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The stuff of legends, right Boo?

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Balduran's Adventurin' Spa & Grille Forums

- Balduran's Adventurers' Spa & Grill**
 - Base Camp** (Moderators: [DevArrah](#), [Fire](#),)
 - The new BGTutu Support Thread**

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Author	Topic: The new BGTutu Support Thread (Read 8310 times)
<p>Phyte Barkeep </p> <p>Posts: 128</p> 	<p> Re:The new BGTutu Support Thread « Reply #240 on: May 21, 2005, 08:23:48 PM » quote</p> <p>Well met.</p> <p>As promised, and paladins always keep their promises, here's a 'how to' for getting Baldurs Gate with the TotSC expansion running, and running perfectly. Without these steps I ran into the same 'bus error' and 'segmentaion error' that lots of other people had posted about here.</p> <p>None of this could be done without the help of the guys here, thanks 200 gold pieces. That's 200 gold pieces each. Now stop smiling with deserved satisfaction, and get back to fixing the green water bug.</p> <p>I play the game natively in OS 9 (not in classic) to get around the dreadful lag under OS X, with a 1024px by 768px screen, on a 900Mhz iBook. OS 9 is 9.2.2 and OS X is 10.2.8. I play with all graphic and sound options on, with 3D acceleration. Sweet.</p> <p> Grab a cup of coffee, and get to it.</p> <p>1. All mentions of OS 9 mean I am running in native OS 9, not classic. Now, Maiden's is the one and only true guide in all this, and is indispensible, download it, and print out 'Section II: BG1-</p>

TotSC for BG-SoA Conversion.' Follow the specific installation instructions for the parts, I will only refer to these installations, Maedin's guide will give you the complete 'how to' for each step. But I could not get a game working using the overall instructions mentioned.

2. You'll need a copy of BG II-SoA, and a copy of the original BG I the one with the installer on CD 1, and a copy of the newer TotSC single CD (I got a still factory sealed copy just three weeks ago). Both available from eBay. The bad news is that I could not get the new GraphSim six CD set to work. This set only has a newer 'drop and drag' TotSC engine on CD 6, no original installer on CD 1.

3. Running OS 9 make an easy install of BG I (no TotSC) with its own installer.

4. Then running OS X make a full install of BG I only (no TotSC) with the BGTutu Assistant. Point it at the BG I engine you installed in '3'. It will work on the original 5 CDs.

5. Running OS 9 make a full install of BG II-SoA. This must be done running OS 9, I could not get the game to work with an install made running OS X. Once done delete all the 'AREAxix.bit' files out of the 'CD2', 'CD3', and 'CD4' folders (for those in the know this is to cut down on ascertainment errors when travelling from map to map during play).

6. For the BG I install, running OS X, install the 'Baldurs Gate/Tales of the Sword Coast Game Text Update v1.1', (yes I know the game is just BG I at this stage), and the FixPack v1.1.

7. For BG II install the 'English Language Game Text Update v1.3', and install the 'FixPack v3.61'.

8. For BG II replace the OS X engine with the newer v1.1.2 version.

9. For Tutu replace the BGTutu file with the newer 'bgtutuv4'.

10. Run Tutu, and you will have a working Tutued BG I-BG II-SoA. Tutu will run for ages, and will end up with a file conversion rate of 53%. At the end of Tutu you must, must choose the 'duplicate' files option, it will not work if you choose 'move'. Congradulate yourself, you are half way on your journey. Make some more coffee (this is a must, can't understand why Maiden left it out of his historic tombe).

11. This is a new install. Running OS X make a full install of BG I-TotSC with the BGTutu Assistant. Point it at the TotSC engine you dragged to your hard drive as per the games instructions). It will work on all 6 CDs.

12. For this new BG I-TotSC install, running OS X, install the 'Baldurs Gate/Tales of the Sword Coast Game Text Update v1.1', and the 'FixPack v1.1'.

13. Open Tutu, point it at this new BGI-TotSC install as its source, and point it at the already Tutued BG II-SoA as its desitination. An important note, the language option for 'American' has changed from the previous run of Tutu to '[1]', this is real important to do it differentlt this time through. Tutu will run very quckly as most of the files have already been converted, and will end up with a file conversion rate again of 53%. At the end of Tutu you must, must choose the 'duplicate' files option again, it will not work if you choose 'move'.

14. Install WeiDU.

15. Install the 'Tutu FixPack's.

16. Install 'Tutu Tweak Pack'. Here you must move the .rar file into your Tutued BG II folder, it will then expand with its files into this folder. If the rar expanading app just expands a folder, move the folders inside it out into the Tutued BG II folder (some rar expanders expand differently). Not all of the game play options here work. So when you choose an option that doesn't work and the install fails, go back to the beginning and go through again, choosing not to install the options that failed the previous times through this list.

17. Start the game and create the character you will play the whole way through, and see if this character starts at level 1. If not, then save the game, download the 'QND' app from this site, and use it to modify your character in your saved game to level 1. This I had to do.

18. Running OS 9, open the OS 9 config file file and turn all the graphics and sound options on, turn 3D accelaration on (gets rid of the pixelated travelling shadow), and turn on your choice of screen size in the 'unsupported' list.

19. Play in OS 9, and when you get to the edge of a major map, save, quit Baldurs Gate, start up in OS X, load the saved game, move to the next map, save, and open the game in OS 9, and keep on playing. Once you have travelled between two maps in OS X going in one direction, the game remembers, and will do it in OS 9 without a problem in both directions. If you don't do this when you travel between maps you will get an ascertainment error message, and the game will crash.

20. Now have fun with this gorgeous game, and come back and pester the talented bods here to make our water blue again, as if the iron problem wasn't big enough.

Blessings.

« Last Edit: May 21, 2005, 09:08:51 PM by Phyte »

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Phyte: Imoen dear, this is serious, we could be killed today. It could be the end of everything, our quest together, our journey together, our dreams together, our lives together, our being together.
Imoen: Hey ya.

**I. Rahn
Maedin**

Leader of the
Camp and Finder
of Lost Boos



Posts: 300




Re:The new BGTutu Support Thread

« Reply #241 on: May 21, 2005, 09:02:51 PM »



Howdy Phyte,

Thanks for the detailed "How To". And may I say,

"you one crazy, dedicated BG fan" 

Now a few questions ('Q') and comments ('C'):

Q#1: What are the specifics of how/why you had to do this (machine/OS/other details)? You may have given this in prior posts, but if you recap the facts all in one place, I'd appreciate it greatly.

--> *I need to know the likelihood that others could run into this problem since I'm trying to assess if I'm going to need to make an addendum to the FAQ, or if I can simply link to your post.*



Alright... who wants some?



Quote from: Phyte on May 21, 2005, 08:23:48 PM

... get back to fixing the green water bug.

C#1: I'm not sure where LorieI is on this, but according to conversations I've had (and testing I've done for G3), devSin appears to have fixed this as it relates to a BGII (SoA or ToB) game. I'm not certain what it would take to transfer his fix to a Tutu-ed game, but I'll pose the question to him

Quote:

The bad news is that I could not get the new GraphSim six CD set to work. This set only has a newer 'drop and drag' TotSC engine on CD 6, no original installer on CD 1.

C#2: I'd still like to get this to work (or at least determine why it doesn't work).

Quote:

Once done delete all the 'AREAxXX.bit' files out of the 'CD2', 'CD3', and 'CD4' folders (for those in the know this is to cut down on ascertainment errors when travelling from map to map during play).

C#3: not sure why you'd have to do this since these files should not even be referenced in a Tutu-ed game, but whatever works right? 😊

Quote:

This is a new install. Running OS X make a full install of BG I-TotSC with the BGTutu Assistant. Point it at the TotSC engine you dragged to your hard drive as per the games instructions). It will work on all 6 CDs.

Open Tutu, point it at this new BGI-TotSC install as its source, and point it at the already Tutued BG II-SoA as its desitination. An important note, the language option for 'American' has changed from '
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Q#2: What gave you the idea to Tutu a Tutu-ed folder?

Quote:

Install the 'Tutu FixPack's... Start the game and create the character you will play the whole way through, and see if this character starts at level 1. If not, then save the game, download the 'QND' app from this site, and use it to modify your character in your saved game to level 1. This I had to do.

C#4: if you use the Mac version of TutuFix, it includes the level 1 fixer made by LorieI, that would prevent you from having to use QND.

Quote:

Play in OS 9, and when you get to the edge of a major map, save, quit Baldurs Gate, start up in OS X, load the saved game, move to the next map, save, and open the game in OS 9, and keep on playing. Once you have travelled between two maps in OS X going in one direction, the game remembers, and will do it in OS 9 without a problem in both directions. If you don't do this when you travel bewteen maps you will get an ascertainment error message, and the game will crash.

C#5: is it just me, or is that a royal pain? Seems awfully involved (and time consuming).

Again, thanks for writing this up - I'll look forward to your feedback.

Unsure how to use BG1Tutu? Check out the [BG1Tutu Installation FAQ \(mirror\)](#)- you might find something useful... 

Phyte

Barkeep



Posts: 128



Evil meet thy end right here, right now.



Re: The new BGTutu Support Thread

« Reply #242 on: May 21, 2005, 09:58:54 PM »



Well met.

Glad to help, reply to each of your points below.

Q#1. I had to do it this way because using either the TotSC engine on the new GraphSim six CD set, or the engine on the original TotSC expansion CD as the source for Tutu always, always gave me the oft mentioned 'bus error' or 'segmentation error'. As I understand these errors happen when the bus gets overloaded with data going backwards and forwards. This may not happen on faster G4 machines, or G5s with their broader bus load capacity. Mine is a 900Mhz G3 iBook. I noticed lots of posts about this exact problem, and I think that many just gave up. Not a determined paladin.

C#1. Glad to hear that you and Loriel are making big progress on the green water bug. Once done, let me know. Your sleep privileges will then be reinstated.

C#2. Everything I tried using a TotSC engine as the source for Tutu failed with a 'bus error' or 'segmentation error'. After many frankenstein cobblings I couldn't get it to work. Sorry. Just a dumb paladin.

C#3. Some of the BG II files have the same names as the BG I ones we are moving in, and I was having lots of ascertainment errors in my trials and errors, so decided to delete these to make sure.

Q#2. As I was getting the 'bus error' or 'segmentation error' failures every time converting data on the six CDs I tried to think of a way that would reduce the amount of data being transferred back and forward during the Tutu process. This two step process takes it down to five CDs for the first Tutu (worked, no errors), and one CD for the second process (again worked, no errors). This also solved the 'Luminosity map missing' errors that I would get occasional trying other methods

C#4. Don't know why, but my character started at level 7. So I had to use the 'QND' app.

C#5. Doesn't take long, and travelling between major maps only comes up once a week in normal play time. The smoothness of play in OS 9 is great, compared to the big lag in OS X I get on the G3 900Mhz iBook. And really the game is so gorgeous to look at Tutued that this is a very minor inconvenience.

Blessings.