- bgt3
- BP-BGT
- BP-BGT-NEJ_PATCH313
- BPNeJ
- lost_files
- MK1-MK3_1.13-fixes
- NEJ
- NeJFix
- patch_snares
- TS-Install
- TSv504
- TSv505
- BP-BGT-NeJv311 Brief Read-Me.txt
- BPv161G-FULL.exe
- Fixed-BP-BGT-NEJ-310-COMPLETE.exe
- Setup-BP-BGT.exe
- Setup-BP-BGT.tp2
- Setup-BP-BGT-NEJ_PATCH313.exe
- Setup-BP-BGT-NEJ_PATCH313.tp2
- Setup-BPNeJ.exe
- Setup-BPNeJ.tp2
- Setup-NEJ.exe
- Setup-NEJ.tp2
- Setup-NeJFix.exe
- Setup-NeJFix.tp2
- soubar101patch.exe
- soubar_v100.exe
- tdd103full.exe
- TDD103-to-103A-patch.exe
- TSv50.exe
- TSv503.exe

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IE Modding Community Forum -> Released Game Modules -> The Big Picture/BGT/NEJ (BG:TotSC & BG2:ToB)

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How to install BP/BGT/NEJ, How I did it.

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Shadowtech

Group: Forum Member
Forum Member No.: 13255
Joined: 14-June 04

Posted: Jun 20 2004, 10:13 AM   quote

Hi I know there are allot of install guides to install this beast of a mod(s) so I want to share how I sucsessfuly Installed it (with lots of help from people), this is just how I did it and is to help people with clear instructions on "How To" its not offical, and may not be 100% correct, Its just How I got everything successfully installed and it all works fine for me.

First Install FULL versions of the Games:
Install BGI and tails add-on to C:\baldur, NOT the default dir but to C:\baldur as install didnt work for me when I installed to default directory and moved it to C:\baldur.
NOTE: I have "The original Saga" 3 CD set"

Install BGII and ToB and the BGII-ThroneofBhaal_Patch_26498

RUN BGI and setup configuration
RUN BGII and setup configuration

Dont forget to add debug and cheat lines to the baldur.ini files

Second the files:

File Downloads:

TDD V1.0.3:
TDD V1.0.3a patch
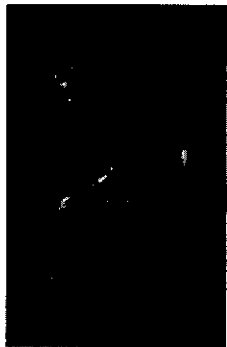TDD Website download page
Where I downloaded TDD

Shadows Over Soubar:

Shadows Over Soubar v1.0.0
Shadows Over Soubar v1.0.1 Patch
SoS Website Download page

Where I downloaded SOS from

Tortured Souls:

Tortured Souls v5.01
Tortured Souls v5.03 Patch
Tortured Souls v5.04 Patch
Tortured Souls v5.05 Patch
TS Website Download page
Where I downloaded all TS files

Baldur's Gate Trilogy:

bgt_mk3_112.exe
lost_files.zip
patch_snares.zip
Where I downloaded all BGT files
(Note: this is what I used to install, some people may use differant versions but these
worked for me)

Never Ending Journey:

NeverEndingJourney-weiduv13i.rar
NeJ1v14p.zip
Where I downloaded all NEJ files

The Big Picture:

BPv161G-FULL
BP-BGT-NEJ_PATCH313
Fixed-BP-BGT-NEJ-310-COMPLETE
BP-BGT-NEJ_PATCH312
BP-NeJv12.rar
The Big Picture Website download page (and where I got all files from)

OK, Once I had all these files I followed This Guide from the BP Website on what to move to
the BG II directory and what to do with them there, it worked for me so theres no point in
re-typeing it.

When you are done, this is what the Newly added folders and files should look like:
Click for picture of my setup
I set everything up in a temp folder to make sure I had it right (thats what the pic is of) then
I moved everything to my C:\Program Files\Black Isle\BGII - SoA Directory

Then Download The install checker here (Checker041b) and here (dll) (Thanks to sir-kill for
links)

unzip to your Black Isle\BGII - SoA directory and run program and puch "check"
Your results should look like this

Note the yellow "mabey" is due to useing the 3 CD set version of BGI (also note that in a
post Horrid said he used the 3 CD set to make The Big Picture) so there sould be no problem

with it (I have none anyway) Heres that thread to put you at ease if your worried about the 3 CD set

OK Now the Install:
1. If you havent done so make sure you create a folder in your Black Isle\BGII - SoA Directory named TS-Install

2. Run Setup-BP-BGT-NEJ_PATCH313.exe BUT DONT INSTALL IT, just run it then select [N] for install.

NOTE: This is VERY important, I learned this the HARD way, If you dont do this your install will FAIL and youll waste an hour and allot of hard work, you will get a message saying "please re-run Setup-BP-BGT.exe to actually install the mod, windows wont let me do it" if you get this message your install will FAIL, when you try to play you will start in the first Dungeon in BGII and not in Candledeep, trust me, as it happened to me.

3. Delete your WeiDU.log in your Black Isle\BGII - SoA Directory

4. Run Fixed-BP-BGT-NEJ-310-COMPLETE.exe
Note: This is the main auto-installer, install took 58 minutes on my computer so be ready for a long install prossess.

For sos and TDD install select your Black Isle\BGII - SoA Directory
For TS and the TS patch select Black Isle\BGII - SoA Directory\TS-Install for the install directory.

5. When it gets to BGT it will ask you for your BGI directory, Type C:\baldur and then press Ctrl+Z, then press Enter

6. When it asks you for your BGII "BGMain.exe" file brouse to your Black Isle\BGII - SoA Directory and select BGMain.exe, It will then ask you to adjust your starting Experiance points, I typed in 100, then update, it will ask you if you want to make a backup of your BGMain.exe, I chose yes (cant hurt)

7. Grap a coke and watch some TV, it'll be a while...

8. when installation is done, Run your game and configure.

9. open your baldur.ini file and add under [GAME OPTIONS]:
Force Dialog Pause=1

10. delete your weidu.log file

11. Theres stuff you can delete but Im not sure what, from the readme:

"At this point, you should delete your weidu.log file and clean out (delete) the CONTENTS of your {BP-BGT, NeJ, and BP-BGT} \ Backup folders---EXCEPT the keep.me files. Remember, all that data is up inside of biff folders now. This will insure that future patches to any/all of these mods install just fine."

Quote from Kalindor to further understand what to delete:
"Let it be known that you are only to delete the contents of the BACKUP sections of these folders. Don't go deleting the entire BP-BGT or NeJ folders or you'll trash your hard-earned BP installation."

Sounds like good advice!!

12. Run the Setup-BP-BGT-NEJ_PATCH313.exe

13. Your Finished!!!!!

I hope this helps some people, I got all this from helpful people on these forums

Disclaimer: THIS IS IN NO WAY OFFICIAL IN ANY WAY!!!
This is just what I did to install everything and it all works fine for me.
I am simply shareing what I did to install everything, so follow these directions AT YOUR OWN RISK.

Thanks to all the helpful people who put up with me while I was installing everything and helped me through this process.

Also though this is a complicated install, it is WELL WORTH THE EFFORT, it took me many time to get it right. The moddlers who made all this stuff have trippled (at least) the playability and fun of the Baldurs Gate series and made the game 100xbetter 😊 Thanks to you all!!!

Antignition

Posted: Jun 20 2004, 10:28 AM   quote

Very good job shadowtech, never thought in a million years YOU would have been the one to make the up to date walkthrough you requested 😊 .

-Skimmed it, but it looks to be very accurate, and it tells you where to put all the files so I do encourage the admin to sticky this post.

EDIT- In fact im debating whether to install this again, for I never did some of these things (delete the weidu log, run the 313 patch through FIRST, etc.). All depends if I can still use the saved games from my current installation.
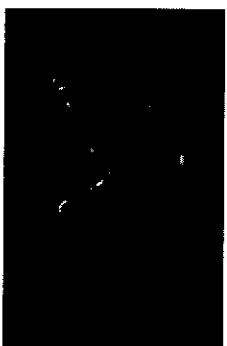
Group: Forum Member
Forum Member No.: 13175
Joined: 4-June 04

Shadowtech

Posted: Jun 20 2004, 11:19 AM   quote

😊 - Thanks - 😊

Well I figured that after all the help everyone gave me, and after all the headaches of repetadly doing it wrong...over and over, and considering all the hard work everyone put into makeing all these incredible mods, I feel like I got a entire new game for free so... it was the least I could do to show my appreciation.

Group: Forum Member
Forum Member No.: 13255
Joined: 14-June 04

---

hlidskialf   **Posted:** Jun 20 2004, 11:19 AM   quote

Stickied. Good work!

Unknown to most, hlidskialf is the first incarnation of the eternal warrior with a beer fridge in his chair.

Global Mod

Group: Admin
Forum Member No.: 48
Joined: 14-January 02

Kalindor   **Posted:** Jun 20 2004, 12:16 PM   quote

Just a few things for clarification's sake...

QUOTE

> NOTE: This is VERY important, I learned this the HARD way, If you dont do this your install will FAIL and youll waste an hour and allot of hard work, you will get a message saying "please re-run Setup-BP-BGT.exe to actually install the mod, windows wont let me do it" if you get this message your install will FAIL, when you try to play you will start in the first Dungeon in BGII and not in Candledeep, trust me, as it happened to me.

Group: Forum Member
Forum Member No.: 295
Joined: 18-January 02

I think that you aren't totally screwed if this happens to you. I got around this error by leaving my original update window open (the one that instructs you to run it again). I then executed another instance of the Setup BP-BGT program and let that one do its stuff. Note that the autoinstaller will not continue the installation program as long as the original weidu window remains open. After the second window completes its operation successfully, close the first and the autoinstall will continue.

QUOTE

> "At this point, you should delete your weidu.log file and clean out (delete) the CONTENTS of your {BP-BGT, NeJ, and BP-BGT} \ Backup folders---EXCEPT the keep.me files. Remember, all that data is up inside of biff folders now. This will insure that future patches to any/all of these mods install just fine."

Let it be known that you are only to delete the contents of the BACKUP sections of these folders. Don't go deleting the entire BP-BGT or NeJ folders or you'll trash your hard-earned BP installation.

Ask not for whom the bell tolls... it tolls for thee.

The bestest mod ever:

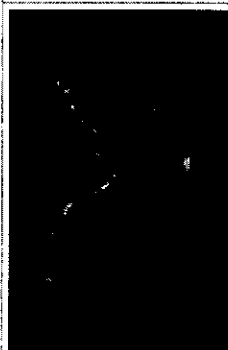**Shadowtech**

Posted: Jun 20 2004, 12:44 PM

quote

Thanks for clarifying that Kalindor, I wrote I wasnt sure what to delete and just quoted the readme cause I had no idea whatsoever what could be deleted, the readme is kinda vauge, I'll update that point with your advice 🙂

Group: Forum Member
Forum Member No.: 13255
Joined: 14-June 04

Sir_BillyBob

Posted: Jun 20 2004, 03:59 PM

quote

Glad to see you got it all working in just one night (or 24 hours, whatever) either way, it is better than most of us.

Once you clean out some of the junk from the SOA directory, if you have room, make a copy of the whole game and back it up somewhere. I keep several backups from different points during the install process (you won't be able to do that because of the autoinstall program, I use the manual install). This way, if you add another mod to the game and you find it really trashes things, you can at least delete the SOA directory and copy the other one back to it. You may have to restart a game, but it saves you from wasting another couple of hours reinstalling everything.

Group: Forum Member
Forum Member No.: 11090
Joined: 5-July 03

When life hands you lemons, ask for a bottle of tequila and some salt.

Blackhat

Posted: Jun 21 2004, 07:56 PM

quote

I followed these instructions, and I recieved an error at the part in the script for setting exp. Also it never asks for my bualders gate 2 bgmain.exe. The error I recieve is a pop up window

Group: Forum Member
Forum Member No.: 13309
Joined: 21-June 04

reffering that the XP patcher cant find a fill o??.ocx (can't remember file name). After this happens it continues to the next part of the script. I have attempted the install 2 times now, with the same failure? What is the cause? THe install checker says everything is green.

message **email** ▲

---

sir-kill

Posted: Jun 21 2004, 08:12 PM   ● quote

QUOTE

> The error I recieve is a pop up window reffering that the XP patcher cant find a fill o??.ocx (can't remember file name).

Are you double clicking on the BGMain (the white icon with the flying windows trademark on it?)

The condition upon which God hath given liberty to man is eternal vigilance; which condition if he break, servitude is at once the consequence of his crime and the punishment of his guilt." -- John Philpot Curran

Group: Forum Member
Forum Member No.: 12721
Joined: 11-April 04

message **email** ▲

Blackhat

Posted: Jun 21 2004, 09:21 PM   ● quote

The problem was with file COMDLG.OCX
Something like a VB5 runtime libray? I had to:
1) download it to c:\windows\system32
2) Open a comand prompt
3) run "regsvr32 \windows\system32\COMDLG32.OCX"

Group: Forum Member
Forum Member No.: 13309
Joined: 21-June 04

Then it was registered. My OS is Win2k3 Server. VB5 libraries not instaled by default?

Win XP SP2 may be hardened as well, may want to incluse in future installers.

Don't know if I have to reinstall the whole thing.

message **email** ▲

---

hlidskialf

Posted: Jun 22 2004, 12:10 AM   ● quote
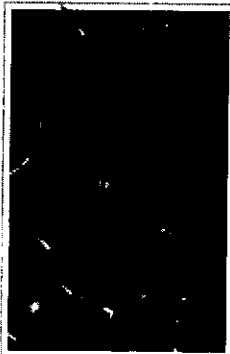
The TeamBG VB6 pack is available for download on the tools page.

Unknown to most, hlidskialf is the first incarnation of the eternal warrior with a beer fridge in his chair.

Global Mod

Group: Admin
Forum Member No.: 48
Joined: 14-January 02

message **email**   ▲

Jierdan   Posted: Jun 24 2004, 02:49 PM   ● quote

Which BGT patches are compatible with this now? Bardez just released patch114.
All right, thanks.

Group: Forum Member
Forum Member No.: 12257
Joined: 15-January 04

message   ▲

Antignition   Posted: Jun 24 2004, 03:00 PM   ● quote

I almost made the mistake of installing patch 1.14 on BP, believing it was compatible, but
fortunately Chev said that this wasn't the case.

-While I do hope that it will eventually be compatible with BP (it fixes various problems in
BGT AND SoA, so it would compliment BP nicely) it isn't right now.

EDIT: To actually answer your post, I don't believe any patches are compatible with BP,
however the most recent version of BGT is posted in shadowtech's installation guilde
(excellent install guide), one of the stickied posts on this forum.

Group: Forum Member
Forum Member No.: 13175
Joined: 4-June 04

EDIT "AGAIN"- In regards to my earlier edit, "I don't believe any patches FOR BGT!!! are
compatible with BP, hope nobody messed up with that.

- Just goes to show you that people should take my ranting with a grain of salt 😝 , sorry
folks.

This post has been edited by **Antignition** on Jun 26 2004, 09:14 PM

message **email**   ▲

NiGHTMARE   Posted: Jun 28 2004, 07:16 AM   ● quote

Hold on, I thought the TS v5.05 patch *shouldn't* be used with BP?

Group: Forum Member
Forum Member No.: 134
Joined: 15-January 02

message **email** **website**   ▲

sir-kill   Posted: Jun 28 2004, 07:27 AM   ● quote

QUOTE

Hold on, I thought the TS v5.05 patch shouldn't be used with BP?

TS v5.06 shouldnt be installed

The condition upon which God hath given liberty to man is eternal vigilance; which condition if he break, servitude is at once the consequence of his crime and the punishment of his guilt." -- John Philpot Curran

Group: Forum Member
Forum Member No.: 12721
Joined: 11-April 04

message | email

Hunor

Posted: Jun 30 2004, 10:25 AM

quote

Group: Forum Member
Forum Member No.: 12095
Joined: 22-December 03

I want to repply on that .ocx file. After reading the xp-patcher's readme, it was clear that its not neccessary if you've got a good hex-editing program such as for example ultraedit. Just hex(89000) with a calculator program, make pairs of it, reverse their order, search it in the BGMain.exe then replace it with hex(100). That's all. (If it looks hard, don't worry, it isn't 😊)

Well that's only an alternative way.

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