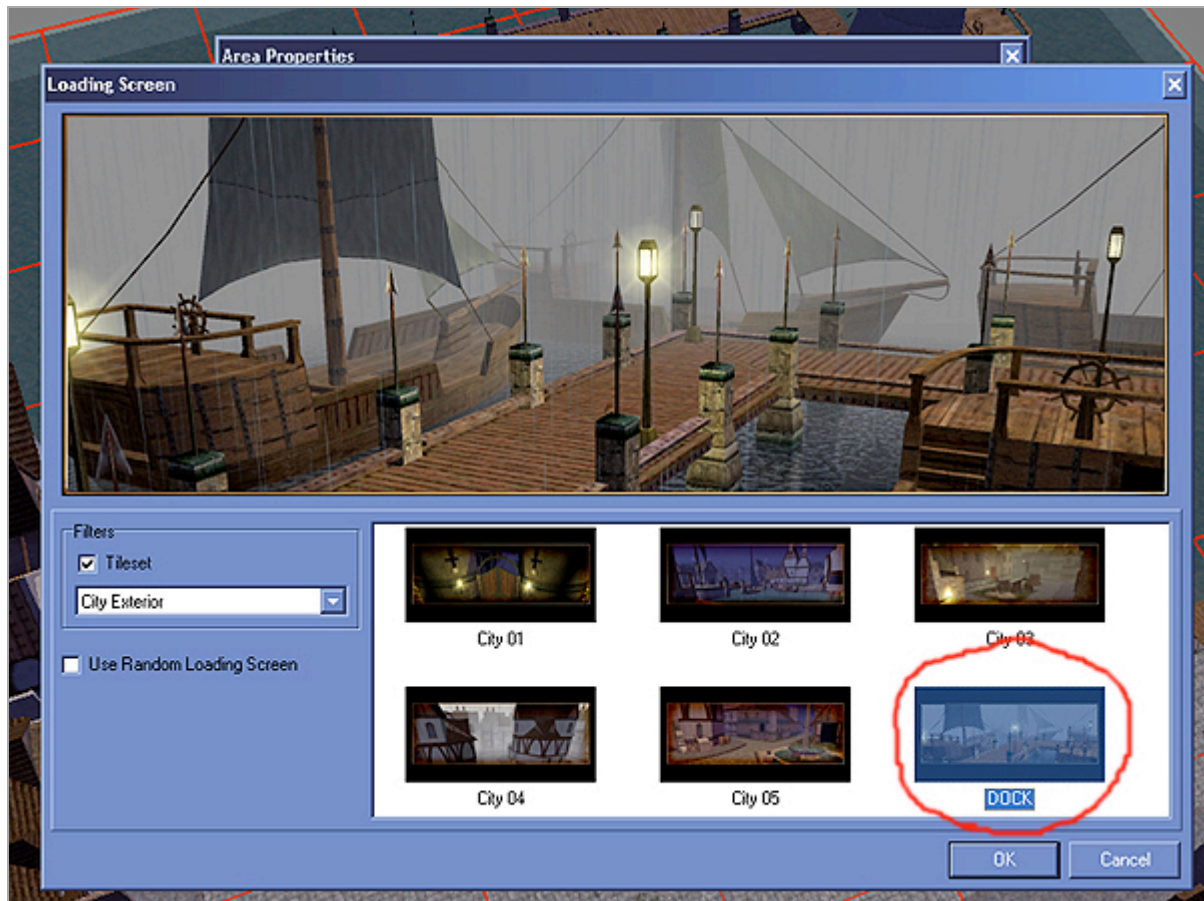
- 22.) Open your module within the NWN Toolset.
- 23.) Select "[Edit > Module Properties](#)", and on the "[Advanced](#)" tab, select your hak pack from the "[HAK File](#)" dropdown menu, then press "[OK](#)".



Adding Your New Load Screens to an Area

- 24.) Right-Click on an area within the "[Module Contents](#)" pane and select "[Area Properties](#)". On the "[Advanced](#)" tab next to "[Loading Screen](#)" click the button labeled "...".
- 25.) If the "Use Random Loading Screen" checkbox is checked, uncheck it.

- 26.) You should now see your custom load screens listed at the end of each list of load screens for the tile set(s) you added a load screen to. Simply select one, and press "OK", and "OK" again for the "Area Properties" dialog.



That's it!

CREDITS AND THANKS

Thanks to Gesup Tomil who posted an excellent tutorial on creating custom load screens on the official NWN forums. Were it not for his post, this kit would not have been made.

Thanks also goes to Zoligato who created the excellent NWN resource viewer/editor application "*NWN Viewer*", available at NWVault: <http://nwwvault.ign.com/Files/other/data/1026158289673.shtml>.

And of course, a great thanks to BioWare for creating Neverwinter Nights itself.

Keep up the great work, everyone!