

How to mod something ?

1.

First you need some programs

-A graphic program like GIMP, Photopshop or CorelDraw

-You also need the DDS plugin for your favourite graphic program. You can find this plugins with a search machine.

-Then go to stalker.filefront.com and download the program „S.T.A.L.K.E.R. Un-Packer“. You can find this in the subdirectionary „Utilities“

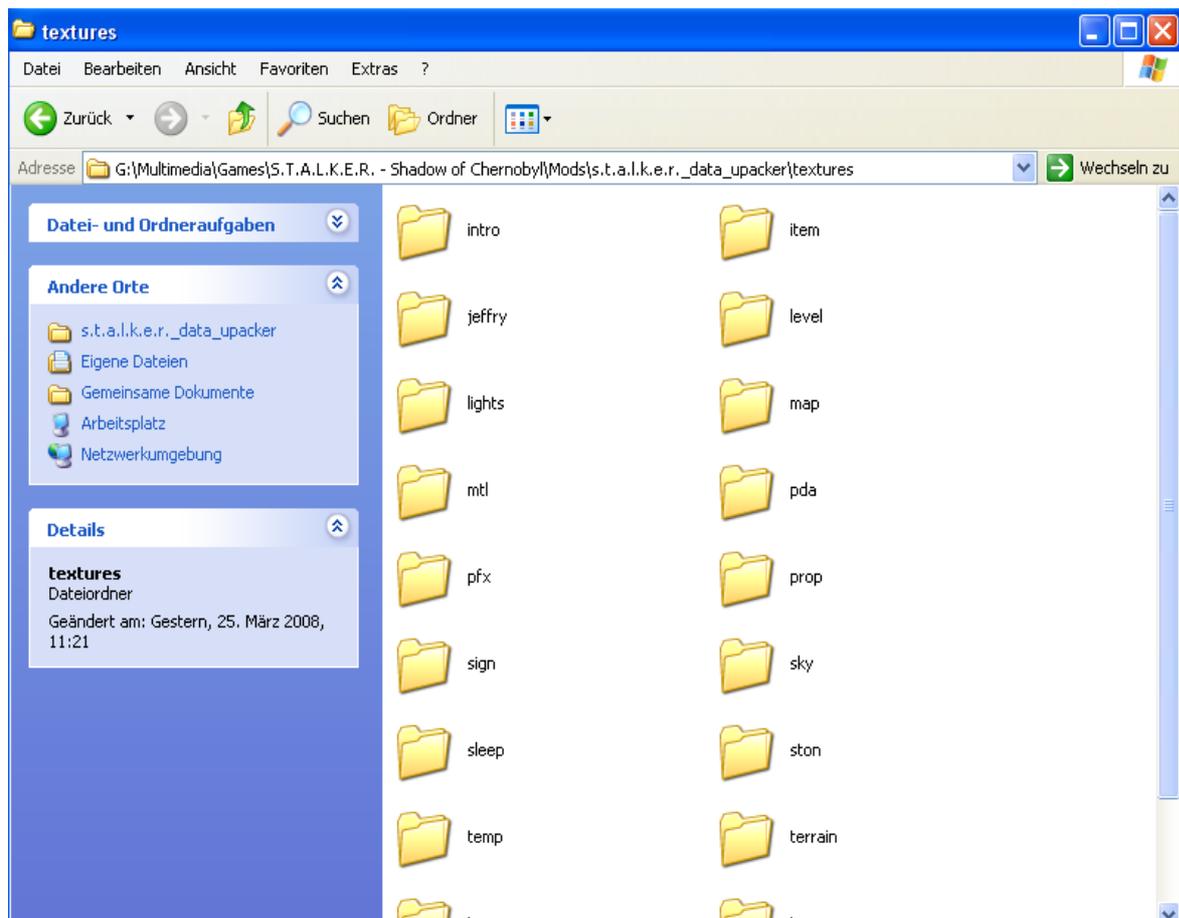
2.

Lets begin !

Unzip the Unpacker and open the program.

Now search your gamedata folder and unzip all gamedata files in a single folder.

Make a backup of this folder.



3.

Now you can install your favourite graphic program. Then you must add the dds plugin. This plugins are included in this archive.

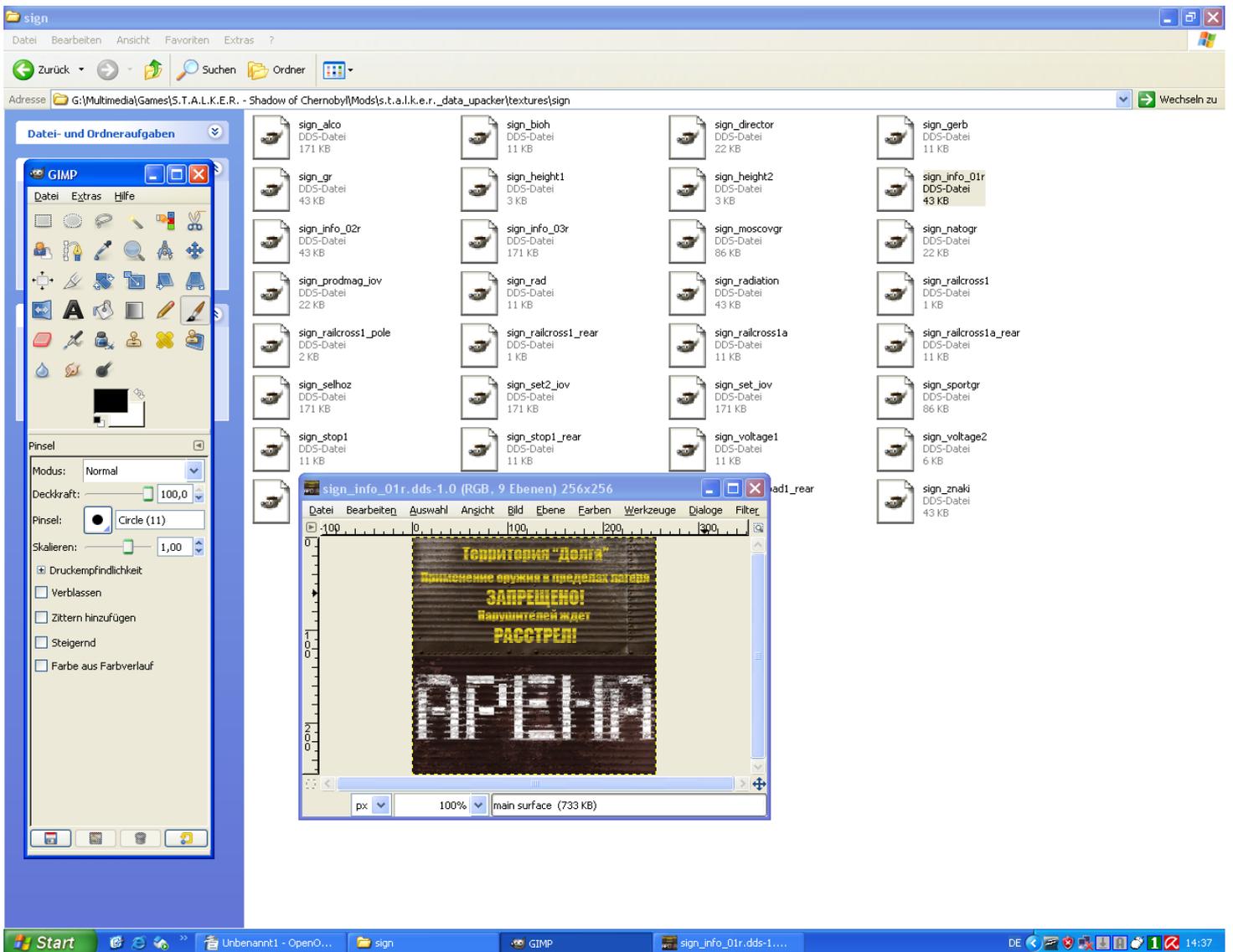
Ok. Now lets do an example.

We made a sign at the front of the arena.

This data we can find at the textures folder.

Then go to the folder named „sign“.

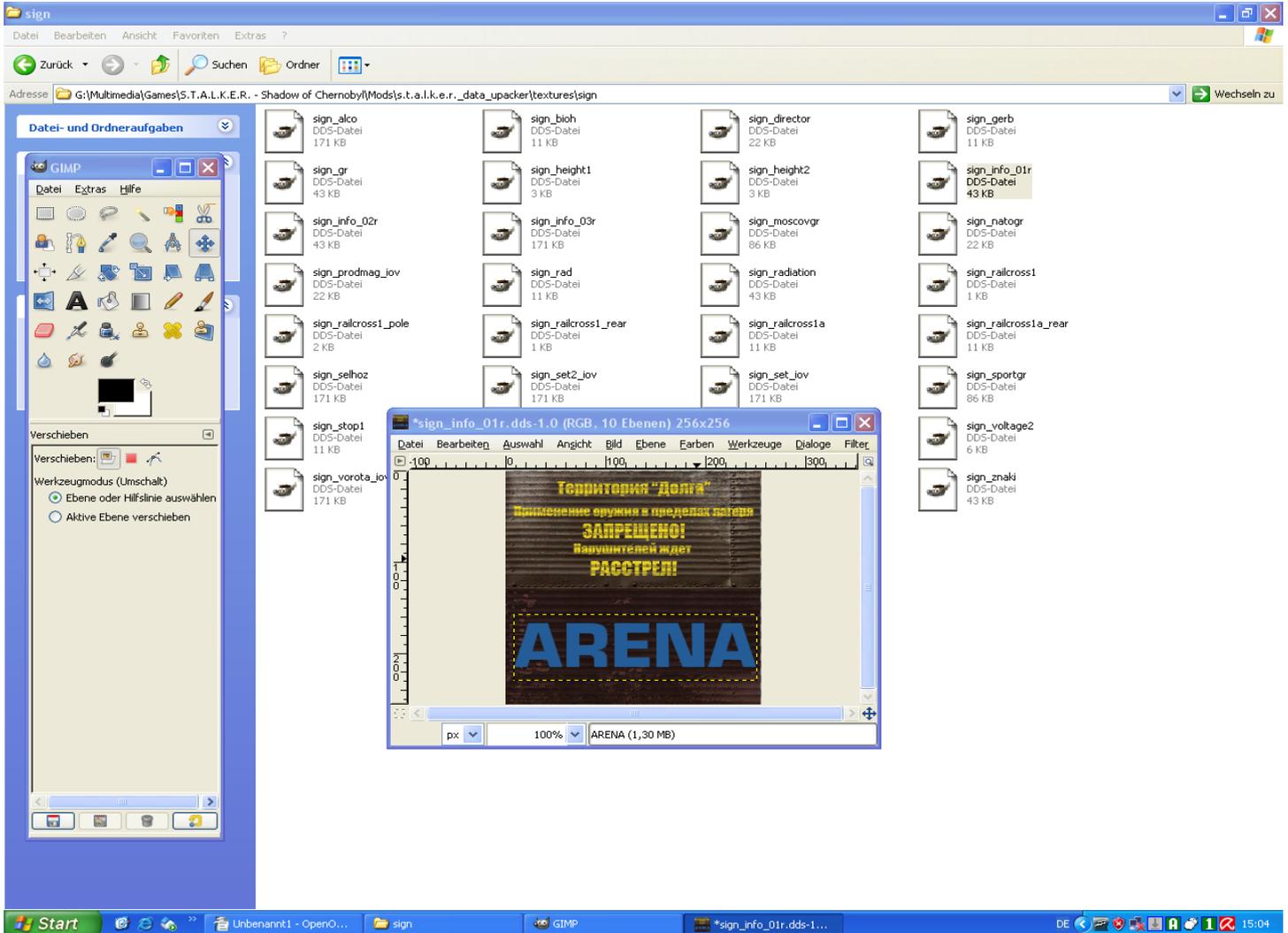
In this folder is a data called „sign_info_01r.dds“.



Now open this data with your graphic program. I use GIMP for this. Now you can modify

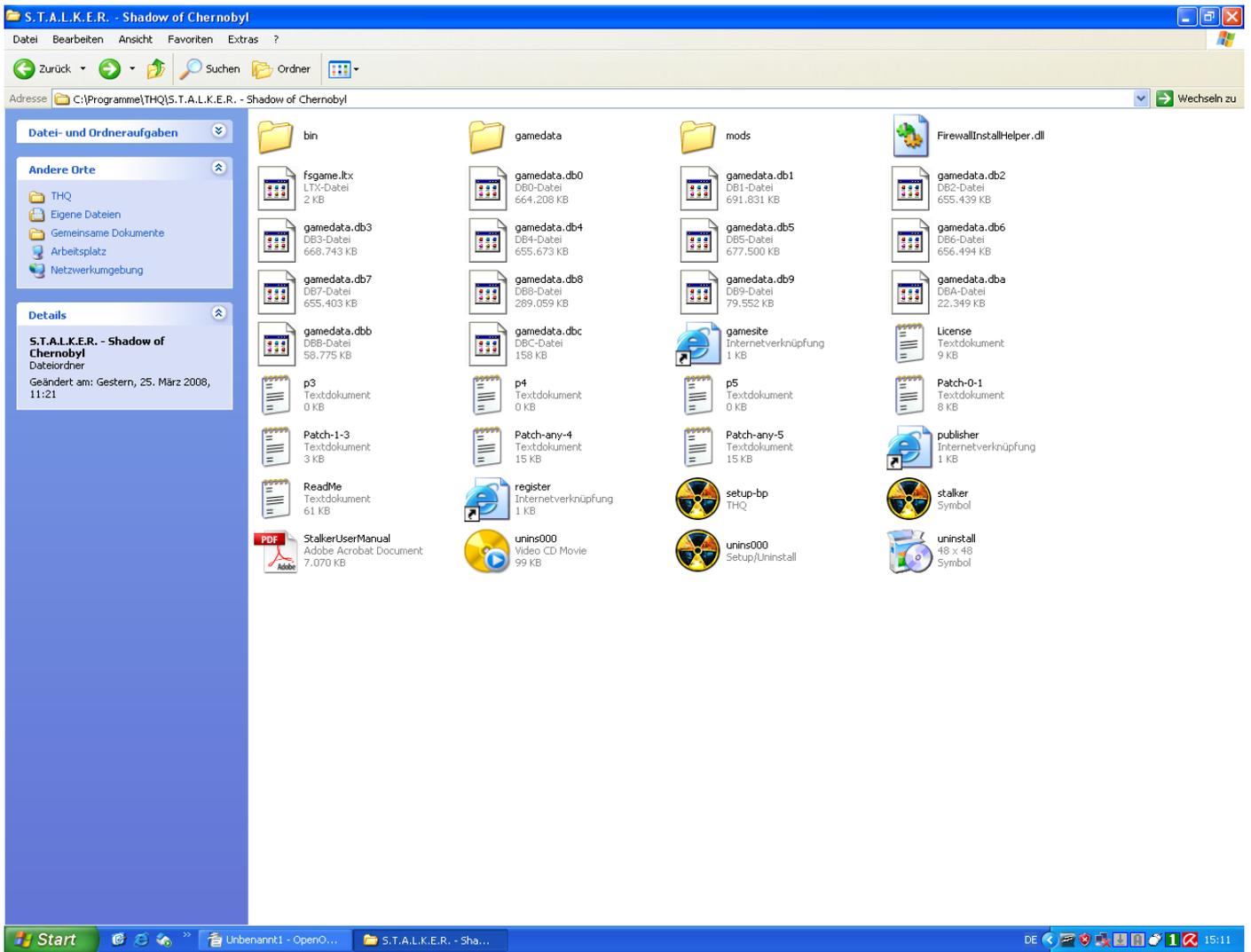
this data in your way.

This is my modification:



Save your data. Save it for example at the desktop. Name this data as: sign_info_01r.dds

Now you need a new folder. Name this folder „gamedata“. Int the folder „gamedata“ you create a folder called „textures“, then make in the folder „textures“ a folder named „sign“. In this folder you copy „sign_info_01r.dds“. Now you copy the „gamedata“ folder with your modification into the S.T.A.L.K.E.R. Mainfolder.



Overwrite all datas if the warning came.

So now we only had to test our new „mod“.





So that's it. I hope you have learned something and made great mods for S.T.A.L.K.E.R. !

Greets,

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