A Module for Neverwinter Nights

User Manual

A Module for Neverwinter Nights

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TERRALAND

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System Requirements

Client

Operating System	Windows® 98/2000/Me/XP
Processor	Pentium® III 800 MHz (Pentium® 4 1.3 GHz or higher recommended.
Memory	128 MB RAM (256 recommended) 256 MB RAM for Windows® XP (512 MB RAM recommended for Windows® XP)
Hard Disk Space	3.85 GB Free
DVD-ROM Drive	8X Speed
Video	32 MB video card with Hardware T&L Support* (64 MB video card with T&L Support* recommended)
Sound	Windows® 98/Me/2000/XP-compatible sound card*
Multiplayer:	Local area connection with TCP/IP protocol and established Internet connection (56 Kbps modem or faster required)
DirectX®:	DirectX® version 8.1b (included) or higher

Indicates device should be compatible with DirectX® version 8.1b or higher

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Server

While the server has identical system requirements to the client, it is recommended that Terraland be hosted on a significantly faster computer. Each player hosted by the server requires approximately 50 MHz of processor power, meaning that a 2.0 GHz processor will host a maximum of 40 players. However this is not taking the database and auxiliary systems into consideration.

It is also extremely important to have a strong, dedicated Internet connection with considerable upload speed. This should not be an issue for a local network deployment of Terraland, but will greatly affect any online hosting. The server will also require at least 6.0 GB of free space and 1024MB of RAM.

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Installation

Client

Neverwinter Nights Installation

1. Start Windows® 98/Me/2000/XP. Exit all other applications.

2. Insert the Neverwinter Nights Diamond disc into your DVD drive.

3. If AutoPlay is enabled a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note**: If your DVD drive is assigned to a letter other than D, substitute that letter.

4. Follow the on-screen instructions to finish installing Neverwinter Nights Diamond.

Updating to Patch 1.69

An update to the latest (and final) patch for Neverwinter Nights is required for the Terraland module to be playable. You can either click Update from the AutoPlay menu or download it from http://nwn.bioware.com. An executable version of the patch is also included on the Terraland CD.

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Server

Neverwinter Nights Installation

See client installation section for the installation of the Neverwinter Nights engine.

Updating to Patch 1.69

See client installation section for the installation of Neverwinter Nights patch 1.69.

Installing MySQL 5.1

The MySQL 5.1 database is required to host the Terraland module. This free database has been included on the installation disc. To install it, simply run the MySQL installation executable and follow the on screen instructions.
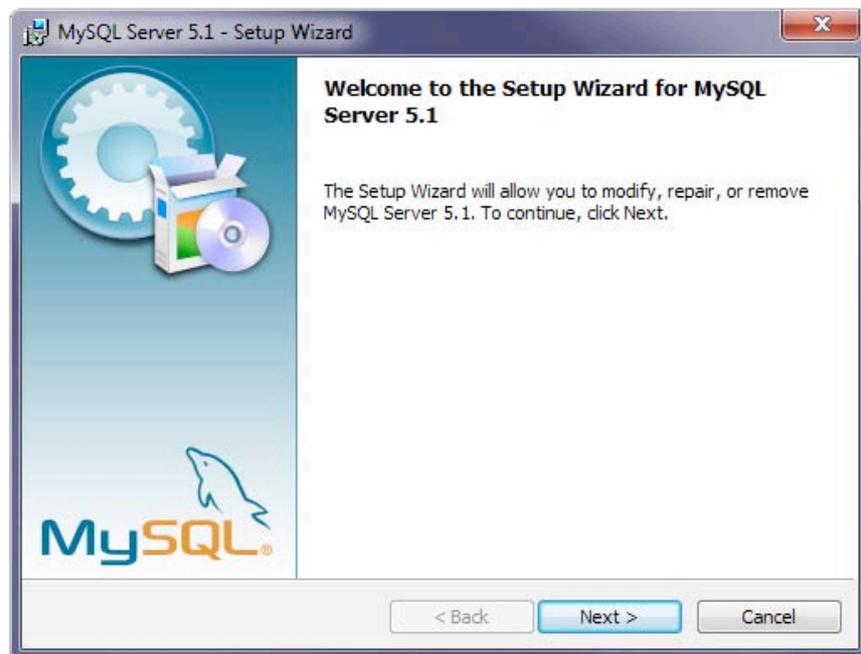
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Terraland Installer

The Terraland installer must be run on both client and server computers. It can be found in the root directory of the installation CD, it is called **Terraland.exe**.

To run it, simply double click on the icon and follow the onscreen prompts.
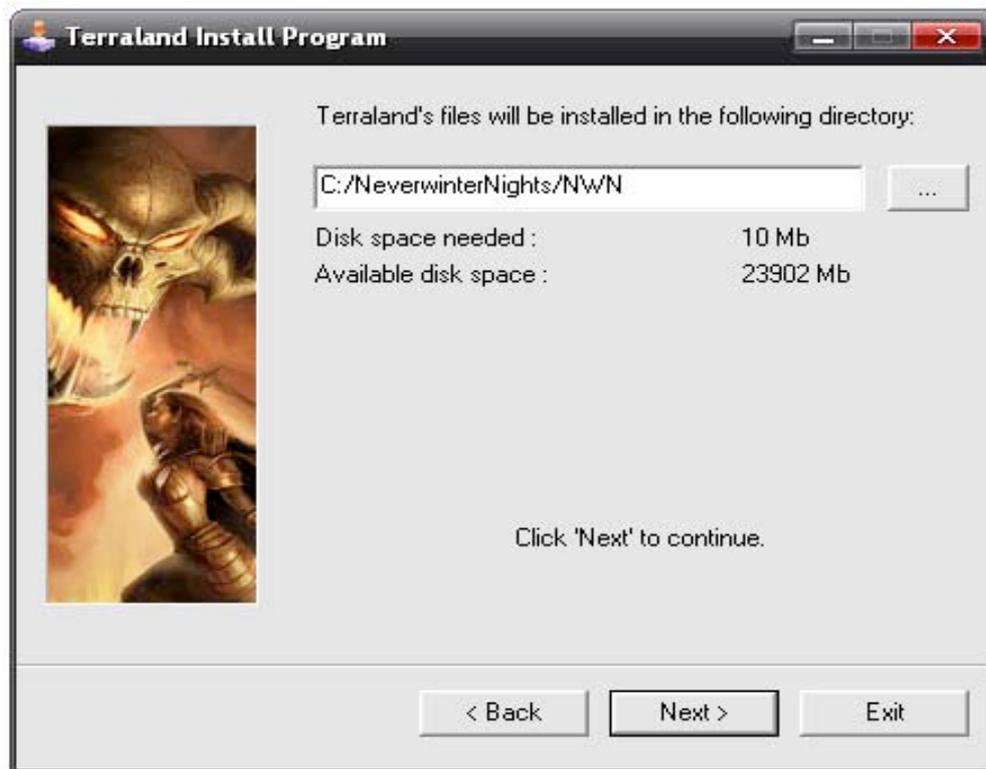
At the final screen, you must enter the directory that you have installed your Neverwinter Nights game into. It should one of the following:

- C:/Program Files/NeverwinterNights/NWN

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- C:/NeverwinterNights/NWN

The installer installs all the 3rd party code and configuration files that Terraland depends on to create an interactive learning environment. This includes the following:
- Neverwinter Nights Extender (NWNX)
- NWNX ODBC Plugin
- NWNX CHAT Plugin
- Terraland Hak Pak (custom resources)

The installer also creates example configuration files for these components. These configuration files may require some editing based on your installation of MySQL. The Terraland installer also installs an example character that can be used in Terraland for testing purposes, and configures a Neverwinter Nights Online account, which is required to play Terraland.

Lastly, and most importantly, the Terraland installer installs the Terraland Module, which contains the core game world and is loaded by the Neverwinter Nights server in order to host a Terraland game.

Manual Installation

Installation on a Linux or Mac will require manually copying files into your Neverwinter Nights installation directory. The required files can be found in the Terraland directory on the installation CD. These files and directories need to be merged into your Neverwinter Nights installation directory. Make sure not to delete any of the game resources in the sub directories within the Neverwinter Nights installation directory. The only files that should be overwritten are the Neverwinter Nights configuration files.

Configuration

NWN Server

In order to host the Terraland module using the Neverwinter Nights Extender and a MySQL database, the NWNX.ini file needs to be properly configured. This configuration file defines the following:

- The module to be hosted (Terraland)
- The network port that the server will listen to
- The level of logging to be performed
- The database connection to be used

Most of these setting will already be configured specifically for hosting the Terraland module and will require no adjustment. However the database definition will need to be configured according to your installation.

```
30    ; Use these five settings for MySQL connections
31    source = mysql
32    server = localhost
33    user   = terraland
34    pwd    = terraland
35    db     = terraland
```

Above is the section of the configuration file that needs to be modified to allow NWNX to communication with your MySQL database. You will need to change the user and pwd lines to correspond with the user name and password you have set up for your database. The db line should contain the name of the database that you are using to store the Terraland module persistent data on.

Please note: within the NWNX.ini file, all lines that begin with a semi-colon are comment lines.

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MySQL

Configuration of the MySQL database simply involves running the provided SQL script in order to set up the schema and add the data required by the Terraland module. This will require either installing the MySQL GUI tools and executing the script through them, or executing the script through the command line.

The Terraland SQL script can be found in your Neverwinter Nights game folder after running the Terraland installer. It is called **TerralandDB.sql.**

You will also need to add a authorized user to access your MySQL database, this can be done through MySQL GUI Tools. You may choose any username and password combination, however these must be consistent through the MySQL database, the **NWNX.ini** configuration file, and the **conf.inc.php** web administration script.
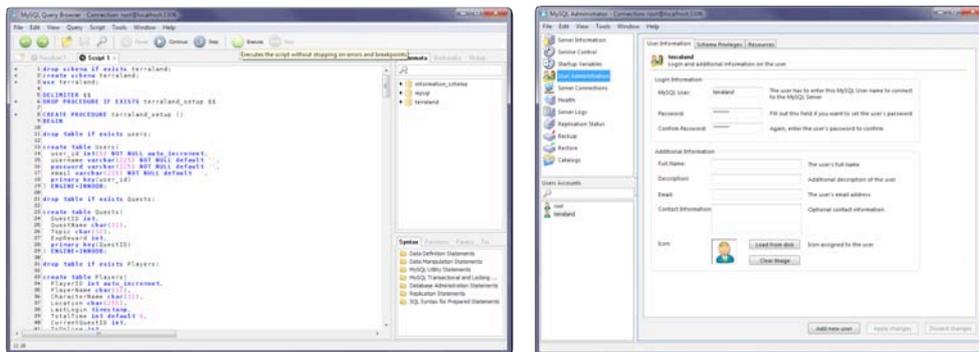
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Running

Starting the Server

To initialize the server and begin hosting Terraland, all you need to do is double click on the shortcut that the Terraland installer placed on your desktop. This will launch the Neverwinter Nights Extender and the Neverwinter Nights Server. Please ensure that your MySQL database service is running before launching the server.
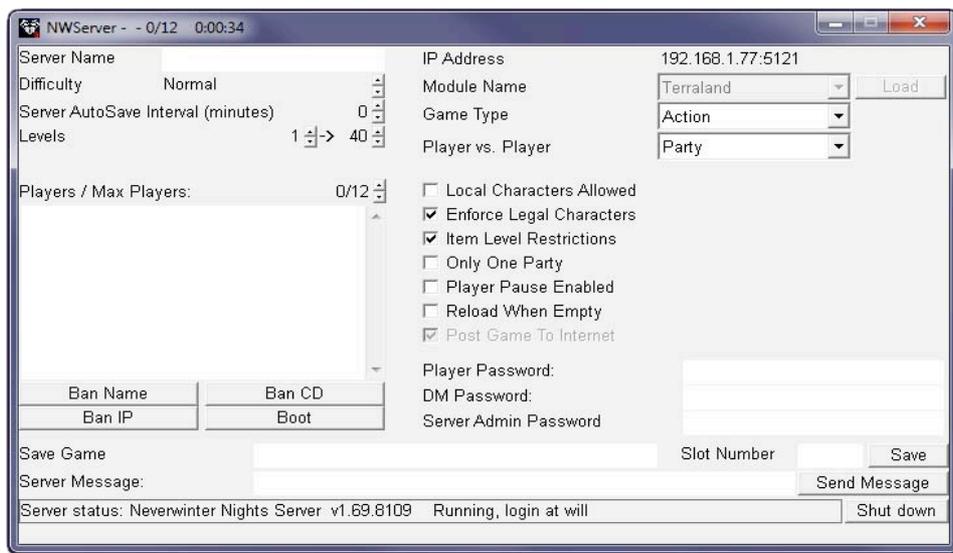
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The above image shows the server running correctly and waiting to accept connections from Neverwinter Nights clients. The top window represents the Neverwinter Nights server while the bottom window displays the status of the Neverwinter Nights extender. The Neverwinter Nights server is automatically run by the Neverwinter Nights extender when it is launched.

Correct operation is indicated by the status line at the bottom of the Neverwinter Nights server, displaying the message:

"Running, login at will"

If this message is not displayed, then there is an error in the configuration of the server and the NWNX and ODBC log files should be consulted. These files can be found in the logs.0 folder in the Neverwinter Nights installation directory.

The final point of interest is the IP address and port number of the server, displayed in the top-right of the server window. This is the address that you will need to provide to clients in order to connect to your server.

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Log Files

Separate log files are kept by the Neverwinter Nights extender and the ODBC dynamic link library. These log files can by found in the logs.0 folder within the Neverwinter Nights installation directory. These logs are rotated upon server start up and the last 10 logs are kept in separate folders. The below image shows the log files after a successful server initialization.

The detail of events that the logs will keep can be altered in the NWNX2.ini file. However, it is recommended that this setting is left at its default maximum value to ensure detailed records are kept of server activity.

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Playing

Connecting to the Server

Please follow these steps to connect to the Terraland server and begin playing Terraland.

1. Run Neverwinter Nights
2. Select "Multiplayer" at the main menu
3. Login with your account details (if you do not have a Neverwinter Nights account simply create a new one)
4. If Terraland is being hosted locally, select "Join LAN Game", otherwise select "Join Internet Game"
5. Connect to the Terraland server
6. Play Terraland! For more details on playing Neverwinter Nights, please consult the Neverwinter Nights manual

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Administration

Installation and Login

The Terraland Web Administration Interface can be found in the directory "Terraland_Admin" on the installation CD. It must be correctly deployed on a web server with PHP CGI enabled. The script conf.inc.php must then be modified to contain the correct address of the Terraland MySQL database. By default the address is set to localhost:3306, which is the default MySQL port on the host computer. The default user name and password is Terraland/Terraland.

Once the Terraland Web Admin Interface has been installed, it can be accessed through any web browser at the address that it has been set to on the web server. The default username and password to login is admin/admin.
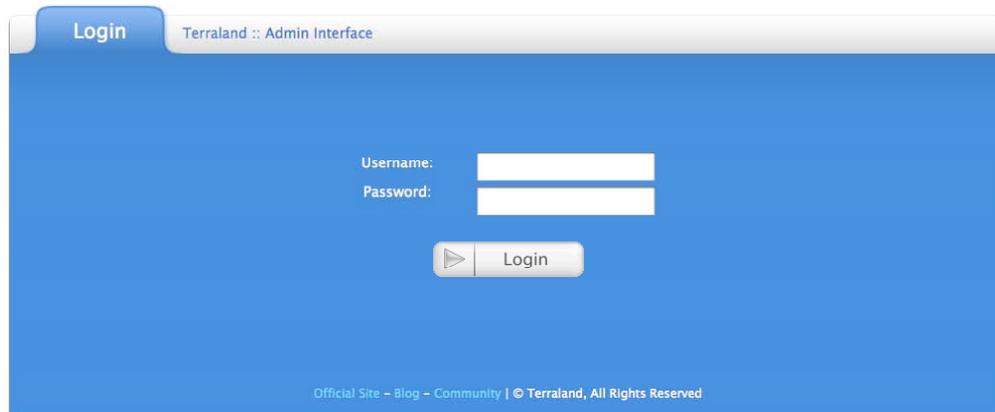
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Player Monitoring

Players' progress can be monitored on the Home tab. The two select boxes at the top of the screen allow players to be sorted name, location and quest, as well as filtered by offline/online status.

The main player table displays all players registered to the Terraland module and their basic status information. This table will auto-update as players' status' changes there is no need to refresh the browser. Clicking on a player will open the completion table on the right hand side. This table shows a count of completed quests and tests. Clicking on the "more info" link will open the player progress table at the bottom of the screen. This contains details of all quests and tests completed and incomplete. Clicking a "close" link will close a table.

Creating Tests

Multiple choice tests, sort and match tests, and chat command tests can be created via their respective tabs. Each tab has a slightly different layout, however they all behave in a similar manner.

The select box at the top of the screen allows you to select an existing test to edit, or create a new test. To edit a test simply change any of the values in the form and press update. To create a new test you must type in all values in the form then press update. The green + button creates a new test question, while the red x button will delete a question. If you forget to compete all required information for a question, you will be prompted to enter the information before uploading it to the database.

While an existing test is selected, if you press the delete button in the bottom right corner, the test will be deleted from the database, along with all it's result records.

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Sorting and Matching tests may have multiple answers for the same question. To achieve this, simply copy and paste the question into each question box and type the different answers into individual answer boxes.

Restoring the Database

The Terraland database can be quickly and easily restored to it's original state by pressing the "restore" button on the home tab. This well delete all custom created tests along with their results achieved by each player.

Logging Out

Once you have finished working in the Terraland Web Administration Interface, it is recommended you log out. To do this, simply click the "Logout" link in the tab bar in the top right hand corner of the screen.