



# ZONE KIT GUIDE: ADDING NEW WEAPON

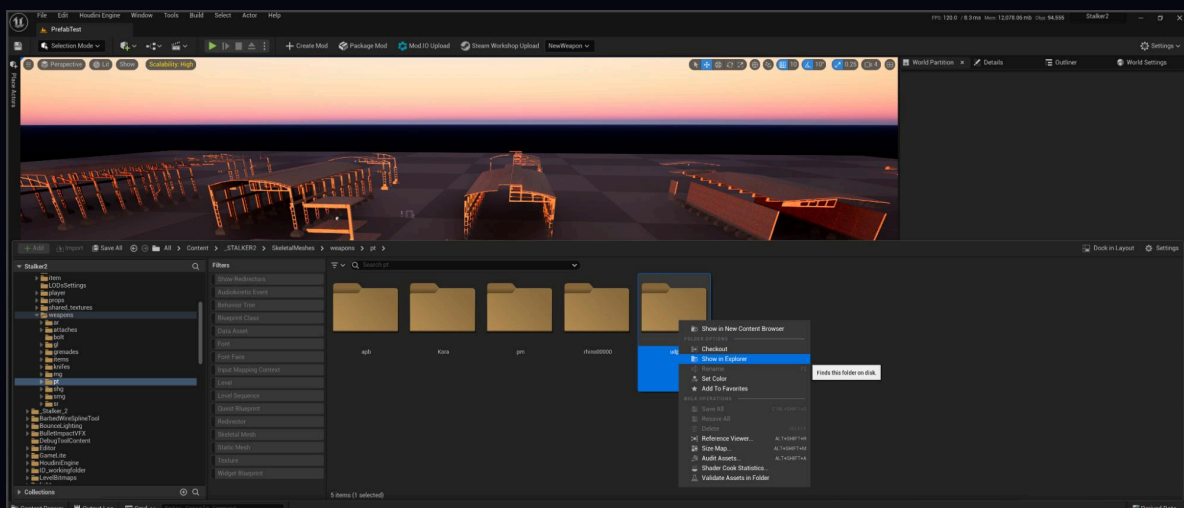
## STEP 1: CREATE THE MOD

Begin by launching the modding tool, giving your mod a name, and clicking Create.

## STEP 2: SET UP AN ASSET FOLDER

To organize your assets, either manually create a folder inside your mod directory or copy an existing asset folder structure from the game's weapon assets.

1. Navigate to the directory containing existing weapon assets.
2. Copy a sample weapon folder into your mod directory.
3. Locate this folder using the Content Browser. Right-click any asset and choose **Show in Explorer** to quickly access the folder.



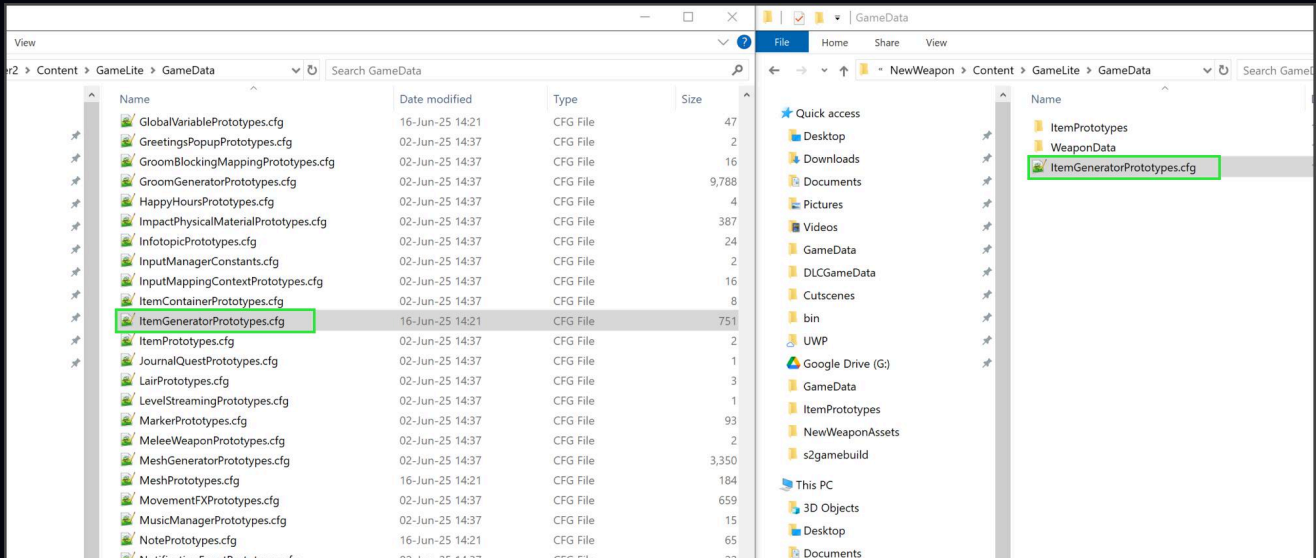
4. In Explorer, delete the copied assets – the goal is only to replicate the folder structure.
5. Now copy your prepared assets into this folder.

## STEP 3: PREPARE PROTOTYPE FILES

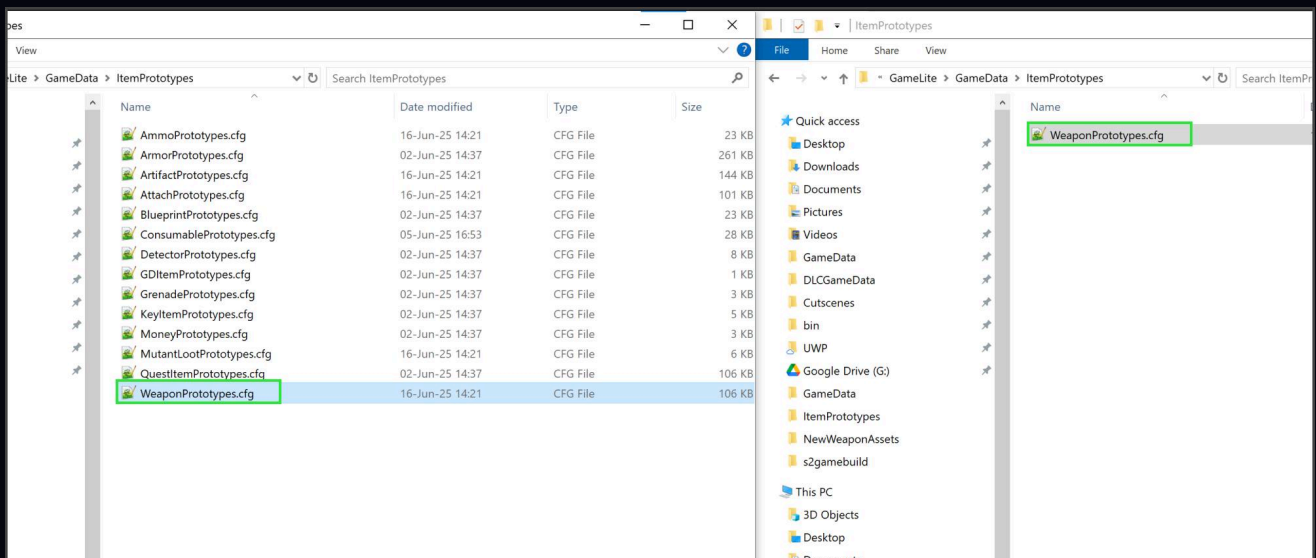
To create a new weapon, you'll need to set up and configure prototype files.

Current limitations and known issues:

1. Copy only the relevant prototypes from the editor into your mod.
2. Recreate the following folder structure inside your mod:
  - GameLite
    - GameData
      - Copy ItemGeneratorPrototypes.cfg here.



- ItemPrototypes
  - Copy WeaponPrototypes.cfg here.



- WeaponData
  - Copy WeaponGeneralSetupPrototypes.cfg here.

To create a new weapon, you'll need to set up and configure prototype files.

**Tip:** It's faster to copy the entire folders first and delete any unnecessary NPC-related files afterward.

# STEP 4: BEGIN EDITING PROTOTYPES

## WeaponPrototypes.cfg

1. Open this file in your text editor.
2. Copy the GunUDP\_HG prototype block and paste it at the end.
3. Rename the Name and SID fields to unique identifiers.
4. Update the GeneralWeaponSetup and PlayerWeaponAttributes fields with new values that will be defined in the following steps.
5. Save the file.

```
107 //Upgrades
108 SectionSettings : struct.begin
142 [4] : struct.begin
149 struct.end
150 struct.end
151 struct.end
152 GunUDP_HG : struct.begin (refkey=TemplatePistol)
153 //Base info
154 SID = GunUDP_HG
155 MeshPrototypeSID = UDP_Skeletal
156 MeshInWorldPrototypeSID = GunUDP_StaticMesh
157 //Base stats
158 Weight = 0.72
159 Cost = 1425.0
160 GeneralWeaponSetup = GunUDP_HG
161 PlayerWeaponAttributes = GunUDP_HG_Player
162 NPCWeaponAttributes = GunUDP_HG_NPC
163 //Durability
164 BaseDurability = 1500.0
165 //UI
166 Icon = Texture2D'/Game/GameLite/FPS_Game/UIRemaster/UITextures/Inventory/WeaponAndAttachments/UDP/T_inv_w_udp_body.T_inv_w_udp_body'
167 //Upgrades
168 SectionSettings : struct.begin
169 [0] : struct.begin
170 SectionIsEnabled = true
171 UpgradeTargetPartType = EUpgradeTargetPartType::Barrel
172 BottomPosition = 30.000000
173 RightPosition = 100.000000
174 LeftPosition = 147.569580
```

## WeaponGeneralSetupPrototypes.cfg

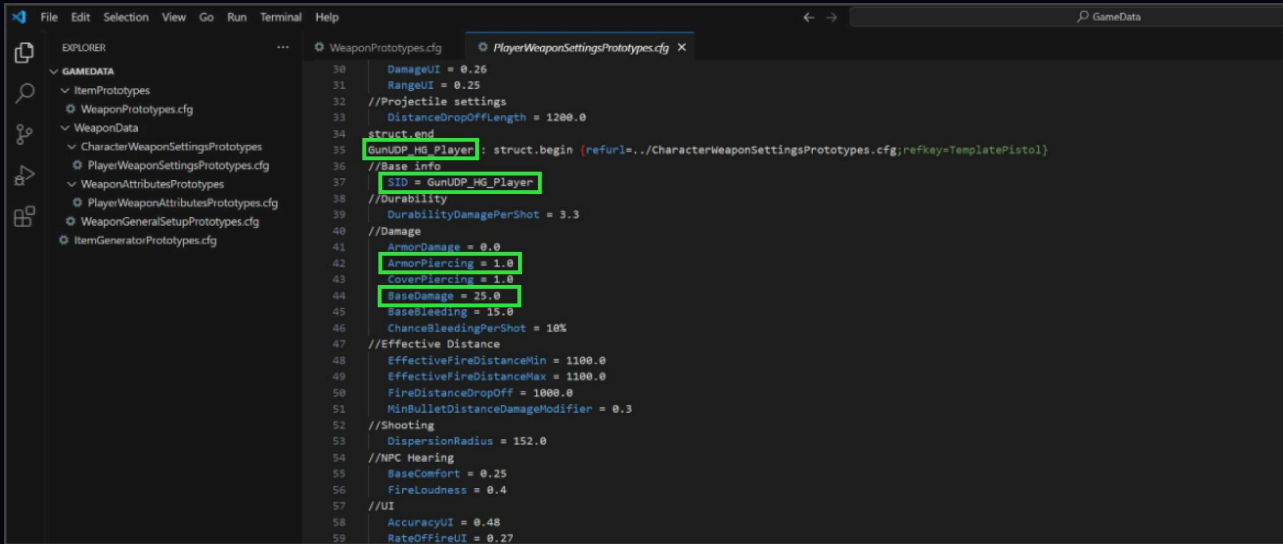
1. Open the file and copy the UDP weapon structure.
2. Paste it at the end and rename the Name and SID.
3. Update the WeaponsStaticMeshParts field to point to your imported assets.
4. In the editor, right-click each relevant asset and select **Copy Reference**.
5. Paste these references into the appropriate fields.

```
3040 //-----
3041 Gun_Rail_SG : struct.begin (refkey=GunTOZ_SG)
3042 //Base info
3043 SID = Gun_Rail_SG
3044 struct.end
3045 GunNewWeapon_HG : struct.begin (refkey=TemplatePistol)
3046 //Base info
3047 SID = GunNewWeapon_HG
3048 MeshPrototypeSID = UDP_Skeletal
3049 MeshInWorldPrototypeSID = GunUDP_StaticMesh
3050 //Base stats
3051 Weight = 0.72
3052 Cost = 1425.0
3053 GeneralWeaponSetup = GunNewWeapon_HG
3054 PlayerWeaponAttributes = GunNewWeapon_HG_Player
3055 NPCWeaponAttributes = GunUDP_HG_NPC
3056 //Durability
3057 BaseDurability = 1500.0
3058 //UI
3059 Icon = Texture2D'/Game/GameLite/FPS_Game/UIRemaster/UITextures/Inventory/WeaponAndAttachments/UDP/T_inv_w_udp_body.T_inv_w_udp_body'
3060 //Upgrades
3061 SectionSettings : struct.begin
3062 [0] : struct.begin
3063 SectionIsEnabled = true
3064 UpgradeTargetPartType = EUpgradeTargetPartType::Barrel
3065 BottomPosition = 30.000000
3066 RightPosition = 100.000000
3067 LeftPosition = 147.569580
```

## PlayerWeaponSettingsPrototypes.cfg

1. Copy an existing structure and paste it at the end.
2. Rename the Name and SID.

### 3. Set BaseDamage and ArmorPiercing to your weapon's desired values.



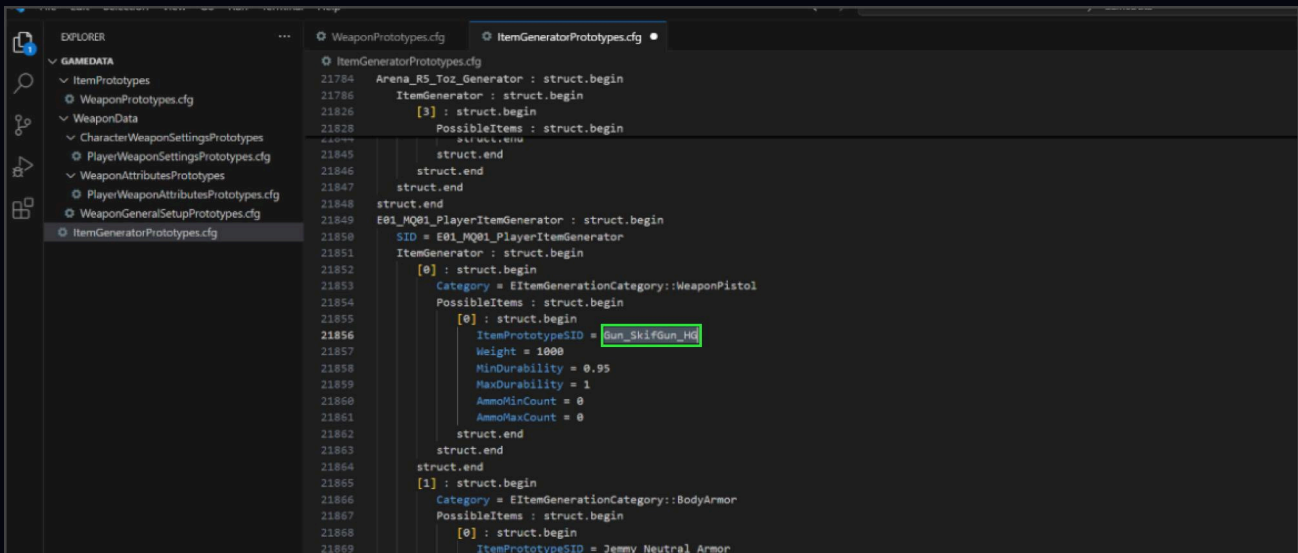
```
30 DamageUI = 0.26
31 RangeUI = 0.25
32 //Projectile settings
33 DistanceDropOffLength = 1200.0
34 struct.end
35 GunUDP_HG_Player : struct.begin (refurl=../CharacterWeaponSettingsPrototypes.cfg;refKey=TemplatePistol)
36 //Base info
37 SID = GunUDP_HG_Player
38 //Durability
39 DurabilityDamagePerShot = 3.3
40 //Damage
41 ArmorDamage = 0.0
42 ArmorPiercing = 1.0
43 CoverPiercing = 1.0
44 BaseDamage = 25.0
45 BaseBleeding = 15.0
46 ChanceBleedingPerShot = 10%
47 //Effective Distance
48 EffectiveFireDistanceMin = 1100.0
49 EffectiveFireDistanceMax = 1100.0
50 FireDistanceDropOff = 1000.0
51 MinBulletDistanceDamageModifier = 0.3
52 //Shooting
53 DispersionRadius = 152.0
54 //NPC Hearing
55 BaseComfort = 0.25
56 FireLoudness = 0.4
57 //UI
58 AccuracyUI = 0.48
59 RateOffireUI = 0.27
```

### PlayerWeaponAttributesPrototypes.cfg

1. Copy and paste an existing structure.
2. Rename the Name and SID.
3. Update the DefaultWeaponSettingsSID to reference your custom settings.

### ItemGeneratorPrototypes.cfg

1. Replace the pistol magazine meshes.
2. Locate E01\_MQ01\_PlayerItemGenerator.

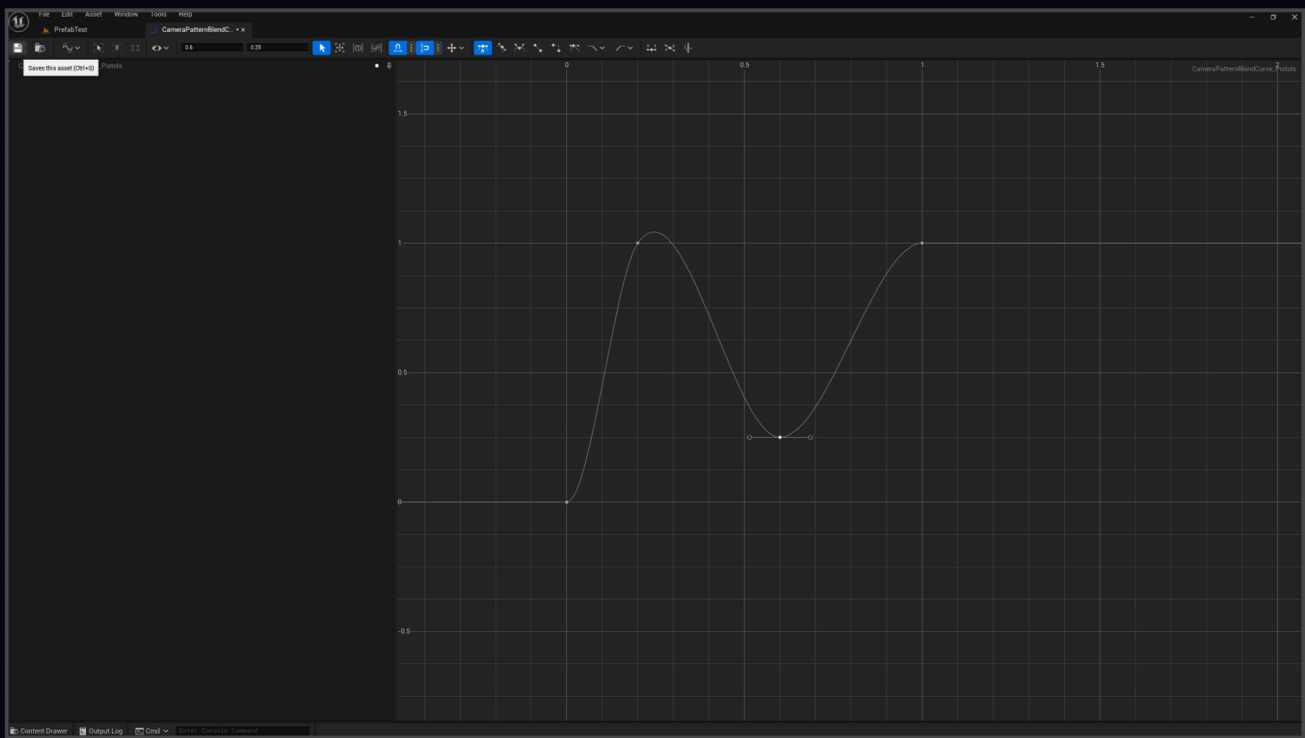


```
21784 Arena_R5_ToZ_Generator : struct.begin
21786 ItemGenerator : struct.begin
21826 [3] : struct.begin
21828 PossibleItems : struct.begin
21845 struct.end
21846 struct.end
21847 struct.end
21848 struct.end
21849 E01_MQ01_PlayerItemGenerator : struct.begin
21850 SID = E01_MQ01_PlayerItemGenerator
21851 ItemGenerator : struct.begin
21852 [0] : struct.begin
21853 Category = EItemGenerationCategory::WeaponPistol
21854 PossibleItems : struct.begin
21855 [0] : struct.begin
21856 ItemPrototypeSID = Gun_SkifGun_HG
21857 Weight = 1000
21858 MinDurability = 0.95
21859 MaxDurability = 1
21860 AmmoMinCount = 0
21861 AmmoMaxCount = 0
21862 struct.end
21863 struct.end
21864 struct.end
21865 [1] : struct.begin
21866 Category = EItemGenerationCategory::BodyArmor
21867 PossibleItems : struct.begin
21868 [0] : struct.begin
21869 ItemPrototypeSID = Jemmy_Neutral_Armor
```

3. Replace references to Gun\_SkifGun\_HG with GunNewWeapon\_HG or your chosen identifier.

## STEP 5: ADJUST RECOIL (OPTIONAL)

1. In the Content Browser, select the **Content** folder and search for CameraPatternBlendCurve\_Pistols.
2. Right-click and choose **Check-out**.
3. Locate the checked-out file in your mod folder and apply your desired recoil tweaks.

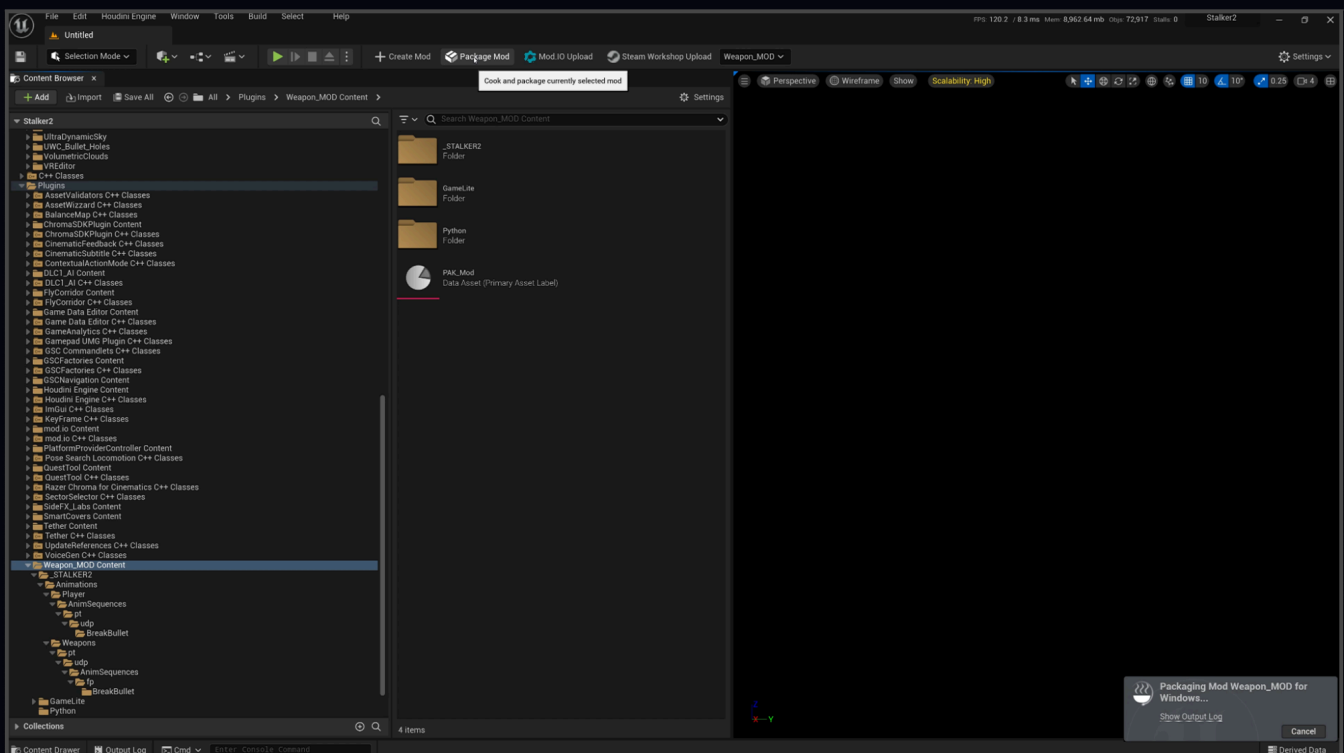


## FINAL STEP: PACKAGE YOUR MOD

Once all changes are complete, package your mod and upload it to your chosen repository.

### COOK AND UPLOAD THE MOD

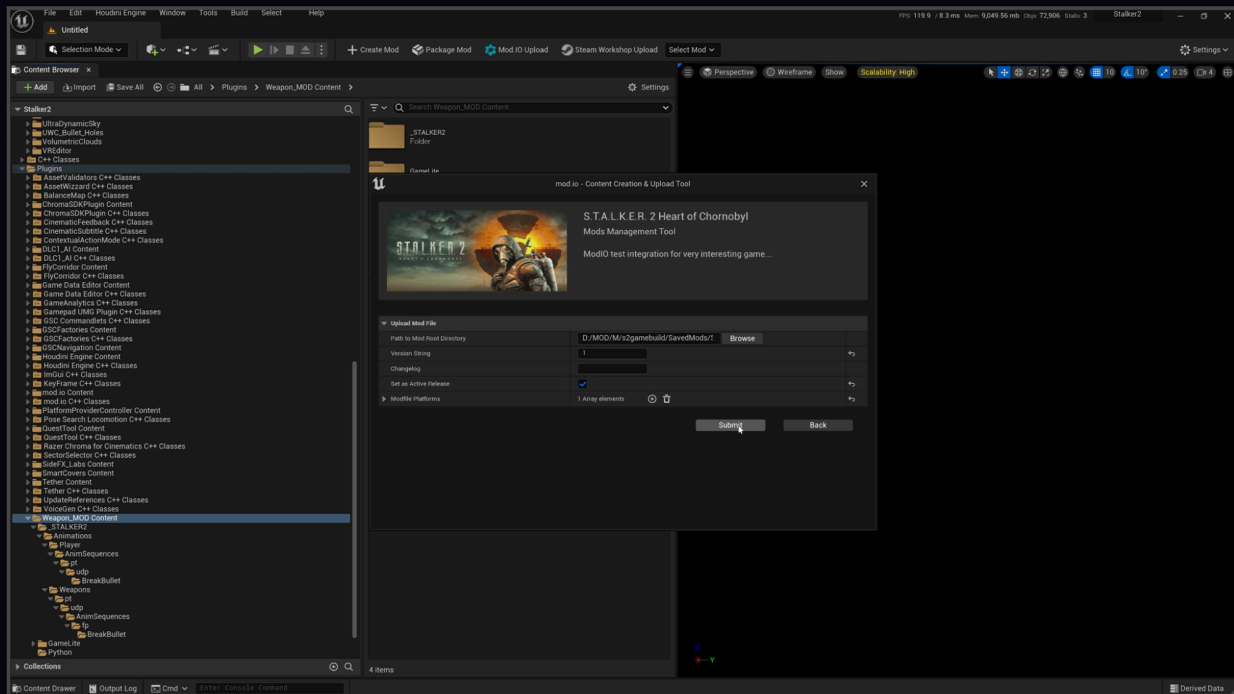
1. Open the editor and **cook** your mod.
2. Once ready, begin the upload process to the mod repository.



## UPLOAD TO MOD.IO

- Ensure your **active mod project** is selected.

- Click **Mod.IO Upload** → **Create Mod**.
- Fill in all required fields and attach a logo.
- Click **Submit**.
- Press **Create Mod for PC**.
- Specify the path: *SavedMods* > *Staged* > *[Your Mod Name]*.
- Optional: If you want the mod to go live immediately, check **Set as active release**.
- Hit **Submit** to complete the process.



You can later update the title, description, and upload screenshots directly on Mod.IO or Steam Workshop.

## STEP 6: UPLOAD TO STEAM WORKSHOP

- Select your mod and click **Steam Workshop Upload** → **New Mod**.
- Enter the mod's **title** and **description**.
- Set **visibility** to **Public**.
- If the mod is already packaged, uncheck **Package mod before upload**.
- Attach a **preview image** and proceed with the upload.

## STEP 7: TEST YOUR MOD IN-GAME

- Launch the game and open the in-game **Mod Browser**.
- Find your mod and click **Subscribe**.

### FOR STEAM USERS:

- Use **Shift + TAB** to open the **Steam Overlay**.
- Navigate to **Steam Workshop**.
- Locate your mod and subscribe to enable it.

Your weapon mod is now ready to use. Happy modding with Zone Kit, stalker!