INSTALLING STALKERSOUP

(Text in red is only to simplify updating this doc with each new patch)

Preparation: Ensure you have 7-Zip (free from 7-zip.org, FileHippo, etc) installed on your PC. This works better than WinRAR or WinZip for the files you're going to download

STALKERSOUP is a standalone game, not requiring a pre-installed version of any previous S.T.A.L.K.E.R. game, so create a folder on your games drive named 'STALKERSOUP'. Installing to an SSD, instead of a HDD, generally improves loading times in the game. The game works well on Windows 7, 8, and 10 64-bit systems, but if you're using Windows 10, DO NOT install the game to your main system (usually C:) drive, to avoid problems with the way Windows 10 manages its files

Also, DO NOT install this game over a previous version of STALKER or STALKERSOUP, as the new files will be incompatible

1. Go to the STALKERSOUP Repository https://onedrive.live.com/?authkey=%21AJWaGwb4jMHq_IY&id=8DC51A0073FAF85F%21111 13&cid=8DC51A0073FAF85F and download everything (except 'archived' and 'MOD Tools') from the folder named 'STALKERSOUP 110000 PRE RELEASE Gamedata files'. There's over 12Gb, with a 4Gb download limit, so right click on each file and download them manually, one by one. As you're doing so, organise the downloaded files into folders, 'Game Files' (12), 'Patches' (3), and 'Optional Plugins' (8). NOTE: If the online OneDrive doesn't allow you to download entire folders without a Microsoft account, just open the folders further and download the files individually as before

2. From your new 'Game Files' folder, right click on 'STALKERSOUP 110000 PRE RELEASE Main Folder' and use 7-Zip to extract it. From the new folder 'STALKERSOUP', drop the 14 files inside into your STALKERSOUP game folder, and create a shortcut to the STALKERSOUP Launcher file to your desktop

3. In your 'Game Files' folder, depending on how it extracted, there will be a file named either 'STALKERSOUP_110000alpha.7z' or 'STALKERSOUP_110000alpha.7z.001'

3a. If '110000alpha.7z' right click on and use 7-Zip to extract it

3b. If '110000alpha.7z.001' simply double click on it, or right click on and use 7-Zip to extract it, whichever works for you

This will take several minutes, and produce a folder named 'STALKERSOUP_110000alpha' containing 32 database (.db) files, labelled 0 to v. Drop all 32 files into your STALKERSOUP game folder

4. Open your 'Patches' folder, and extract the patch_110004alpha file

5. From the new 'STALKERSOUP_patch_110004alpha' folder, drop the 15 files into your STALKERSOUP game folder, and let them overwrite the original files if requested

6. Open your 'Patches' folder, and extract the patch_110005alpha file

7. From the new 'STALKERSOUP_patch_110005alpha' folder, drop the 5 files into your STALKERSOUP game folder, and let them overwrite the original files if requested

8. From the new ' STALKERSOUP_110005_main folder_patch ' folder, drop the 'gamedata' folder into your STALKERSOUP game folder, and let them overwrite the original files if requested

8. Open the Launcher from your desktop shortcut, and launch the game WITHOUT changing any of the default Launcher settings. The Menu screen should display, at the bottom, 'GSC [1.0006] STALKERSOUP {Version: 1 Release: ALPHA Revision: 0.0.0.5} Marked One'. If it doesn't, delete the contents of your STALKERSOUP game folder and reinstall the game again, following the instructions carefully. If it does, set your screen resolution and controls, 'Enter the Zone', and choose your level of difficulty - 'Marked One' is the most realistic

9. Test the game thoroughly for stability, and play with the settings to match the game to your system. The mod is CPU intensive, and the grass and vision distance settings can particularly cause slowdown. Sometimes raising a setting can actually increase stability ;-)

10. Although the game runs natively in DirectX 9 mode, you can test an adaptation to DX11 or SweetFX, both of which are optional within the Launcher. Only experiment with these when you're happy with the stability of the game in the default DX9. First check your SweetFX folder – if it contain the files dxgi.fx and/or dxgi.dll, delete them both as they are no longer required, and can throw up error messages

11a. If everything's running fine, you can try the optional 'PlugIns' to suit your taste. However, the game has advanced so far that they're no longer necessary, and some of these obsolete textures can take up excessive memory (NOTE: some of the packs have choices I.e. Shiny asphalt OR High-Res asphalt, 16:9 OR 16:10 aspect ratio, so make your choice. Not both!) To do this...

11b. Extract the files you want, and drop the resultant PlugIns into your STALKERSOUP game folder. Ideally, test just one at a time, and make a note of its name. To uninstall it, simply remove the file. That's the beauty of PlugIns :-)

12. You no longer need the files you downloaded, and they can be safely deleted

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NOTE 1: Whenever you install a new patch after this, do NOT carry on from a saved game straight away. First, start a brand new game (Enter the Zone) until you see a new save, STALKER START, appear on the screen. This will create a new savegame file named 'ALL', which will affect future saves, and allow you to continue with the new changes to the game.

Once you've done that, you can restart with a previous savegame of your choice

NOTE 2: This tip also applies if you copy your savegame folder to STALKERSOUP installed on a different PC...

NOTE 3: If you downloaded the folder 'Mod Tools' from the Repository, it contains an Unpacker to access the individual files housed within each of the .db files. Useful if you want to, say, access a specific music file in the game

You'll learn a lot from the more established players on the dedicated STALKERSOUP forum

http://forums.steampowered.com/forums/showthread.php?t=2031941&page=1

Bear in mind that this is a game still evolving, and that all players can give feedback and submit bugs they've found. There is an ongoing dialogue rewrite from the original Russian machine translation to proper English, a 64 bit engine for the game is on its way, and new patches and improvements are released every few weeks...

TIPS

If you have a problem with the game, your first stop should be to ask the forum. There are many helpful players there

If you need to submit a save to TecnoBacon, the author of this mega-mod, give your save a proper descriptive name in-game, come out of the game, copy the appropriate .sav file from your STALKERSOUP/_appdata_/saves folder, and email it to stalkersoup@tecnobacon.com with a description of the repeatable error, especially if the error causes CTD's on your system

This is also where you'd copy your old saves to, if coming from an earlier installation of the game

A Modders' Script allows you to tweak every aspect of the game to your preferred style of play and difficulty. This is located in the STALKERSOUP/gamedata/scripts/tb3d_modders, and contains tweaking instructions for each parameter, usually by changing a number, or simply from 'true' to 'false' (and vice versa)

In-game commands bring up other options, or cheats. These should be used judiciously, as they can not only repair, but break your path in the game...

ESC + F2	Teleporter to any map, or to skip sequences
ESC + F3	Remove anomalies
ESC + F4	Spawn item (simple)
ESC + F5	Remove item
ESC + A	Spawn ammo
ESC + W	Spawn weapon
ESC + F	Change the attitude of an NPC towards you
ESC + N	Toggle night vision on binoculars
ESC + R	Resurrect a dead NPC
ESC + S	Spawn items and info-portions (advanced)

If you find any errors in this description, please PM 'sword2012' on the Steam forums