Stalker Complete 2009
Version 1.4.4 by ArtistPavel

If you haven't played 2007's most immersive and atmospheric shooter, or if you're back for a replay, this mod is for you. It is the world of S.T.A.L.K.E.R. like you've never seen before, with updated graphics and added functionality that don't change the original story or gameplay. The game hasn't been improved beyond recognition, but rather enhanced while preserving the core elements that made it the unique experience is it.

What makes this mod different?

This mod was designed by professional graphic artists with rich experience in the field, following industry standards for creating interactive 3D environments. It features artistic works and modifications from many community members unified under one art direction. The game has been redesigned with new visual qualities, and is offered as one convenient, complete package to reach a user base beyond the modding community. This mod has been created with a thought of bringing the beautiful and immersive game of S.T.A.L.K.E.R. Shadow of Chernobyl from the previous generation when it was created to a modern experience you'd expect from games currently being developed.

The following list details the carefully chosen collection of technically advanced and aesthetically brilliant modifications that were created by talented modders, concept artists, and programmers over the past two years. They are meant to technically and artistically enhance the original feel and atmosphere the developers meant you to experience, without compromising it in the process. You'll notice every single detail has been retouched and has a polished feel to it. This is ideal for first time players or people who finished the game in the past and are now coming back to replay it on newer, more powerful hardware with improved resolution and graphics.

Natural lighting, vast panoramic views, depth of field, parallax mapping, SSAO, 900+ reworked texture files including manually bump-edited vehicles & armor suits, and more… you won't believe it's even the same game.

Stalker Complete 2009 v.1.4.4 by ArtistPavel
November 2, 2010

Changelog:

Version 1.4.4
- further improved stability and the mod's optimization
- updated weapon textures, added 16:9 scopes, and fixed 4:3 scopes textures
- added new visual effects
- improved installer

Version 1.4.3.2
- improved stability in some parts of the game

Version 1.4.3
- added new sky, sun, wind, and particle effects, including atmospheric space objects
- added the ability to reset hostile status and join factions outside of the storyline
- fixed a bug where NPC's aim direction and weapon direction didn't align
- removed mirrored markings on scopes
- fixed a bug where the binoculars' sound alerted enemies
- fixed Sidorovich's "silent radio" bug
- balanced bar music volume
- added various new skins for novice Stalkers and Bandits
- improved the "green" night vision
- scientific suits with 90% rad protection now feature an anti-rad injection system
- added a new optional feature: bandages auto-apply at 10% health
- added the ability to shoot birds

Version 1.4.2
- added comments to all vocal/guitar tracks for proper volume and radius
- added 19 new authentic music tracks by various artists
- disabled the ability to see what the secret stash holds on the PDA map
- fixed low volume PDA radio messages
- added a new optional feature: NPC counter on the minimap
- touched up Sidorovich's skin
- fixed the Sleeping Bag camera spin bug
- fixed various shadow glitches
- enabled third-person
- various other tweaks

Version 1.4.1
- enabled anomaly evasion for NPCs
- reduced flashlight output by 50% due to overexposure when pointing it at walls
- added the ability to sell armor, ammo, and weapons to NPC's
- touched up sky and weapon textures
- increased scope waving
- increased the difficulty on the Master difficulty setting

Version 1.4
- the mod is now released as one consolidated archive featuring an installer
- implemented Smart Mod Manager compatibility
- multiple bug fixes from user feedback
- made the sun effect during dawn more natural
- added new water shaders
- flipped the G36's scope
- optimized night sky textures

- included Steel's incremental patch
- fixed Screw repair dialog errors

Version 1.32
- made the twilight more natural
- improved the moonlight nighttime effect
- various other weather tweaks

Version 1.31
- redesigned HUD by incorporating ornate elements to further match game's art style
- corrected all weapon configs from overpowered to normal settings
- added the ability to drag mutants
- retouched weapons textures

Version 1.3
- added updates from the Ambient Audio Overhaul Mod v1.8 (including additional sounds for daytime, nightlife, morning fog, and labs. It also adjusts audio volume levels)
- redesigned the HUD to bring back stamina bar, compass, ammo icon, and larger ammo count font size
- created a new hitmark texture
- fixed missing text when talking to Bes
- reverted all Shotguns, the H&K MP5, and the Beretta 92FS to their default settings
- enabled a tracer effect for armor-piercing bullets, making them visually distinguishable when used

Version 1.21
- set AI accuracy back to default (it was configured too low by mistake in patch 1.2, making the game easier than normal)
- retouched AK-74 and AK-74SU textures
- replaced the Makarov PM's sounds
- tweaked the cursor

Version 1.2
- added the Ambient Audio Overhaul Mod v0.95
- added S.T.A.L.K.E.R. Sound Remake Mod v4.0 (stealth, unique weapons have unique sounds, proper harmonica samples, and more)
- added 84 additional acoustic guitar compositions (performed by MulleR)
- added Repair Mod v2.5 (enables bar trader to repair weapons)
- added Repair Kit v1.1
- added Gnomus's Scopes v2.0
- added Raw Onion Revamp v1.05
- fixed a game crash when trying to equip the silenced MP5
- retouched the rain texture to increase its visual impact in the environment
- optimized the motion blur effect

Version 1.1
- added the Sleeping Bag to the inventory
- designed new main menu art
- added updated textures from Photorealistic Zone: Living Creatures v0.60
- added updates from ZRP v1.05 R11
- added minor UI, HUD, and dialogue changes
- added a minor weather tweak

Version 1.01
- added select textures from Photorealistic Zone: Living Creatures v0.51
- retouched the HUD to better fit the game style
- fixed a game crash due to the missing vehicle texture "veh_bmp"
- fixed incorrect icons for various inventory items
- added minor shader optimization

Stalker Complete 2009 Overview:

FEATURES

- **Sleeping Bag** - It's always in the inventory and allows the player sleep in-game.
- **Faction Change and Reset** - Now players have the ability to reset hostile status and join factions outside of the storyline.
- **Ragdoll Physics** - Natural death and hit animation, and kills will no longer cause extreme ragdoll effects
- **Bulb Tweak** - Now you can shoot the lights out!
- **Gnomus' Scopes** - High resolution scopes for widescreen and standard monitors.
- **Repair Kit** - A special item to the game that allows you to repair weapons and armors out in the Zone. The only way to get this rare item is to loot it from a NPC's corpse.
- **Repair Services** - The bar trader and Screw now sell weapons and armor repair services.
- **Chernobyl TV** - Replaced the original TV animation with actual Chernobyl footage.
- **Elite Night Vision** - Black & white night vision based on the psy_antenna postprocess effect. This one really makes you see in the dark.
- **ZRP Teleport** - The ESC+J shortcut lets you jump between the points in the environment.
- **Third-Person View** - Press F1, F2 and F3 to cycle through camera views and + or - to zoom in & out.
- **And Other Features** - Authentic food and drink skins, the ability to drag dead creatures' bodies, the ability to carry selected explosive fuel cans & barrels, the ability to shoot birds, and more!

WEATHER

Developed by a professional art studio, the weather system in Stalker Complete 2009 is a pinnacle of visual game design. It features work by several artists including challenge winners from conceptart.org (the largest concept art community which produces works for games and movie industries). It's based on the same elements and principles found in representational art such as aerial perspective, composition, balance, and color theory, to name a few. The key features include:

- Natural multi-phase day and night transitions, based on daily observations, photographs, and studies by artists from Dolgov Studio
- Vast distant views, creating large open world around the player
- New multi-phase moon design authored by Dolgov Studio
- Proper sun travel according to date (01.05.2012) and geographic location (Ukraine)
- Enhanced High Dynamic Range lighting and Sun effects (including realistic sunsets and sunrises)
- Increased weather cycling
- Different types of storms, both fast and slow
- Wet surfaces during rain
- High resolution star constellation map
- Improved water animations

GRAPHICS

This mod takes full advantage of Shader Model 3.0/4.0 and introduces advanced shader technology first seen in the game "Crysis". This tool allows creating close-to-life illusions of true relief and depth, in addition to adding rendering techniques creating an enormous difference in the way the game looks. Improvements include:

- **Parallax Occlusion Mapping** - Gives 2D textures the illusion of 3D geometry, most visible on surfaces such as brick walls.
- **Screen Space Ambient Occlusion** - A shading method that approximates the way light radiates in real life, creating soft shadows in corner-type places with a difficult lighting sample.
- **Depth of Field** - An effect that creates a gradual decrease in sharpness determined by the subject distance. For example, a distant landscape will appear blurry when compared to closer objects.
- **Motion Blur** - A streaking effect frequently used to show a sense of speed when the camera quickly moves around.
- **Particle System** - Enhanced rendering of fire, explosions, smoke, muzzle, sparks, falling leaves, anomalies, fog, and more.
- **Water Shaders** - Improved water effects ported from S.T.A.L.K.E.R. Clear Sky.
- **Fire Dynamic Lighting** - Fire now illuminates the surroundings, casting dynamic shadows.

TEXTURES

This mod includes a texture overhaul featuring the "Photorealistic Zone", a total rework of every texture in game by Argus over a nine month period. Special attention has been given to preserve the game's original look while the original textures have been replaced with higher quality versions and manually bump-edited files. The textures are heavily optimized to reduce performance impact. Elements that are improved include:

- **Locations** - All location textures have been replaced with higher quality photographs with partial use of original files and assets other games in the S.T.A.L.K.E.R. series.
- **Living Creatures** - Mutated creatures have soaking wet flesh showing through wounds, creating a disturbingly graphic effect. Also, all humans in Zone have been retouched down to even the finest details (armor, shoes, wrinkles, faces, even their eyeballs).
- **Realistic Vehicles** - 20 year old vehicles in the Zone now appear realistically rusted and abandoned.

BUG FIXES

The game's notorious reputation of being a huge bugfest ends here. Over the past two years a joint community effort has accumulated fixes for most known bugs and crash to desktop exits left out by developers after patch 1.0005. With the release of the unofficial community patch, bug fixes and numerous positive gameplay tweaks are implemented, such as realistic weapons names, reduced head bobbing, increased actor's height, increased inventory weight limit, extended quest times, and more.

A.I.

The game's artificial intelligence received major reworking:

- **New Abilities** - NPCs can avoid anomalies, remove dead bodies from camp sites, throw grenades, change armor, and even heal other NPCs. You can also give weapons and armor to NPCs by selling or dropping it near them and giving them privacy to equip them (NPC's preferences may prevent them from accepting the items, however).
- **Early Detection** - Removed the ability for NPC's to notice the player at unrealistically large distances.
- **Stealth** - Knife and other critical sounds such as falling dead bodies, grass, and footsteps have been properly commented to reduce their sound radius, making the gameplay much more realistic.
- **Death Panic** - Reduced the sound distance of death cries (in the original game it caused the entire camp to alert once one member was hit, as it was set to be heard at a great distance).

SOUND

This mod replaces a massive amount of in-game sounds, including weapons, anomalies, equipment clatter, footsteps, nightlife, bullet fly-by sounds and more with higher quality versions. Also, the mod adds unique ambient sounds for each weather cycle. "Repetitive" NPCs will now only say their lines once (such as the "Get out of here, stalker" line), and hundreds of additional ambient sounds like bar kitchen cooking, nighttime horror sounds, fog sounds, and more have been added to the game, creating a more immersive audio experience.

MUSIC

The mod also adds a new music collection, featuring 84 new acoustic guitar compositions added to the existing set plus a few vocal songs in authentic language unique to each faction. This is the only music mod where compositions have been performed live and recorded specifically for this game by a musician (no MIDI or generic karaoke tracks were used). This is live music with human touch that blends seamlessly with the ambient soundtrack, and makes you want to spend more time by the campfire. Also, NPCs will now randomly play the harmonica in addition to the guitar. Finally, 19 authentic music tracks can be heard on the radio and from the megaphones throughout the Zone.

LOCALIZATION

S.T.A.L.K.E.R. Shadow of Chernobyl is not exactly a textbook example when it comes to localization. Misspelled words, typos, grammatical errors, and humor lost in translation can be charming at times given the context, but creating unnecessary difficulty in understanding their meaning. Most of the text received a grammar-friendly rewrite, providing a much improved English localization.

USER INTERFACE

A visual overhaul mod isn't complete without a new, custom user interface. This is why we are proud to present our very own Main Menu, Loading Screen, and redesigned HUD. Created by our graphic design firm, the interface incorporates existing in-game art and photographs of actual Chernobyl disaster zone artifacts, adding a unique art style and authentic feel. Certain buttons have been conveniently reorganized for more intuitive access and new shortcuts added, such as ESC+S which works like a "smart quick-save", creating a separate save file with the level name, in-game date, and timestamp each time it's used.

FREEPLAY

After your journey ends with the "good" ending, you'll get the dialogue that will let you continue the game in freeplay mode, allowing creatures and NPCs to migrate freely about in the environment. It will be a living and breathing zone with self sustained A-Life and unscripted events. This feature doesn't remove the ending scene, so players will still have the enjoyment of viewing the cinematic completion of the game. You can skip the entire story line from the start by pressing ESC+T while in-game and teleporting to the last map or by clicking Freeplay and "Equip for Level" to start from the first map.

Screenshots:

Weather, environments, textures, interiors: [Stalker Complete 2009 on Flickr](#)

Reviews:

ArtistPavel was awarded 8th Place in the "15 Modders Who Changed PC Gaming" list on [GamingBolt.com](#) for his work on Stalker Complete 2009:

"STALKER: SoC was a game long in the making. So understandably, the graphics weren't quite up to scratch on release. Never fear, modders are here! I have given the credit here to ArtistPavel, but really this mod is a collection of work by many artists and developers. Visually, it's a completely changed game; natural lighting, vast panoramic views, depth of field, parallax mapping, SSAO, over 900 reworked texture files, including vehicles and armor suites with manual bump editing- it really is hard to believe you are playing the same game."

Stalker Complete 2009 was also featured in a retrospective review by [PCFormat Magazine](#), issue #234:

RePlay

Flashback to April 2007

Relive the STALKER experience, but without the bugs

RELEASE / APRIL 2007

S.T.A.L.K.E.R.

Back in the zone with Shadow of Chernobyl

Probably the most famous Ferris Wheel in the world...

The original STALKER game is still the best in the series and unless Call of Pripyat delivers then it might well stay that way. It was a heady mix of semi-accurate gunplay, open-world adventure and tortured trawl through a landscape so depressing, eerie and menacing that extending playing led your mind into a very dark place. But it was brilliant, and such a shame that the last game was such a shocker.

Without the guiding hand of THQ to keep GSC on the straight and narrow Clear Skies was a terribly buggy disappointment. There are a host of mods for this first STALKER though to soothe some of that disappointment though; we've already looked at the Oblivion Lost mod which aimed to bring the game back to what GSC originally promised. This included bringing back the lethal Zone-wide blowouts and driveable vehicles.

But the released game was still an excellent adventure (dude) and without breaking the existing gameplay, the recently released STALKER Complete 2009 mod brings the graphical style right up to date with screen space ambient occlusion, depth of field, new weather effects and a total rework of every single texture in the game.

What it's also got is a never-ending story. Ahh-ahh-ahhh-ah. Originally once the marked one found Strelok the whole game was over. No more rooting round the zone, shooting bandits and winding up Freedom faction members for fun. With this mod you can now carry on in free-play after the story has finished or by pressing [Esc]+[T] during the game you can skip the whole sordid scene and begin the game in free-play.

The original was by no means an unattractive game, with some lovely texture effects and lighting that could put the willies up you even if you were playing in a brightly lit office... This version though brings the original game up to date and if you've been scared off Shadow of Chernobyl by its buggy reputation, suffice to say that's a worry of the past now. □ **Dave James**

YOU COMPLETE ME...

The STALKER Complete 2009 mod represents a collaborative effort on behalf of a range of different community members all working towards the same goal: creating a single convenient package to bring the original STALKER bang up to date.

As well as the graphical overhaul the UI has been cleaned up and the in-game text has received some grammatical assistance, so now it's actually vaguely readable. It's a 570MB download, but just comes as a simple executable so anyone can pick up, install and play. With the game on Steam for just £14, that's a mighty tempting prospect. You can find all the info and files necessary at bit.ly/1MRF0z.

You'd be a snork, not to buy it for £14!

Lighting – the new day-night cycle's particularly spectacular – and textures are what's most lovingly touched by the hand of mod, but on the non-graphical front much of the in-game text gets a more grammar-friendly rewrite and the HUD receives a much-needed overhaul.
[rockpapershotgun.com]

[...] the graphical changes are immediately smack-you-in-the-face obvious. It's stunning. Whereas looking at old STALKER made me think of, well, a 2007 eastern European PC title, the texture and shader upgrades in STALKER Complete 2009 made the place instantly come alive.
[gamerswithjobs.com]

Stalker Complete 2009 combines several modifications that improve Stalker: Shadow of Chernobyl in matters of graphics, gameplay and atmosphere.
[pcgameshardware.com]

As mods go this is one of the most subtle imaginable. It does not attempt to change the atmosphere or effect of the game world, but simple to enhance it. 900 new textures, an improved sky and weather system, and the introduction of expanded graphics options make this one of the most exquisitely beautiful experiences ever to grace a gaming system. [...] this is, finally, the finished and complete version of Stalker - as good as it could possibly have been on release.
[eurogamer.net]

This is the "STALKER Complete 2009" mod [...], which does an admirable job of making the game look like it was, well, made in 2009. New textures, new lighting and new weather effects help get the game looking ship-shape...
[kotaku.com]

Performance:

Example Video Settings:

- full dynamic lighting
- vision distance = 100%
- object detail* = 75%
- grass density = 100%
- textures detail = 100%
- anisotropic filtering = 100%
- antialiasing** = off
- sun shadow = on
- grass shadow*** = off
- lighting distance = 100%
- NPC flashlights = on
- Shadow quality = 100%

Resolution = 1680x1050

Results:

nVidia 8800GT 512MB: **30** *fps average, some stuttering.*
nVidia GTX 260 896MB: **60** *fps average, smooth.*

* I recommend setting object detail (AF) to 75% as it plays nice with the depth of field effect.
** The AA slider in the graphics options does nothing. If you have an nVidia card with recent drivers, you can force true AA by using these settings in the nVidia control panel's profile for the game:

    Antialiasing : Gamma Correction: Off
    Antialiasing : Mode: Override any application setting
    Antialiasing : Setting: 2x or 4x
    Antialiasing : Transparency: Off

*** The grass shadow option doesn't work, and the grass distance is hard coded into the game engine and can't be increased beyond its maximum limit.

If you experience an unusually large hit in performance such as less than ten frames-per-second on a modern PC), check to see if you have AA enabled in the nVidia control panel's global settings. Disabling that setting, along with the Windows Vista/7 Aero feature can result in performance increases on some systems.

Visit TweakGuides for more detailed information on optimizing the game for your own hardware setup.

Additional Information:

Designed and tested for S.T.A.L.K.E.R. Shadow of Chernobyl v1.0005 (also works with v1.0006, the multiplayer patch). To check if your game is updated, check the lower left corner of the main menu screen, it should say "version 1.0005" (or 1.0006). If nothing is there the game is not updated, and trying to run the game with this mod installed will result in a black screen. If you bought this game on Direct2Drive.com, you need the digital distribution patch called *stk-dd-10005.exe*, available for download on FileFront.
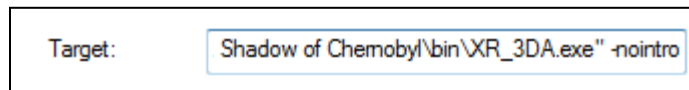
This mod will run smooth as long as you have a video card with Shader Model 3.0/4.0 and large amount of memory to accommodate the high quality textures. It performs better than S.T.A.L.K.E.R. Clear Sky and S.T.A.L.K.E.R. Call of Pripyat, while providing similar and often better visuals. It's DirectX 9 and the X-Ray engine at their full potential.

Starting a new game is required, since the game engine can only implement modifications from a game's beginning.

Stalker Complete 2009 FAQ

- The *gamedata* folder is located in the directory you installed the game to, by default it is found at: *"C:\Program Files\THQ\ S.T.A.L.K.E.R. - Shadow of Chernobyl\"*.

- This user manual and the uninstaller (*unins000.exe*, for manually uninstalling the mod) are located in *"C:\Documents and Settings\All Users\Documents\STALKER-SHOC\Stalker Complete 2009\"* for [Windows XP](), and *"C:\Users\Public\Documents\STALKER-SHOC\Stalker Complete 2009\"* for [Windows Vista and 7](). If reinstalling or upgrading to a newer version of this mod, please uninstall your current version first.

- The *user.ltx* file is located in the directory *"C:\Documents and Settings\All Users\Documents\STALKER-SHOC\"* for [Windows XP](), and *"C:\Users\Public\Documents\STALKER-SHOC\"* for [Windows Vista and 7]().

- You can disable the introductory movies by right-clicking on the game's desktop shortcut and selecting "Properties". Then in the "Target" box, one blank space after the last character, insert the -nointro switch and click "OK". Your "Target" box's text should look like this just before you click "OK":

- You can also enable the -noprefetch switch (follow the above instructions substituting "-noprefetch" for "-nointro"). This will disable the prefetching which occurs during the game's loading, preventing the game engine from caching resources into the system memory, reducing pauses and stuttering during gameplay some players may experience.

- Use the "ESC+S" keyboard shortcut to create a level-named savegame (courtesy of ZRP 1.05).

-Drag dead mutants by using the "SHIFT+F" keyboard shortcut.

- You can teleport (jump between points in the environment) in-game at anytime by using the "ESC+J" keyboard shortcut, or if you'd like to skip the main story, use the "ESC+T" and select "Free Play", and then select "Equip For Level" in the window dialog options (courtesy of ZRP 1.05).

- To repair weapons talk to the Bar Trader, the NPC named Screw at Freedom Base, or loot the special repair kit (a rare item) from an NPC's corpse.

- You can reset a hostile faction status by talking to Sidorovich or the bartender. To first get that option you must kill a member of the hostile group.

- Sometimes the actor may appear wearing a Rookie Jacket instead of the currently equipped outfit. This is a known bug from the original game and can be easily fixed by re-dressing your character via the inventory window after an armor upgrade.

- To disable the auto-applying of bandages at 10% health feature, open the folder *gamedata\scripts* and delete these files:

auto_healing.script
xr_detector.script

- To disable weapon auto-hiding at traders (this is needed when you are playing as a member of opposite faction and unable to enter the trader's place because of your hostile status), open the folder *gamedata\scripts* and rename the file:

bind_stalker.script_no_weapon_autohide

to:

bind_stalker.script

- Easy Healing: if this option is enabled, Medpacks, Bandages and Anti-Radiation supplies will apply automatically. To activate this feature, open the folder *gamedata\scripts* and rename the file:

auto_healing.script_easy_healing

to:

 auto_healing.script

- To get the original HUD back, open the folder *gamedata\config\ui* and delete these files:

> *maingame.xml*
> *maingame_16.xml*
> *motion_icon.xml*
> *motion_icon_16.xml*
> *ui_hud.xml*
> *zone_map.xml*
> *zone_map_16.xml*

Then, open the folder *gamedata\textures\ui* and delete the file:

> *ui_hud.dds*

- This mod contains a comprehensive shader mod that adds SSAO, Parallax Mapping, and more. These advanced graphics processing methods can cause a significant drop in performance for some players, who may wish to disable some of them. This is advised for players with less capable hardware, and is the recommended action to do first since the performance increase will be greater than the loss in the mod's visual appeal. To disable these features, open *gamedata\shaders\r2\SkyGRAPHICS_options.cfg* and change the following entries:

> #define IMPROVED_MBLUR // Enable/Disable Motion Blur
> #define DEPTH_OF_FIELD // Enable/Disable Depth Of Field
> #define PARALLAX_OCCLUSION // Enable/Disable Parallax Occlusion Mapping
> #define SSAO // Enable/Disable Screen Space Ambient Occlusion

To disable a feature, add two forward slashes in front of its line. For example, if all features are disabled the entries will look like this:

> //#define IMPROVED_MBLUR // Enable/Disable Motion Blur
> //#define DEPTH_OF_FIELD // Enable/Disable Depth Of Field
> //#define PARALLAX_OCCLUSION // Enable/Disable Parallax Occlusion Mapping
> //#define SSAO // Enable/Disable Screen Space Ambient Occlusion

For fine tuning Motion Blur, Depth of Field, and other effects, read the comments (text preceded by two forward slashes) for each feature in *SkyGRAPHICS_options.cfg*. Sunshafts are not supported due to their incompatibility with other graphics mods and are intentionally disabled.

- The Float32 Shader Mod is not compatible with this mod and is not recommended.

- All files with the ".*ltx*" extension need to be opened in Notepad or a similar program to make the edits described below.

- If you are experiencing shadow glitches:

This is a very distracting effect that you may see on the edges of your screen, especially if you are using a widescreen monitor. To fix the glitches, open *user.ltx* and change the following entry:

        r2_sun_near_border 1

Slowly increase the value from 1 to 1.1, 1.2, 1.3, etc until the glitches are gone.

- To change the size of your cursor, open *gamedata\config\system.ltx* and change the following entry:

        [hud_cursor]
        cross_length = 0.002

The default value is 0.015, and a value of 0.00 makes a "dot".

- To compensate for darker nights the mod makes sure there's always some kind of natural illumination, moon light, lightning, dusk, or dawn light. The mod also includes a halogen flashlight with 30 meters range and superb "good night vision" (the next upgrade after the green "bad night vision"). If you would like to change the flashlight's settings, open *gamedata\configs\models\objects\light_night.ltx* and change the following entries:

        range = 30
        range_r2 = 30

Changing these values modifies the length of the flashlight's beam (in meters).

        spot_angle = 60

Changing this value modifies the flashlight's beam angle (in degrees).

- To increase the maximum weight limit, open *gamedata\configs\system.ltx* and change the following entry:

        [inventory]
        max_weight = 60

Change the number to any value of your choosing, this will represent the amount you can carry before going red, causing your stamina to run out much faster. After saving the changes made to *system.ltx*, open *gamedata\configs\creatures\actor.ltx* and change the following entries:

        [actor]
        max_item_mass = 60

The value for this should be the same as the as the previous entry (max_weight).

```
[actor_condition]
max_walk_weight = 70
```

This should be a greater value than the previous two, since this represents how much you can carry until you can no longer move at all.

- To increase head bobbing, open *gamedata\config\misc\effectors.ltx* and add the following entries into the file:

```
[bobbing_effector]

run_amplitude = 0.00375; 0.0075
walk_amplitude = 0.0025; 0.005
limp_amplitude = 0.0055; 0.011
```

-To remove head bobbing, copy these entries instead:

```
[bobbing_effector]

run_amplitude = 0.0; 0.0075
walk_amplitude = 0.0; 0.005
limp_amplitude = 0.0; 0.011
```

- Add these entries to *user.ltx* to enable third person view toggling (a feature implemented in v1.4.2):

```
bind cam_1 kF1
bind cam_2 kF2
bind cam_3 kF3
bind cam_zoom_in kADD
bind cam_zoom_out kSUBTRACT
```

Then save and close *user.ltx*, load up a game, and press F1, F2 and F3 to cycle through camera views and + and - on the numpad to zoom in and out.

However, this enables camera view toggling only, to activate full third person view gameplay, right-click on the game's desktop shortcut and select "Properties". Then in the "Target" box, one blank space after the last character, insert the "-psp" switch and click OK. Your "Target" box's contents should look similar to this just before you click "OK":
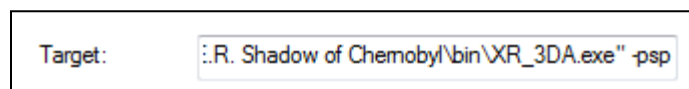
"C:\Program Files\THQ\S.T.A.L.K.E.R. - Shadow of Chernobyl\bin\XR_3DA.exe" -psp

-To enable full third person view gameplay for the Steam version of the game, right click on the game properties inside of Steam, click "Set Launch Options", insert the "-psp" switch, and click "OK". Your game properties window should look like this just before you click "OK":
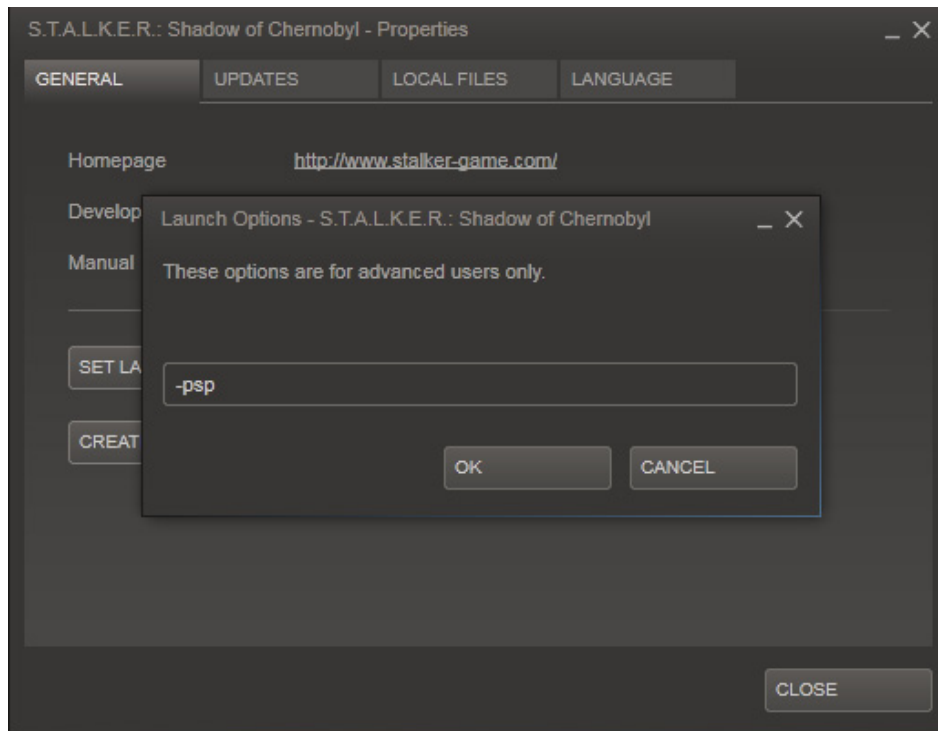
- You can add some of your favorite mods to the game in conjunction with Stalker Complete 2009 if they don't use the same files (or if you know how to merge config files should they share files). Using the Smart Mod Manager may be helpful. However, this mod is not compatible with other global mods, such as Oblivion Lost or AMK, since each one has its own complex resource management system.

Credits:

Special thanks to all the modders who contributed to this project:

Artistic Directors: ArtistPavel & Dolgov Studio

Graphics:

Weather: Moon, Sun, Dusk/Dawn, Sunsets/Sunrises by ArtistPavel & Dolgov Studio, Daytime Skyboxes/Landscape textures by Argus, Night Storm by Trojanuch, Various Skybox textures by Combragol
World Textures: "Photorealistic Zone" Locations/Living Creatures by Argus, Vehicle Textures by Domestos, Asphalt texture by Sergy172, Blood textures by Hades
Weapon Textures: N_ck-cz, Teh Snake, Rionname, Siro, Idoe, Scopes by Gnomus, Binoculars by GadGett
Shaders: Parallax Occlusion, SSAO, Motion Blur, and Depth of Field by Sky4CE
Effects: Enhanced Particles by Eggchen, Dynamic Fire Lighting by NatVac

Programming:

Zone Reclamation Project: NatVac; All Contributors: Nandersen, Fatrap, Victim, DC-, silverpower, omero, Decane, fitzroy_doll, motiv-8, BobBQ, Snowball, TSL16b, Eggchen, barin, Alex-Tommy
AI: AI Pack by xStream, BAC9-FLCL, Rules of Engagment by KoGar
Ragdoll Physics: LexMalin
User Interface: HUD/Menu/Hitmark Texture design by ArtistPavel, ESC+S SmartSave by NatVac
Tweaks: Ballistics by Wobosh, Auto Healing by eveNT, Anti-Rad Injection by Atrocious
Features: Sleeping Bag/Shootable Birds by AMK, Faction Change and Reset by Atrocious, Breakable Bulbs by MacroN, Scope textures by Gnomus, Repair Kit by Autologic, Repair Services by Shebuka, Chernobyl TV by Zero_3, Elite Nightvision by Nandersen, ZRP Teleport by NatVac, Carry Explosives by Nandersen, Freeplay by NatVac

Sound:

Ambient: {imperialreign}, Darius6, Hectrol, Mongol, MulleR
Weapons: Mongol, Darius6
Music: Guitar Performances by MulleR
Soundtrack:

Megaphone:

John Murphy, "In The House - In a Heartbeat" (edited) - from the "28 Days Later" movie soundtrack
Blue States, "Season Song" (edited) - from the "28 Days Later" movie soundtrack
Idina Menzel, "A Hero Comes Home" (edited) - from the "Beowulf" movie soundtrack

Bar Music:

Би-2, "Мой Рок-Н-Ролл" (edited) - from the album "Нечётный Воин"
Би-2, "Зажигать" (edited) from the album "Мяу кисс ми"
Линда, "Северный ветер" (edited) - from the album "Ворона"
Линда, "Взгляд изнутри" (edited) - from the album "Плацента"
Линда, "Отпусти меня" (edited) - - from the album "Плацента"
Иван Купала, "Росы" (edited) from the album "Радио Награ"
Firelake, "Dirge For The Planet" (edited) - from the album "The Temptation Journey"
Света feat. MILLI, "Другая" (edited) - from single release
t.A.T.u., "All About Us" (edited) from the album "Люди инвалиды"
t.A.T.u., "Вся моя любовь" (edited) from the album "Люди инвалиды"
t.A.T.u., "Что не хватает тебе" (edited) from the album "Люди инвалиды"
t.A.T.u., "Люди инвалиды" (edited) from the album "Люди инвалиды"
Total, "Бьет по глазам" (edited) from the album "TOTAL: 1"

All sound editing done by ArtistPavel

Localization:

Text Editing: Tharawdeal, Onionradish, Dethtoll

Installer:

Scripting: EricB & Eric Enterprises
Art: ArtistPavel & Dolgov Studio
Testing/QA: ArtistPavel & EricB
User Manual: ArtistPavel & EricB