



S.T.A.L.K.E.R Legends of the Zone Trilogy

Mod.io: how to create the mods.

Introduction

Support for adding modified content to the game has been added by integrating Mod.io software into the games.

This document describes guidelines, limitations, mod creating process, information about available tools, uploading method and moderation.

Limitations

Because of the limitations on consoles and safety reasons, actual implementation of Mod.io SDK allows modifying only already existing files. It means that no new content like new models or sounds can be added to the games using the SDK. In other words, changes can only be introduced to already existing files.

The types of files that can be modified:

- Animations
- Textures
- Models
- Videos
- Sounds
- Shaders (only on PC)

Modification of any other file types (like scripts, configs or libraries) is not allowed and the files will not be loaded by the game and accepted by moderation.

Modifications have size limitations - single modification cannot be bigger than 1GB in unpacked version on consoles.

Modding tools

In order to create new mods modders have to use the same tools that they were using to modify earlier versions of the games on PC.

The only difference is the way of packing and installing modifications and limitations that it brings.

To mod the game the user needs:

- Stalker modding tools (Stalker SDK) from the original games,
- Sound editor software that can edit .ogg files (for example Audacity software),
- 3D visual effects software (for example Maya),
- Image manipulation software (for example gimp or Photoshop),
- Video editing software.

Creating mod package

To create mod package for PC, two tools and list of modifiable files are needed:

- File packer that allows to pack to .zip format (7-zip for example)
- Provided [xrCompress](#) tool to prepare .pak files
- Archives with all modifiable assets:
 - 1) Shadow of Chernobyl (3.5 GB): <https://modio.stalker-game.com/assets/soc-stk-lotz-modio.7z>
 - 2) Clear Sky (3.6 GB): <https://modio.stalker-game.com/assets/cs-stk-lotz-modio.7z>
 - 3) Call of Prypiat (3.7 GB): <https://modio.stalker-game.com/assets/cop-stk-lotz-modio.7z>

Sample modifications can be found and downloaded here:

- Shadow of Chernobyl (130 MB): <https://modio.stalker-game.com/assets/soc-stk-modio-samples.7z>
- Clear Sky (75 MB): <https://modio.stalker-game.com/assets/cs-stk-modio-samples.7z>
- Call of Prypiat (89 MB): <https://modio.stalker-game.com/assets/cop-stk-modio-samples.7z>

First step is creating a proper file structure that corresponds to the original game files.

Name	Date	Type	Size
detail_asfalt_det1.dds	19.12.2010 13:08	GIMP 2.10.34 DDS	342 KB
detail_asfalt_det1_u...	19.12.2010 13:09	GIMP 2.10.34 DDS	683 KB
detail_beton_0412.d...	09.10.2008 13:04	GIMP 2.10.34 DDS	171 KB
detail_beton_0412_...	12.10.2008 07:36	GIMP 2.10.34 DDS	683 KB
detail_beton_0412_...	09.10.2008 13:04	GIMP 2.10.34 DDS	342 KB
detail_beton_0412_...	09.10.2008 13:04	GIMP 2.10.34 DDS	171 KB
detail_beton_0412_v...	09.10.2008 13:04	GIMP 2.10.34 DDS	171 KB
detail_beton_0416.d...	09.10.2008 13:03	GIMP 2.10.34 DDS	171 KB
detail_beton_0416_...	09.10.2008 13:02	GIMP 2.10.34 DDS	342 KB
detail_beton_0418.d...	09.10.2008 13:02	GIMP 2.10.34 DDS	171 KB
detail_beton_0901_...	03.12.2008 15:01	GIMP 2.10.34 DDS	683 KB
detail_beton_0901_...	24.03.2016 18:16	GIMP 2.10.34 DDS	683 KB
detail_beton_0901_...	24.03.2016 18:16	GIMP 2.10.34 DDS	683 KB
detail_beton_04182...	09.10.2008 13:02	GIMP 2.10.34 DDS	171 KB
detail_beton_04182_...	09.10.2008 13:01	GIMP 2.10.34 DDS	342 KB
detail_beton_04182_...	09.10.2008 13:02	GIMP 2.10.34 DDS	171 KB
detail_beton_c1.dds	09.10.2008 13:01	GIMP 2.10.34 DDS	171 KB
detail_beton_c1_u.d...	09.10.2008 13:01	GIMP 2.10.34 DDS	342 KB
detail_beton_c1_u2...	09.10.2008 13:01	GIMP 2.10.34 DDS	171 KB

Example of the file structure

After preparing the structure, the user needs to launch the [xrCompress](#) tool with the path to the root of the mod added as a parameter. The tool will provide users with .pak files that will be loaded by the game. The exceptions are .mp4 files that should not be packed and should be added to the modification archive in non-packed form. Packer must be unpacked to work. In order to launch it the user needs to open command prompt, open folder containing unpacked [xrCompress](#) and run it with command:

`bin\xrCompress.exe <path_to_the_mod_files> -store`

```

Administrator: Command Prompt
c:\TEMP\MODS>bin\xrCompress.exe mods\textures_mod -store
Compressing files (mods\textures_mod)...

textures\artifact\artifact_bolt.dds           0a UFS
textures\artifact\artifact_cristall.dds       0a UFS
textures\artifact\artifact_glaz.dds           0a UFS
textures\artifact\artifact_magnit.dds         0a UFS
textures\artifact\artifact_sopli.dds          0a UFS

Files total/skipped/UFS/aliased: 5/0/5/0
Overall: 384K/384K, 100.0%
Elapsed time: 0:0
Compression speed: inf Mb/s
xrCompress took: 0m1s

c:\TEMP\MODS>_

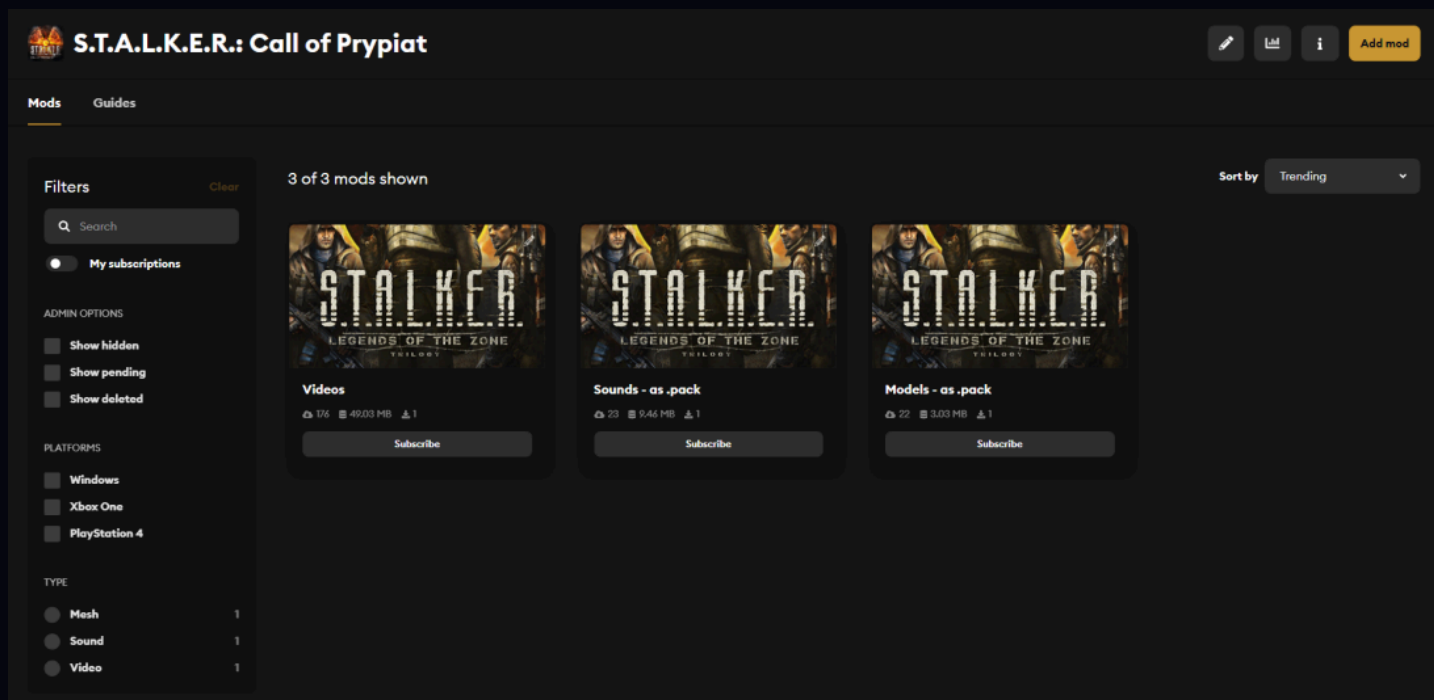
```

Example command for packing mod files

After the compiler ends its task the packed files will be located in the folder below root of the modification (for example C:/mods when mod is stored in C:/mods/myMod). These files need to be packed to a .zip file that needs to be uploaded to mod.io servers. If any .mp4 file needs to be added to the mod then it should be added to the package maintaining the file structure.

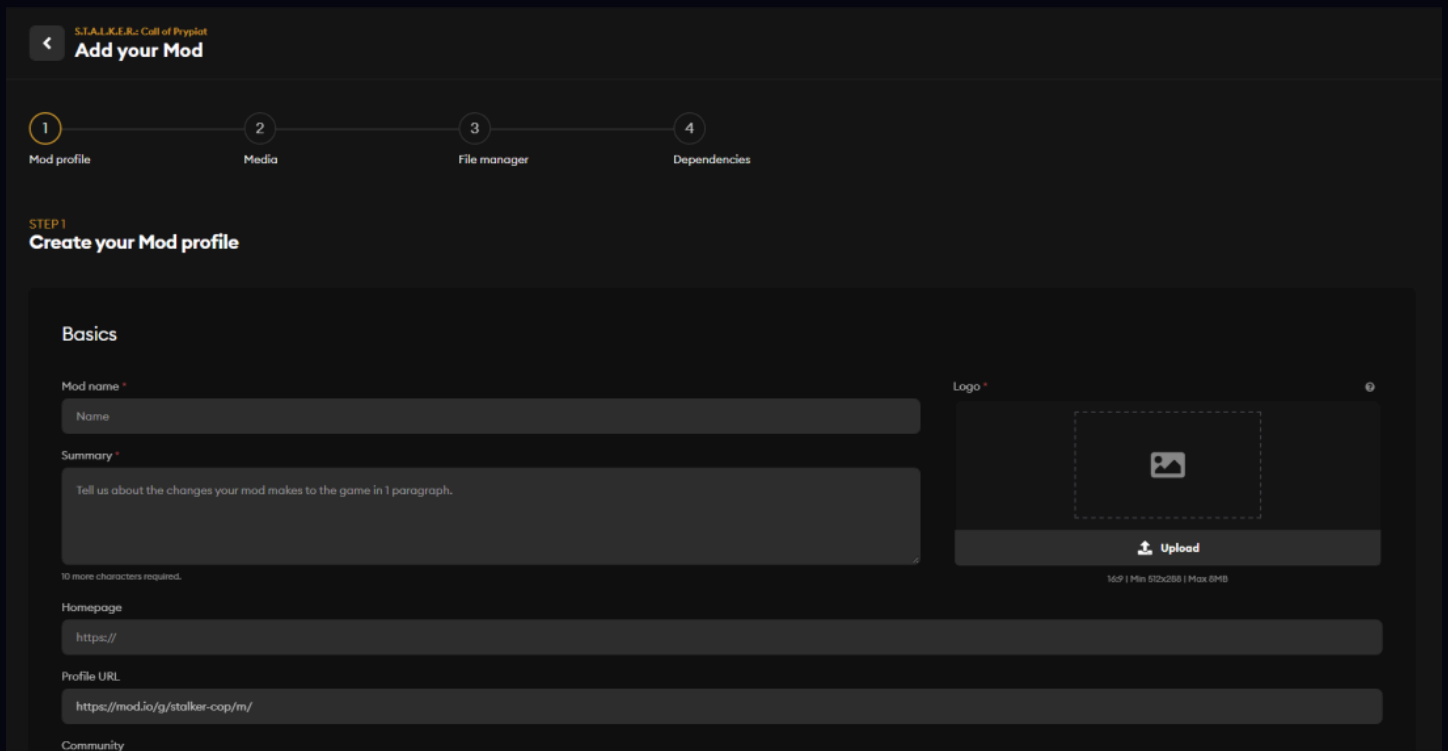
Uploading mod to the site

After preparing the modification package, the user needs to go to the [Mod.io](https://mod.io) website using a browser, open a proper game and click the “add mod” button.



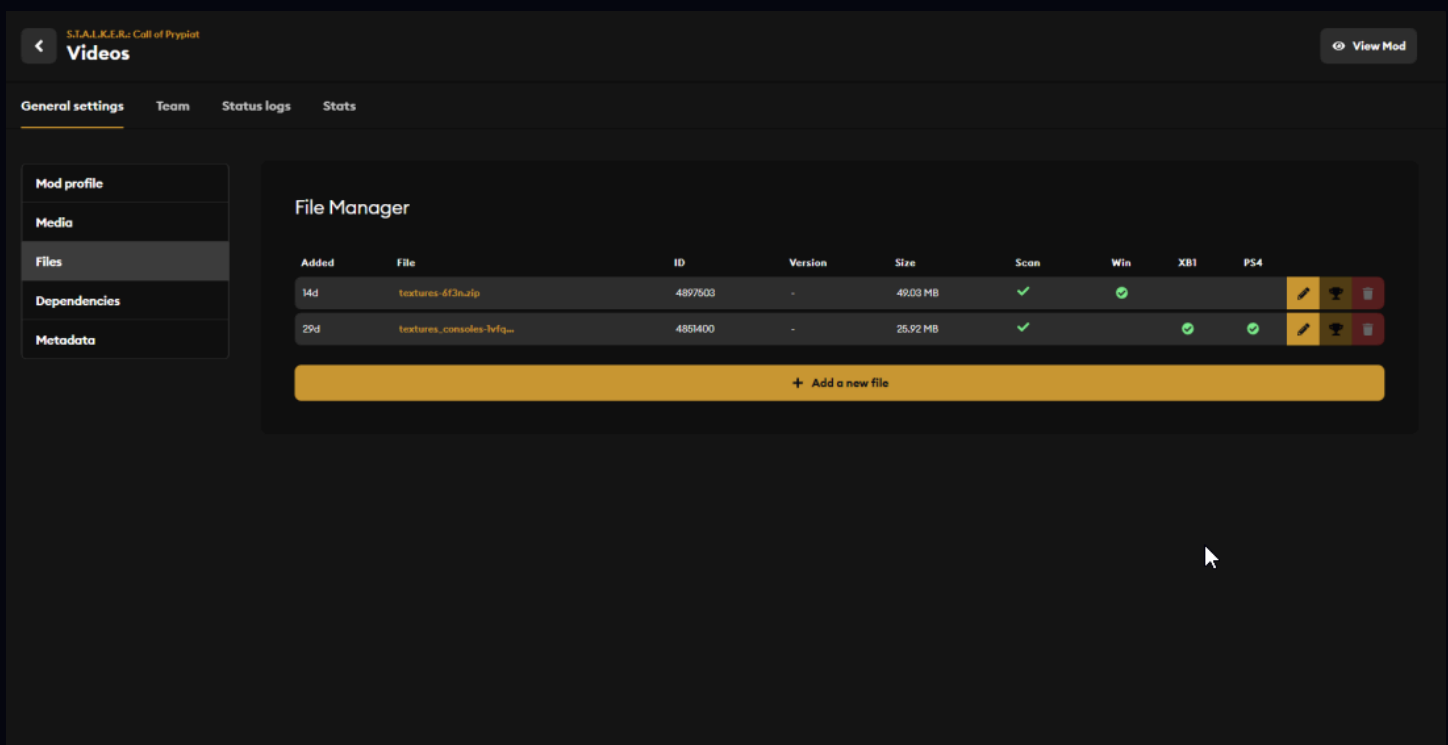
Main page of Stalker Call of Prypiat on mod.io site

Add your Mod window should be displayed. The user needs to fill all required fields like name of the mod, description and all other needed data and resources.



Add mod page on mod.io site

After that images of the modification should be chosen and uploaded. The last step is uploading the modification package and publishing the modification.



File managing page from one on sample mods on mod.io page

Lastly, the uploaded mod needs to be approved by the Publisher to be visible for users.

Testing Modification

When modification is uploaded but not yet accepted only the author is able to see it and download it. This way the author will be able to test the modification before providing it to the public. The mod becomes available to other users once it is accepted by moderators.

Moderation of Modifications

All of the uploaded modifications are moderated by the Publisher who ensures that all available modifications meet the requirements and do not break the game. Moderators accept the uploaded modifications before being released, arbitrate user reports and take appropriate action towards modifications that break the terms or service.

To report modification users need to use the report button in the main menu or use the report button that's present on the modification page.