



SLS: Scripted Lighting System

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SLS: Scripted Lighting System

Introduction

What is it?

The Scripted Lighting System (SLS) is a set of scripts and blueprints for use in module creation for the game Neverwinter Nights 2. It's main purpose is to allow module creators to setup a lighting system where lights are only on during a certain time of day. (eg. night)

You don't have to worry about the scripting part as this is provided, all you need to setup your light is to change a few variables.

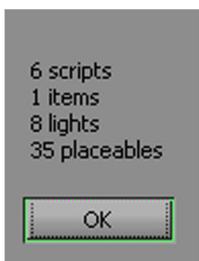
What you get.

Included are 6 scripts for the lighting system, 8 basic light blueprints (candles, lamp, fire etc.), 35 lighting related placeable blueprints with the basic information set for you already and one item: Rod of Light

Installation

To install SLS, first open a module or create a new one.

Once your module is loaded, choose "File" from the menu followed by "Import". You will see a file dialog box, find the downloaded file "sls.erf", select and click "Open". If everything imports correctly you will get a confirmation message telling you what has been imported.



SLS is now ready to use in your module.

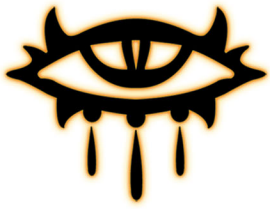
Upgrading Note

If you're upgrading from an earlier version of SLS you will get warning messages stating that the resource already exists in the module when you import the erf file.

You will be given a choice to replace or not.

You need to make sure to answer "Yes" for all the script files (NSS).

For the other files you can safely say "No" in case you've made any customisations to the blueprints.



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Basic Light Setup

The first step to working lights is to add two scripts to your area. Specifically "On Enter" and "On Heartbeat".

In the Scripts section of your area properties set "On Enter Script" to "sls_onenter" and "On Heartbeat Script" to "sls_heartbeat".

Scripts	
On Enter Script	sls_onenter
On Client Enter Script	
On Exit Script	
On Heartbeat Script	sls_heartbeat
On User Defined Event	
Variables	

Next you will want to add a light fitting placeable to your area.

You will now have an extra category in your placeables menus called "SLS" which contains many lighting related blueprints. These are all copies of standard placeables but with the necessary scripts and variables preset for you.

So choose one and add it to your area.



Name	Tag
SLS	SLS
Chandelier	Chandelier
Fireplace	Fireplace
Braziers	Braziers
Brazier	lightfitting
Brazier {02}	lightfitting
Candelabra	Candelabra
Candle	Candle
Ghostly Light	Ghostly Light
Lamps	Lamps
Torches	Torches
Cooking Spit	Cooking Spit
Camp Fires	Camp Fires



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Basic Light Setup cont.

SLS lights should always be built in an on state, they will be automatically turned off when a player enters the area if necessary.

So next you need to add a visual effect and a light.

Choose a visual effect from the standard list and add it, for the Brazier I'm using "Fireplace".



The only standard light provided in the toolset is a bright white one, so for SLS I've created a few other basic types.

You'll find these in the SLS category of your lights section.

Choose a light and add it to your area, for the Brazier I'm using "Fire Light".





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Basic Light Setup cont.

Now you have your visual effect and your light, the light fitting needs to know which effects and lights belong to it. To do this, first the effect and the light must be given unique tags.

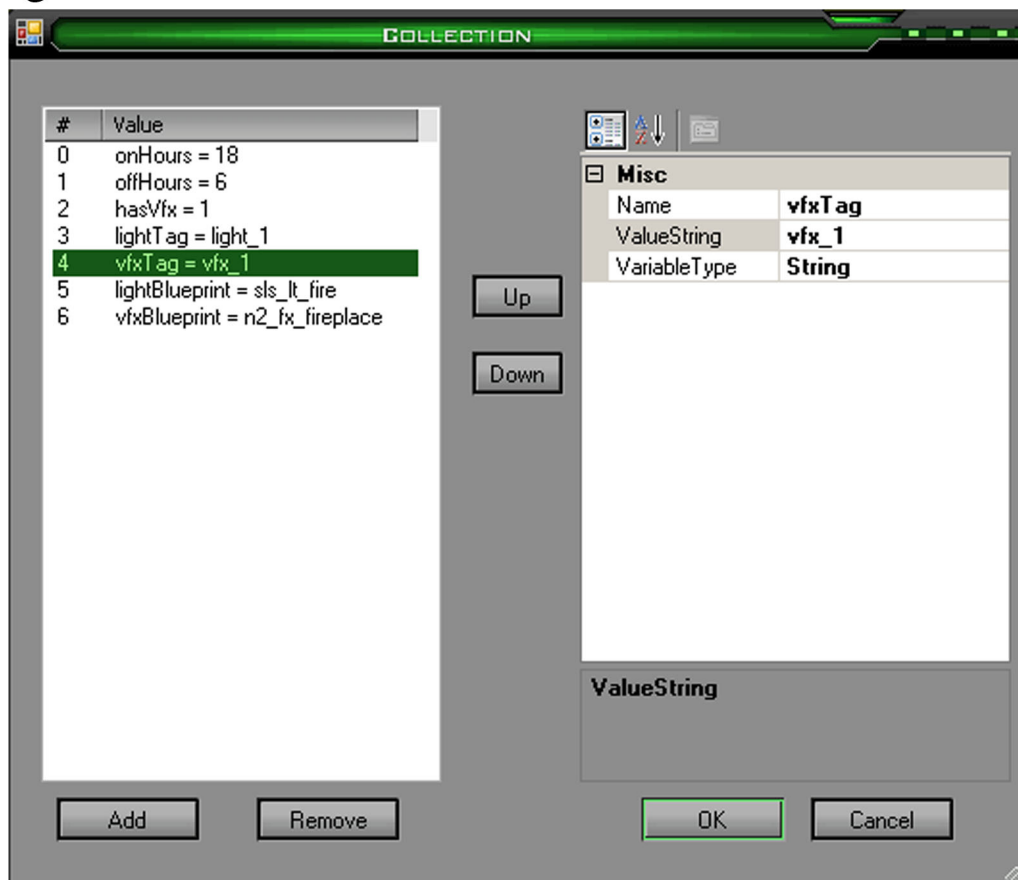
In this example I'll call the effect "vfx_1" and the light "light_1".

(Note: you can have multiple effects and lights per placeable, to do this all effects need the same unique tag as do the lights. For example you could have 5 candles named "vfx_1" along with a couple of lights named "light_1")

Second you need to tell the placeable light fitting what these tags are. Select the placeable and find the "Variables" property of the Scripts section of the properties.

Click the "..." button at the end to modify the variables for this placeable.

Modify the "lightTag" and "vfxTag" variables to the tags you have set on your lights and effects.





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Basic Light Setup cont.

Other things you may need to change here:

onHours - sets the hour at which the light turns on

offHours - sets the hour at which the light turns off

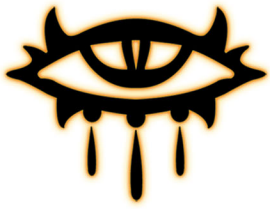
hasVfx - set if a visual effect is used or not, set to 0 if not using an effect

lightBlueprint - defines the blueprint of the light, this should be set to the blueprint resref of the light being used

vfxBlueprint - defines the blueprint of the visual effect, this should be set to the blueprint resref of the effect being used

Your light is now complete, bake your area and have a look in-game, it should only light up at night.

Note: If you make changes to your light settings you also need to make those changes in the blueprint for the system to work correctly.



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Advanced Notes

Area Scripts

If your module is already using scripts for "On Enter" and "On Heartbeat" and you still want to be able to use SLS you simply need to add a couple of extra lines existing scripts.

First at the top of your code add **#include "ginc_sls"**

Then to the end of your "main()" function add **sls_onenter();** to your "On Enter" script and add **sls_heartbeat();** to your "On Heartbeat" script.

Non-SLS Placeables

You can set any placeable to use SLS.

To accept events from the scripts you need to change it's tag to "lightfitting" and set its "On User Defined Event" script to "p_sls_fitting_ud".

Also it will need some variables adding to it:

onHours - *INT* - sets the hour at which the light turns on

offHours - *INT* - sets the hour at which the light turns off

hasVfx - *INT* - set if a visual effect is used or not, 1 for yes, 0 for no

lightTag - *STRING* - the tag of the lights related to this placeable

vfxTag - *STRING* - the tag of the effects related to this placeable

lightBlueprint - *STRING* - defines the blueprint of the light, this should be set to the blueprint resref of the light being used

vfxBlueprint - *STRING* - defines the blueprint of the visual effect, this should be set to the blueprint resref of the effect being used



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Extras

a_sls_override_us

This script can be added as the "On Used" script for a placeable or trigger. It will override the lighting system and toggle all the lights in the area to their opposite state (ie. on becomes off and off becomes on)

a_sls_advancetime_us

This script can be added as the "On Used" script for a placeable or trigger. It will advance the game time by 1 hour.

Useful for checking your lights at different times quickly and in-game.

Rod of Light

An item (resref: sls_lightrod) which you can put on your quickbar. Useful for debugging and also for DM's. On use it will toggle the nearest SLS light to its opposite state.