ZONE KIT

GETTING STARTED WITH ZONE KIT

PREREQUISITES

- Game copy. You need to have the base game, S.T.A.L.K.E.R. 2 Heart of Chornobyl, purchased.
- Access to the Zone Kit.
- Enough disk space approximately 700GB. Modding involves creating and storing new files, so ensure you have enough free space on your hard drive.
- For Steam Workshop upload:
 - A Steam account.
 - Stalker 2 is in your Steam library.
 - You are logged into your Steam account on your computer.
- For mod.io upload:
 - A mod.io account.
 - Access to the email address associated with your account for authentication.

NOTE

Due to technical limitations, the path to the project must be as short as possible. Use a simple directory, such as C:\ZoneKit

Current limitations and known issues:

- No possibility to edit levels, WIP
- WWise project absence at ZoneKitproject, WIP
- It is possible to create and edit mods based on Blueprints, but such mods are not yet supported in the game known issue, WIP

CREATING A NEW MOD

Follow these steps to create a mod:

- 1. Launch the Zone Kit.
- 2. Select the **Create Mod** button on the top toolbar.

Relatforms 🗸	+ Create Mod	簐 Package Mod	\$~	Select Mod 🗸		
		▶ ⊕ ⊕	02	۵	10 🖌 10*	2 0.25

3. In a pop-up window, select a template – currently, only the Default template is available.

1 Create Mod ×	- 🗆 X	
Give your new Mod package a name and Click 'Cre	ate Mod' to make a new content only Mod package.	
Default Start from scratch with an empty mod		
E:\ModSDK\Stalker2\Mods\		
🐨 Descriptor Data		
Author		
Description		
Advanced		
Show Content Directory		
	Create Mod	

4. Choose the directory where to save the mod and enter a title without using special characters or spaces.

1 Create Mod ×			□ ×	
Give your new Mod package a name and Click	'Create Mod' to make a new content only Mod package.			
Default Start from scratch with an empty me	bd			
E:\ModSDK\Stalker2\Mods\	Test_mod			
🐨 Descriptor Data				
Author				
Description				
Advanced				
Show Content Directory				
		Cre	eate Mod	

- 5. Optionally, fill in the fields.
- Author enter your name or nickname.
- **Description** provide a brief description of the mod's purpose.

URL – provide a link to your website or project page.

By default, **Show Content Directory** is selected. After creating the folder, it automatically opens in the Content Drawer.

6. Select the **Create Mod** button.

*	Descriptor Data	
	Author	
	Description	
•	Advanced	
	Author URL	
	Is Beta Version	
	Show Content Directory	Create Mod

In the bottom-right corner of the screen, you see a message confirming the successful creation.



In the open Content Browser, you can see the program folder if you selected **Show Content Directory** – this folder stores the content copied from the template. If you cleared the **Show Content Directory** checkbox, you can find your folder at the following address: $All \rightarrow Plugins \rightarrow$ [YourModName].



Well done! Now you can proceed to creating and editing content for your future mod.

NOTE

Before working on the mod, make sure you have selected it as active in the top toolbar.



MODIFYING ORIGINAL CONTENT

To be able to modify the original content in the mod, check out the required assets/folders in the mod's folder. There are two ways to do it:

Copy to the mod directory and change

- Select the active mod in the toolbar where you are going to add the content.
- Open the Content Browser and locate the folder or asset you need.
- Right-click on the asset, folder, or group of items you want to transfer to the mod.

In the context menu, select the **Checkout** option. The content is copied to the mod directory, keeping the folder structure intact.



Change and save to the mod directory

- Select the active mod in the toolbar where you are going to add the content.
- Open the Content Browser and locate the folder or asset you need.
- Open the required asset and make the desired changes.
- Select the **Save** button.
- In the **Check Out Assets** window, which lists the modified assets, select the **Check Out Selected** button. The original assets remain unchanged, and the modified assets are copied to the mod's folder.

S MLB	loodPlaceholder	×				
~ ල්ල Live Up	date 🗸 🛛 💰	Clean Graph 🗸 🛛 🚏 Preview S	tate 🗸 🛛 🐮 Hide Unrelated 🚦	Ci Stats	Platform Stats	
- N M_	BloodPlace	nolder > Material Gra	ph			
	u		Check Out Assets		×	
	Select	assets to check out.				
		Asset 🔺			Туре	
		M_BloodPlaceholder	/Game/_Stalker_2/Material	s/M_BloodPlaceholi	/Script/Engir	
		Warning: You cannot directly n your changes to the current m	nodify the original game content. I Iod folder. Do you want to Checko	However, you can Ch out the selected asset	eckout s?	
			Ches	ck Out Selected	Cancel	

ATTENTION: This functionality does not work with World Partition yet. Do not try to modify and check out levels, external actors, and external objects. The functionality works fine with other assets: blueprints, materials, mat instances, textures, skeletal meshes, animation sequences, sound events, etc.

REDIRECTION

If you select a mod, you turn on the redirection. After the user checks out an asset, all objects that referenced this asset in the */Game* folder now reference its duplicate from the active mod folder. The effect is visible both in the Content Browser and PlayInEditor – to see the impact, modify the asset in the mod folder.

If you select **None** and thus turn off the active mod, the redirect is canceled, and all links return to their original state. If the original asset has a duplicate, you can only open the original with the mod turned off. If the mod is enabled, its duplicate opens instead of the original.

If you delete an asset from the mod folder while the redirect is enabled, the redirect is removed from the assets being deleted, and the assets are deleted correctly, without losing links.

Example video:

https://drive.google.com/file/d/1ChdjwGEc3-59jnS6HzAZwQCe0OjalN5G/view?usp=sharing

ATTENTION: Redirect does not work with levels and external actors. Do not try to check out these assets, it may lead to a crash.

CREATING A CONFIGURATION MOD

Follow these steps to create a configuration mod:

- 1. Create a mod with the editor. See how to do it in <u>Creating a new mod</u>.
- 2. Locate the configuration file you want to modify in the Content folder. Then find it through the in-built OS or other means outside of the editor (f.ex. Explorer) and copy it into your mod folder. Make sure to preserve the full folder hierarchy this means you should replicate the exact path from the original Content folder within your mod folder.

> Thi	s PC > Local Disk (Z:) > git > s2gamebuild >	Content > GameLite	> GameData >	ٽ ~	1
	Name	Date modified	Туре	Size	
	CombatSynchronization.cfg	3/25/2025 3:54 PM	CFG File	19 KB	
×	ContextualActionBlueprintPrototypes.cfg	1/6/2025 1:39 PM	CFG File	1 KB	
R	ContextualActionBodyPartsPrototypes.cfg	2/18/2025 9:57 AM	CFG File	2 KB	
*	ContextualActionDialogSettingsPrototyp	1/6/2025 1:39 PM	CFG File	1 KB	
×	ContextualActionNodePrototypes.cfg	1/6/2025 1:39 PM	CFG File	1 KB	
	CookedMapsList.cfg	1/6/2025 1:39 PM	CFG File	1 KB	
	CoreVariables.cfg	3/25/2025 3:54 PM	CFG File	58 KB	
	CoreVariablesCustom.cfg	1/6/2025 1:39 PM	CFG File	1 KB	
	CorpseClueStashPrototypes.cfg	1/8/2025 10:59 AM	CFG File	6 KB	
	CorpsePrototypes.cfg	1/6/2025 1:39 PM	CFG File	3 KB	
	CoverEvaluatorPrototypes.cfg	1/8/2025 10:59 AM	CFG File	4 KB	
	Credits.cfg	3/25/2025 3:54 PM	CFG File	152 KB	
	DailySchedulePrototypes.cfg	1/6/2025 1:39 PM	CFG File	21 KB	
	DamageSourcePrototypes.cfg	3/25/2025 3:54 PM	CFG File	20 KB	
	DestructibleObjectPrototypes cfa	2/18/2025 9-57 AM	CEG Eile	350 KR	

Example: If the configuration file was in ... IStalker21Content1GameLite1GameData1Credits.cfg, the in mod folder it should be in ... IStalker21Mods1mod_name1Content1GameLite1GameData1Credits.cfg

					23.22°C) 53.1.5
		Name	Date modified	Туре	Size
55	#	Credits.cfg	3/25/2025 3:54 PM	CFG File	152 KB
s	*				
ts					

- 3. Open the file with any text editor, make the changes, and save it.
- 4. Pack the mod with the editor. See how to do it in Packaging a mod.

PACKAGING A MOD

NOTE

Before working on the mod, make sure you have selected it as active in the top toolbar.



Follow these steps to pack a mod:

1. Select the **Package Mod** button to cook the mod.

Relatforms 🗸	\$ ~	+ Create Mod	🍄 Package Mo	od NewMod2025 ∽				
			k 🕂 🕀 C	Cook and package currently selected mod	.25 🗖 4	Allow None	DLC: Base Game	₿

2. To track the packaging process, select **Show Output Log** in the pop-up in the bottom-right corner.



The bottom right pop-up message appears once the cooking is done successfully.



Make sure the final packaged mod is in the ... IStalker2ISavedModsIStaged directory.

CHECKING PACKAGED MOD FILES WITH UNREALPAK

If the mod doesn't work as expected in the game, it's worth checking whether all the files were included in the packed mod.

Follow these steps to check the list of files in a packaged mod using UnrealPak:

- 1. Open the ... IEngine IBinaries I Win64 folder.
- 2. Open cmd in this directory.
- 3. Enter the command: UnrealPak path to pak/utoc/ucas file -list.

Example: UnrealPak

D:\SDK\Stalker2\SavedMods\Staged\test_cfg\Windows\Stalker2\Mods\test_cfg\Content\Paks\Wi ndows\test_cfgStalker2-Windows.pak -list

You see information about the packaged mod.

C:\Windows\System32\cmd.exe	-		×
Microsoft Windows [Version 10.0.19045.5371] (c) Microsoft Corporation. All rights reserved.			
<pre>\s2editor\Engine\Binaries\Win64>UnrealPak (s2gamebuild\SavedMods\Staged\test_cfg\Windows\Stal cfg\Content\Paks\Windows\test_cfgStalker2-Windows.pak -list LogPluginManager: Warning: The same version (v1) of plugin 'Reflex' exists at '///Engine/Plugins/Ma x/Reflex.uplugin' and '///Engine/Plugins/Runtime/Nvidia/Reflex/Reflex.uplugin' - second location wi logInit: Warning: FGenericCrashContext::SendUnprocessedIssues: Couldn't load or find File (///Engine alPak/Saved/Crashes/UnprocessedCrashes.txt) logPakFile: Display: Using command line for crypto configuration LogPakFile: Display: Wount point//.Stalker2/Content/GameLite/GameData/WeaponData/ logPakFile: Display: "CharacterWeaponSettingsPrototypes.cfg" offset: 0, size: 1117 bytes, sha1: 671D70721 C788084E39F21C59, compression: Oodle. LogPakFile: Display: "CharacterWeaponSettingsPrototypes/NPCWeaponSettingsPrototypes.cfg" offset: 3798 sha1: 01455A6135CB6742DC89E65F516C35C6095A856A, compression: Oodle. LogPakFile: Display: "CharacterWeaponSettingsPrototypes/PlayerWeaponSettingsPrototypes.cfg" offset: 3798 es, sha1: E98A13E6A789D8CE18D6886C5C1AD164D7EDBBDF, compression: Oodle. LogPakFile: Display: "WeaponAttributesPrototypes/NPCWeaponAttributesPrototypes.cfg" offset: 7323, size: 4 : 38C5A04038E2C0C98IEE02FCC5911DC2388C6298, compression: Oodle. LogPakFile: Display: "WeaponAttributesPrototypes/PlayerWeaponAttributesPrototypes.cfg" offset: 1583, si : 38C5A04038E2C0C98IEE02FCC5911DC2388C6298, compression: Oodle. LogPakFile: Display: "WeaponAttributesPrototypes/PlayerWeaponAttributesPrototypes.cfg" offset: 1583, si : 38C5A04038E2C0C98IEE02FCC5911DC2388C6298, compression: Oodle. LogPakFile: Display: "WeaponAttributesPrototypes/Cfg" offset: 18041, size: 39347 bytes, sha1: F0632AD10 270E679D69E7D362, compression: Oodle. LogPakFile: Display: "WeaponGeneralSetupPrototypes.cfg" offset: 18041, size: 39347 bytes, sha1: F0632AD10 270E679D69E7D362, compression: Oodle. LogPakFile: Display: UnrealPak executed in 0.001742 seconds</pre>	ker2\M inketpl: 11 be ke/Prog .088DAC .ze: 25 . size: 0A17993 8423 by ce: 299 550CE9D	ods\te: ace/Re ignore rams/Ui 49906Bd 35 bytd 2639 l BC01D6d tes, sl 3 byte: CA203Dd	<pre>st_ le i. i. i. i. i. i. i. i. i. i. i. i. i.</pre>
\s2editor\Engine\Binaries\Win64>			

NOTE

To get the full list, repeat the steps for all types of files: pak/utoc/ucas.

STEAM WORKSHOP MOD UPLOAD

Before uploading a mod, ensure that you are logged into your Steam account and have a copy of Stalker 2 in your Steam library.

Uploading a new mod

Follow these steps to upload a mod:

- 1. Select the active mod you want to upload to Steam Workshop.
- 2. Select the Steam Workshop Upload button in the toolbar.



3. Select the **New Mod** option in the pop-up window.



- 4. Fill in the fields for the mod name and description. Specify the mod language using the API Language Code (see <u>Languages Supported on Steam</u>), and choose its visibility settings.
- 5. Leave **Package mod before upload** selected if you haven't packaged the mod manually after the latest changes.
- 6. Select the **Upload** button.

1 Steam Work	Steam Workshop Upload			
Upload mod to Steam Workshop				
Active Mod	NewMod2025			
Title (must be less than 128 bytes).				
Description				
Change Note				
Language				
Language name should be exact as in <u>API Language Code</u> table.	english			
Visibility	Private	~		
Select Thumbnail Preview Image (size must be less than 1MB)	No preview image selected.	ρ		
Package mod before upload		~		
By submitting this item, you agree to the <u>Steam Workshop terms of se</u>	rvice. Uplo	ad		

The mod packaging process starts, and the mod uploads to Steam Workshop.

U	Steam Workshop Upload			×
	Upload mod to S	Steam Workshop		
Active Mod		Ne	wMod2025	
Title (must be less than 128 bytes).		New Mod 2025		
Description		It's my description		
Change Note		It's my change note		
Language				
Language name should be exact as in API	Language Code table.	english		
Visibility		Private		~
Select Thumbnail Preview Image (size mus	t be less than 1MB)			
			No preview image selected.	Q
Package mod before upload				~
By submitting this item, you agree to the	em, you agree to the <u>Steam Workshop terms of service</u> .			
	Waiting for Mod Packag	ing - Upload Not Started		
				0%

After the upload is complete, a message appears.

U Steam Work	shop Upload	×
Upload Mod uploaded	Finished. I successfully!	
Upload mod to S	Steam Workshop	
Active Mod	NewMod2025	
Title (must be less than 128 bytes).	New Mod 2025	

Updating an existing mod

Follow these steps to update an existing mod:

- 1. Select the active mod you want to update.
- 2. Select the Upload Steam Workshop button in the toolbar.

Relatforms 🗸	\$ *	+ Create Mod	🗳 Package Mod	🚖 Steam Worksh	nop Upload	NewMod2025 🗸			
			▶ 🖶 🕀 🖯 🕄	🜐 🍇 🏢 10	Steam Works	hop Upload 🕴 4	Allow None	DLC: Base Game	⊞

3. Select the **Update Mod** option in the pop-up window.



4. In the **Select mod to update**, select the already uploaded mod that you want to update. The mod's title and description are pulled in. You can optionally update them.

11 Steam Works	Steam Workshop Upload		
Upload mod to S	team Workshop		
Active Mod	pm		
Select mod to update	Select Mod	~	
Title (must be less than 128 bytes).			
Description			
Change Note			
Language			
Language name should be exact as in <u>API Language Code</u> table.	english		
Visibility	Private	~	
Select Thumbnail Preview Image (size must be less than 1MB)			
	No preview image selected.	ρ	
Package mod before upload		~	
By submitting this item, you agree to the <u>Steam Workshop terms of ser</u>	vice. Uple	oad	

5. Fill in the **Change Note** field with the modifications you made to the mod.

NOTE

If you are uploading the mod without any file changes, the Change Note won't be added to the mod's page.

- 6. Specify the mod language using the API Language Code and optionally choose its visibility settings.
- 7. Leave **Package mod before upload** selected if you haven't packaged the mod manually after the latest changes.
- 8. Select the **Upload** button.

11 Steam Wor	kshop Upload	×
Upload mod to	Steam Workshop	
Active Mod	pr	n
Select mod to update	Yellow PTM (3424920303)	~
Title (must be less than 128 bytes).	Yellow PTM	
Description	Yellow PTM	
Change Note		
Language		
Language name should be exact as in <u>API Language Code</u> table.	english	
Visibility	Public	~
Select Thumbnail Preview Image (size must be less than 1MB)		
	N	o preview image selected. 🛛 🔎
Package mod before upload		
By submitting this item, you agree to the <u>Steam Workshop terms of s</u>	ervice.	Upload

The mod packaging process starts, and the mod uploads to Steam Workshop.

After the upload is complete, a message appears.

1 Steam Work	shop Upload X
Upload I Mod uploaded	Finished. I successfully!
Upload mod to S	Steam Workshop
Active Mod	pm
Select mod to update	Yellow PTM (3424920303) V

MOD.IO CREATE AND UPLOAD

Before uploading mods to mod.io, you need to create an account on this platform.

Initial authentication

Follow these steps to authenticate:

- 1. Select the <u>mod.io</u> button in the editor.
- 2. Select Create & upload.
- 3. In the **Content Creation & Upload Tool** window, enter the email address associated with your mod.io account.

U	mod.io - Content Creation & Upload Tool	×
STALKER 2	S.T.A.L.K.E.R. 2 Heart of Chornobyl Mods Management Tool ModIO test integration for very interesting game	
Log in with Email:	Login	

- 4. Enter the code sent via email in the **Authentication Code** field.
- 5. Select the **Authenticate** button.



Now you can create a new mod on the platform or edit an existing one.

UPDATING AN EXISTING MOD

Follow these steps to upload a new mod:

1. Select the Create Mod button in the Content Creation & Upload Tool window.



- 2. Choose the path to the Logo File.
 - the image must be in PNG format.
 - 512x288px or larger.
 - 16:9 aspect ratio recommended.
 - 8MB maximum.
- 3. Enter the title and summary in the respective fields.
- 4. Select the **Submit** button.

ប	mod	io - Content Creation & Upload Tool	×
	STALKER 2	S.T.A.L.K.E.R. 2 Heart of Chornobyl Mods Management Tool ModIO test integration for very interesting game	
	Create Mod Properties		
	Path to Logo File	C:/Users/hyatsunenko/Downloads/imag Browse	
	Name	Example	
	Summary	Example	
		Submit Back	

A message confirming that the mod has been created appears. A new item appears in the My Mods section on <u>mod.io</u>.

Example	S.T.A.L.K.E.R. 2 Heart of Chornobyl	0 0	Apr 14, 2025 Pending	Administrator O	Manage 🖽 🕞
Name 🔺	Game 🔺	Total downloads 🗸 Total subscribers 🗸	Date added 💙 Status 🗸	Team role \vee Visibility \land	
Q Search					
	Copy Mes	ssage res	NO		
	<u>∧</u> wo	ould you like to add a m	od file?		
	U	Mod Created	×		

Follow these steps to upload files to the created item:

- 1. Select **Yes** in the **Mod Created** window.
- 2. Select the **Create mod for PC button**, regardless of the platform it was created for.



- 3. Specify the path to the folder with the packed mod, which is typically located at Stalker2\SavedMods\Staged\mod_name
- 4. Fill in the Version String and Changelog fields.
- 5. Select the **Submit** button. The files are uploaded to <u>mod.io</u>. A success message appears in the Output Log.



6. Well done! The mod has been uploaded to <u>mod.io</u>. Now all that's left is to get approval from the moderators.

UPDATING AN EXISTING MOD

Follow these steps to upload the update of an existing mod:

- 1. In the editor, select the active mod you want to upload.
- 2. Select the <u>mod.io</u> button.
- 3. Select Create & upload.

4. In the Content Creation & Upload Tool window, select the **Edit Mod** button.



5. Expand the Browse Mod list and select the mod you want to update.

U	mod.ic	 Content Creation & Upload Tool 	×
	STALKER 2	S.T.A.L.K.E.R. 2 Heart of Chornobyl Mods Management Tool ModIO test integration for very interesting game	
-	Browse Mods		
	Q Search		
	Name	Description	
	test_anim_ptm_reload_XB Test_anim_ptm_reload		
	Example	Example	
	test New PTM for XB	test	
	reee New PTM PC/XB New PTM XB Pink Non Stop XB	werwrw	
		Edit Mod	Back

- 6. Optionally, change the mod's name and description.
- 7. Select the **Edit Files** button. In the next window, you see the files that were uploaded previously.

u	mod.i	o - Content Creation & Upload Tool		×	
SI	ALKER Z	S.T.A.L.K.E.R. 2 Heart of Mods Management Tool ModIO test integration for very	Chornobyl y interesting game		
🐨 Edit Moo	d Properties				
Homepa	ige URL	https://mod.io/g/project-meltdown/r	n/ example		
Name		Example		¢	
Summar		Example Example		¢	
		Submit	Frlit Files B	lack	
		Submit	Eart Files B	ack	

8. Select New Modfile to go to the file upload window.

u	mod.i	o - Content Creation & Upload Tool		×
STALKER 2 HEARTH CHOMMONT		S.T.A.L.K.E.R. 2 Heart Mods Management Tool ModIO test integration for v	of Chornobyl very interesting game	
▼ Modfile				
Name	Platform	Version	Status	
modfile_4869904-e8f7.zip	Windows	1	EModio Mod Server Side Statu	us M/
			New Modfile Back	

- Specify the path to the folder with the packed mod, which is typically located at: Stalker21SavedMods1Staged1mod_nameIndicate the version of the updated mod and add changes to the changelog.
- 10. Select Set as Active Release if you want the new version to be released immediately.
- 11. Select the **Submit** button.

V STALKER 2 Heart of Chornobyl Mods Management Tool Customize your journey and make the Zone truly your own! Modify or make new experiences, and explore creations of your fellow stalkers' community. Version String Changelog Set as Active Release Modfile Platforms Index [0] Windows Submit Back					
S.T.A.L.K.E.R. 2 Heart of Chornobyl Mods Management Tool Customize your journey and make the Zone truly your own! Modify or make new experiences, and explore creations of your fellow stakers' community.	U moo	l.io - Content Creation & Upload Tool			×
Upload Mod File Path to Mod Root Directory E:/ModSDK/Stalker2/Mods/test Browse Version String 1 5 Changelog 5 5 Set as Active Release 5 5 Modfile Platforms 1 Array elements 1 Index [0] Windows ~ 5	STALKER 2	S.T.A.L.K.E.R. 2 Heart of Mods Management Tool Customize your journey and or make new experiences, an stalkers' community.	f Chornobyl make the Zone truly y d explore creations of	our own! Modify your fellow	
Path to Mod Root Directory E:/ModSDK/Stalker2/Mods/test Browse Version String 1 5 Changelog 5 5 Set as Active Release 1 5 Modfile Platforms 1 Array elements 1 Index [0] Windows 5 Submit Back	🔻 Upload Mod File				
Version String I Changelog I Set as Active Release ✓ Modfile Platforms 1 Array elements Index [0] Windows Submit Back	Path to Mod Root Directory	E:/ModSDK/Stalker2/Mods/test	Browse		
Changelog Set as Active Release Image: Set as Active Release Modfile Platforms 1 Array elements 1 for the set of	Version String				б
Set as Active Release Image: Constraint of the set of the	Changelog				
▼ Modfile Platforms 1 Array elements ⊕ I Index [0] Windows ↓ Submit Back	Set as Active Release	×			¢
Index [0] Windows V V Submit Back	Modfile Platforms	1 Array elements 🛛 🛈			ن ه
Submit Back		Windows 🗸 🗸			\$
			Submit	Back	

After the upload, you see a message confirming the successful upload.

U	Message	×
⚠	Your mod file has uploaded success	sfully.
Copy	Message	ок

RECOMMENDED APPROACH FOR TESTING MODS IN-GAME

To verify the functionality of a modification in a real gameplay environment before its release, it is recommended to use the private visibility option when uploading to mod.io or the Steam Workshop.

After uploading the mod:

- Set the visibility parameter to **Private**.
- This allows **subscribing to your own** mod via the chosen platform.
- Once subscribed, the mod will be automatically mounted in-game, enabling testing of its features.

If the mod functions as intended during testing, its visibility can then be changed to **Public**, making it available to other users.