

THE **B**/**i**/**G** WORLD PROJECT

by **Leonardo Watson**

The **B**/**i**/**G** World Installpack is making the job for you!

Copy the folder **B**/**i**/**G** World Installpack and the file **B**/**i**/**G** World Install.bat into your main SoA directory. You need also the **B**/**i**/**G** World Fixpack, **B**/**i**/**G** World Trimpack and the **B**/**i**/**G** World Textpack to use the tool.

The **B**/**i**/**G** World Installpack is designed to install all the mods that are existing in your BGII folder. For a satisfying game you should make a choice before and not throw unhesitatingly all the mods into the BGII folder. The more mods you install, the greater the risk that conflicts, undiscovered up until now, will appear. Consider: The more mods you install, the greater is the risk that conflicts, undiscovered up until now, will appear.

The **B**/**i**/**G** World Installpack not only installs mod after mod, but also restores continuously missing entries in several IDS files. Without this feature you would get "parse errors" with some mods and the installation of many components would fail. For this reason I strongly advise against installing manually!

At several steps single files get copied into the override folder. WeiDU cannot handle this. Thus please don't try un-installing and re-installing, but install the whole mod from scratch, if you want to change the mod selection! The automated installation without any backups is intentional!

Once you start the **B**/**i**/**G** World Install.bat by double-clicking a dialogue begins that leads you through the configuration. The program checks the prerequisites for the installation. If necessary, you will be prompted to add the missing files. You can choose your game (BGII or BGT), the type of mods (quests, NPCs, items, tweaks and so on, the difficulty and much more. When occurring incompatibilities, the program offers conflict resolutions. You can also select under various compilations recommended by players or you can use your previously created own selection. For this purpose, you must first edit the *individual.bat* in the **B**/**i**/**G** World Installpack folder. In order to guarantee the functioning you must not change any of the other files!

Then the entire **B**/**i**/**G** World Megamod will be installed according to the **B**/**i**/**G** World guide and according to the settings. Missing mods will be simply skipped. Once the installation process is started, you must not interrupt the process or it will most likely fail!

With the **B**/**i**/**G** World Installpack the entire installation procedure runs without any error and without interruption. This however does not mean that the mods themselves are faultless.

Even on a fast computer, the installation will take many hours! Best to let the tool run overnight.

Editing the *individual.bat* is very simple. Open the *individual.bat* with the text editor (notepad). You see many lines like this:

```
Call %INST% BDTbV168 "0 2 3 5 6 7"
```

After the name of the mod (in this case Baldurdash) follow between the quotation marks, the digits of the components. Simply delete the corresponding numbers of the components that you do not want to install. Compare the component number with the manual. Most mods you can safely skip. If you add other components that are not in the list, keep in mind that they might cause mistakes etc. You can simply deselect a mod by writing *rem* at the beginning of a line (followed by space).

With some mods you will find another digit behind the component number:

```
Call %INST% bg1npc "0 1 2 3 4 5 6 7 8 9" 1
```

The installer simulates an input "1". For this reason a file named "1" had been created in your main directory. If you want another input instead simply overwrite this number.

Some mods demand additional input during installation of one of their components, for example:

```
Call %INST% ACBre "0" "TYPE ACBre_input.txt"
```

The relating inputs are stored in the folder \Big World Smoothpack_modify. In order to change the presets open the file modname_input.txt with text editor (notepad) and change the corresponding number. Don't move the files.

For subsequent troubleshooting a file **B**/**i**/**G** World Debug.txt is generated during installation.

After installation is complete you can use the **B**/**i**/**G** World Installpack yet to delete unneeded files or to create a change.log or to list components or to traify a mod.

Enjoy!
Leonardo Watson