— AN ESSENTIAL —

GUIDEBOOK

— ON THE TOPIC OF —

MOD
CONVERSION

MOD CONVERSION 101

WELCOME, BRAVE SOURCERER!

So you have some old modifications you'd like to bring up to date for this new day and age? Well, look no further!

It took us quite some bribing, but we eventually managed to smuggle all pages of this conversion guide through Magister customs. Did you know hollowed out oranges are extremely useful tools for smuggling all sorts of things? (Thanks for the tip, Griff!)

In this document you can find all essential information needed to update your content to the Definitive Edition.

HOW TO USE THIS DOCUMENT

In the following chapters, all relevant changes to the Divinity: Original Sin 2 Definitive Edition are addressed one by one. For detailed information, the relevant chapters will refer to the Divinity Engine Wiki (*https://docs.larian.game/Definitive_Edition*). Once you have your Divinity Engine 2 (Definitive Edition) up and running, use this document to evaluate which chapters are important for your mod and use said chapters to update your scripting, stats, characters,... Moments later, your mod will be Definitive Edition ready. By Lucian, isn't that just marvelous!

INSTALLING THE DIVINITY ENGINE 2 DE

The game and the tool will be available under the same game page on whichever store you use. So, simply use the existing setup guide provided on the Wiki:

https://docs.larian.game/Setting_up_the_editor

With one exception of course: you'll be opening the Divinity Engine 2 Definitive Edition instead of the regular one, and where the guide talks about downloading and linking the Divinity Engine to the Original Sin 2 Data, be sure to link to the Original Sin 2 Definitive Edition Data.
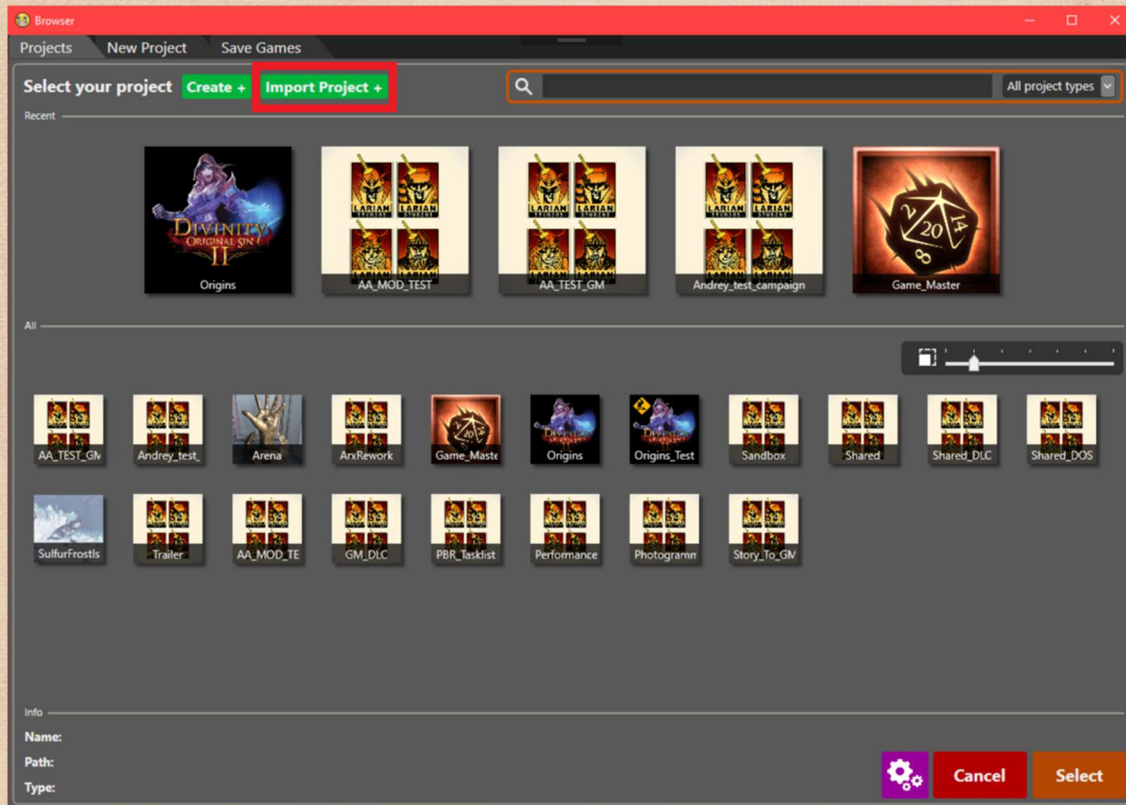
To start the Defivinity Engine 2 DE:
- *GOG*:   Start the installed program
- *STEAM*:   Go to your Tools Library and start *Defivinity Engine 2,* you'll be prompted
             with a choice to start the Classic version, or the Definitive Edition version.

IMPORTING 3.0 MODS

We added a handy, little *Import Project* button to the Project Browser:

When pressing *Import Project*, you'll be prompted with a File Explorer window. Navigate to the Data folder of Divinity Original Sin 2 (classic edition) and select the following folder:

Divinity Original Sin 2\Data\Mods\YourProject

Where *YourProject* is replaced by your own project name. The editor will then copy all project data over to the Definitive Edition data folder and give your project a new ID. Later on, when publishing, this will ensure that your project will have a separate page on the workshop and will be recognized as a different mod in-game.

NO BACKWARDS COMPATIBILITY

We'd like to remind you at this point that Classic Mods are not compatible with the Definitive Edition and vice versa. If you happen to have an incompatible mod in your game's mod folder, the Mod Menu in-game will show you that that mod is incompatible and block loading/enabling that mod.

SOUND MODDING

The *Sound Resource* has been updated to recognize external *.wav* files. This file type is support-ed everywhere where sound resources are used, withthe exception *Music Volume Triggers*.

More specifically, this means you can use custom music files (.wav extension) in the following cases:
- Point Sound Triggers
- Point Volume Triggers
- The Effect Editor
- The Script Editor

Two new calls have been added to allow playing a sound through story scripting. To find docu-mentation about new script calls for the Definitive Edition, please look on our Wiki:

https://docs.larian.game/Definitive_Edition

ADDING CUSTOM SOUND RESOURCES

Use the *Content Browser* to add a *Sound Resource*. You will be asked to select a *.wav* file from disk. Afterwards, in the resource's property panel, set the *Sound Type* property according to where you plan to use the sound:
- *Sound*:   On *Sound Triggers*
- *FX*:   In the *Effect Editor*
- *Music*:   On *Music Triggers* (not supported on release)

GM STORY SCRIPTING

Story (Osiris) scripting in Game Master mode is now fully supported!

This means that all your add-on scripting will work in Game Master, the same way it does in Story mode.

As always, simply make sure in your *Project Settings* (ctrl + P) that your project has the correct game mode enabled as *Target*. Your project only works for the modes it targets! In this case, the target would be *GM*.

EDITOR SAVE/LOAD SUPPORT

Saving/Loading of save games in editor will be supported in the DE.
All your save games are loaded into the editor and available through the *Load Level Menu.*

Be wary with loading these saves in game. If you alter the save game but not the project data, by e.g. adding a new character template, you could cause the game to crash due to missing data. So always make sure you make save all changes before making save games.

DIVINITY ENGINE SAVES DISABLE ACHIEVEMENTS

Please watch out when saving in the Divinity Engine! All saves made in the Engine are flagged as modded, which disables achievements!

UNIFIED CHARACTER CREATION

The basic Character Creation scripting has been unified into one spot. This way, your mod will always have character creation logic without you having to add that by hand! Furthermore, it is easily moddable by overriding the new files.

For the full documentation on how character creation now works, please look at our Wiki:

https://docs.larian.game/Definitive_Edition

SCRIPTING

Both Behaviour as well as Story (Osiris) Scripting have received a plethora of new calls as well as changes to exiting ones. All for the better, of course!

For the full documentation on all scripting changes, please look at our Wiki:

https://docs.larian.game/Definitive_Edition

HAPPY
MODDING

SINCEREST THANKS
FROM
EVERYONE AT LARIAN
FOR YOUR SUPPORT