Welcome to the ScriptEase II Beta! Before you begin, please go over the following document. It covers installation, known issues and how to get around them, and how to let us know if you happen to come across anything that does not work.

Table of Contents

Manual Installation: ................................................................. 2
Updates ...................................................................................... 2
Known Issues ........................................................................... 2
  Feedback and bug reports may not working: ....................... 2
  Causes do not show up in Library on Load: ......................... 2
  Compilation causes an Error: ............................................... 3
  The Game Object Pane is Hidden: ....................................... 3
Neverwinter Nights Translator: .................................................. 3
  Guidelines: ........................................................................... 3
  Known Issues: ....................................................................... 3
Unity Translator Guidelines: ..................................................... 4
  Guidelines: ........................................................................... 4
  Known Issues: ....................................................................... 4
Reporting Bugs: ....................................................................... 5
  How to Submit a Bug from Within ScriptEase II: ................... 5
  How to Submit a Bug after an Error: ...................................... 5
  How to Send a Screenshot: .................................................... 6
Suggestions: .............................................................................. 6
Manual Installation:
1. Use these instructions in case you did not use a provided installer. Unzip the ScriptEase II folder.

2. If you have downloaded any translators separately, unzip them as well. Drag them into the “translators” folder in the extracted “ScriptEase” folder.


4. Run ScriptEase II by double clicking on “ScriptEase2.jar” in the ScriptEase folder.

5. Create a new story.

6. Click on “Edit → Translator Preferences”.

7. For Neverwinter Nights:
   a. Change the Game Directory to the exact path of your Neverwinter Nights Game Directory.
   b. Change the compiler path to the exact path of your Neverwinter Nights compiler.

8. For Unity:
   a. Make sure Game Directory is blank.
   b. Make sure the check box beside Compiler Path is unchecked.

Updates
ScriptEase II is continuously getting worked on. Thus, the following issues may no longer exist. Check http://cs.ualberta.ca/~script often for updates. Note that if you are working in a lab with ScriptEase II installed you may have to reinstall updates yourself every time you use it.

Known Issues
Feedback and bug reports may not working
If sending a feedback or bug report pops up with an error, please send an email to script@cs.ualberta.ca instead. If you are reporting a bug, please attach any .log files located in the ScriptEase II program directory (usually located in C:/Program Files/) to your email.

Causes do not show up in Library on Load
Try clicking on the “Effects” tab then back on Causes. If they are still not there, try searching, changing tabs, and going back. If they still are not there, please send a bug report and try restarting ScriptEase II.
Compilation causes an Error
If you encounter any compilation issues you may need to give your javaw.exe file administrator privileges. Do so by navigating to your Java directory, usually in C:/Program Files/Java. Open the “jre” folder with the highest number. Open the “bin” folder, and find “javaw.exe”. Right click it, click on properties, and find the “Run as Administrator” option in one of the tabs. Enable it.

The Game Object Pane is Hidden
The game object pane may be hidden when loading a story. If the left side of ScriptEase II only displays the library, move the mouse down to the bottom until it turns into a double-sided arrow symbol. Then click and drag upwards to reveal the Game Object pane.

Neverwinter Nights Translator:
Guidelines:
• Always make sure the module is not open in Neverwinter Nights before trying to use a module with ScriptEase II and vice versa.

• Make sure your tags are unique when creating objects in Neverwinter Nights, unless you want specific behaviour. A placeable and a Creature may both have the tag “object”. The Neverwinter Nights translator may get confused by this.

• The Neverwinter Nights Translator replaces the Neverwinter Nights Journal system with its own. Do not attempt to create your own Journals if you are using ScriptEase II, as they will be overwritten.

• Scripts generated by ScriptEase II have the “se_” prefix. If you are creating your own scripts, do not use this prefix or they will be removed the next time the story is saved in ScriptEase II.

Known Issues:
If you encounter this error, one of your effects is generating incorrect code, which is a bug in the translator. Try removing any recently added effects from the Story and saving again. It’s usually an easy fix on our end, so please send a description of the effect to us using the “Send Bug Report” option in the Help menu!
• Editing Dialogue Lines after using them in Causes and Effects in ScriptEase II may create loading and saving issues. Try to make sure you do not use them until you are finished creating them in Neverwinter Nights.

Unity Translator Guidelines:

Guidelines:
• If you are using your own project with ScriptEase II, you must first open the project in Unity, navigate to “Edit → Project Settings → Editor,” and then set Version Control Mode to Meta Files and Asset Serialization Mode to Force Text. Otherwise, ScriptEase II will not be able to load your project.

• When switching to Unity after saving in ScriptEase II, click “Yes” to reload the module and then right click the ScriptEase Scripts folder in the Assets folder of your project and click “Reimport”.

• If you make any changes to your project in Unity, remember to close the story in ScriptEase II and reopen it before making any changes. Otherwise, the changes you made in Unity will be lost.

• Unity requires you to place any images, audio, GUI skins, and prefabs into a Resources folder in the project. You may have multiple Resources folders, and you may have folders inside of the Resources folders. ScriptEase II will not show any Audio or Images unless they are in these folders.

• If you’re not sure how to do something, check the Park scene to see how it was done.

Known Issues:
• GameObjects with the exact same name are hard to tell from each other. Name your GameObjects uniquely to avoid this problem.

• Assigning a new Parent to a GameObject won’t let you use it anymore. This is one of our top priorities, so please check our website often for updates.

• Projects with multiple scene files do not yet work correctly with some Causes, such as the “When GUI is updated” cause. A fix for this is currently being worked on.

• Adding line breaks (pressing enter) in Dialogue Lines will cause compilation issues.
The Unity Translator is still missing some effects as it is very new. If you have any ideas, send them to us!

Trees in the Terrain sometimes show up as white after saving in ScriptEase II. To refresh them, go to the Terrain menu and click “Refresh Tree and Detail Prototypes.”

Reporting Bugs:

- Reporting a bug requires you to be connected to the internet.

- Please check the “Known Issues” section of this document before submitting a bug. It might save you some time!

- The more detailed your bug description is, the faster we will be able to fix it. So please write as much as possible about the bug.

- Your system information will be sent with the bug report, so you do not need to worry about filling it in.

How to Submit a Bug from Within ScriptEase II:

1. Click on the “Help” menu in the main menu bar, then on Send Bug Report.

2. Write a bug description then click on “Send”. A confirmation window should pop up to let you know the bug report submission was successful.

How to Submit a Bug after an Error:

1. Sometimes you will be asked you if you would like to send a bug report after you encounter an error. Please do so always if possible by clicking on “Report”.

2. Write a bug description then click on “Send”. A confirmation window should pop up to let you know the bug report was successful.
3. At this point, ScriptEase II may no longer function correctly. Try to save your story and then restart ScriptEase II.

**How to Send a Screenshot:**
If you need to send a screenshot, please send it via email to script@cs.ualberta.ca with “ScriptEase II Bug Report” in the subject line.

**Suggestions:**
If you have any suggestions for ScriptEase II, please send them to script@cs.ualberta.ca with the subject line “ScriptEase II Suggestion”.