
USING PROJECT INFINITY FOR THE FIRST TIME

By Mycenius

This document is not intended for people already familiar with PI (Project Infinity), but for those starting out using it for the first time or who have tried to use it and couldn't get it to work properly or found it too complex.

If you are like me then you play the infinity engine games, most notably Baldur's Gate I & II, Icewind Dale I & II, and Planescape: Torment, and like me you use mods to customise and expand / modify / remove or otherwise change items, creatures, events, quests, and similar in game. If you do this a lot, or you use large numbers of mods in your game, or you are wanting to do a large EET (Enhanced Edition Trilogy) install, then a mod manager is a great help and Project Infinity will help you greatly.

You can find the latest version of this document at <https://kgo.mycenius.com/crpg-resources/>. You can contact me on [Mastodon Social](#) or [Bluesky Social](#), otherwise you will find me (Mycenius) on forums such as Reddit, Beamdog, Gibberlings 3, etc, and feel free to private message there.

Who Is Project Infinity & This Guide For

If you are looking to do any of the following, then using PI and reading this document is likely for you:

- Install the EET (*which combines BG 1 & 2 and SoD into a single game run from the UI of your BG 2 install*). This does for the Enhanced Editions what the original BGT (Baldur's Gate Trilogy) does for the original games.
- Install a very large number of mods into a single game.
- Install mods that need to be split up and installed in a complicated sequence interwoven with other mods.
- Want to regularly re-install your game and/or regularly change which mods you have and haven't installed quickly.

If you are only looking to mod a single game, or only use a handful of mods that you can easily do manually yourself, then Project Infinity and this document is likely **not** for you (but I now use PI for every install I do, because it's so convenient). However, you may find *WeiDU Graphical Install Tool* of use instead if you don't like command line style installers, so see these links:

- [WeiDU Install Tool: A Graphical Front End for WeiDU Mods Page](#) (*at The Gibberlings 3*)
- [WeiDU Install Tool Latest Releases](#) (*Github Download*)
- [WeiDU Install Tool ReadMe](#) (*Git Hub Wiki*)
- [WeiDU Install Tool Github Repository](#)
- [WeiDU Install Tool Forum](#) (*at The Gibberlings 3*)

My Experience and Infinity Engine Games

I have been playing Baldur's Gate, Icewind Dale, and Planescape: Torment since they were released, I remember buying the original BG game very soon after it was released in my country. I have played them ever since. However, I came to using mods very late and have only used them in the last 4 or so years – don't ask me why it took me so long as I don't know... And I've mostly only used tweaks, fixes, enhancements, and QoL (Quality of Life) mods, and not very much new content (NPCs, Quests or Locations) until the last 12-18 months as at the time of writing this; and I sometimes feel that I may have missed out on a lot opportunity to truly explore the potential of IE games in the past – most especially BG 1 and 2 – by not being across modding in the early days, back when things like DSotSC and similar were first put out in the community, and then being along for the ride for the duration of the community's existence and all the great work the modders out there have done over the last 20+ years.

Anyway after almost 25 years of playing I finally decided to try the EE Trilogy and decided to do a medium to large install from the start with up to 100 or so mods (in the hope of doing one install and getting it good enough with lots of new content to use it for gaming and keep me occupied for many many months or more before needing to reinstall) – which brought me to *Project Infinity*. I then spent (over the course of about 6 days) something like 35-40 hours (plus the actual install run time) learning its capabilities with, albeit, some frustration. Getting it to load, sort and then install my mod list was a medium to steep learning curve, and as I have an IT background, I can imagine it being quite steep for the non-tech savvy individuals. So, to try and save other newcomers (to PI) some of the struggle I have written this guide. And it was a bit of a challenge for me to find info and get up to date documentation on PI; or find experienced users who could provide mentoring guidance (although that may also be time of the year and who's active on forums, discord, and such leading up to the December Holiday Season). It also seems some updates recently (about 2003) changed some functions in PI – so some experienced users may have stopped using it and/or some documentation isn't 100% accurate (but more of that anon).

However, on a positive note as a comparison, once I completed the initial install, and learnt what I learnt, I was able to nuke the whole install, add several more mods to my install (up to around 125) and then configure the semi-complex install sequence and commence the install in the space of only 2 hours or so (and some of that was time copying over fresh clean versions of BG 1 & 2 from my master GOG game install; the copies that I never use to actually play for this very reason). That was a great endorsement of the objective and what PI is trying to achieve and what I could achieve once I understood it. So a huge thank you to *Ali/en* for it – it's a great tool.

So on to what I learned (as of when I did this and first used PI in early December 2024).

My Current Opinion on Project Infinity

I think PI is a fantastic tool and concept and I'm totally supportive of it and will support the author (*Ali/en*) anyway I can. However unfortunately it (a) does seem to have some bugs at present and (b) lacks (IMO) adequate unified documentation or readme resources (even with its wiki); most especially as pertains to new users. So even though I may refer to some issues with PI in this document I am not in anyway *bagging the app*, I totally support it and love the concept and appreciate what the author is trying to achieve (there are some great tools and ideas in it, just not all of them fully implemented as yet). So, everything here is meant in a positive vein and simply as guidance (especially if you are a newcomer or inexperienced mod user) around making the most of PI.

Note that this guide was written in December 2024 using Project Infinity version 0.10.6, so if your version is newer then some of this may not apply, and if you are reading this significantly in the future some or all of the content may now be redundant.

Step 1: Preparation

I am not going to write a full detailed step by step process, as that has already been done below (see #1 below), but I am going to highlight the pits & trap falls and '*wish I knew that*' type of moments (some of which are due to current idiosyncrasies or possible bugs). So, before I begin, please check through the list below and all the following steps which I strongly suggest you do:

1. [Download Simple Project Infinity Guide](#) from Beamdog Forums, as it's the best starting guide I found. I will base my notes here on covering what this document doesn't cover and assuming you have read it through and will follow it for your first use. *Unfortunately I don't currently know the original Beamdog thread the link was posted on as I found it directly via DuckDuckGo Search.*
2. [Download EET Mod Install Order Guide \(WIP\)](#) by **4udr4n** at The Gibberlings 3; this spreadsheet is extremely helpful. Here is the [direct link to the spreadsheet](#) at Google Docs (again as of December 2024). This is better than the one linked to in the Simple Project Infinity Guide PDF in my opinion; but you may find both useful (I referred to both initially as I was learning but then used a downloaded copy of the spreadsheet one to do my actual install build, as I could edit that and insert in new rows, notes to myself, etc).
3. If you are doing a trilogy install [Download the Enhanced Edition Trilogy \(EET\) Mod](#) from GitHub, you can find the mod's [Forum Home Page](#) at The Gibberlings 3.
4. [Download Project Infinity from the Beamdog Forums](#) and you will also find a good overview of the intended capabilities and functionality of the app, so it has got great potential. Before you install it, See step 2 below about the install and also the install notes in the *Simple Project Infinity Guide* document in #1.

(Note you can find the [GitHub Repository here](#) but it is easier to do the download from the link immediately above, but Github does have bug reporting and the wiki so worth bookmarking.)

I am assuming you have Windows 10 or 11, if you don't (e.g. Windows 7 or 8) there may be additional components to download. See the *Simple Project Infinity Guide* PDF for this information.

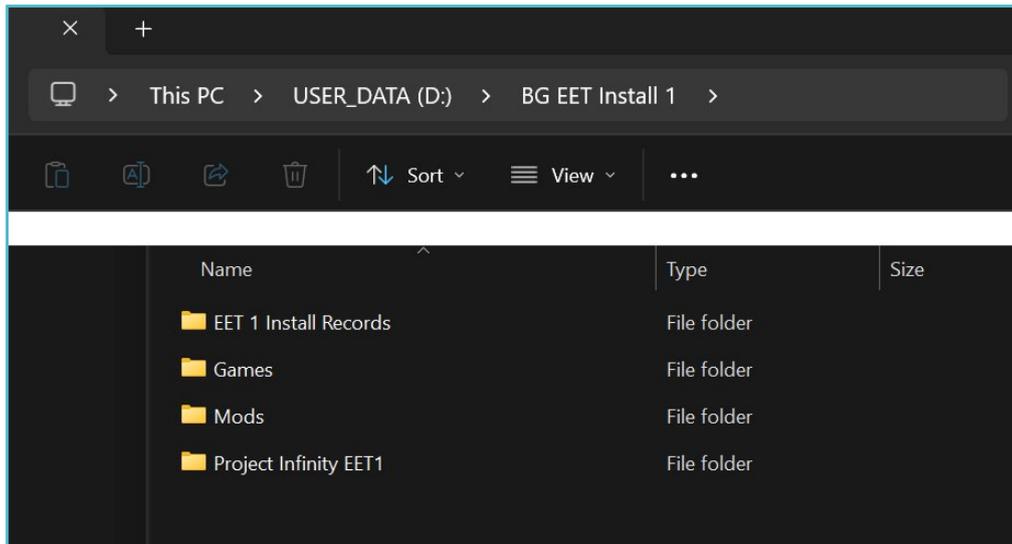
5. Familiarise yourself with the [Project Infinity Wiki](#) at GitHub and read through the 10 or so sections listed. The information here is useful but currently is incomplete I believe, and only covers parts of some of the process. It also doesn't really cover installing & configuring PI or some other peripheral matters. But it is useful to know about the sorting and install sequence ideas before you start – keep in mind It is possible some of the info as of December 2024 may refer to an older version of PI – I have not checked how up to date that guide is.

Step 2: Installation

From this point on I will assume you have read through the **Simple Project Infinity Guide PDF** (SPIG as I will refer to it from now on) and are following that. My comments will supplement or add to the comments of the author of that document as I have found its a good basic guide to the process.

Installation Location

To assist in setting up your install cleanly to start with see the below screen shot of my install as a guide to what is referred to in the *SPIG*. Note this is an example and you can arrange it in other ways.



As you can see it's all in its own folder (named **BG EET Install 1** at top of screenshot), in this case directly in the root of my user data drive (you might have a dedicated 'gaming' drive or such like, but I'd suggest you don't do it on an SSD – you could of course copy the whole install to an SSD, once it's complete and you don't need to edit it any further; and then run the game from there, but it's probably over kill for the resources it needs).

In my case both my Windows 11 system drive and a dedicated gaming drive (that has more modern high resource games like BG3 & the Pathfinder games on it) are SSDs, so no use for this install since I may be writing and deleting lots of data over and over. BG doesn't need a super high spec drive so it goes on one of my standard 7,200rpm SATA Drives (they would have probably been a gamers dream drive to have back when BG was first released if they had existed).

EET Install Records – holds all my notes, mod list spreadsheet, old install order lists or exports, etc. This keeps them free from the other folders so I can nuke the rest anytime and just move that 1 folder to save my records.

Games – Has a completely clean unused copy of *Baldur's Gate Enhanced Edition* and *Baldur's Gate II Enhanced Edition*. Both, after copying, I have run once and created a new game for each and made a single save in the normal save locations – prior to doing any modding or installing EET.

Mods – this has every mod I want or may want to install, and they have been extracted from their compressed zip, rar, 7z or exe files so PI can read and access them. This folder is not in the PI folder for same reason as my install records documents, so I can nuke the PI and game folders in future without having to move or re-extract all my uncompressed mods.

Note that PI can auto download and update mods for you – but I didn't want all 305+ mods downloaded so I didn't use that. I manually downloaded mine and sorted them, and periodically check for updates (or get the automated email notifications from the ones I follow on GitHub), and then cull from my list ones I try and don't like, or that have incompatibilities, if I know I will never use them for the foreseeable future.

Project Infinity (EET1) – is where the Project Infinity exe is downloaded to. When you first run it, it will create its own subdirectories, and download WeiDU and other tools it needs.

Note: you can use the same PI install for multiple game installs – so no need to add a suffix to the folder name as I did in the screen shot above (i.e. the default Project Infinity is fine, vs. Project Infinity EET1 I did or anything similar...

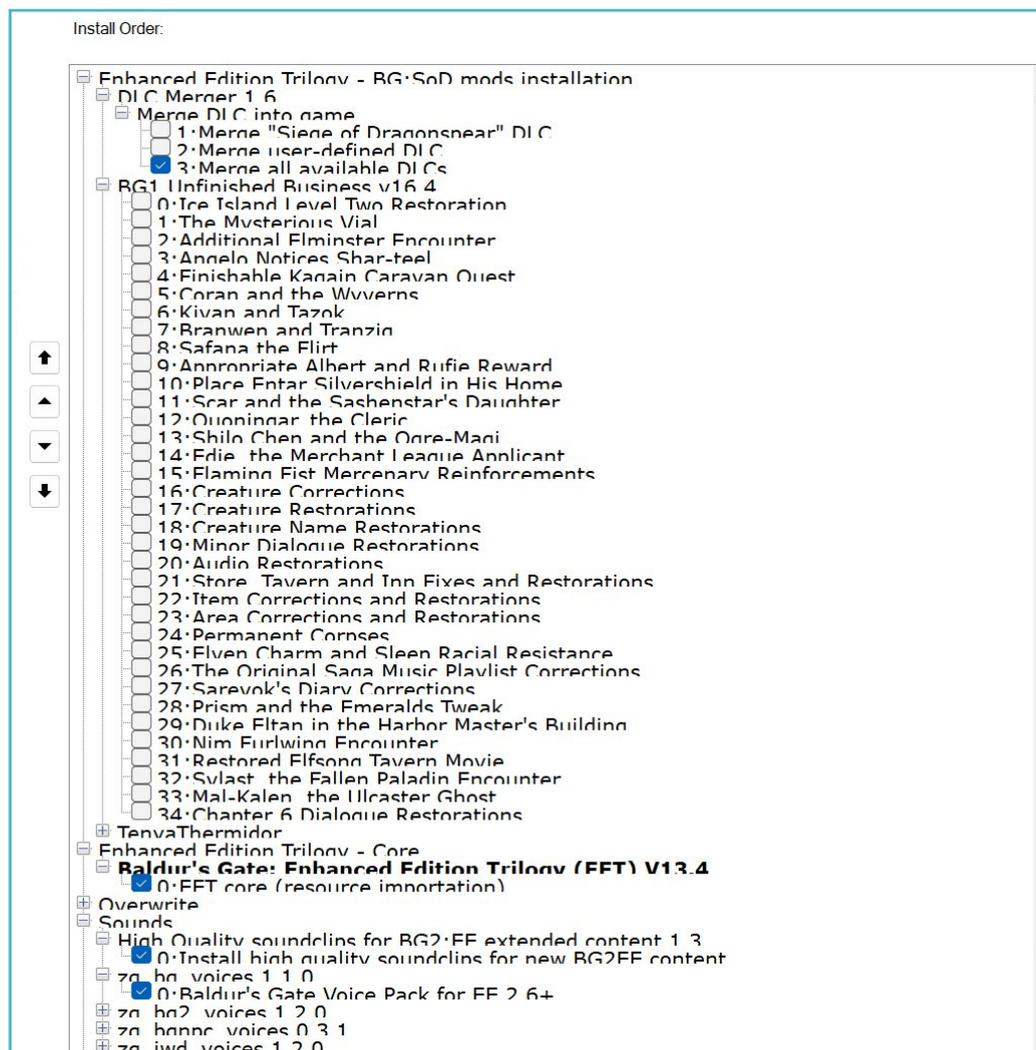
System Security / Anti-Virus Note

A quick note on Security Suite/Anti-Virus applications; PI will, when you try and run it, be identified by BitDefender (and all it's related variants you get as its used by most security vendors, such as Trend Micro, etc), Windows Defender, and likely most other anti-virus apps (Malware Bytes, AVG, etc) as **Windows PowerShell trying to load a Trojan Horse malware** (*Heur.BZC.ZFV.Boxter.1054.B45BCC7C* or similar). So anytime you install PI, before you run it, or to get it to run, you may need to go to your Security Suite or Anti-Virus and in its settings go to manage exceptions or similar, and add **ProjectInfinity.exe** as an exception to be ignored and not be blocked, quarantined or removed.

*Just for the record however **you do this at your own risk** – I am not a security expert and I am not making any recommendations around this, the paragraph above is for your informational purposes only. If you have concerns seek advice elsewhere.*

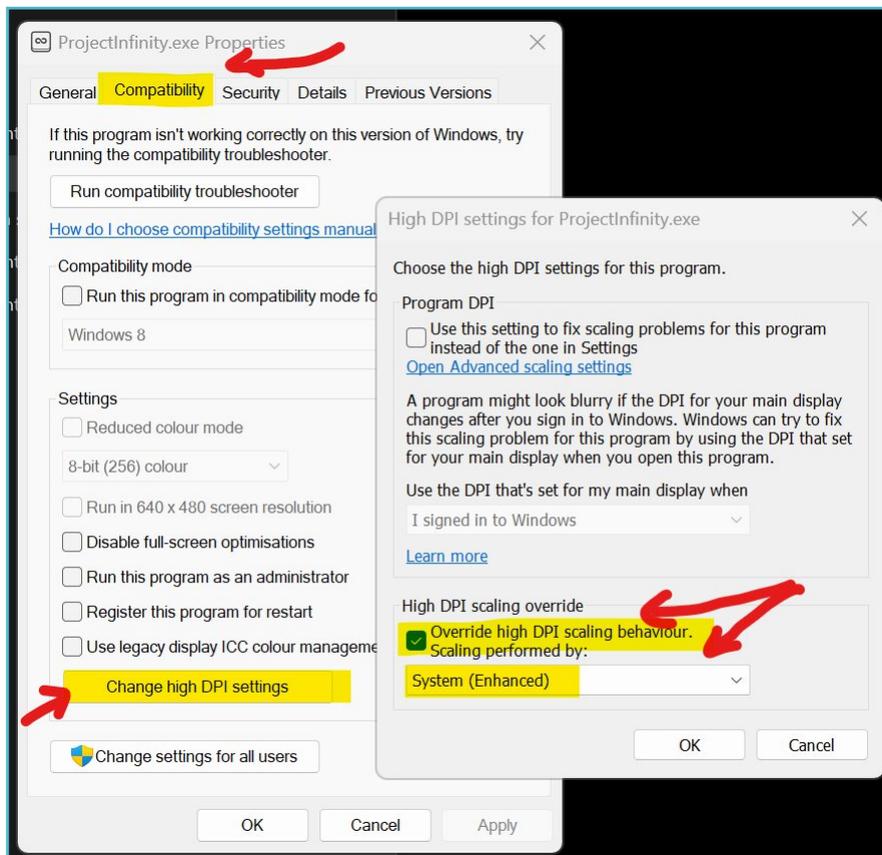
Project Infinity Graphics Issues and Setting Properties

The first issue I had is PI didn't display properly, the left-hand window text was compressed and only partially readable, it was awkward to read and difficult to sort and select items. This is what I had to deal with for the first couple of days until I resolved it:

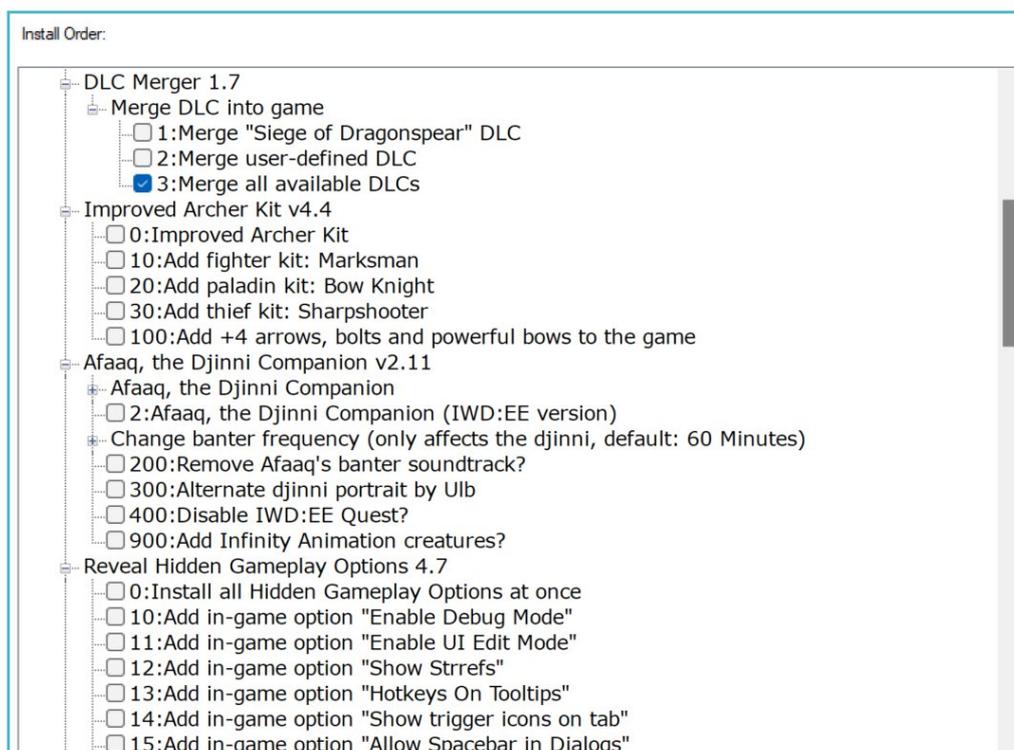


I found an old bug report on the PI GitHub from 18+ months prior that had been closed but referenced the fix as the recommended work around by the author. If you have this issue don't be like me and persevere with it for several

days; for this issue (I suspect almost all modern Windows 11 and possibly Windows 10 PCs will do this) immediately edit the properties of the ProjectInfinity.exe (via right click) as per the below screen shot. You need to set the High DPI Compatibility Settings to "System (Enhanced)":



After the change once you restart PI it will now look like this – much better:

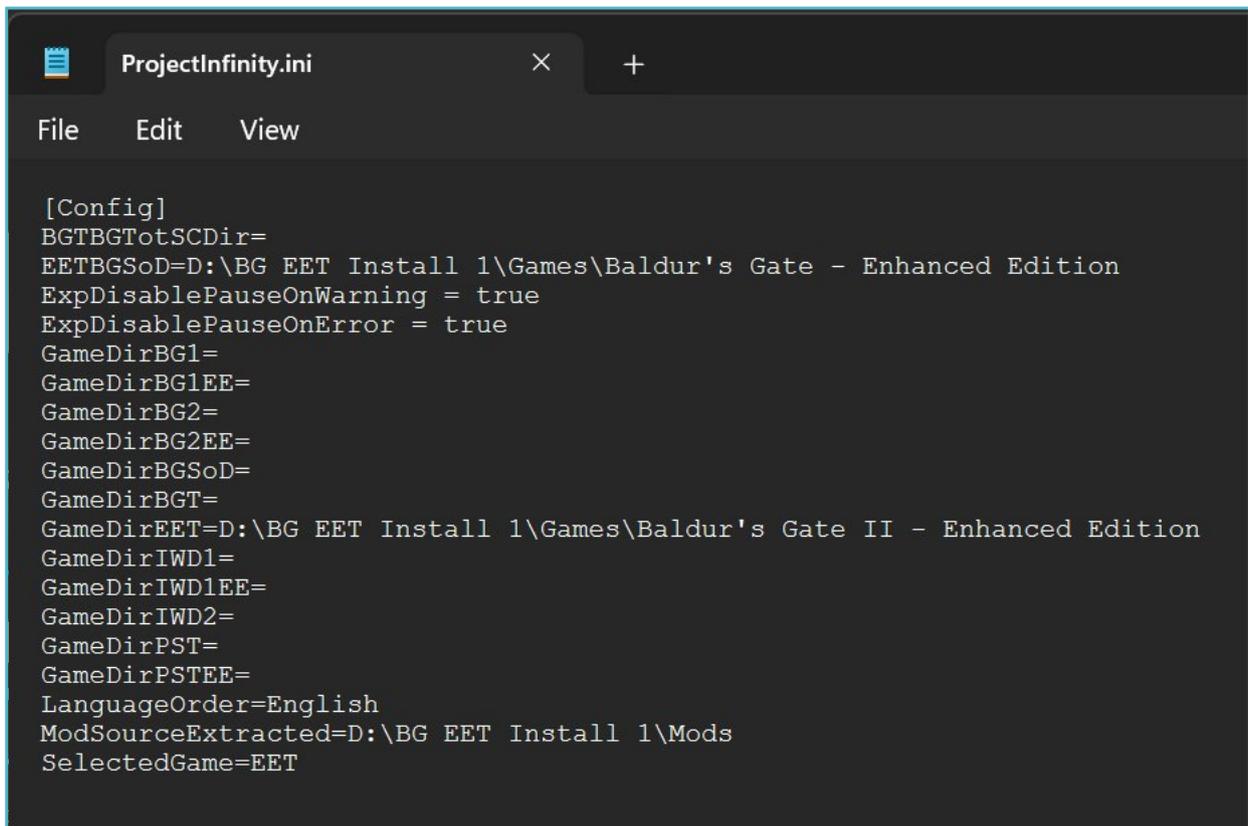


Project Infinity Install: Skip Pausing on Errors and Warnings

When you finally do get to doing your installation process PI, by default, will stop on Warnings or Errors for every mod or component that has one occur. However, there is nothing you can do when this happens except unpause to continue, or abort the whole install. And I expect it will only be rare cases where it's so significant you'd do the latter. So you don't want these unnecessary interrupts where you must manually 'unpause' the process. I recommend as soon as you have run PI once and set the locations of your game installs that you open the ProjectInfinity.ini file and add the two lines below to it as illustrated. This will save you much wasted time later. Close PI (if you haven't already) and restart it after you have.

```
ExpDisablePauseOnWarning = true
```

```
ExpDisablePauseOnError = true
```



```
[Config]
BGTBGToTSCDir=
EETBGSoD=D:\BG EET Install 1\Games\Baldur's Gate - Enhanced Edition
ExpDisablePauseOnWarning = true
ExpDisablePauseOnError = true
GameDirBG1=
GameDirBG1EE=
GameDirBG2=
GameDirBG2EE=
GameDirBGSoD=
GameDirBGT=
GameDirEET=D:\BG EET Install 1\Games\Baldur's Gate II - Enhanced Edition
GameDirIWD1=
GameDirIWD1EE=
GameDirIWD2=
GameDirPST=
GameDirPSTEE=
LanguageOrder=English
ModSourceExtracted=D:\BG EET Install 1\Mods
SelectedGame=EET
```

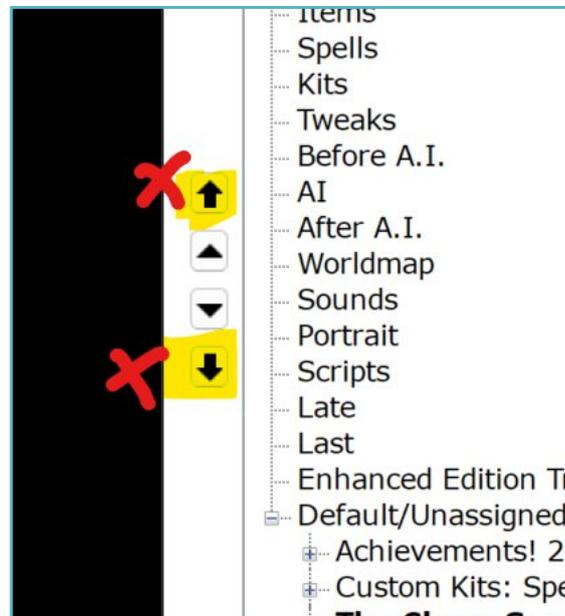
Note: Many mods (you install) will have optional settings you can change, turn things on/off, etc, in their ini files, so also remember to edit these first (if you plan to) before you run your actual install, and after you update the mod if you download a new version.

Step 3: Project Infinity Interface and My Issues

Up and Down Arrows

The Up and Down arrows on the left hand side for the install order were a minor issue for me (well major but only briefly). The top and bottom ones ('go to top' and 'go to bottom' respectively) didn't just move the item selected they also totally inverted the entire list of components (obviously not the intended effect but not helpful when you have 1200 or so items in the list). This is likely either something with my installation or a bug and may not even exist in your instance, or may well be fixed by the time you are reading this document. Anyway in the meantime (as of

December 2024) I suggest avoiding these buttons and do not use them – or at least test their behaviour first before you do any major sorting. They may well work fine in your install regardless.

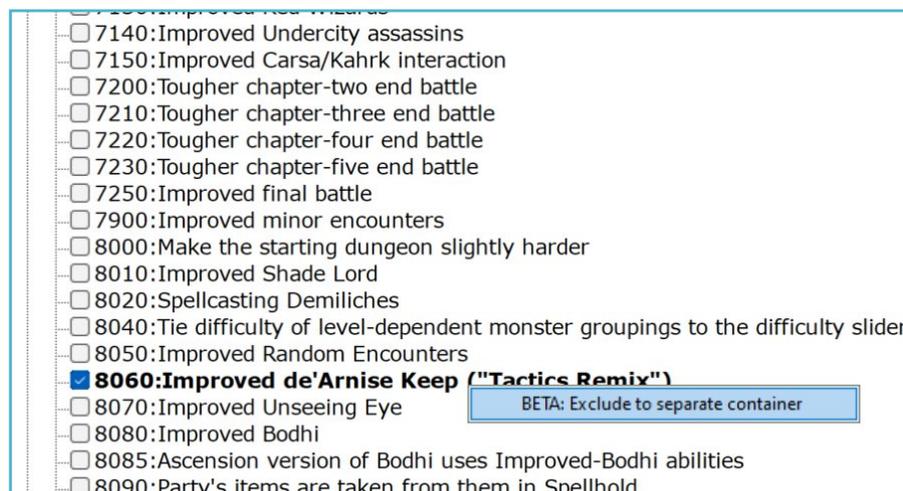


The middle buttons work but are cumbersome, it's far easier just to grab what you want with the mouse and drag it up and down the list – I did all my sorting with my mouse. So, my recommendation is don't use any of those arrow buttons at all. You can also use keyboard shortcuts, see the Official Beamdog Forum post where you downloaded Project Infinity (#4 in Step 1). This may of course change in future after this document was published, so check any PI version notes for newer editions.

P.S. Make sure you read the section on sorting below before you actually do any sorting...

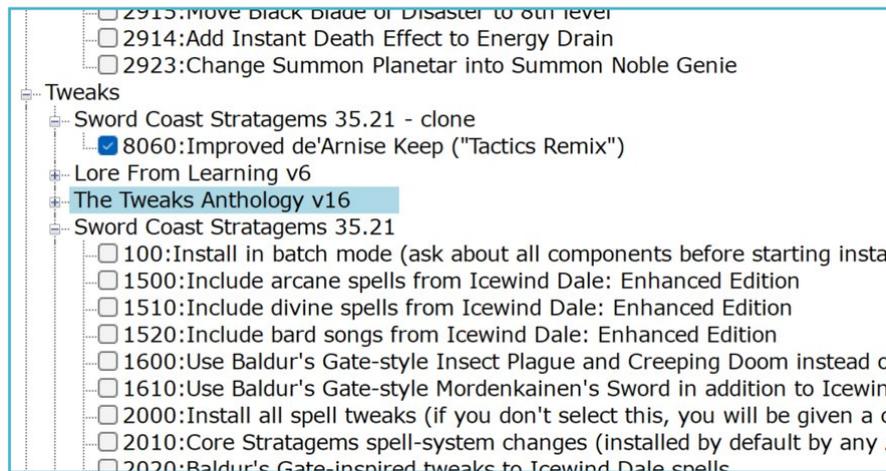
Right Click Clone Container Function

Don't do it. What looks like a cool useful tool to split mods into smaller 'bundles' so you can customise the sequence doesn't work. And to be honest it's unnecessary in almost all use cases.



The theory is good (see below screen shot) but implementation currently doesn't work unfortunately – it is marked as a Beta feature, so that's an indirect warning to you, the user. You can put the item in a clone container but that breaks the next step in the process. Don't be like me, where again I persevered for 2 days using it trying to make it

work; before realising putting items in those clone containers prevented PI from then assessing them (it presumably breaks the association with the mod header tp2 file meta data or something similar), and there by the rules check always fails (when you do *Set-InstallSequence*). End result you can't get to all those nice blue line statuses in the centre *rules* window (see SPIG document for how to actually do the rules check).



(In this example of what not to do you can see that *Sword Coast Stratagems* from the previous image has now been split and there is a clone container at the top of the *Tweaks* list with just the 8060 d'Arnise Keep component in it – normally all the components of a mod have to stay together in a single unified sequence. So don't, it'll be great once (and if) it's fully implemented, but currently it's only in beta so doesn't function as (I presume) is actually planned.

Basically I mention this clone function only because I was silly enough to persevere with a beta function for longer than I should – this is probably doesn't need mention for most people.

Refreshing the Extracted Mods and Saving Your Work on Shutdown

Some quick items to be aware of during the course of your work, when using PI and doing the selections in the left hand install order window; and also do keep in mind what I subsequently say in Step 4 below as well. Apply this to the instructions in the SPIG document – as this only usually needs to be a concern **the very first time** you use PI to build a sort order manually in the left window, for any particular game you are modding – for any future installs you (in theory at least) never need to do it again unless you change something really significant:

1. When you refresh the extracted mods folder (to search for changes or to ensure it's located all mods), it may sometimes drop some of the selections you have in the left window (the blue tick boxes) – i.e. they are not saved. It seemed to always do it with me for the same particular mods – so might not be a PI issue and/or may be the data provided by the mod itself (I suspect most likely the latter). The remembering the tick for the other half might actually be the bug and resetting them to unticked might be the intended behaviour. Either way it's something to be aware of – make sure you have all your mods in your folder first (or the auto download option fully up to date) before you start sorting and selecting (ticking) the individual mod components. Otherwise after an *extracted mods* refresh you may (or rather will) find half or more of the boxes unticked again.
2. When you start up Project Infinity sometimes it won't find all the mods – you may need to do the refresh 2, 3 or even more times until you are sure it's definitely found every mod in your extracted mods directory. Often you will get a different total each time you refresh even though nothing has changed. I do it (refresh) repeatedly several times, note the total mod and component counts showing in the top right window, and once I had the same one appear for the third time assumed that is the correct (and complete) list. If I didn't

add or delete any mods to the folder then anytime, I refreshed I was always looking to hit those same numbers again. If you ever have an install fail its start-up, with an error saying it can't find a mod or mods, do this refresh again a couple of times (or more) and then reinsert your *installsequence* list and try again – PI not finding/scanning every single item in the mods folder is one of the 2 ways I had these start failure errors occur – and I'm not sure if its cause is actually a PI issue or something to do with Windows O/S, anti-virus scanning, or similar.

3. As with the above, the other time to be aware of this (losing the tick selection) is if you shut PI down completely (e.g. to shut down your computer) then when you restart PI again (e.g. next day) it again often dropped half the ticked selections. Exactly as above it seemed to repeatedly be the same mods so may not be due to PI, but it happened repeatedly to me. Again it might be the intended action and the ticks remaining for some mods could be the bug.

So, make sure you start your final sort and then selecting everything in a single session where you can do the complete task and select everything you need and run the *Set-InstallSequence* (to generate the *InstallSequence* list in the bottom right window) at one time. Then copy all of it (e.g. CTL+A) and paste it into Notepad or another text editor to save as a TXT file. Once that's done the hardest part is over. Keep a second copy of the txt file as an unedited backup, the other copy you will edit in the next steps (see below).

Note: The sort sequence of the mods in the left window is stored in a log file, so that seems pretty stable and PI will reliably save the order you have the mods sorted in, the majority of the time.

Step 4: About Install Sequences, Importing and Sorting

So, there are some tricks, clarifications and some hurdles around selecting and sorting your mods and their components. The process looks laborious, and can be the first time, but for most people you will only ever need to do it once. Then once you have your mod lists in a TXT file you can sort to your heart's content in that, very very quickly and easily. The key thing is PI gives you the power and ability to build that first sort and install list.

Install Order (Left Window) and Blue Check Boxes

Here's the thing, the rules analysis only checks the items selected with the blue check boxes; and the outputted *InstallSequence* (in the bottom right window) only lists what was checked. So, you can just select one item, do the *Set-InstallSequence* check, it'll turn blue, then you just paste a completely different *InstallSequence* list you already prepared into the bottom right window and click Start-Installation. *In fact you usually don't even need to do that – just paste and install list in the window and click install.* PI will happily trundle off and start installing your list regardless of how it's sorted – the blue rules validation is only there for your peace of mind that you've followed some basic logic recommended by the mod authors themselves – and you should follow this advice. PI itself doesn't enforce those rules during install, as long as the *Start-Install* button isn't greyed out you are good to go!

That doesn't of course then mean you should just make up some 'fly by the seat of my pants' sequence and hope for the best. But if you have validated your sequence a different way (e.g. Such as with the spreadsheet in #2 of Step 1), then you don't necessarily need PI to also validate it for you – you just need the initial *InstallSequence* with the correct name of every mod component (and ticking the blue boxes is how you get that). However as a first time user you are probably best to validate using PI first then fine tune from a second source such as the spreadsheet I referenced.

After the first time you should never need to go through and sort all the mods and tick all the boxes of everything you want again, because you already have it in your saved lists that you will have previously copied of the install sequence. Unless, of course you need PI to revalidate you have an appropriate sequence.

But keep in mind updates to mods may alter those install component names, or add new ones/delete existing ones. So any mod update in future you may need to (or should?) recheck the component contents and if necessary reselect all the components for that mod and run the check then copy them into your txt file replacing the existing ones you have there. The vast majority of mod authors are following what I assume is best practice and won't have named their components in a way that causes them to change each time there is an update, I expect (and have generally found).

Note: This is just one way of using PI. You can just use the tick boxes, and you also use to be able to import WeiDU install logs from other mod installs as I understand (but see more on that below). However this is the way I choose to do it and it seems the easiest long term once you get familiar with PI and the process. It's also great that the author has designed it so you can do this and as you get more experienced and have a more consistent mod list you can save much time using the copy and pasted sequence install; especially if you aren't changing anything.

Doing an Install for The Very First Time (or Revalidating an InstallSequence using PI)

If you start from scratch, like I did, you need to do the full process in the SPIG PDF to create your first complete (or comprehensive) list of all the mod components. They don't have to be completely in order because you can sort them further in Notepad or another suitable Text Editor. If you have done this process before you don't need to go through and try and sort every single mod in the left window, put them in their category folders, and then select every one of them by ticking them. The only exception is if you are struggling or you aren't confident, and you really really want PI to do the automated validation against the rules the mod authors provided (in their mod meta data) every time; to reassure yourself the sequence is probably fine to run the install with.

Doing Installs After You Have Created Your First Full InstallSequence List

Once you have a master list of mod components you want to install you can move forward just working from your txt file and then all you need to do is reorder what is there if needed, remove anything you no longer want, and if updating or adding things just do the ticking and check process in Pi for those specific mods only and then copy them from the right window into the txt file in the appropriate places. See my comments in the section above also in relation to his.

Here's an example of what your txt file will look like with all the individual mod components in it in their install sequence (this is just a very tiny snippet of my file at time of writing this document):

```
RE:52;Romantic Encounters MOD for Baldur's Gate II - Minsc. Takes. A Bath, by Thimblerig
RE:53;Romantic Encounters MOD for Baldur's Gate II - Nizidramanii'yt's Vanity, by Thimblerig
RE:54;Romantic Encounters MOD for Baldur's Gate II - Date Night, by SisterVigilante
cd_g3anniversary;"The Gibberlings Three Anniversary Mod" - The Gibberlings Three Anniversary Mod"
bgqe_slimequest;Baldur's Gate Mini Quests and Encounters Modification - Slime Quest
bgqe_familyquest;Baldur's Gate Mini Quests and Encounters Modification - Beregost Family Quest
bgqe_babysitting;Baldur's Gate Mini Quests and Encounters Modification - Babysitting Quest, including the Carnival Encounter...
```

Importing InstallSequence Lists (and Exporting)

You can do imports in CSV format, but I don't use import (or export) functions myself. They are unneeded (for the way I do my installs) and just provide an alternative option for doing things. The easiest solution is always copy all from the right bottom window and paste into txt file, then copy from txt file back into the bottom right window when you are ready to click go and run your install. Just keep extra back up copies of the txt files in case you mess something up.

One reason I am not a fan of CSV format is if you inadvertently convert a txt file to csv or vice versa you risk the Microsoft habit of adding " to wrap complex text (which already has ', ", or similar) in it. This corrupts your data. Anything with " added in front of the names in your *InstallSequence* (that wasn't originally there, or any other character for that matter) will fail during install – PI does this two ways, either it can't find the mod at install start, or

more often, it has a major error during the install and skips that component (or pauses the install if you didn't update your ini file above).

Use of WeiDU logs – the one thing where importing was useful was you could import previous WeiDU logs to create your install sequence. However, this appears to not work currently but I suppose always may do so again in future dependign on wwhat the author is intending. Being able to do this obviously has a lot of benefits for doing reinstalls in future, etc, or if you did an install without PI and then need to build a PI *InstallSequence* for the first time for that same install.

There is one minor way exporting a *InstallSequence* to CSV can be useful – at a later date you can use that CSV to import for the *apply sorting order* function (button) – however this will only sort the mods & components – you still need to tick all the boxes, etc, afterwards as discussed above at the start. But there may be instances this is helpful.

Starting The Installation

As of December 2024 I am still completing my notes on this final section. I hope to complete this in the coming months and publish the completed version with any other additional information sometime in early to mid 2025. Meanwhile here's a couple of key points to take into account when running your installation:

1. *Starting install – screen doesn't scroll down:* When you first run your installed sequence in PI it will basically look like the app is not responding. This is okay, as its doing a heap of processing in the background that is taking all it's resource to sort and prepare the files. Eventually it will compile all the data it needs and be ready to begin the actual install. HOWEVER I found in my instance it would not update the *InstallSequence* window so it kept looking like it was not responding. I think this is a Windows O/S indiosyncracy, but I found a simple workaround – just make sure you 'click' your mouse in the *InstallSequence* window (bottom right) a couple of times (or possibly just anywhere in the app) – a few seconds after clicking the install button and even though PI is "not responding". This seems to be sufficient to bring the focus back on the window so when it starts responding and needs your input it does refresh that window and show the updated process log – and you should see the language selection input question (*on which see below*).
2. *Language Selection Reminder – English: 2 then 1:* As noted in the SPIG document, when the install starts you need to select a language, if doing EET (or just a BGEE install) and needing English the option is 2, however when it gets to the BG2 part of EET (or if you are doing a BG2EE only install) the answer is 1. So for EET specifically the thing to remember (and what I do) is to answer the first language question's input with 2, *Enter, Backspace*, then the second one with 1, *Enter, Backspace*.

The reason for the 'backspace' is the input field does not clear automatically when you hit enter, so if you aren't paying attention you can end up trying to type '21, *Enter*' for the second question's input. Don't stress though, as it doesn't seem to break anything and it will just tell you it's invalid input in it's own way – but if you aren't paying attention you may miss that and the real effect is it'll sit there doing nothing while you think it's happily installing away for several hours. The reason for backspace *the second time* is that with some installs you may get asked for input during the process (even if you did the warnings & error ini file settings mentioned earlier); because of things such as explicit content, so you always want to make sure you leave the input box blank for the next input. And be sure to check the progress periodically. FWIW I typically run my installs overnight however – but thats once I know I have streamlined them and know if and when these input requests will occur in the process.

Completing The Installation

You should be able to tell the install is running happily as the *InstallSequence* screen will be continually scrolling as it processes through your list of jobs and it carries out each mod component's tasks, and logs the results.

When the install completes always make sure you *review your logs* and check all the **warnings** and **errors** – basically almost any mod component with one of these will either not work, may cause another unforeseen issue in gameplay (disrupting a script, game quest sequence or another mod), or may have been incompatible with something earlier in your install list.

FWIW My rule of thumb is for the above they need to be reviewed (and/or researched online) and moved to a different location in the sequence and tried there to see if you can prevent the warning or error, or otherwise removed from the install list completely if non-essential; and the install then retried before raising directly with the author or asking for help on the forums. It's likely other people have had a similar issue, at least with the more popular mods, at sometime.

For the mods maintained in Github, always remember to check the **Closed Issues** as well as the open ones. If an issue is not specifically a bug with a mod the author will likely answer the request then close the issue (as it doesn't require a mod update or patch), but someone else can still have the issue again later...

Change Log

23 March 2025 – version 0.91

Minor text updates and corrections, spelling and typos.

22 December 2024 – version 0.9

Original Draft