DEBUGGING UTILITIES MODDING GUIDE

Introduction

This guide is intended to help you find and resolve issues more efficiently when creating and testing mods in Zone Kit Editor.

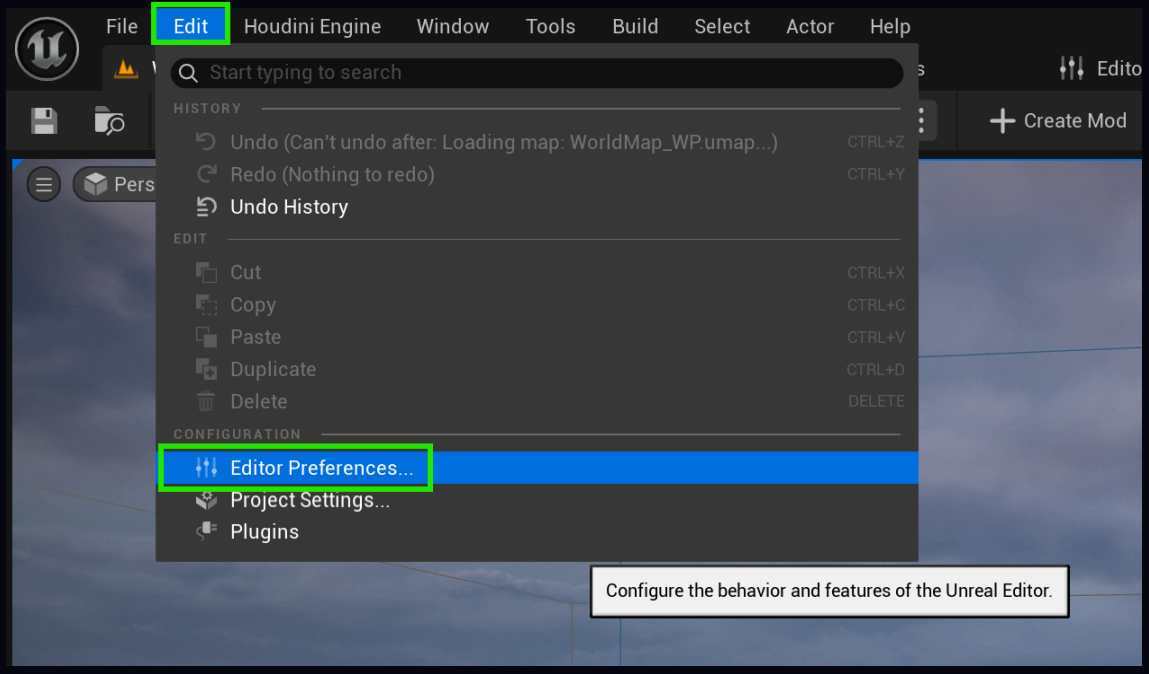
Accessing the Saved directory

By navigating to the *C:\Users\<username>\AppData\Local\Stalker2\Saved directory*, you will be able to inspect different files and folders, which are generated and updated at various runtime points in Zone Kit or in the game. In the context of modding, the Logs are particularly useful as they contain .log files of the current as well as previous sessions. The Log directory may also contain other files, which are useful for debugging, as it may be used by various in-game or Zone Kit systems.

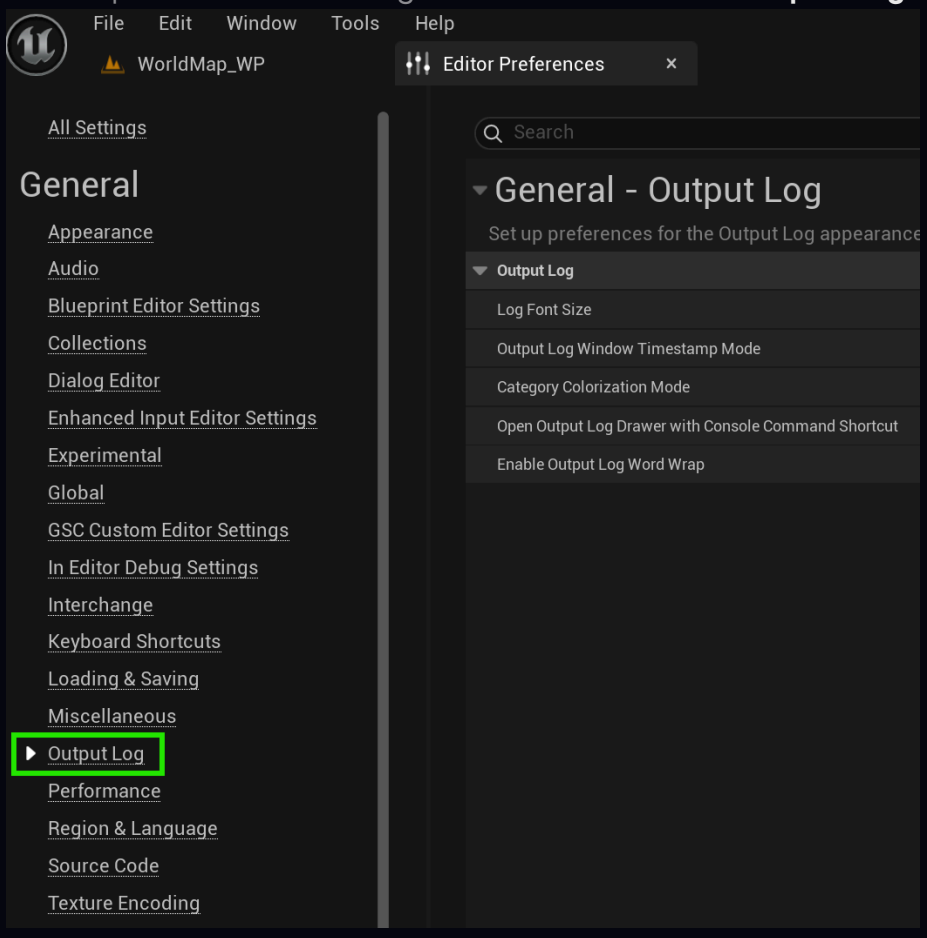
Improving the Output Log window

While in Zone Kit, you can access the **Output Log** window on the main toolbar in the top left corner by selecting **Window → Output Log**. While it's already useful by default as it allows you to track what is happening at a given point, there are some settings that can improve the viewing experience further:

1. By accessing the main toolbar in the top left corner, select **Edit → Editor Preferences**:



2. In the opened window, navigate to the **General → Output Log** settings category:

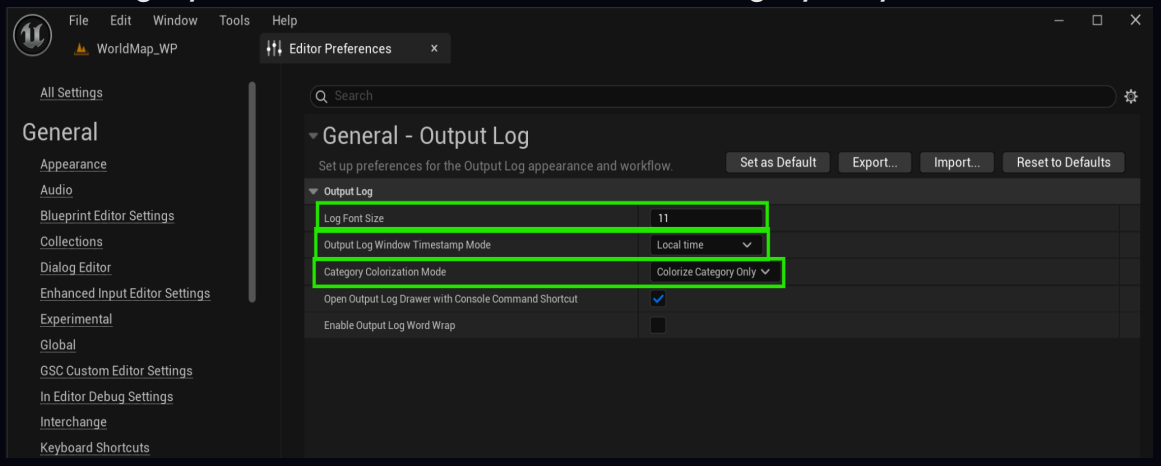


3. In the open category properties window, adjust the settings according to your liking. We recommend the following:

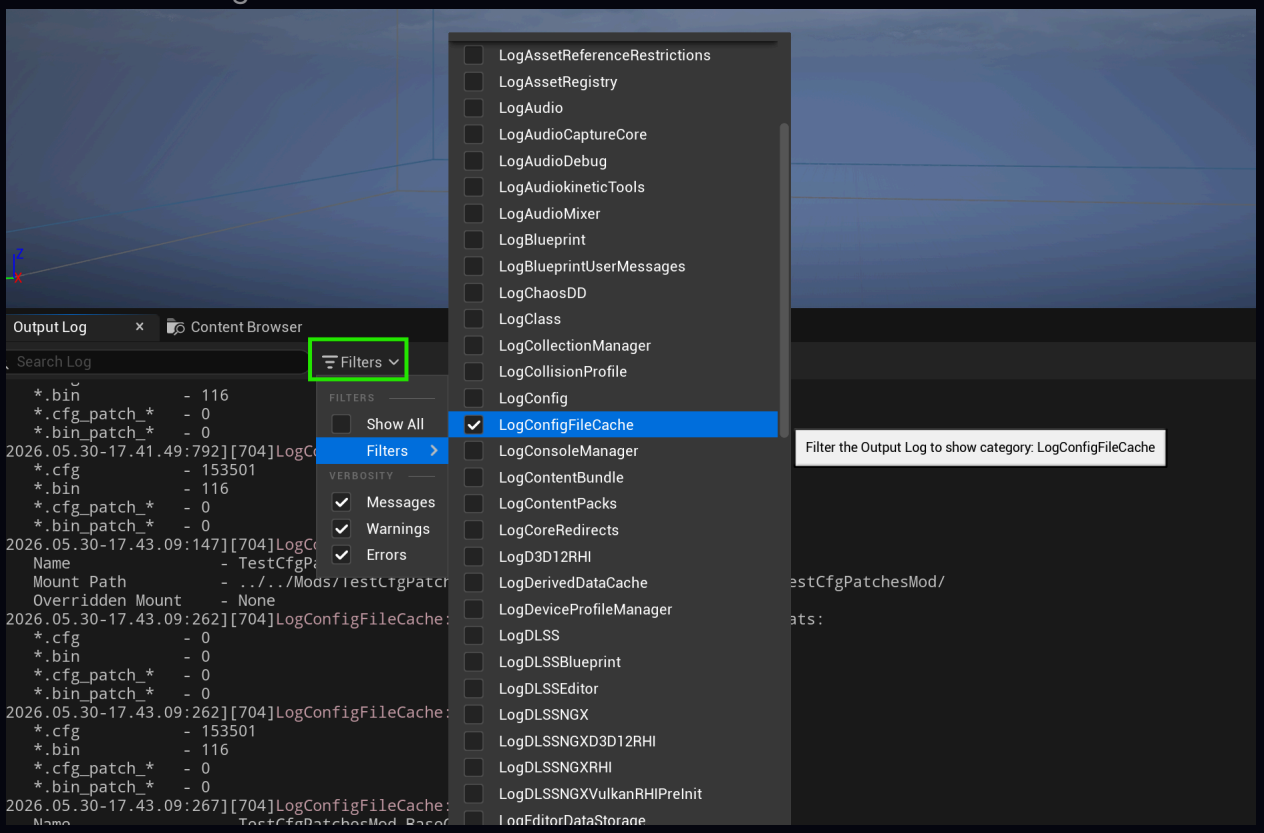
    a. Increase **Log Font Size** to improve readability.

    b. Set **Output Log Window Timestamp Mode** to **Local time**.

c. Set **Category Colorization Mode** to **Colorize Category Only**.



4. When actually viewing logs in the **Output Log** window, don't neglect the built-in filtering mechanisms, e.g.:

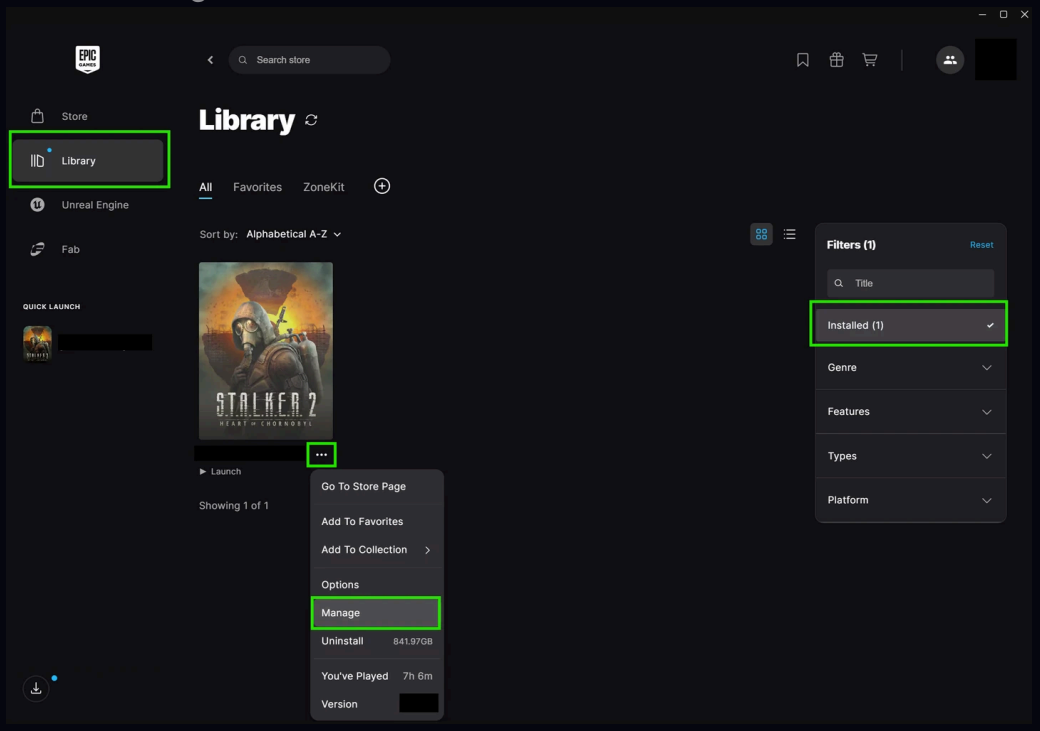
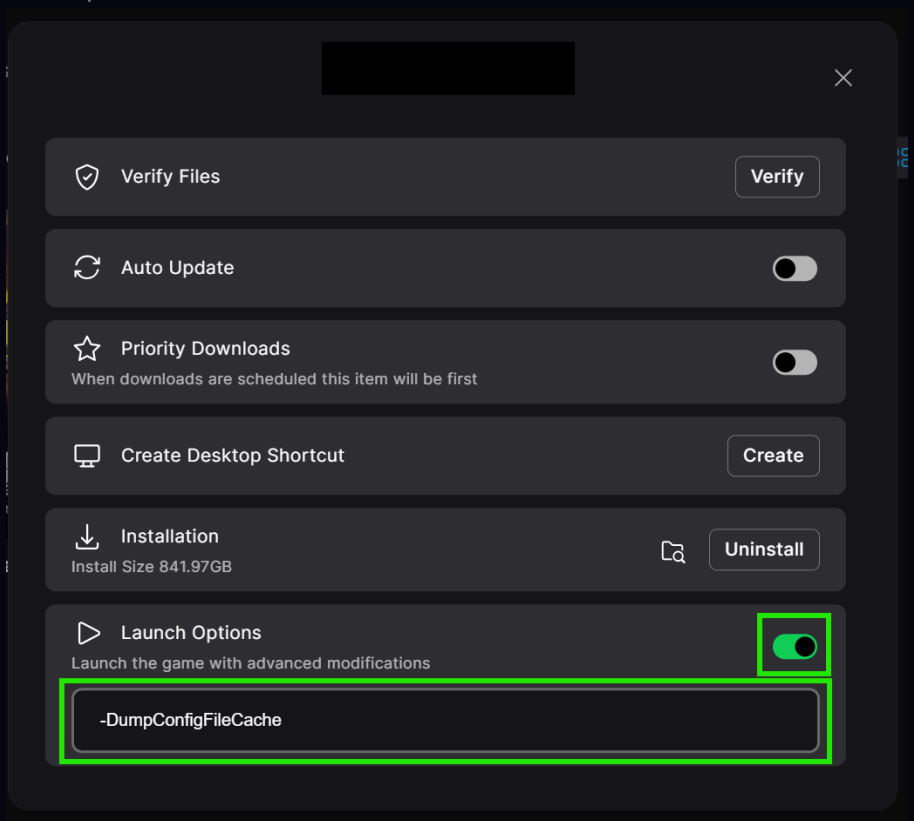


Using command line arguments

When launching Zone Kit from the Epic Games Store, different command line arguments can be used.

1. Locate the installed Zone Kit entry in your Epic Games Store library.

2. Select **Manage**.



3. Enable the **Launch Options** toggle and enter the command line arguments you want to use in the input box.