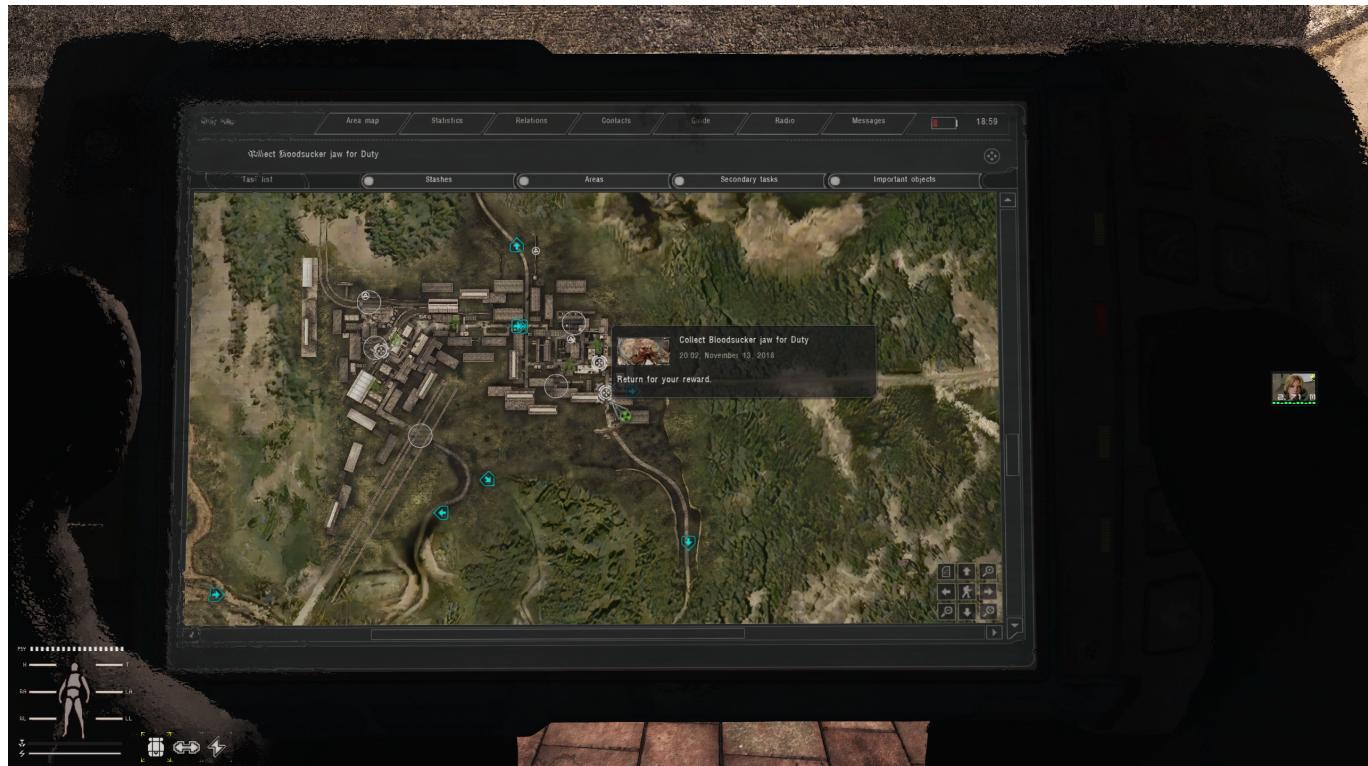


Looking for the task_id of a quest?

1. Identify the quest in the PDA

start with the quest description you want to complete or progress



in this case the quest text is "Collect %something% for Duty"

take note of the starting text or the ending text. i.e. *Collect* or *for Duty* we will use these string for text search

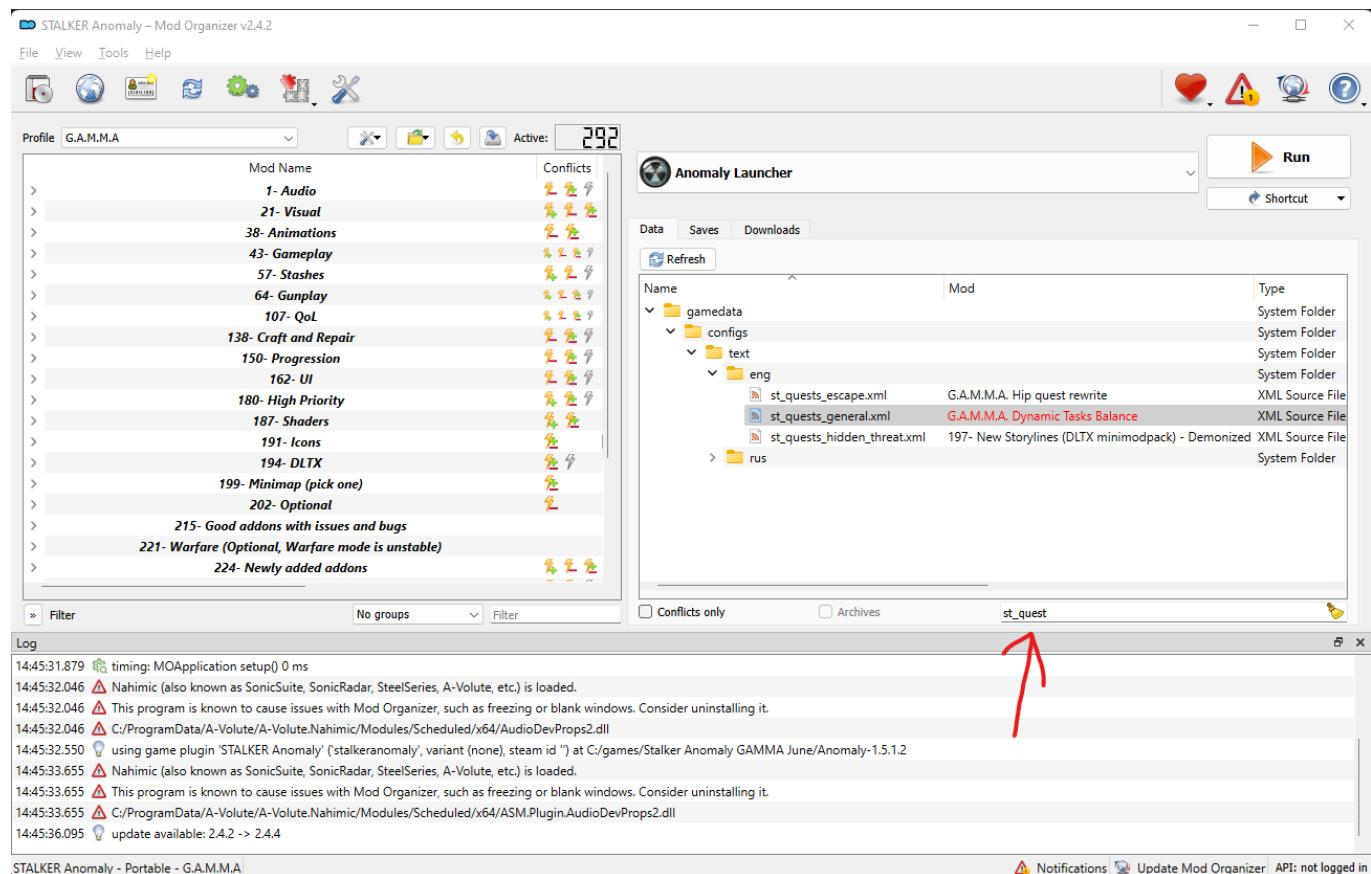
that *%something%* might be also important in order to identify the correct task_id, so keep it in mind

2. Find the text's quest file from the game files

Most of Anomaly quest's texts are held in a file called `st_quest_general.xml`

However GAMMA use a mod that overrides such file from the Anomaly base install, therefore we will search in MO2 to find this file

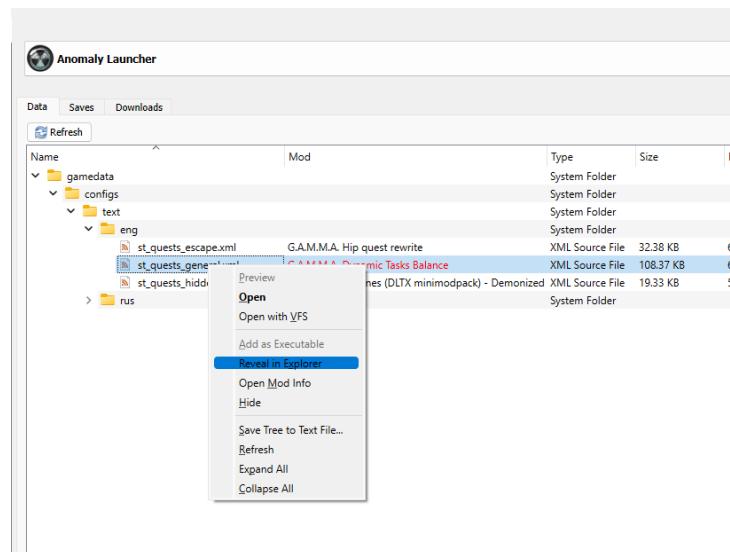
type in `st_quest_` in the filter box below the right panel



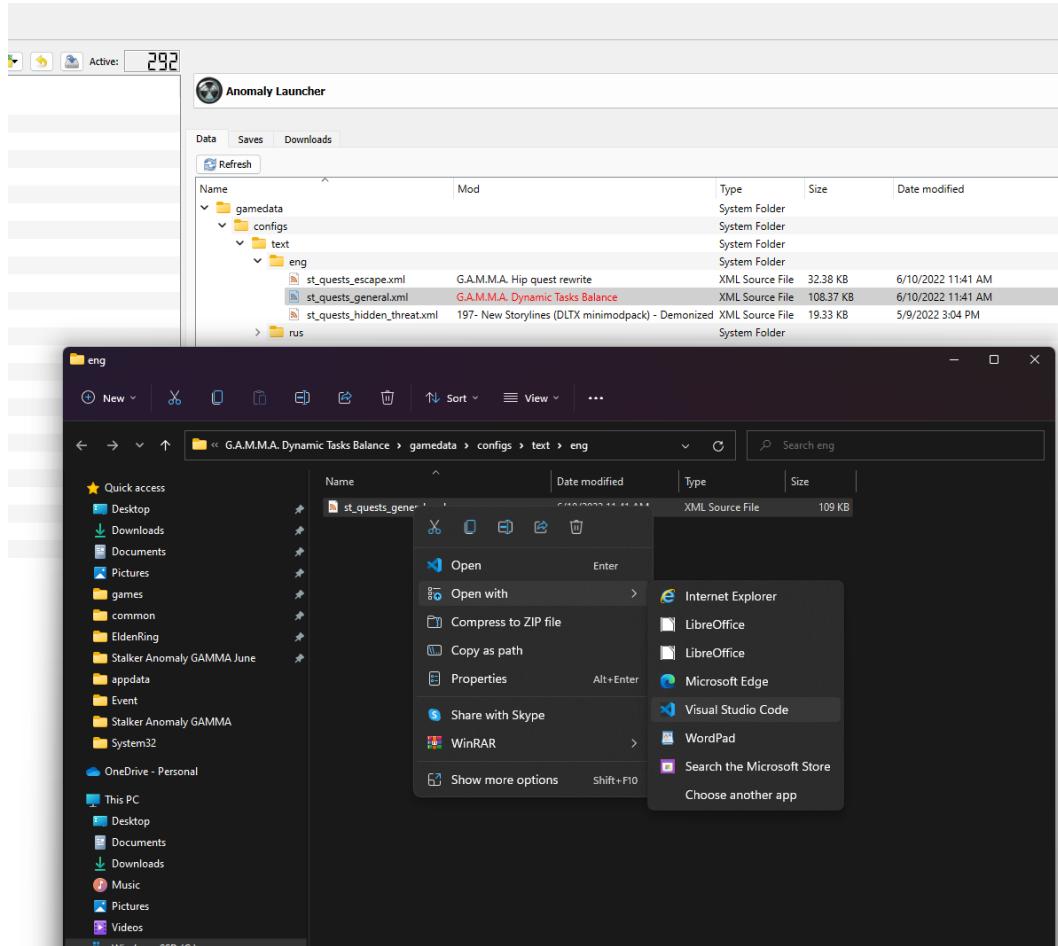
the search result shows the file in question

3. Open the quest's text file in a editor

reveal the file in file explorer



open the file with an editor of choice, for this tutorial I have used Visual Studio Code



4. Search for the quest data

Use the string found in step 1, e.g. *Collect* or *for Duty*, and search where they occur in the file st_quest_general.xml

File Edit Selection View Go Run Terminal Help

st_quests_general.xml - Visual Studio Code

Restricted Mode is intended for safe code browsing. Trust this window to enable all features. Manage Learn More

SEARCH

for Duty

Replace

9 results in 1 file - Open in editor

st_quests_general.xml C:\games\Stalker Anomaly GAMMA June\GAMMA RC3\mod...\ 9

```
C > games > Stalker Anomaly GAMMA June > GAMMA RC3 > mods > G.A.M.M.A. Dynamic Tasks Balance > gamedata > configs > text > eng > st_quests_general.xml > string_table > string > text
 1889      <text>Collect %s for Mercenaries</text>
 1910    <string id="simulation_task_01_text">
 1911      | <text>%s from %s says he will pay well if I can bring him a %s.</text>
 1912    <string id="simulation_task_01_about">
 1913      | <text>I have a bounty out on a particular type of mutant. Are you interested?</text>
 1914    <string id="simulation_task_01_fetch_about">
 1915      | <text>Kill this mutant and bring me its %s and I will pay you well.</text>
 1916    <string id="simulation_task_01_fetch_finish">
 1917      | <text>Ah, another threat eliminated and a new decoration for the camp. Well done.</text>
 1918
 1919
 1920
 1921
 1922
 1923
 1924    <string id="simulation_task_02_name">
 1925      | <text>Find %s for Ecologists:</text>
 1926    <string id="simulation_task_02_text">
 1927      | <text>%s from %s asked you to retrieve a tissue sample from a %s.</text>
 1928    <string id="simulation_task_02_about">
 1929      | <text>I need an experienced stalker or a mutant hunter. Is that somebody you?</text>
 1930    <string id="simulation_task_02_fetch_about">
 1931      | <text>The scientists need to collect tissue samples from a %. I don't care how you get it, just make sure it's fresh. Get here as soon as you
 1932    <string id="simulation_task_02_fetch_finish">
 1933      | <text>Thank you, sir. This will help immensely in our research.</text>
 1934
 1935
 1936
 1937
 1938
 1939
 1940    <string id="simulation_task_03_name">
 1941      | <text>Collect %s for Duty:</text>
 1942    <string id="simulation_task_03_text">
 1943      | <text>%s from %s says he will pay well if I can bring him a %s.</text>
 1944    <string id="simulation_task_03_about">
 1945      | <text>I have a bounty out on a particular type of mutant. Are you interested?</text>
 1946    <string id="simulation_task_03_fetch_about">
 1947      | <text>Kill this mutant and bring me its %s and I will pay you well.</text>
 1948    <string id="simulation_task_03_fetch_finish">
 1949      | <text>Ah, another threat eliminated and a new decoration for the camp. Well done.</text>
 1950
 1951
 1952
 1953
 1954
 1955
```

In the picture by searching using key *for Duty* we have several occurrences of strings that belong to the quest description.

the quest task_id can be inferred by the string id truncating the suffix *_name*

```
<string id="simulation_task_93_name">
    <text>Collect %s for Duty</text>
</string>
```

in this case the task_id we need is "**simulation_task_93**"

some quest might have similar text so you must pick the correct one using some clues as the %something% as above, in this case mutant parts or the faction giver. Anyway you can also try the task_id during **step 6** to figure out which one is the correct one.

5. Create task completion script

simply replace the task_id in the set_task_completed function

```
task_manager.get_task_manager():set_task_completed("simulation_task_93")
```

6. Execute the task completion script

open the game in debug mode

press F7



click **NPC Logic / Execute**

paste the completion script from 5 into the execute box



7. Result

if the task_id is the correct one the quest will update



alternatively you can try with another task_id as mentioned in **step 4**

Addendum

Not everything is overridden by GAMMA so there might be the case to look for quest description in Anomaly base game files. For this we need to look into these files instead of **step 2**

Anomaly game files that hold quest text are in the file <Anomaly-1.5.1.2>\db\configs\scripts.db0 which is compressed

However these files can be unpacked using the batch file <Anomaly-1.5.1.2>\tools\db_unpacker.bat

for instance the following execution will unpack all files from config.db0 into the folder <Anomaly-1.5.1.2>\tools_unpacked

`db_unpacker.bat ..\db\configs\config.db0`

Alternatively you can use `db_unpacker_all.bat`