

THE BiG WORLD PROJECT

by Leonardo Watson

The **BiG World Installpack** is making the job for you!

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

The **BiG 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. Consider: The more mods you install, the greater is the risk that conflicts, undiscovered up until now, will appear.

The **BiG World Installpack** unpacks and copies all the mods from the folder "BiG World Downloads" into the BGII - SoA folder. Then it will not only install mod after mod, but also restore 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 **BiG 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 **BiG World Installpack** folder. In order to guarantee the functioning you must not change any of the other files!

Then the entire **BiG World Megamod** will be installed according to the **BiG 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 **BiG 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% BDToBv168 "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 ***BiG World Debug.txt*** is generated during installation.

After installation is complete you can use the **BiG 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