

STALKER General OP Docs

Old Google docs lazily pasta'd together. I'll clean it up "soon".

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HUD Guide, How to Mod, Reducing/Removing Headbob, and More



>Removing Headbob/Head Bob/Head Bobbing/Shakey-Brakey Camera/Wake Up Spinning

Type "cam_inert 0.1" or "cam_inert 0" in the console to reduce or remove the camera inertia, which keeps the player moving, turning or swaying after the keyboard/mouse motion input has stopped.

If that's not enough: While the player is moving, the headbob motion is controlled by run_amplitude, walk_amplitude and maybe limp_amplitude under the [bobbing_effector] section in gamedata\config\misc\effectors.ltx. This file is included in many mods. Set those to zero to remove the head bobbing/swaying when moving, or just reduce them. ZRP has Modifier option for this.

>BugTrap, Crash To Desktop, Freeze/Lockup? Find your crash log.

Check your Documents/STALKER-SHOC/logs folder for the SOC crash log, other STALKER games use similar STALKER-folders under Documents. Steam users: the game uses the \$app_data_root\$ path on first line of fsgame.ltx in your STALKER install folder.

Find the last few lines of the text file, and copy-paste those in the thread if you want any assistance. A list of common crashes and bugs can be found here: <http://www.metacognix.com/stlkrSOC/CrashesStillInTheGame.html>

>Short Marked One

In vanilla SoC / ZRP the player's eye-level is too low compared to other humans by default. You can edit this with ZRP's modifier, using Actor.cfg to install actor.ltx, choose Camera Viewpoint entry and raise it from default 0.85 to 0.94. Most overhaul mods do fix the player's height by default.

Mod lists and reviews



Mods can provide a great new experience for stalkers. Here are some mod recommendations for all STALKER games.

But are the mods good? To find out, be sure to check out some of these reviews by REVIEWER.

REVIEWER'S Pastebin: <http://pastebin.com/u/TheREVIEWER>

The (WIP) S.T.A.L.K.E.R. Build Repository

Over 50 pre-release builds and support utilities - collected in one place by Ardias

<https://mega.co.nz/#F!kFtnBTSb!K-RIA1TVxIJGI86yE1c6fw>

List of builds:

<http://pastebin.com/7R9vZewr>

AMK Mod Guide

AMK 1.4 MOD GUIDE
v.3.0 - Feb 27 2012

ONLY WORKS ON 1.0004

WHAT IS AMK ?

One of the oldest overhaul mods for Stalker: Shadow of Chernobyl, yet still one of the most popular to these days! Many later mods have either been based on it (OL, ZoA, Stalker Soup), or have copied some of its elements. AMK 1.4 keeps the game's original style and mood intact, and shows how the Zone could've been like before cuts!

WHAT DOES IT DO ?

- Restores random Blowout sequences!
- Anomalies move around after Blowouts, making old paths less safe. Some anomalies are harder to spot!
- Unleashes the A-Life, people and mutants really roam around now!
- Improves the NPC AI (characters loot corpses & stashes, use healing items and grenades, change gear ...)
- Adds Artifact transmutating; you can "cook" your own super artifacts with recipes!
- Adds need of sleep & sleepingbag, alcohol poisoning, anomaly & geiger detectors, gear fixing, Dynamic News ...
- Restores cut out weapons and mutants, plus adds an all new, hidden weapon!
- Adds a Freeroam-mode after the "true" ending!

...and many other things that improve the atmosphere and increase the game's challenge!

WHERE TO GET IT:

<http://www.mediafire.com/?8wm243dsc0dlwm7>
This pack includes the original AMK1.4 installer, the AMK EN Final patch, 1.0005-fix and AMK Retrtranslated-mod.

INSTALLATION:

- 1) Run Amk 1.4 setup, then AMK EN patch final.

Notice: the "resolution" choices during the installation are for the new screen-overlay textures. It will NOT affect your playing resolution! Choose the one closest to your monitor's resolution.

- 2) If you are playing on 1.0005 (Steam copy of SoC) - paste the game data folder of the "1.0005 fix" into the Stalker folder as well. "Overwrite" if asked!

- 3) Install the AMK Retrtranslated.

Starting a NEW GAME is required!
If you're playing on Steam / 1.0005 patch, you also need to do couple manual tweaks:

- First, locate a file called "xrs_grenade.script" in the gamedata/scripts, and delete it.
- Next, you need to add a sound-file names "groza_silenced.ogg" into gamedata/sounds/weapons. Either rip it from any other mod, or simply copy ANY soundfile and rename it.

You can also use same graphical mods found in "STARTER PACK" with AMK.
In case of SWO2.2, remember to apply its own AMK-fix last, or your game will crash!
[#FDL] = Full Dynamic Lighting, [#SL] = Static Lighting.

GOOD TO KNOW STUFF:

AMK1.4 Works best on games patched to 1.0004. Newer versions may experience random problems. Steam copies are pre-patched to 1.0005 automatically unfortunately.

If you're experiencing weird "spinning" when getting hit or when you wake up from sleep, open up the console with ~/\$ key, and type this: `cam_inert 0.1`

Make sure you don't have any other overhaul mods active! Rename / delete all prior gamedata-folders!
If your previous mod came with an uninstaller exe, use that!

Done with vanilla/ZRP ? Want some extra challenge and features?

Then try out the "defining" Stalker mod, AMK1.4:

<http://www.mediafire.com/?8wm243dsc0dlwm7>

If you're playing on Steam / GOG / 1.0005 or 1.0006 patch, you NEED to downgrade to 1.0004

First run Amk 1.4 setup, then AMK EN patch final.

Install AMK Retranslated last.

You can use same graphical mods found in STARTER PACK with AMK. In case of SWO2.2, remember to apply its own AMK-patch last, or your game will crash!

[#FDL] = Full Dynamic Lighting, [#SL] = Static Lighting.

Consider ZoA (Zone of Alienation), too. Make sure you get all the fixes and read the readme.

<http://www.moddb.com/mods/zone-of-alienation-mod/>

>ZRP controller kill function for AMK/ZoA

<http://pastebin.com/9iZmEfym>

>Controller dBodyStateValide(b) crash fix

<http://pastebin.com/81sNfVfq>

Looks okay for AMK and AMK-related if they don't change the file otherwise.

Not recommended for vanilla! AMK changes a lot of other stuffs in that file.

Also see FAQ. FAQ has fix for NPCs preferring pistols over rifles; some pistols have ef_weapon_type of 3 - should be 5.