

NEVERWINTER NIGHTS 2

Content Autodownloader Server Admin Guide

1.23 Beta

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Overview

Several new features have been added to the nwn2 standalone server, in order to support the autodownloader system.

Terminology:

- Player - refers to the player connecting to your servers.
- Client - refers to the nwn2main.exe instance that is connecting to your server.
- Server - refers to the nwn2server.exe running on your physical server host.

Requirements

- Autodownload is only supported in the standalone server, nwn2server.exe.
- To enable autodownloader support on the server, you must have the following files:
 - *moduleresources.xml* - located in your module file or folder
 - *servers.xml* - located in your module file or folder.
 - *campaignresources.xml* - located in your module's campaign folder. If you do not have a campaign associated with your module, this file is not required.
- *ClientSyncRequired=1* must be specified in nwn2player.ini, OR *-cs 1* must be passed into the nwn2server.exe command line, OR you must check the "Require clients to download and synchronize content" checkbox on the server window.

Updates

The server will not reload the XML files listed above. This means if they are modified, the server must be restarted for the changes to take effect, the same as any other game resource.

Configuration: nwn2player.ini Settings

All options below are under the [Server Options] heading.

ClientSyncRequired

- Set to 1 to enable autodownloader.
- Example: ClientSyncRequired=1

DisableClientCustomUI

- Set DisableClientCustomUI in order to disable the folder “My Documents\Neverwinter Nights 2\ui*” and “<install folder>\ui\custom” on your players machines.
- They will be re-enabled for the player when the client disconnects from your server.
- See “Recommendations” section.
- Example: DisableClientCustomUI=1

DisableClientOverride=1

- Set to 1 in order to disable folder “My Documents\Neverwinter Nights 2\Override” and any subdirectories; and “<install folder>\Override and any subdirectories on your players' machines.
- They will be re-enabled for the player when the client disconnects from your server.
- See “Recommendations” section.

InfoURL

- An optional http URL that points to a page containing information about your server.
- Example: InfoURL=http://www.example.com/your-info-url.php?source=nwn
- See “News/Information/Rules” section below for more details.

NewsURL

- An optional URL that points to a page containing news/current events for your server.
- Example: NewsURL=http://www.example.com/your-news-url.txt
- See “News/Information/Rules” section below for more details.

RulesURL

- An optional http URL that points to a page containing rules for your server.
Example: RulesURL=http://www.example.com/your-rules-url. See “News/Information/Rules” section below for more details.

AdminEmail=youremail@example.com

- Required email address that will be displayed to the player if there are repeated errors in attempting to download files.
- You can also put a “help” URL here instead, but keep in mind this is displayed as plain text, in the format “Please contact the server administrator at your-url-or-address-here”.
- If this is not provided, an address such as “not-configured@example.com” will be shown to the player instead.

ClientCacheStrategy=2

- 0 = no caching
- 1 = memory caching
- 2 = full caching
- See section “Caching” below for details. This is only required if “ClientSyncRequired” is 1.

ClientCachePassphrase=xxxxx

See section “Caching” below for details. This is only required if “ClientSyncrequired” is 1 and ClientCacheStrategy is 2.

Command Line Options

The following command line options are now available:

-home alt-home-path

- allows you to specify an alternate location to use for files instead of “My Documents\Neverwinter Nights 2”
- The server files must be in the same location relative to this path.
- Example: *nwn2server -home C:\Server*
 - Module file or folder must be located in C:\Server\modules
 - Campaign folder must be located in C:\Server\Campaigns
 - Hak folder in C:\Server\hak
 - etc...

-do 1

- same as the same as the “DisableClientOverride=1” option described above.

-du 1

- same as the “DisableClientCustomUI=1” option described above.

-cs 1

- same as “ContentSyncRequired=1” above

Caching

The autodownloader supports three levels of caching: None, Memory, and Full. These are detailed below.

None

This is set by using the following entry in nwn2player.ini:

```
CachingStrategy=0
```

This option is the most secure, as it will force NWN2 to fully scan every required file several times during the download process: when the client first connects, again after any required downloads are completed, and yet again when the player chooses or creates their PC. No results are cached on the player's machine, not even in-memory.

However, this comes at a price: if you have a lot of files, or any large files, it means the player must wait for all of these scans to finish every time they log in - even if they disconnect and reconnect.

- ❖ *This option is recommended only if you have a very small module - less than 100MB, including hak paks.*

Memory

This is set by using the following entry in nwn2player.ini:

```
CachingStrategy=1
```

This option is a compromise between "None" and "Full". The first time a player attempts to connect, all required files are fully scanned for updates. These results are kept in the client's memory; subsequent scans will first check this in-memory cache against the local files, to determine if the files have been modified.

Memory cache is erased when the client is exited, either by crashing or closing normally. Disconnecting and reconnecting to your server does not clear the memory cache.

The only exceptions to this are resources marked as "critical" - they will always be fully scanned no matter which caching option is used.

- ❖ *This is the minimum cache setting recommended, and is the default setting used.*

Full

This is set by using the following entry in nwn2player.ini:

```
CachingStrategy=2
```

Full caching provides the ideal experience for your players and as such is the recommended configuration. Once files are verified, the results of that verification are cached and saved to the player's machine in an encrypted file. These cached results are used in subsequent checks to determine if players have modified their copy of the files.

The only exceptions to this are resources marked as "critical" - they will always be fully scanned no matter which caching option is used.

❖ *This is the cache setting recommended for most PW servers.*

Cache File Passphrase

If Full caching is specified, then the cache file saved to the player's machine is encrypted using a passphrase that you must provide. The passphrase itself is encrypted before it is sent to the client.

To set the passphrase, you will need to add the following entry to nwn2player.ini:

`ClientCachePassphrase=your passphrase here`

Important Passphrase Notes:

1. If you do not provide a passphrase, and have "CachingStrategy=2" set, then the server will refuse to allow players to connect until this is corrected.
2. If you change the passphrase at any point, then restart the server, any players that connect to the server will have their local cache files invalidated. This means that they will rescan all local resources fully before allowing players to connect.
3. A longer passphrase is better, ideally you should use something between 64 and 128 bytes.
4. Don't use a password value that is the same as one you use for other services. Even though it is sent encrypted to the client, a dedicated hacker may be able to find a way to reverse engineer this.

News/Information/Rules

The autodownloader allows you to specify three different URLs which will be loaded and displayed while files are validated and downloaded for the player. These URLs must serve pages that meet the following restrictions:

- Pages must be in text in UTF-8 or ASCII format.
- Formatting must be limited to NWN2 text formatting:
 - ` ` for bold
 - `<i> </i>` for italic
 - `<color=#FF0000> </color>` or `<color=red> </color>`
 - No other formatting is supported, and results of using it are unpredictable.

The following information is also worth noting:

- These pages can be dynamically generated, for example you could use a url such as “http://myserver.com/news.php” to populate current news dynamically.
- Each line (separated by either CR or CRLF) in the file translates to one row in a listbox. Therefore, you will generally not want to have a huge amount of data, no more than a couple hundred lines.
- For any given URL that is not provided, connecting players will see a message similar to “A valid server information link has not been provided by this server.”
- If you provide a bad URL, or if the URL becomes unavailable, connecting players will see a message similar to “An error occurred while loading this data.”
- When using colors in your news/info/rules pages, remember that all text will be displayed against a black background.

Recommendations

- Follow the recommendations in “Autodownloader Toolset User Guide”. If you've done so you will generally /not/ need to disable client custom UI and override folders. This is because you have 'protected' key files by placing all 2das and xmls into hak files. Even if the player places a custom version of a 2da or xml file in “override”/“ui”, it will still not be used.
- Use CachingStrategy=2 to give your players the best experience. Avoid CachingStrategy=0, as this will result in a poor experience for your players unless you have a very small module.
- To provide the best and most consistent player experience, it's strongly recommended that you populate all three URLs for *RulesURL*, *NewsURL*, and *InfoURL*.