Welcome to Deep Environments

by Robinson Workshop

Deep Environments is a collection of underground tilesets under development at Robinson Workshop, This tileset is the last of three releases under the Deep environments title.

Deep Chasms:

The Deep Chasms is ostensibly an extension to the Caves tileset that comes included with Neverwinter Nights 2 and Mask of the Betrayer. What Deep Chasms brings to the builder is Pits and chasms as well as expanding the tileset into a full 3 level tileset. Where meandering tunnels travel both up and down in the same level.

Use:

There are some design considerations that had to be made for this tileset to really work. The main one is that of ceiling height and the Camera. To prevent ceilings from vanishing when in player mode it is necessary that the camera remain below the fade line. So that the ceilings of lower tiles don't vanish it became necessary for all fade heights to be determined by the highest level. therefore the Original Caves tileset is the highest level of the 3 levels in this tileset.

you will find that in many cases each tile type has one or more variations on different levels - these are found by pressing the up or down arrow on your keyboard just like you would to access variations of any other tile.

Basic Tips:

- The original Caves tileset is used with this set we use them as the upper level of the 3 levels. You can build using this set and not using the original caves tileset. However, pits occur only with the original set and not on lower levels so you would be limiting yourself.
- Use the **UP/DN** arrows when a tile type is selected most tiles have alternates and this is also **how you access tiles of the same type on lower levels**.
- Tiles that have letter identifiers **H, M & L** - are generally transition tiles that go from one level to another where H = high (OEI Caves tileset), M = medium or middle level and L= Lower level

Tile Descriptions:

Just like OEI tilesets with a few exceptions the letter codes of the tiles listed below represent each corner of the tile. This code is read left to right - top to bottom (i.e. left top - right top - left bottom - right bottom) and the letter has some significance (leastways to me) you of course are more interested in what it looks like. I have provided new icons for all the new codes that hopefully describe the tile adequately to allow you to build without undue groping for a particular tile. See the attached pdf file for a description of each of the tiles and their representative icons.

Installation instructions:

The RWS_DeepChasms.rar file should contain the following files:

RWS_deepchasms.hak:

Hak file containing all models and textures used for all tiles and placeables, - this file is placed in the hak directory of both the install and mydocs directories.

RWS_deepchasms_2da.hak:

At the request of several PW administrators we have broken all the 2da files into a separate hak file, this is for not only their convenience but yours as well. Should you play on a PW that uses this content they almost certainly have other content that may or may not intersect with ours. Since the models and textures do not change but 2da files can vary from world to world by keeping the 2da's separate you do not need to download an entire new models pack every time a 2da changes but instead just the 2da pack.'

If you don't play on a PW well this is just one more file in your hak directory - this file is placed in the hak directory of both the install and mydocs directories.

Tiles.2da:

An override of the OEI tiles.2da file. Place this file in your mydocs override directory. You only need this file in the override if you are planning to build using these resources. If you are just playing a mod containing this tileset then you only need the hak in the hak directory

Tilesets.2da

An Override of the OEI tilesets.2da file. place this file in your mydocs override directory. You only need this file in the override if you are planning to build using these resources. If you are just playing a mod containing this tileset then you only need the hak in the hak directory

Metatiles.2da

An override of the OEI metatiles.2da file. place this file in your mydocs override directory. You only need this file in the override if you are planning to build using these resources. If you are just playing a mod containing this tileset then you only need the hak in the hak directory

TexturesTileCeiling.2da
TexturesTileFloor.2da
TexturesTileWall.2da

These three 2da files permit retexturing on the fly in the toolset of the Chasms tiles. If you ever need to reset the chasms tiles to their default settings they are the 1ˢᵗ entry that says Chasms when you access the properties of the tile.

Chasms.mod:

This is a small walk through module showcasing most of the features of the Deep Chasms tileset. It contains no encounters at all. Feel free to use it if you wish in your modules. We have included it so that you can quickly see the types of areas that can be built with the tileset.

Note to builders:

The files above that are located in the override directory are an unfortunate necessity. None of those files are presently readable if they are stored in a hak file. What this means to you is that if you play any other module or on a Persistent World (PW) that has modified one or more of these files, you will have to remove our version of the files and insert that modules or PW's versions of the file before playing. you will of course have to remove their files if you wish to build using our resources. Builders who want to use more than one custom tileset will be responsible for combining their own .2da files.

This is a failing of the game code itself and cannot be fixed on our end. We have lobbied OEI for this to be repaired but as yet have not heard when or if it will. We understand what a horrible inconvenience this is and for our part we apologize.

Furthermore, please remember to empty the Override folder before patching your game to another version. Too many people experience odd results and broken games when patching with contents in their override folders.