

FWN: Getting Started

Making new stuff, or editing existing content

Ingame content is managed through a web interface called [FWN](#). Changes can be made by any player, to almost anything ingame, and updates are live immediately and with no restart required.

Info: We're still on a case-by-case manual approval process for write access. To get write access, you will have to talk to [niv](#). Once you have access, you can start uploading content - and everything will be live ingame immediately, no restarts required.

More Info: By default, new authors are only allowed to upload **areas** (.are, .git) and **dialogues** (.dlg). All other templates (interchangably called resrefs, files) are restricted to those maintaining shops, encounters, and so on and are not needed for area updates.

It is strongly recommended to read the proper article pertaining to the changes you want to make. For example, if you want to work on a new or existing area, check out [Areas](#) before getting to work. Nearly all maps have a "maintainer" - someone responsible for the general feel for things, and what should happen to it in the future. It's best to talk to them beforehand.

If you have any questions, post here in the comments or contact [niv](#) directly.

Getting Started For Reals

Now, FWN may look daunting at first glance, but it's really not. Let's go through an example on how to edit an area. The general workflow is very simple:

- Lock
- Edit
- Upload (interchangably called Stage, or Index)
- Check & Commit
- Unlock (or edit some more)

Commit is simply means "Apply the complete uploaded changeset and record it".

Lock It

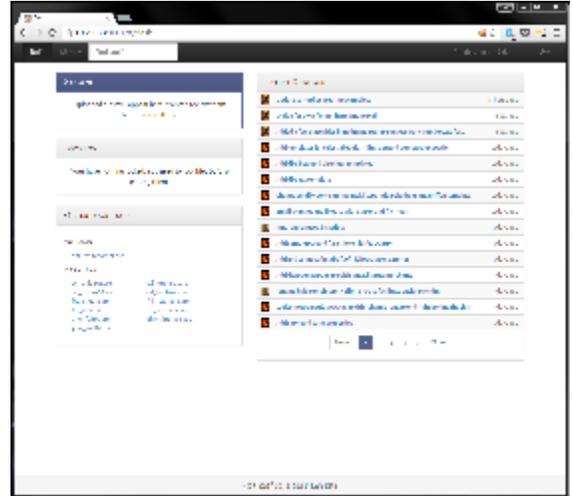
First, you need to make sure *noone else* is working on it, so no work is wasted. This is something FWN helps you with, and all you need to do is **lock** the area you are working on.

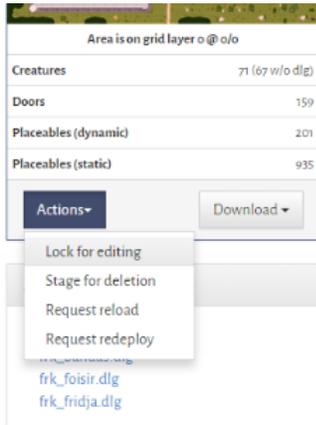
Find the area you want to edit by inputting it's partial name (or resref) in the search box:



find **Lock** for editing.

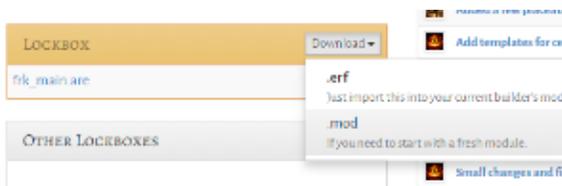
Select it, then click on "Actions" to





Get it

Get back to the **Build** board (on the top navbar) and find your lockbox. The area you just locked appears there, alongside a download button. Click that and fetch the **.mod** to get started. It will be named after your area(s) - in our example, it'll be `frk_main.mod`.



Place that module in your `NWN\modules` directory and then open it in the toolset. You'll see the area(s) you just locked.

Caveat: For now, you will have to rebuild your Palettes ONCE when loading a **.mod** or you will not see any placeables.

Build -> Build Module -> Check "Palettes" only and click Build.

Tweak It, Break it, fix It

Edit. Once you are satisfied with how it looks in the toolset, click the Save icon (in the Toolset).

Tip: You can test your area simply by setting a starting location and hitting F9.

Take the same **.mod** you moved before and drag&drop it back onto the FWN webpage. It will be uploaded, unpacked, and all files will be analysed for changes and potential issues.

Read the messages for each file carefully. They are there to advise you of problems or side-effects you might not have intended.



Informational messages are simple text; most of those can be ignored safely and are just advisory. **Warnings** are yellow; they might indicate problems. For a detailed overview of messages produced by FWN, see [Checks & mangling](#).

Sidebar: NWN TX, Why mod?

NWN TX is recommended for editing our areas. It fixes various performance issues. Download it from [here \(Version 1.0.5\)](#) and unpack it into your NWN directory. Run `nwn tx_loader.exe` instead of `nwtoolset.exe`.

Sidebar: .mod or .erf?

You can download and upload both **mod** and **erf** files from your lockbox. **erf** files are for import into existing modules, whereas **.mod** are best to keep edits contained in individual modules. This is up to you.

Downloading **.mod** files has the advantage that all palettes and resrefs are already contained.

Sidebar: What gets updated?

When re-uploading a **.mod**, only files in your Lockbox will be looked at, and the rest is silently discarded. This is to prevent accidental upload of other files in your **.mod**.

Alternatively, you can upload unpacked files itself from `NWN\modules\temp0`, again just with drag & drop. This will not limit you to your Lockbox and is currently necessary to introduce new resrefs.

Errors, however, are red - those indicate conditions that cannot be fixed automatically and need looking at (by you). You cannot commit changes until all errors are fixed.

Commit

Once you are satisfied with your edit (it's okay to not finish something in one go!), type up your change in the edit box and click "Commit". Devising a good commit message helps people follow your changes easier.

At this point, the files you just updated are still locked by you - this means that noone else can upload changes to them. If you want to continue updating them, just keep them locked; otherwise, unlock them.

Once again, please note that you need to **re-download** your lockbox after you unlocked files and someone else made changes to them. FWN will prevent you from committing files that would overwrite changes by other people.

More

All changes are live immediately with no restarts required: Changes to most file types will affect **newly-spawned content only** (like creatures), whereas changes to areas will trigger a live **area reload**, as long as no players are in the area.

Something went wrong!

Don't worry. Just make another commit with a fix.

As well, FWN records all changes, and everything that breaks can be un-broken with minimum effort. Just contact a staff member to help you out!

Do not be afraid to break things, or to stagger your edits. Multiple commits in sequence are okay, too!

Sidebar: Writing a neat commit

message

It's enough to simply write what you did, for example: **Fork: interior for Wildlands Inn, connect to frk_main.** You don't need to write an essay, just something other people will understand the first time when glancing over it.

- Always write your commit messages in the **present tense**.
- Say **where** your change happens, not just **what**.