

## NWNX4/SYSTEM VERSION 0.0.1.0 [NWN2 VERSION 1.13 AND NWNX4 1.09]

### DESCRIPTION

This plugin sets the CPU core which the server uses, and it can also reset the server on demand.

### INSTALLATION

Extract xp\_system.dll and xp\_system.ini to your root Neverwinter Nights 2 (NWN2) folder.

Extract NWNX4System.mod and nwnx\_system.erf to your NWN2 Modules folder.

To test out the plugin, open your nwnx.ini file, which is in the root of your NWN2 folder.

Under the parameters section, it should read something like this:

```
parameters = -module NWNX4System
```

This means that NWNX4 will load the NWNX4System module.

Save and close the nwnx.ini file.

If you would like to set the CPU core which your computer uses for this particular instance of the NWN2 server, then open xp\_system.ini in your root NWN2 folder.

Set the cpuid entry to the core of your choice, for example to set to core 1, do this:

```
Cpuid = 2
```

Right, you're ready to play!

We'll now run NWNX4, so doubleclick the NWNX4\_GUI.exe file. I'm assuming you've installed NWNX4 correctly here. Then start your NWN2 game, and connect to your server running with NWNX4 and the NWNX4System module and plugin.

There is one lever which you can pull, it will boot all players from the server and then reset the game server.

To use the NWNX4System plugin in your own module, import the nwnx\_system.erf file, from your NWN2 Modules folder where you extracted it. Examine the include nwnx\_system script file on how to use the plugin's functions.

You may also examine the scripts in the NWNX4System module to learn more.

### LIST OF FUNCTION PROTOTYPES

```
void ResetServer( );
```

This function resets the server game. It returns nothing.

### TODO

Some sort of CPU monitoring when the NWN2 server is running. It could be useful. And then whatever requests you have, please post them in the forums.