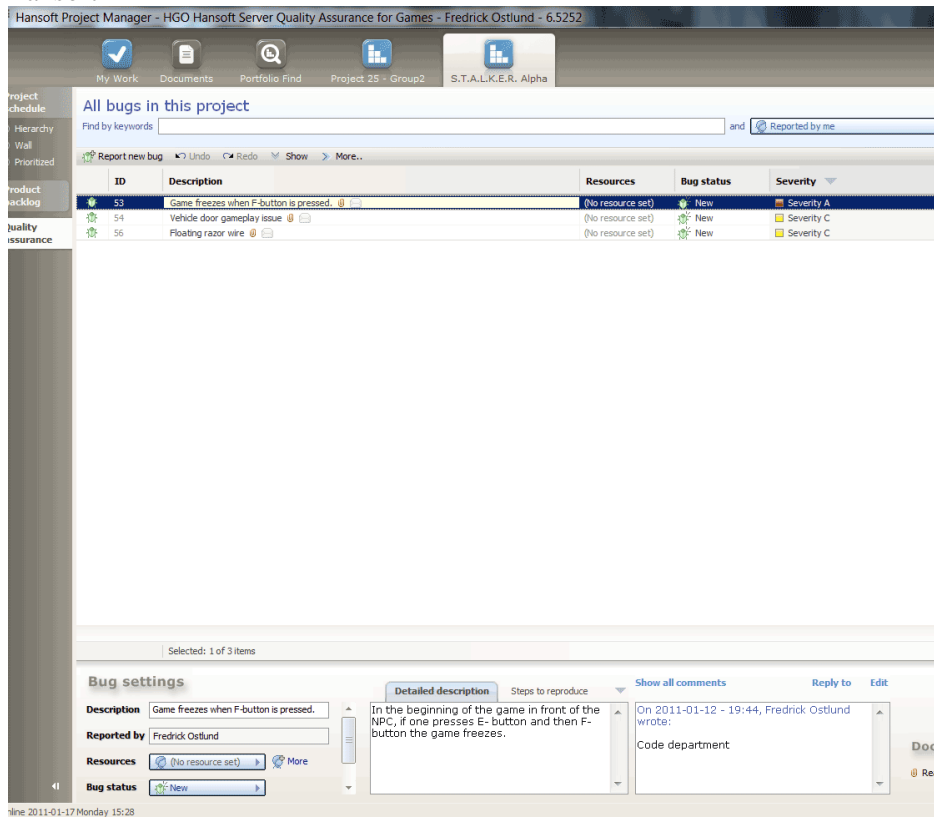


Stalker bugs by Fredrick Östlund

Hansoft



Some of the reported bugs and images.

Floating razor wire



Near some buildings close to the border there is some barbed wire floating in midair.

1. Head to coordinates approx -70.218666, -31.426184, -351.566101.
2. Some razor wire is floating in the air.

See attached files.

To:

Probably level design or modeler department.

Vehicle door gameplay issue



If the player stands besides the vehicle on the driver side it's possible to open/close the door on the other side. Sometimes this could confuse the player to believe that the closest door isn't accessible etc. It's also unrealistic to be able to reach this far. This action would probably only be done when the player has entered the vehicle or at least opened the driver side door.

1. Head to the vehicle. Approx. coordinates: -84.110031, -32.175919, -350.169983



2. Stand beside the driver side of the vehicle.
3. Aim the crosshair through the broken window at the door on the other side (the passenger side door).
4. Press E-button.
5. The door on the other side can be open/ closed.

To:

Gameplay department.

Game freezes when F-button is pressed.

In the beginning of the game in front of the NPC, if one presses E- button and then F-button the game freezes.

1. When the game has loaded, turn immediately right and go to the NPC behind the desk.
2. Press E-button and the Trade dialog box appear.
3. Press F-button.
4. The game freezes at approx. coordinates: -246.324342, -11.544398, -132.127121.
5. An "Assertion failed" dialog box appears in the console (probably a Boolean that's not true in this case).

See attached files.

To:

Code department.