

Advanced TV Mod Tutorial by ocramX (www.ocramX.de.tl, ocramX@gmx.net)

Advanced TV Mod Tutorial

This tutorial will help you to make your own advanced TV mod. This TV mod is my idea, I use first 25 Frames per Second. The problem of such mods is the extreme number of pictures. (For example: My Dexter TV Mod has 1700 Frames). You will need a lot of tools and even a video ;).

Programs:

VirtualDubMod

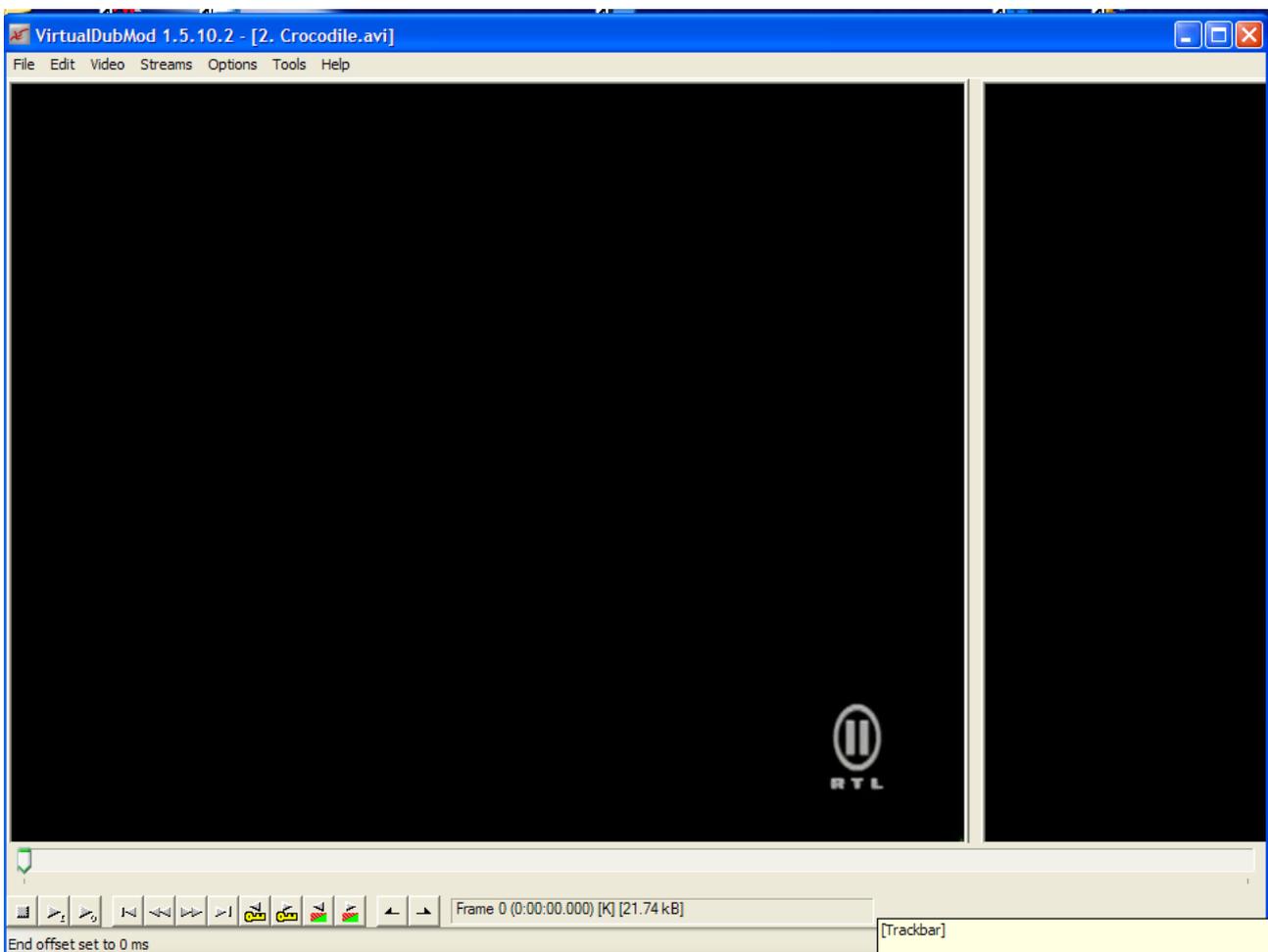
DDS-Converter

Let's begin !

Choose a video (I recommend a Intro or a short film (not more than 2 minutes, because $120 \text{ seconds} * 25 \text{ Frames} = 3000 \text{ Frames}$)).

Open VirtualDubMod

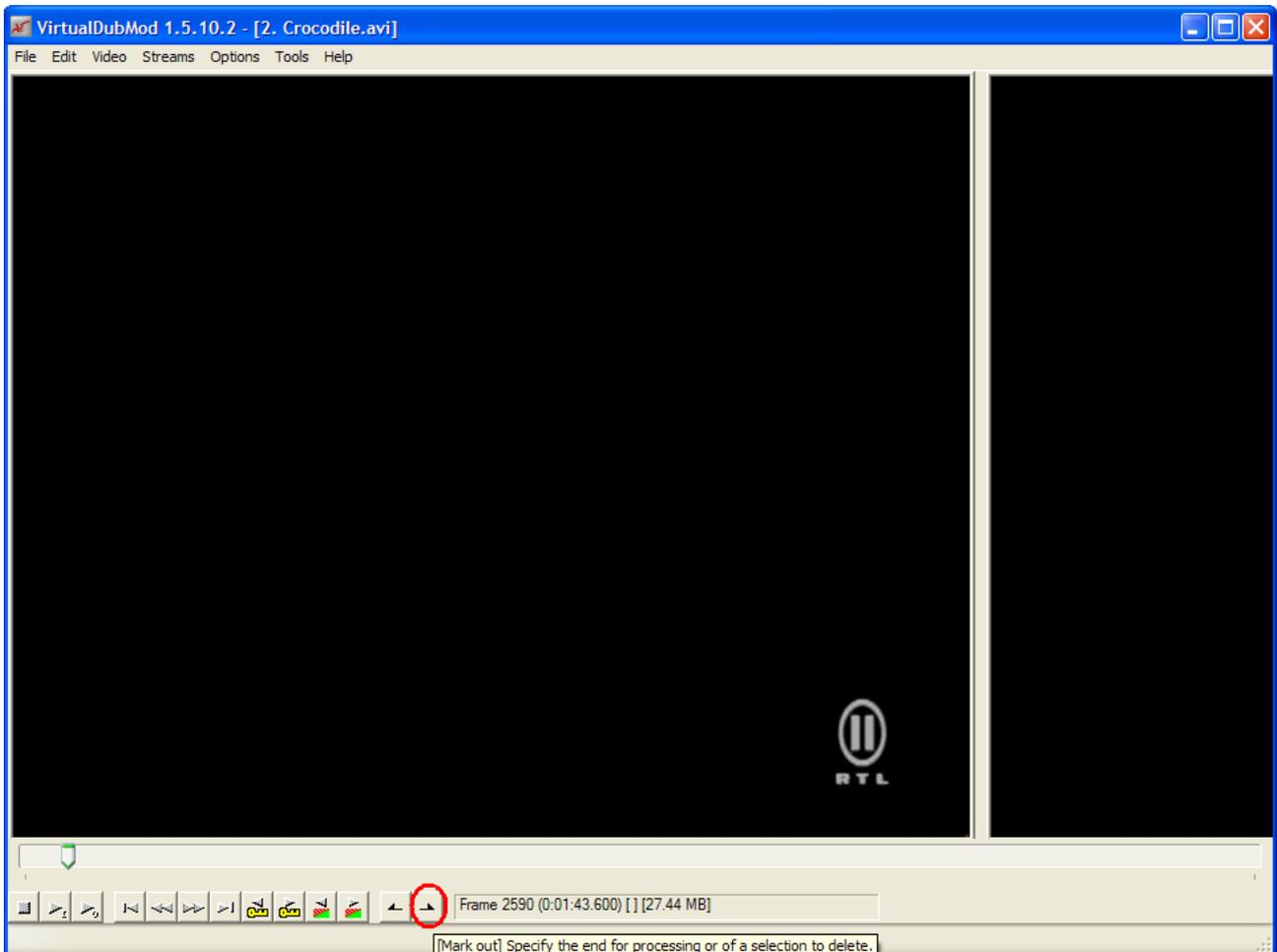
open your video file:



I chose Dexter. Now you can see the brand of the TV station. Before we delete

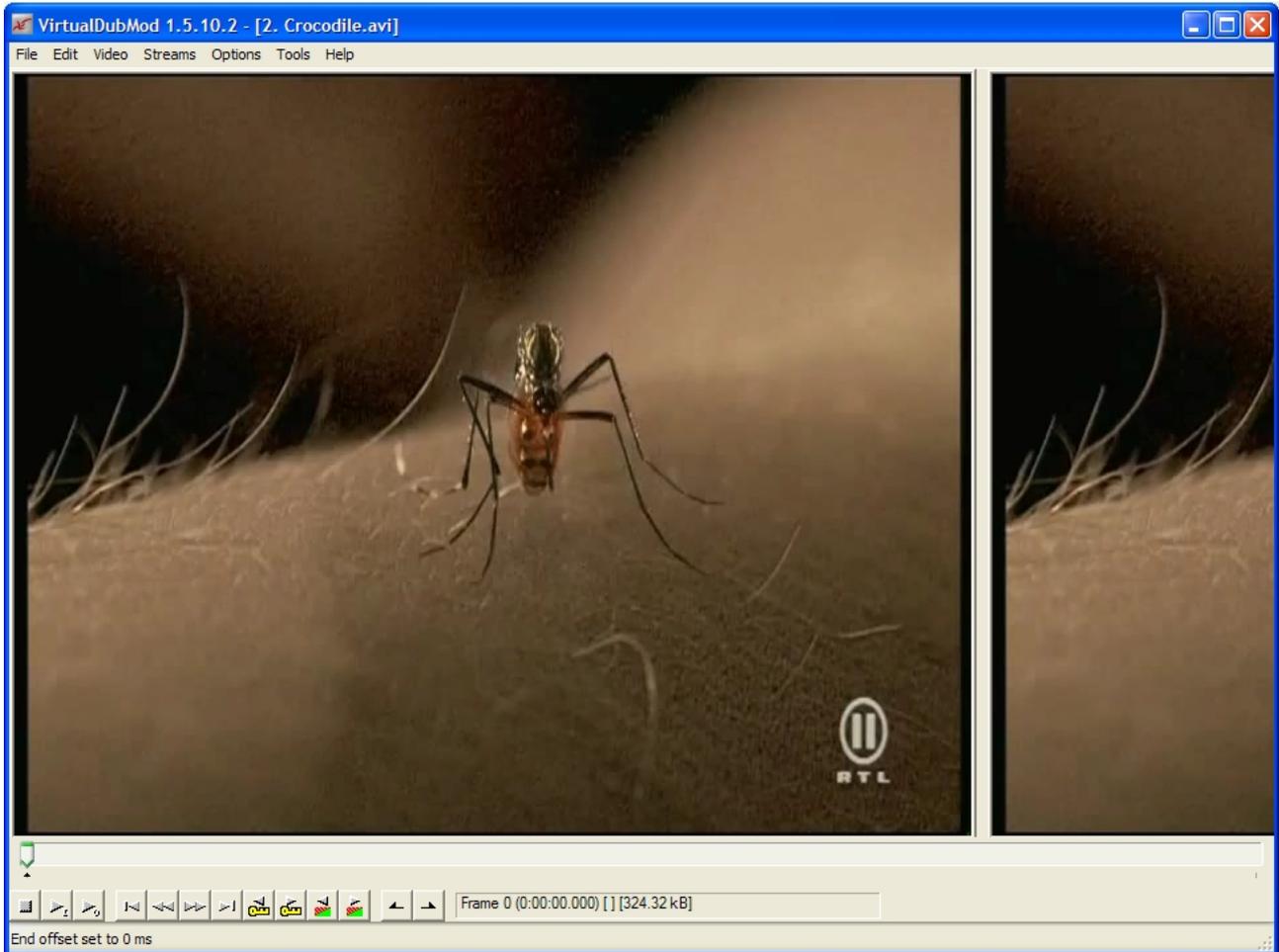
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this brand we cut the video into the parts we need.

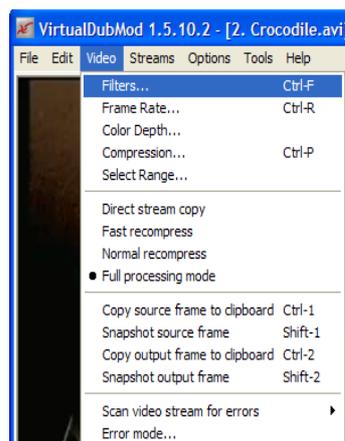


With Right Arrow you can play the video in single frames. Then you click on red marked button. Delete the scene with Ctrl+X. Make the same at the end of your video, until you have only the video you want to use for your mod.

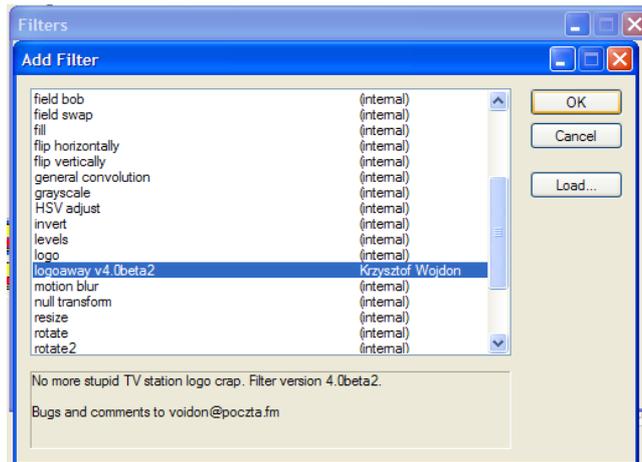
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So, the video file is ready. Now we delete the brand and resize the video. Click on 'Video' and then 'Filters'.

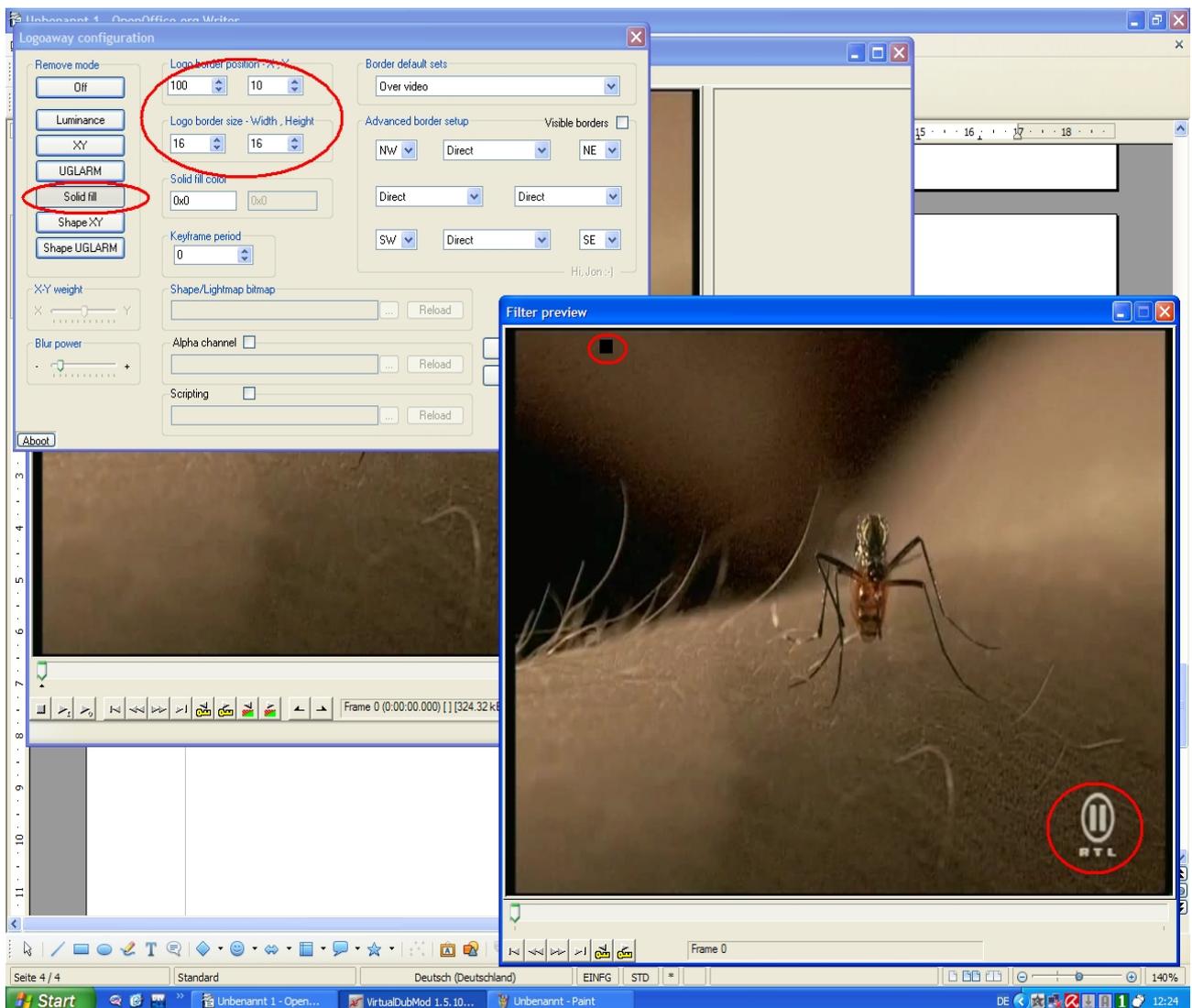


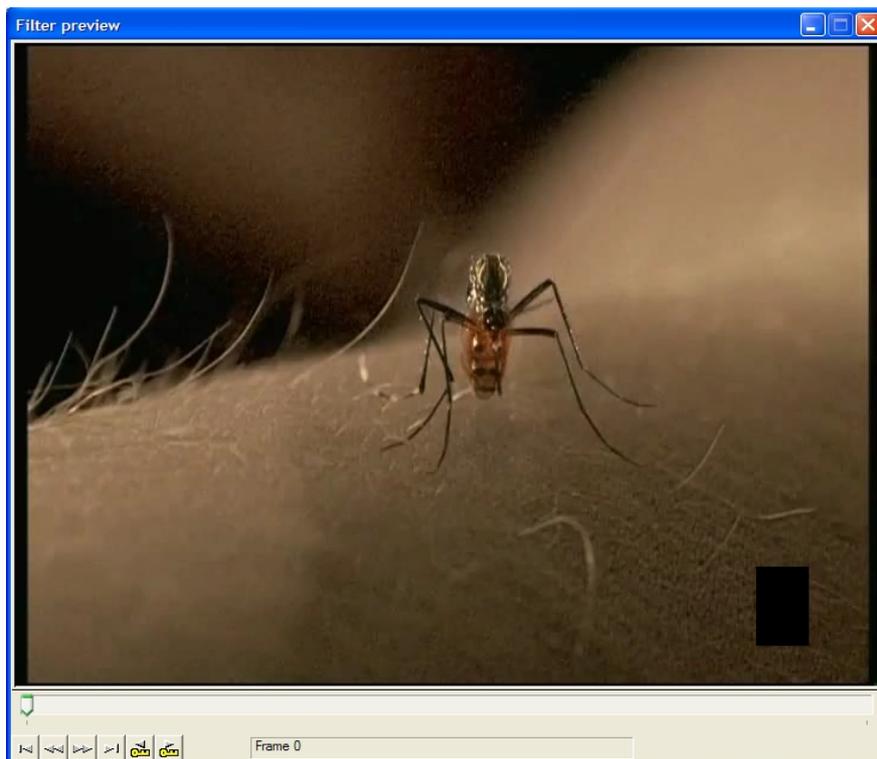
Then click 'add' and search the filter 'logoaway'.



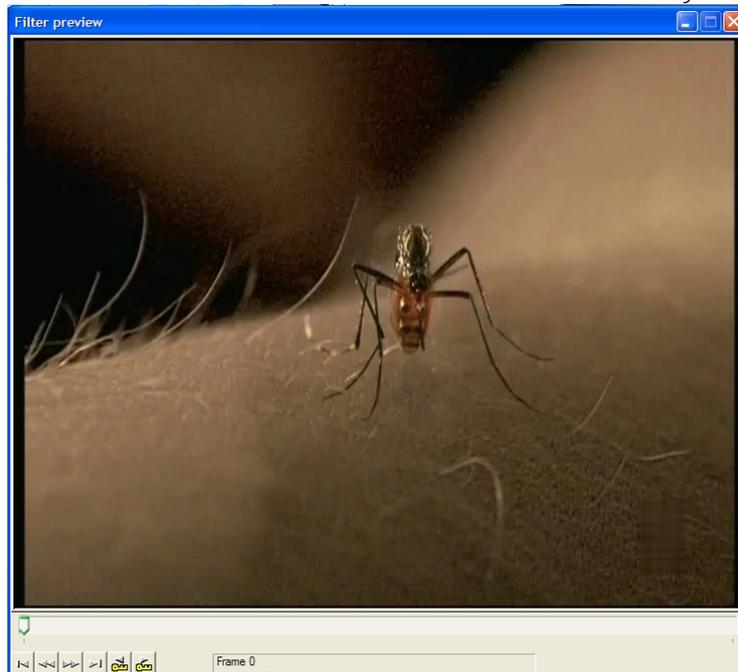
Choose this filter and click OK.

Now a big window opens. First click 'Solid Fill', than 'Show preview'. With the red-circled numbers you can resize the red-circled black point on the preview, and also you can put it on the brand.



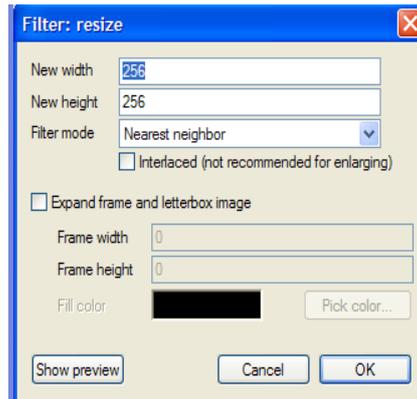


The brand is now black. Now click 'XY' and the brand is away.

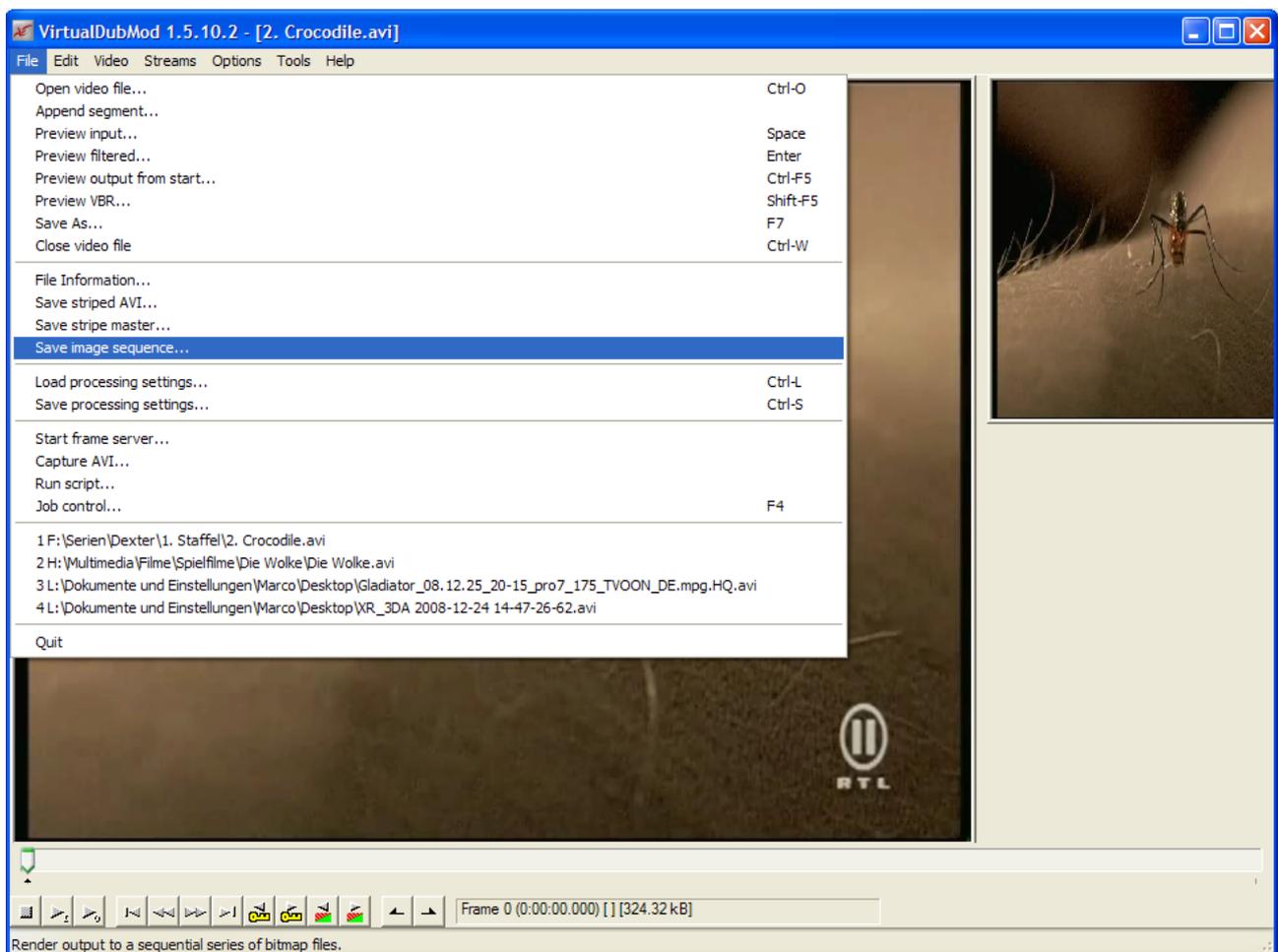


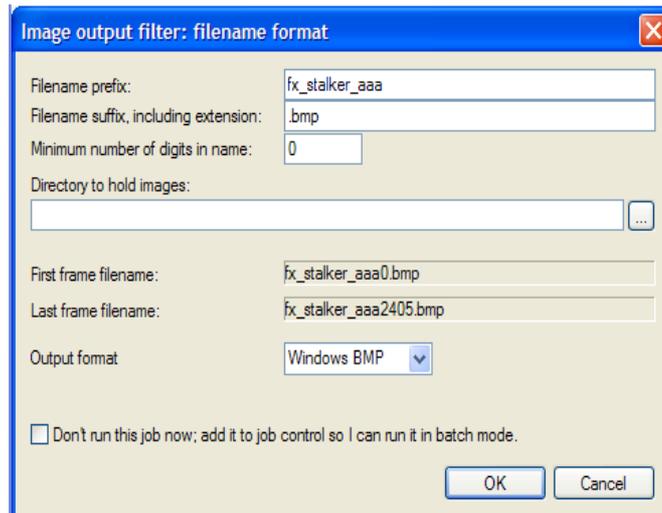
So, that's it. The brand is away. Let's resize the video. Add a new filter, called 'resize'.

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Change the 'New Width' and 'New height' to 256. Then press 'OK'. The window 'Filter' you can also close. Now you go to File → Save Image Sequence

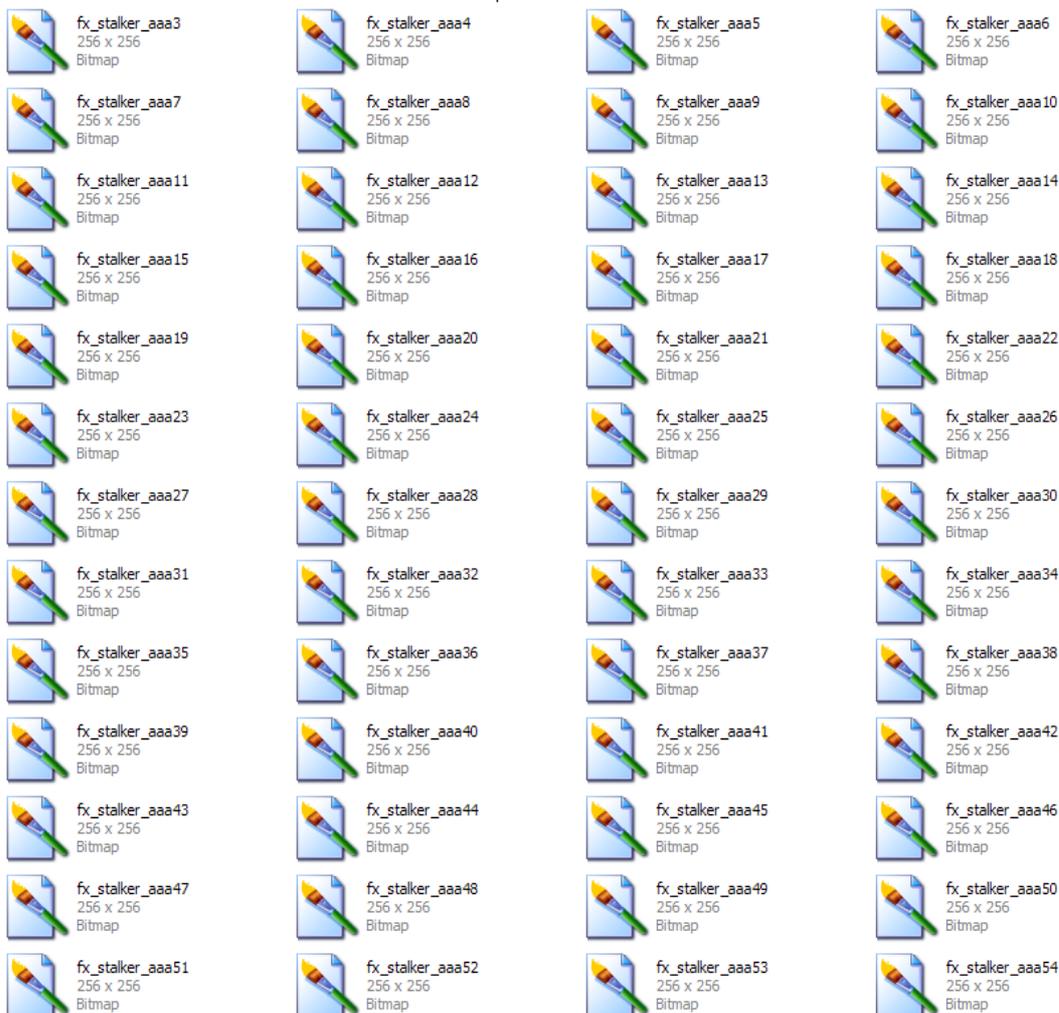




Change the filename, the output format (BMP) and the directory (Like in the picture).

Then press OK. VirtualDubMod makes now each frame in a picture. This takes a moment, so drink something before the hard work.

When VirtualDubMod finished the process look after the files.

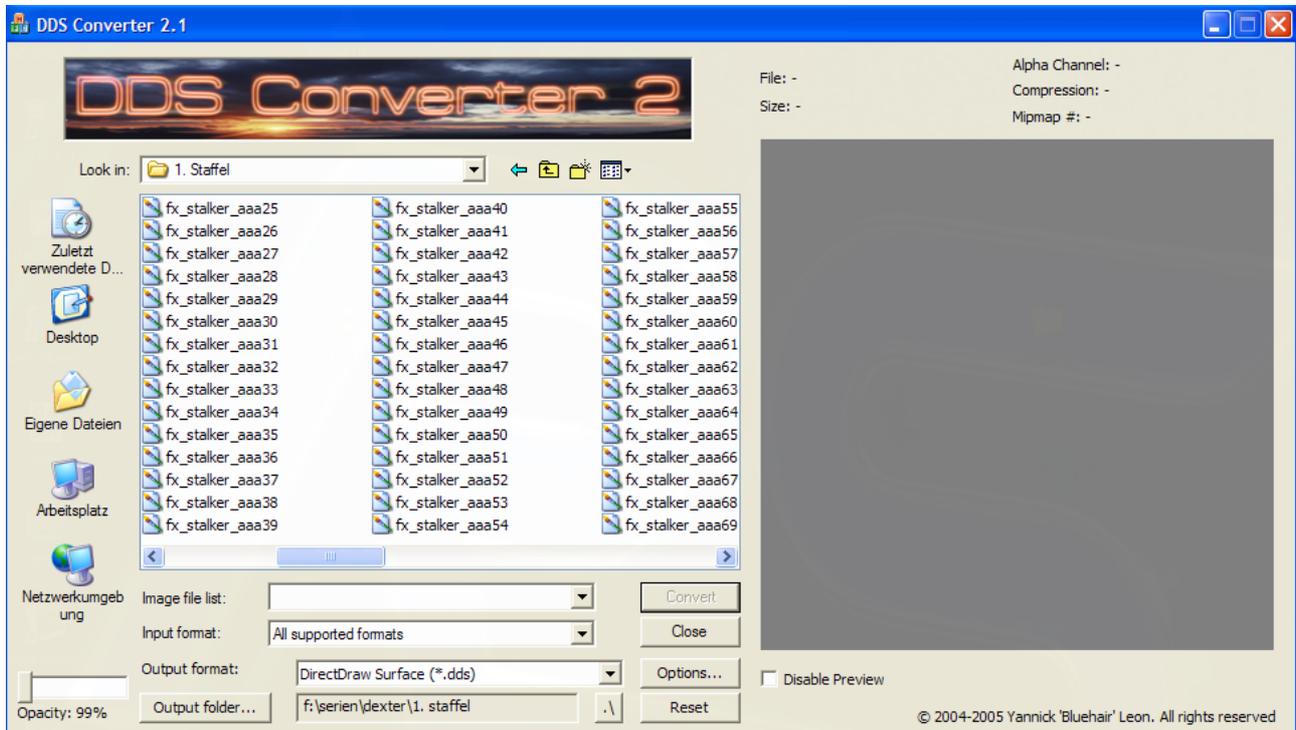


A lot of files. The hardest part begins now. You must rename the file names. Begin with fx_stalker_aba0, than fx_stalker_aba1, then fx_stalker_aba2.....fx_stalker_aba9, fx_stalker_abb0 and so on. A hard work.

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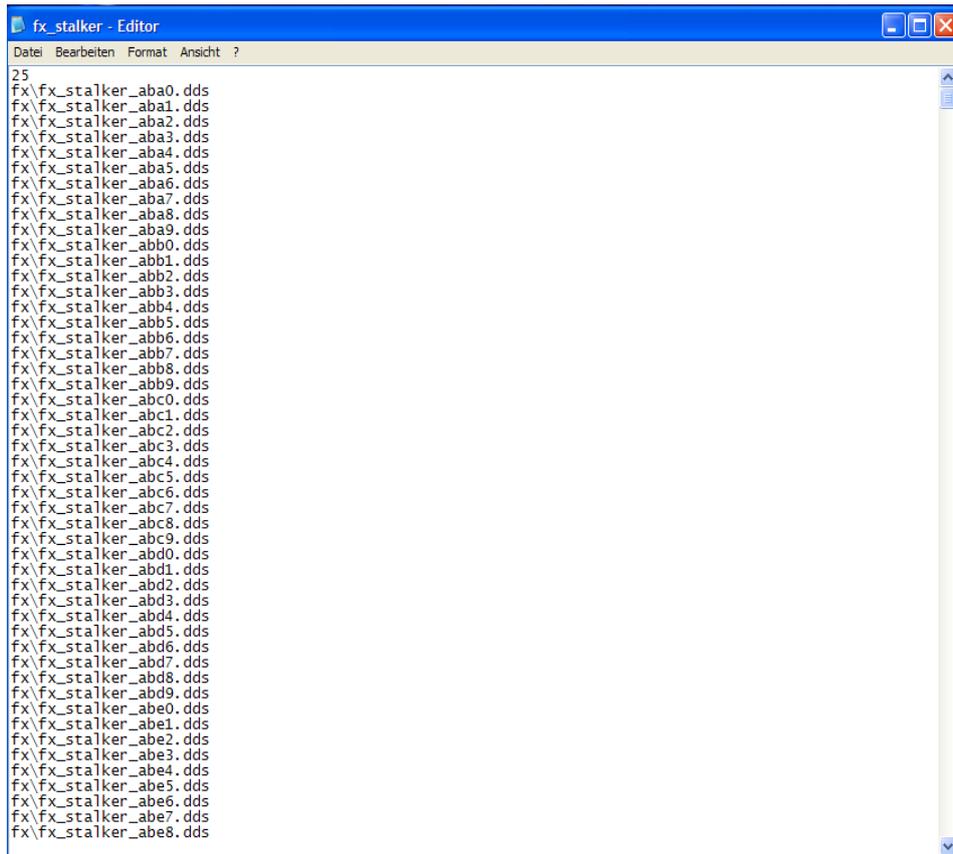
Sorry, there is no tool, which helps you that work.

When you have finished you had change the format of the files. Use a good DDS-Converter.



Now change the format.

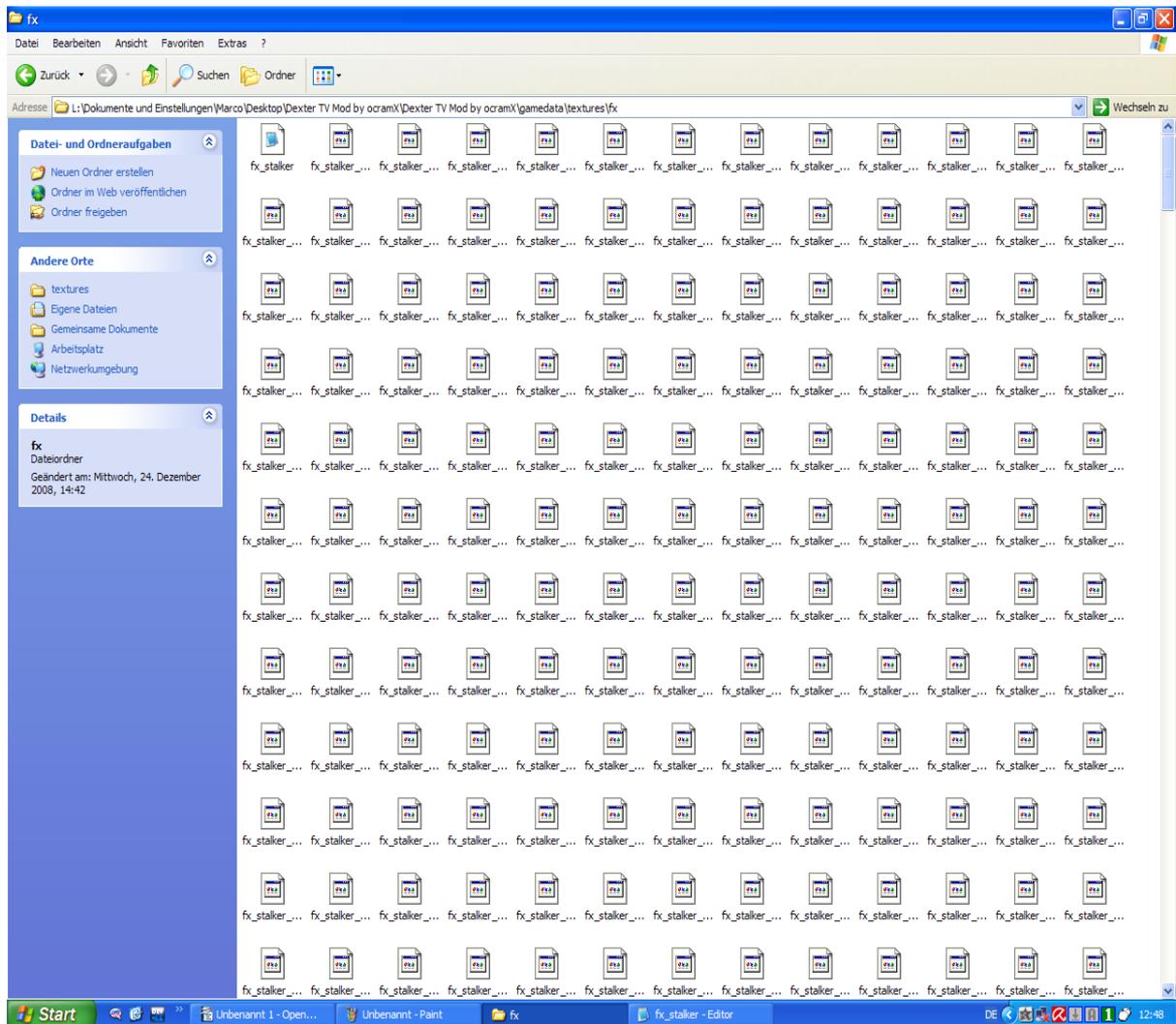
While this action you can begin to write the fx_stalker.seq.



```
fx_stalker - Editor
Datei Bearbeiten Format Ansicht ?
25
fx\fx_stalker_aba0.dds
fx\fx_stalker_aba1.dds
fx\fx_stalker_aba2.dds
fx\fx_stalker_aba3.dds
fx\fx_stalker_aba4.dds
fx\fx_stalker_aba5.dds
fx\fx_stalker_aba6.dds
fx\fx_stalker_aba7.dds
fx\fx_stalker_aba8.dds
fx\fx_stalker_aba9.dds
fx\fx_stalker_abb0.dds
fx\fx_stalker_abb1.dds
fx\fx_stalker_abb2.dds
fx\fx_stalker_abb3.dds
fx\fx_stalker_abb4.dds
fx\fx_stalker_abb5.dds
fx\fx_stalker_abb6.dds
fx\fx_stalker_abb7.dds
fx\fx_stalker_abb8.dds
fx\fx_stalker_abb9.dds
fx\fx_stalker_abc0.dds
fx\fx_stalker_abc1.dds
fx\fx_stalker_abc2.dds
fx\fx_stalker_abc3.dds
fx\fx_stalker_abc4.dds
fx\fx_stalker_abc5.dds
fx\fx_stalker_abc6.dds
fx\fx_stalker_abc7.dds
fx\fx_stalker_abc8.dds
fx\fx_stalker_abc9.dds
fx\fx_stalker_abd0.dds
fx\fx_stalker_abd1.dds
fx\fx_stalker_abd2.dds
fx\fx_stalker_abd3.dds
fx\fx_stalker_abd4.dds
fx\fx_stalker_abd5.dds
fx\fx_stalker_abd6.dds
fx\fx_stalker_abd7.dds
fx\fx_stalker_abd8.dds
fx\fx_stalker_abd9.dds
fx\fx_stalker_abe0.dds
fx\fx_stalker_abe1.dds
fx\fx_stalker_abe2.dds
fx\fx_stalker_abe3.dds
fx\fx_stalker_abe4.dds
fx\fx_stalker_abe5.dds
fx\fx_stalker_abe6.dds
fx\fx_stalker_abe7.dds
fx\fx_stalker_abe8.dds
```

First you write '25' (25 Frames per Second). And then fx\fx_stalker_aba0.dds and so on. Each dds-file need a entry. When you have finished this hard work, save this file as fx_stalker.**seq**. The format is very exciting, with the false format the mod didn't work.

Your folder should look like this:

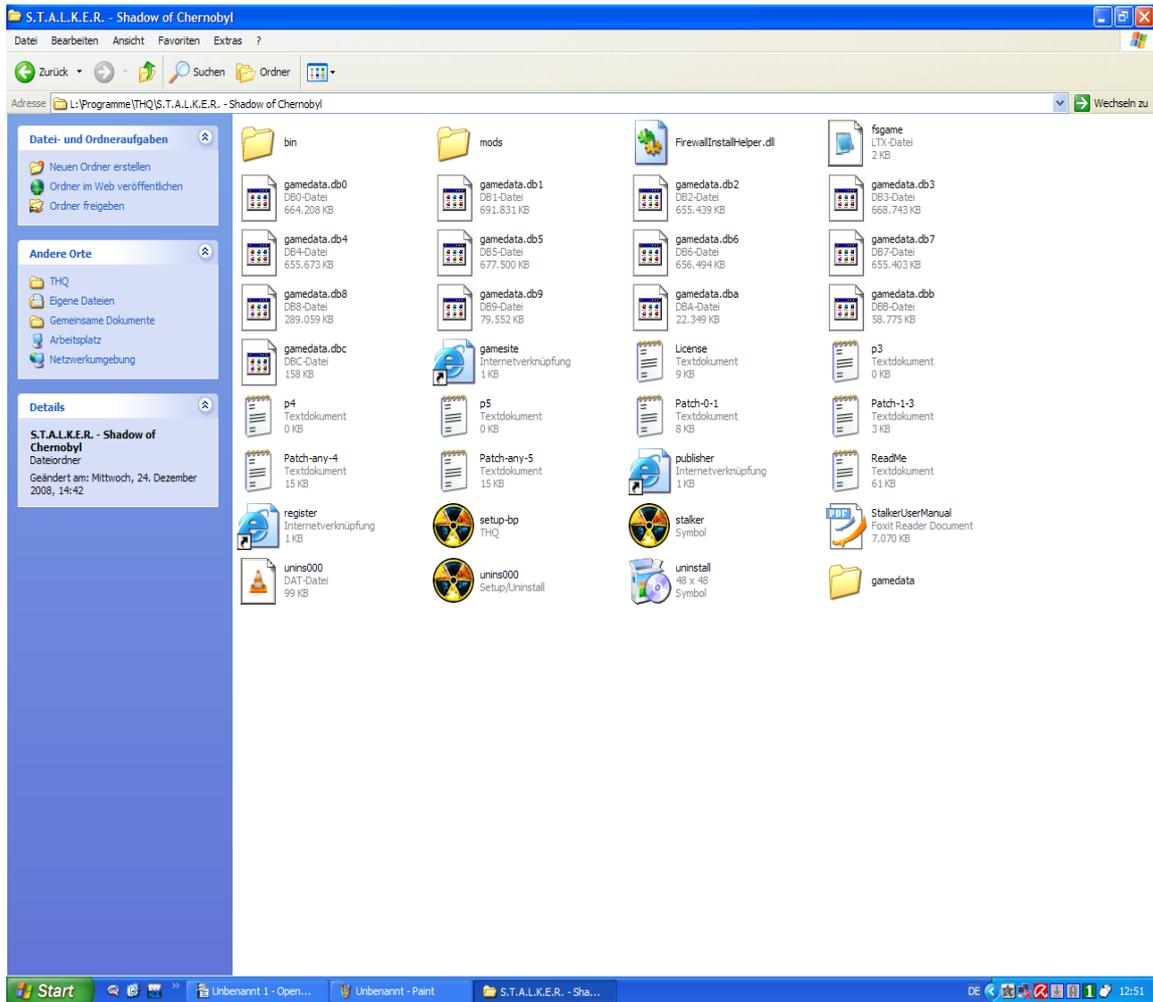


Create a folder 'gamedata' then a folder 'textures' and then a folder called 'fx'. Copy the whole files in the folder 'fx'. You need this path:

!gamedata\textures\fx

Close all folder and copy the whole 'gamedata' folder to your S.T.A.L.K.E.R. Main Directory.

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So, let's start the game. And have some fun. Enjoy your hard work and upload your file to www.stalker.filefront.com

So, that's it. I hope you have learned something new.

Greets,

ocramX

For more information or contact:
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