Version History - Demonheart Chapter 1

Versions:

BETA

v076.1 - Made it easier for the Arana / Rivera conversation to continue as intended.

v076.2 - Fixed a faction problem in the last fight (when one enemy would become green and attack another), added a fix for the enemy who needs to talk, but can't when the others are fighting.

v076.3 - Linked a dialog answer (4. "Okay.") in the Alliran/ghosts area to an NPC response, so it should no longer lead to getting stuck.

v076.4 - Added an error message that appears in yellow letters in your chat log if PC becomes "plot" or "immortal" (so you can track when this happens and report it if it does). Added plot flag removal when you enter a new area. Minor correction in Fisher dialog.

v076.5 (2013 May 20) -

- Made some deer walk waypoints instead of getting in the way.
- Attempted to fix the plot flag bug (it might still happen elsewhere, so report it if you see the error message in your chat log).
- The body in the cave now has an appearance.

v076.6 (2013 May 20) - As suggested, added Good points for healing the injured soldiers.

v1.00

Haks

- New hak: dhlamb_plc1_1. This was an attempt to increase frame rate in one of the dreams. Hak order in the module has also been changed, to enable the new hak to overwrite the placeables which are in the "pheno" hak (this was a mistake).

Roleplaying

- Dialog modifications. Fixed some conditions / missing branches (Jarlan). Modified demonspawn convo (added a small remark that I forgot to include earlier and made him NICER - in only one optional line). Added a few minor dialog options where PC choices were lacking. Added some facing/moving in the Brash/Jarlan/Jazmine conversation.

- Modified Brash's description slightly.

Game System

- Added a WARNING in the end to strip companions (Arana) of all important items before exporting the character, and an option to take their inventory automatically.

- Weakened Riv's goons just a little.

- Modified when you get some relationship variables for characters, to reflect the "system" (some parts were outdated). You probably don't have to replay because of this.

Items

- Made food restore 2 HP since there is no hunger effect in this chapter. Made food useable by self only.

Bugfixes

- Tried to fix an issue where PC ran after Jazmine (PC is scripted to approach her, and Jaz runs away a few dialog lines after this, so if you had the game paused or clicked fast (or maybe there is a dialog branch where Jazmine runs immediately)... hope this was the issue).

- Changed the script when attacking Blu, so now she doesn't always have to hit you first (hopefully).

- A corpse in Wood Folk jail was missing and wasn't dropping the loot intended (ring that gives + 1 Spot and Listen). Fixed.

- Removed the "other demonheart" from his area until you open the door (so you can't see him through the wall).

- Added a journal entry if PC both stabs and helps someone (Riv's Den). Added animation for half-succeeding at helping them - same as success animation (it was mistakenly left out).

- Tried to prevent henchwoman from attacking in the last fight when she shouldn't. Made the boss get destroyed as a game object, so she shouldn't keep fighting.

- Fixed blue rose to destroy itself when you make 1 potion (it wasn't meant to be unlimited). You need to "equip" the rose to use it, btw, since it's technically a weapon (stated this in the item description).

- Fixed some typos that I thought I corrected earlier - guess the *proper* use of the spellchecker is still a mystery to me?

Internal

- Deleted some placeables in the dream and split the area in two.

- Changed demonheart death system - hopefully didn't break it. (The bug I found before is that saving and loading while a DH character was dead would result in permanent death, so I had to make a big change).

- Removed "plot flag" error messages and the game is now removing plot flag from PC every 6 seconds. :/

NOT fixed:

- I haven't been able to reproduce all the issues reported in the final fight. Since there have been changes (now there is no conversation if the goons are still alive - she just says some lines and gets DESTROYED as a game object, so she shouldn't be able to keep fighting) I will need new reports on what is happening now. Haven't been able to reproduce the situation where the demonspawn doesn't help in the fight.

- Healing salves not working for one player - recommended to use the critical rebuild 1.69: http://nwvault.ign.com/View.php?view=Other.Detail&id=1505 .

- PC's body parts missing - might be a leftover from the Prelude? I never change PC's body parts in Chapter 1 (at least not intentionally). Maybe the models are missing. If PC's body parts are set to 0 instead, a fix could be written to restore the default body if this keeps happening.

v1.01

Dialog modifications

- Facing in Jazmine/Jarlan convo (again). Added minor PC options to Brash/Jarlan training.

- Added a few PC responses in Brash's lodge window convo. Incremented some relationship variables for Brash ("[I pose invitingly]" in Rungari convo, asking if he's hungry in the lodge) - just bonus points.

- One option in Raze dialog wasn't setting an important variable - fixed. Given some more PC responses after she promises Raze that she will be his servant or offers herself in exchange for his help (1 of those brings Raze Desire increase).

- Fixed a few more sneaky typos.

v1.02 (July 26, 2013)

- Made Raze's amulet sounds work (so his voice can be heard when talking to him).

- Tried to fix the bug where Brash would return to party when he shouldn't, if PC dies.

- Modified Brash's stats - Wisdom lowered to 10.

- Minor dialog modifications, corrected some scripts, added a missing dialog branch if PC was naked in one convo. Removed the branch where Raze ignores you if you try to talk through the amulet (it was dependent on the time of day and maybe area - there will be time for that).

- Fixed journal and item taking if you try to extort something from Robin.

v1.03

- Fixed a terrible bug that I created in v1.02 :) - division by zero in heartbeat script.

v2.00 (November 21, 2013)

Version Compatibility

- Exported characters from older versions should be OK for playing the newer versions, but not the other way around. That is, if you export a character from Prelude v2.00, it can only work with Chapter 1 v2.00 or higher.

Haks

- New haks are required. All haks have been rearranged, merged together and renamed (to reduce the number of small haks used in different DH modules).

Roleplaying

- Possibility to throw a torch at a certain person (conversation option; you can also restart the conversation if you come with a torch later). It made a lot of sense to allow it, but it hadn't crossed my mind at the time of the initial release.

- In Blu's area (after the lodge), there is a road now. This road can be interacted with to unlock a small bonus event - running away. To use the road, you need to have a relatively high Dexterity, or to click on it while Brash is in combat (with Blu, probably) or dead. This event is there for those who kind of think spending part of the module in a sack would be interesting, but also for the naughty disobedient girls who want to see the mean bastard's reaction.

- Added some Brash oneliners in the camp (they were there, but didn't work due to a previous change of plans). If Brash is close enough when you talk to a Scarcewall soldier, Brash will comment on it. Due to the characters' placement, this is only possible with the patrolling soldier.

- Added a few different lines if the girl is naked when she first approaches Brash&Jarlan - nothing special.

- Fixed a missing comment if the girl comes to training inappropriately dressed (it was missing in one branch, present in another), fixed some other dialog conditions which were causing the wrong response to appear.

Game System

- XP bonus for staying hidden while being close to enemies. (Randomly given every once in a while.) The total XP you can gain this way is limited.

- XP bonus for picking locks or disarming traps (though there aren't many things to unlock currently).

- Made sneaking slightly easier in some areas.

- Added rogue weapon proficiency to bards. New characters should get it by default, old characters are at a disadvantage. Messed up, huh? (On the other hand, bards with clubs...)

- Tracking action text color scheme from now on - should be saved so you don't have to set it in the next module.

- It seems I forgot to place a "Map of Shermyr" item in the module. I don't know what happened with that, so I put that item in a few places just in case. Corrected map position and map pins.

- Tracking action text color scheme from now on - should be saved so you don't have to set it in the next module.

- Messed with some relationship variables - just bonus points; this shouldn't disturb the system, so you can still use an old character for the next module. The "running away" event is sure to get you some disobedience points.

Items

- Changed "Color Coding" name from all caps.

- Added Light effect to Fire Sting shortsword and to Raze (so you can see him better in the dark).

- Removed value decrease property from many items. Let the system determine the value of items instead of me. (Realized I couldn't keep it up with every new item that appears in game. I don't like thinking that my character is carrying 200.000+ gold pieces, but we'll pretend the number is the value of her gold in copper pieces, or something...)

Bugfixes

- Added a debug script for returning PC's body and one for switching between the big and normal chest models. These scripts are listed in the ReadMe now.

- Added a command to clear combat and stop upon forest lodge entry so conversations can happen as intended. (Attempt to fix the bug where Brash would stay a henchman in your dream.)

- Attempted to clear Arana's hostility in the last fight, when she kept attacking whom she shouldn't have (noticed that I was clearing the hostility of the WRONG creature in the script).

- Changed Raze's feats (there were some weird ones assigned to him). Made Raze's whip less OP.

- Bugfixed double resurrection / triple darkness on resurrection.

- The cloth door in the dream wasn't supposed to be lockpickable. I don't know if someone had a super-thief and was able to unlock it, but now it "requires a

specific key" (that is, event.)

Documentation

- Updated ReadMe for the series with various stuff, including a table of contents.

- Deleted the debug section from the Walkthrough for Chapter 1 (moved to ReadMe, since it's relevant for all DH modules.)

Internal (reminder for Lamb)

- Set Plot flag on some plot items.

- Renamed module event scripts.

- Added "AreaLoopWP" to each area (for debugging), added some test scripts.

- Removed debug messages "checkpoint #" from HB script.