

Fishing For Trouble 3.0 with hotfix 1

THIS IS THE FINAL VERSION. There will be no more bugfixes or updates.

V3.0 with hotfix 1 includes all hotfixes and patches up to and including v2.8, so you only need to install the latest version if you don't have any previous ones installed. To install version 3.0:-

1. Copy the dq folder to the root of your ToB installation and allow it to overwrite all files if you have a previous version installed.
2. (Re)install FFT by running the setup-dq.exe file.

This will not affect your savegames if you have any.

-Y-

All sections below contain serious spoilers – you have been warned.

Listing of what was fixed for v3.0 hotfix 1

General:

The missing setup-dq.tp2 file was added to the dq folder.

Cerendor Hold:

The order of actions in Ailoth Tam's dialog was causing a variable to fail to set.

Cloudpeaks:

If you persuaded Moradin Rockfist to send Megred Darlessen to Cerendor Hold then you were not able to burn the Black Lotus because the check script believed the Red Wizard was still present. Both Moradin Rockfist's and Megred Darlessen's dialogs needed updating.

Imradim:

Basimah's store did not open on one dialog path.

Porthpentyrch:

The restored village of Porthpentyrch did not appear after the week-long timer because an action line was commented out in ysbaldur.baf.

Listing of what was requested/looked at/fixed/rejected for v3.0

Problems fixed

General:

Some journal entries and point descriptions improved. Most of these suggestions were made by Ibanix.

Various cre scripts updated and improved across all areas.

Athkatla:

Meredudd Bengoch's armour class was 3 – is now 0 (zero).

Elizabeth Pavara's dialog amended to take account of the fact that you may have sided with Bodhi.

Angharad Firehair no longer mentions Ceinwen Ravenhair if the player has used the Boots of Speed to pass the Traps of the Living.

Porthpentyrch:

Graphical bug in the river near the cave entrance fixed in the deserted village.

Fisherman's diary added to a house near the river. This also gives a clue as to where to find the lighthouse keeper (if you can't find him) as well as setting the storyline more clearly.

Other odd items added to set the storyline.

Cloudpeaks:

The fire pit now displays the correct message when you dispose of the Black Lotus. Previously the 'burned' and 'not burned' display strings were reversed which meant that you never saw the 'burned' message.

Imradim:

Nothing.

Cerendor Hold:

Ailoth Tam is now spawned next to the Caravan Master at the end of the battle. You no longer need to find him.

Caravan Master's dialog changed to fit Ailoth Tam's new spawn point.

Bug in the Red Guard script fixed so that they now attack you.

First floor (ys0330) gains a kitchen.

Countess Wultheof added as a quest-giver.

All three Hold floors have 'Impassable' areas replaced by 'Blocked' areas. This means that NPCs appear before you get to them.

Listing of what was requested/looked at/fixed/rejected between version 1.0 and 2.8

New for version 2.8 – Russian Translation by subzero400

v2.7

Problems fixed

Porthpentyrch:

Multiple spawning of the Tanarr'i in the lighthouse. Again. Again.

Night minimap added for the restored village.

Cloudpeaks:

The firepit script was not compiled, so you couldn't complete part of the Black Lotus sideline.

Mapnotes added.

Night minimap added.

Imradim:

Gadil will now give/sell you a cup once only.

Multiple mapnotes problem solved.

Cave mapnote added.

Night minimap added.

Levon did not reappear after refusing his proposal to kill Akil.

Akil moved to make him more visible inside Levon's estate.

Levon's dialog did not seem to be compiling correctly i.e. incorrect CHAIN lines were being assigned to Akil (similar to the Pashun problem in an earlier version).

Cerendor Hold:

All the guards now have a dialog assigned (English and German).

Mapnote added.

Night minimap added.

v2.6

Problems fixed

Porthpentyrch:

Tanarr'i dialog .d file added to the installer instead of the .dlg file.
Ambients corrected (ys0200).

Cloudpeaks:

Ambients corrected (ys0370 and ys0371).

Imradim:

Bookshelf container on the second floor of the Water's Edge was missing its trigger point (ys0401).
Guard eunuchs were not appearing in the harem tent (ys0421).

v2.5

Problems fixed

Porthpentyrch:

Multiple spawning of the Tanarr'i in the lighthouse.
Dialog drop-through when talking to the Tanarr'i and you are NOT a ghoul.

v2.4

Problems fixed

Athkatla and Imradim:

German translation strings for conversations in both areas were naffed.
Anomen was sarcastically referred to as a 'paladin' in three places – should have been a 'knight'.

Imradim:

Minor corrections to Levon's dialog.

v2.3

Problems fixed

Athkatla:

Ceinwen Ravenhair non-appearance in the Council of Six fixed.
Maredudd Bengoch dialog 'No valid links' fixed.

v2.2

Problems fixed

Portpentyrch:

A stray wallgroup down by the upturned boats in the unrestored village has been removed. Most of the time this has no effect but when the mummies on the pier attack, if you're in the right (wrong?) place they temporarily lose their legs.

If you were exploring Porthpentyrch after it is restored and you entered the cave in the river, when you exited the cave you ended up in the old deserted village.

v2.1

Problems fixed

Portpentyrch:

Area ys0260 - the cave doors were supposed to open by scripting but had quit working at some point.

Grimward archer ysgmarc.cre was not being copied to the override folder (AGAIN!!!!).

Cerendor Hold

Minor corrections to the Bandit Leader's dialog.

New for version 2.0 – German translation by Gerri

v1.5

Problems fixed

Porthpentyrch:

The boulder pile in the cave under Porthpentyrch could be lockpicked by a good thief (ability 100%+). This upset both the DisplayStringHead information and a minor part of the plotline.

Wrong .tp2 file included in patch 1.4 so the new Grimward archers were not being copied to the override folder. This fixes the CTD in the dwarf maze.

v1.4

Problems fixed

Athkatla:

Area problem with Elizabeth Pavaral's dialog fixed.

Various people in the Government District Westside insisted on gathering outside Bran's house. They've now been told to stay put - or else.

Porthpentyrch:

If you were exploring Porthpentyrch after it is restored and you entered the cave in the river, when you exited the cave you ended up in the old deserted village.

The default Grimward archers in the cave under Porthpentyrch were running a melee script (WTASIGHT) instead of a ranged script such as WTARSGT. New Grimward archers have been created that run both a ranged script and a melee script because I didn't want to run the risk of overwriting script-changing mods such as Sword Coast Strategems. The archers have also been equipped with swords for melee work.

Calim Desert:

Pashan's dialog. For some reason the Weidu installer was ignoring the final line of each dialog block ('That's all I want to know for now') and adding the dialog Exit command to the previous line in the block. In addition, it was reversing the 'Tiger's Eye' response lines.

You could only speak to Pashun once, which was not my intention. He now welcomes you back with open arms.

v1.3

Problems fixed

Various dialogs updated to allow for a party of non-Bioware NPCs.

v1.2

Problems fixed

Corrected two journal entries from Garalial Geltarath's dialog.

Minor additions to Garalial Geltarath's dialog which depend on how you treat Angharad Firehair.

v1.1

Problems fixed

General:

Script ysreact.bcs was not being compiled. This affected almost all NPCs in the game but only if you took certain (unlikely) actions.

Many search maps revised to exchange Impassable areas for Blocked areas. This clears the fog-of-war more consistently over low objects.

There is a Boots of Speed exploit at one point which, if used, cuts out a big chunk of the main storyline and a number of small sidequests but does not break the mod. The side-effect is a conversation late in the mod which makes no sense because you won't have met the person under discussion. That dialog has been adjusted to take account of someone using the exploit and so negates it as an exploit but effectively relegates a big part of the original plotline to a sidequest. Having said that, most people will still see it as part of the main plotline anyway.

Added the mapnotes that were missed from the .tra file last time. The separate .tra download has now been deleted.

Updated the ghoul spell item so that it removes correctly.

Athkatla:

Bran non-fight dialog would not trigger if you were not in exactly the right place.

Mapnotes added to Government District West.

Porthpentyrch:

Dwarflord CTD fixed.

The Dwarflord's appearance has been changed from being blurred to being semi-transparent. His original incarnation made him difficult to see against the background.

You can no longer bypass the lighthouse door without the key.

Door cursor corrected in house ys0250.

You can no longer pickpocket the Tanarr'i for his heart.

A typo in area ys0270 meant that one trap would not trigger.

A typo in two different dialog file headers meant that some NPCs were mute when they actually had things to say.

Calim Desert:

A typo in ys0410. are meant that one trap would not trigger.

Cave Guardians' drop items reduced to just one +2 longsword.

Mapnotes added to Imradim.

Cerendor Hold:

The general population in area ys0340 will now appear in their correct places rather than all of them appearing in the top-left corner.

Problems that could not be fixed

General:

One area exposed on the worldmap during the course of the game may show up as inaccessible when first exposed. We couldn't find why this happens but the solution seems to be to go to another main area - any other main area - first.

Travel times: travelling from/to Government District Westside to/from all other areas in Athkatla still show up as eight hours. We're working on the patch code for this.

Athkatla:

The unkillable Child Vampire. This has only affected two or three people - we had it in testing but could not reproduce it on a second PC. There are two possible solutions:-

1. Uninstall and reinstall FFT. Go back to a savegame before you enter that part of the vampire lairs. If this fails (or takes you too far back)
2. Use the CLUA Console to set the following global variable

```
CLUAConsole:SetGlobal("ys_VampChildIsDead","GLOBAL",1)
```

After this you can either ctrl+y the Child Vampire or ignore her. Be aware that if you set this global without ensuring that the Child Vampire really is unkillable then you will screw up the rest of that particular plotline.

Problems that could not be reproduced

Athkatla:

Elminster's dialog triggering the initial greeting if you go to him as a ghoul when he is in the Seven Vales.

Porthpentyrch:

Night birds not singing.

Requests for changes that could not be done

Porthpentyrch:

Increase the size of the door indication areas (info points) in cave area ys0260. This is an Infinity Engine restriction caused by the display order of info points, traps and travel points.