

General information

Name	Wild Mage Additions
Type	Spells / Tweaks / Kits
Version	1.4
WeiDU Version	185
Text storage	TRA
Languages	2 (english, german)

Compatibility

- BG1** This mod requires Baldurs Gate 2 and Throne of Bhaal
- BG1:TotSC** This mod requires Baldurs Gate 2 and Throne of Bhaal
- BG2** This mod requires Throne of Bhaal to be installed!
- BG2:ToB** Designed for use with SOA and TOB
- BG1TUTU** Designed for use with BG1TUTU
- BGT** Untested but should be compatible with Baldurs Gate Trilogy
- WeiDU** Compatible with other WeiDU-based mods, as long as there are no conflicts with filenames or modified files
- Non-WeiDU** Compatible with standard non-WeiDU mods when there are no conflicts with new/modified files and Dialog.tlk isn't overwritten

New files:

File type	Number
2DA	50
BAM	58
BCS	5
BMP	2
CRE	7
EFF	5
DLG	3
ITM	9
PRO	5
SPL	104
VVC	1
TOTAL	249

Modified game files:

File type	Number
2DA	1
BCS	2
IDS	1
TOTAL	4

Filenames of new files:

WM_*.*

Modified game files:

File type	File	Modification
2DA	ITEMDIAL.2DA	1 row added
BCS	BALDUR.BCS	2 new blocks added (EXTEND_TOP/BOTTOM)
BCS	BALDUR25.BCS	2 new blocks added (EXTEND_TOP/BOTTOM)
IDS	PROJECTILE.IDS	5 new projectiles added