



ZONE KIT – WEAPON ANIMATION MODDING

STEP 1: CREATE YOUR MOD

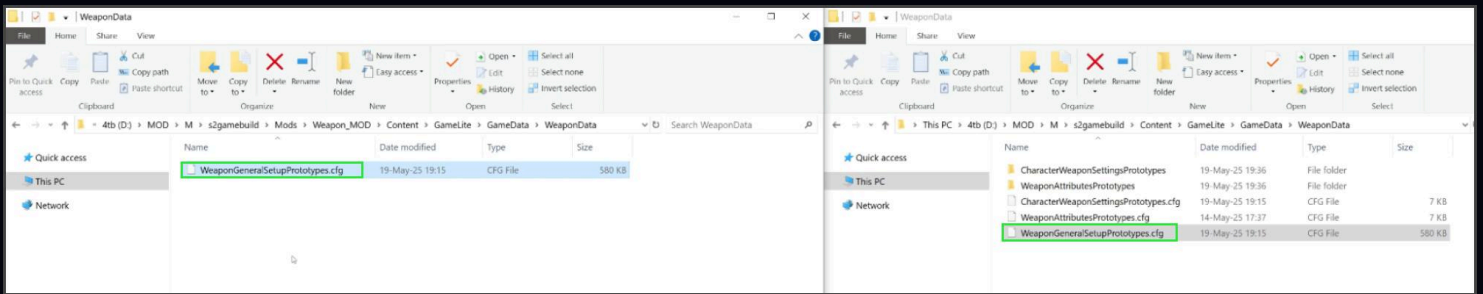
Begin by creating a new mod:

- Open the Modding Tool and click **Create Mod**.
- In the window that appears:
 - Enter the **mod name** (e.g., for a weapon mod).
 - Fill in the **author** field and add any **description** you want.
- Click **Create Mod** to generate the project. A content folder for your mod will be created automatically.

STEP 2: REPLACE ANIMATION ASSETS

To make this type of mod, you'll need a pre-prepared animation file (recommendation to make it in Maya).

- Locate the folder containing:
 - **Player animation assets**
 - **Montage files**
- Do the same for the **weapon folder**.
- The folder structure is duplicated – you'll need to replace animations for both the player and the weapon.
- In the **Content Browser**, select the asset you want to replace.
- Replace it with your new source file.
- Update the **Animation Montage duration** to reflect the new animation length.

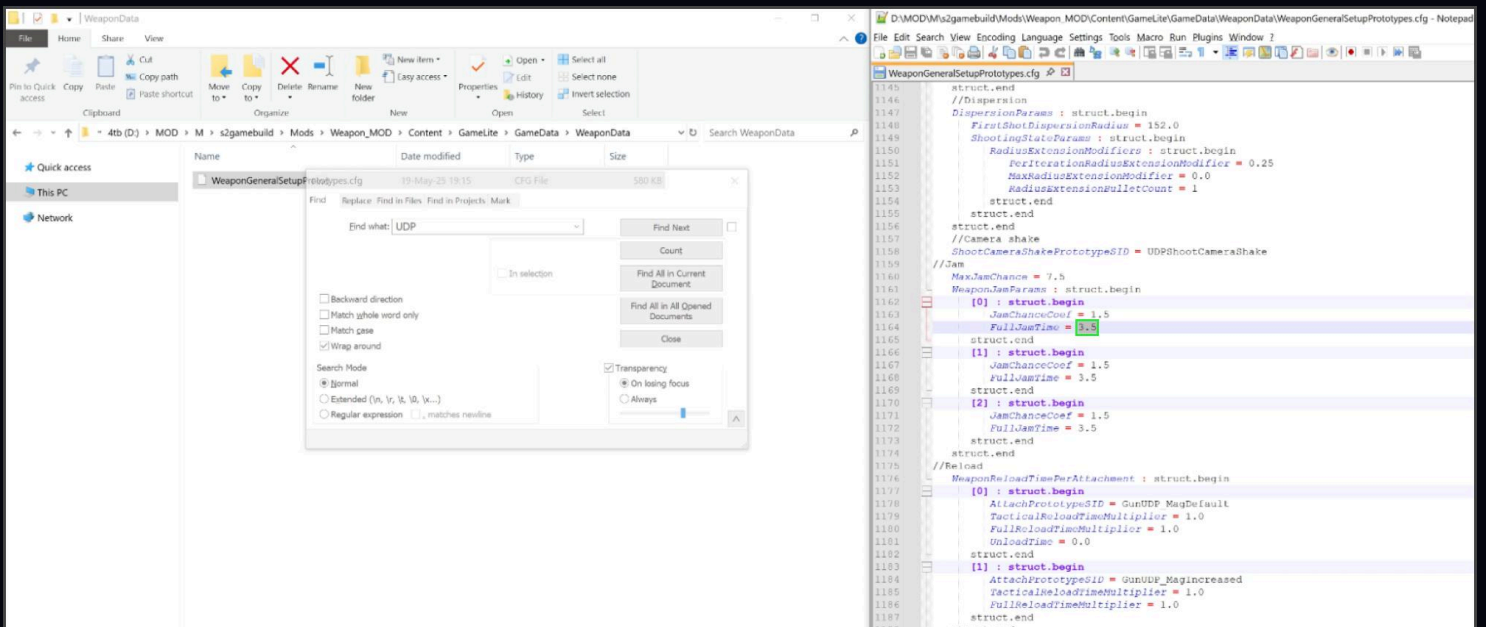


Important: Asset names must comply with naming conventions to work correctly.

STEP 3: CONFIGURE ANIMATION SETTINGS

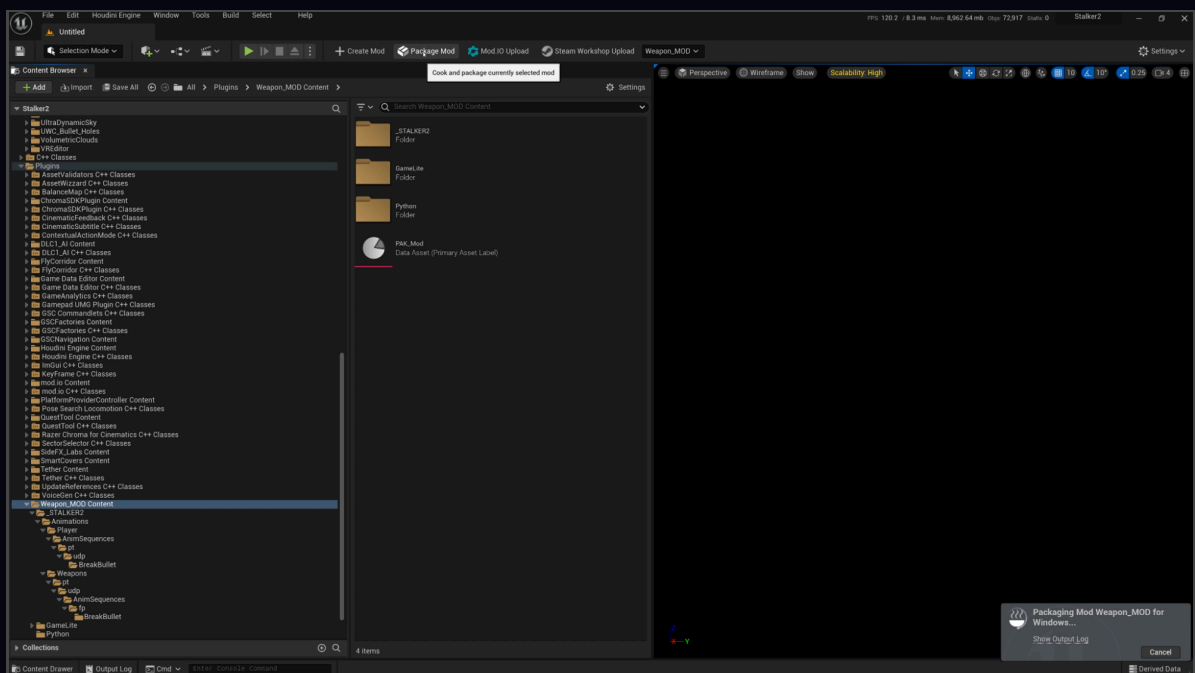
Next, adjust the configuration so that your new animation plays properly.

- Find the relevant **Config file** in the original mod folder.
- **Copy** this file into your mod's folder – be sure to maintain the **original folder structure**.
- Open the file in a text editor.
- Update the jam animation parameters:
 - For example, if the default is *3.5 seconds* and your new animation is *5 seconds*, update the timing accordingly.
- Save the file.



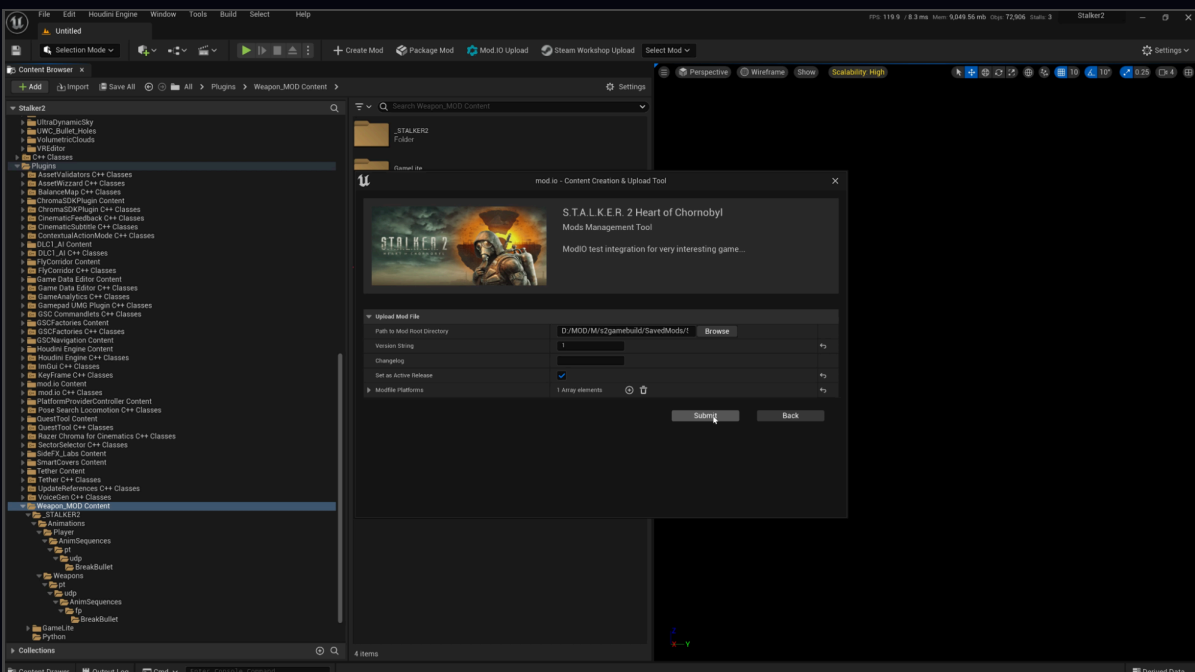
STEP 4: COOK AND UPLOAD THE MOD

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 5: 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 6: 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, stalker!