

NWNX4/System version 2.1 [NWN2 patch 1.22, NWNX4 1.09]

Description

This plugin sets the CPU core of the game server process and it may also be used to reset the server from inside the game, or get the server's CPU usage, with NWScript.

Installation

Extract xp_system.dll and xp_system.ini to your NWN2 folder.

Extract NWNX4System.mod and nwnx_system.erf to your NWN2 Modules folder.

To test the Reset plugin, open your nwnx.ini file, and under the parameters section update it as follows:

```
parameters = -module "NWNX4System"
```

Save your changes and close the nwnx.ini file.

NWNX4 can now load the NWNX4System module for testing the plugin.

To set the processor core which the NWN2 server uses, open the xp_system.ini file, and set the cpuid entry to the core of your choice, for example to set it to use core 1 only do this:

```
cpuid = 2
```

Save your changes and close the xp_system.ini file.

You're ready to play!

Run NWNX4, by doubleclicking NWNX4_GUI.exe.

Start your NWN2 game, and connect to your server running NWNX4 and the NWNX4System module.

Pulling the one lever in the area will reset the server, and the other will give you the CPU usage of the server.

To use the NWNX4System plugin in your own module, import the nwnx_system.erf file into your module.

You may examine the include file, nwnx_system, for more information.

Prototypes

`void ResetServer();`

This function resets the current instance of the NWN2 server.
It returns nothing.

`string GetCPU();`

This function gets the CPU usage of the NWN2 server.
It returns the CPU usage as a string value.

Todo

Comments and ideas are welcome.