



HOW TO ADD NEW ACTORS

Prerequisites

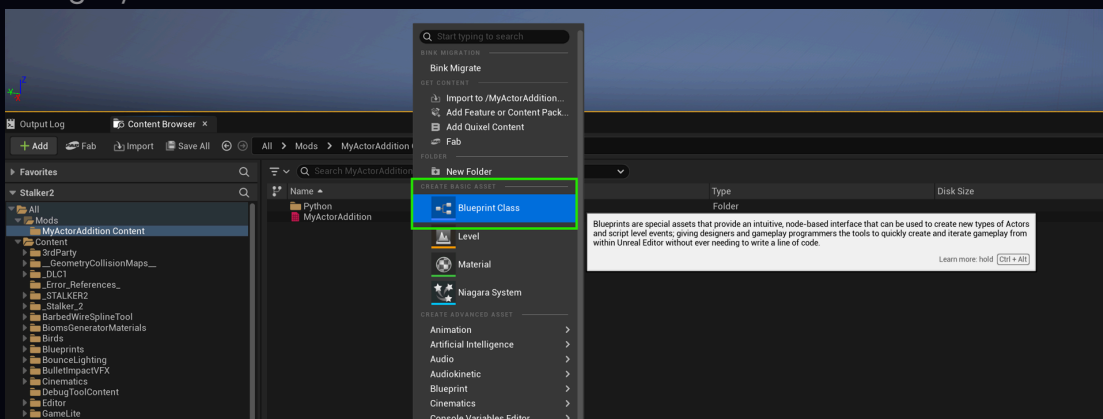
- Intro to actor & placeholder mods

Introduction

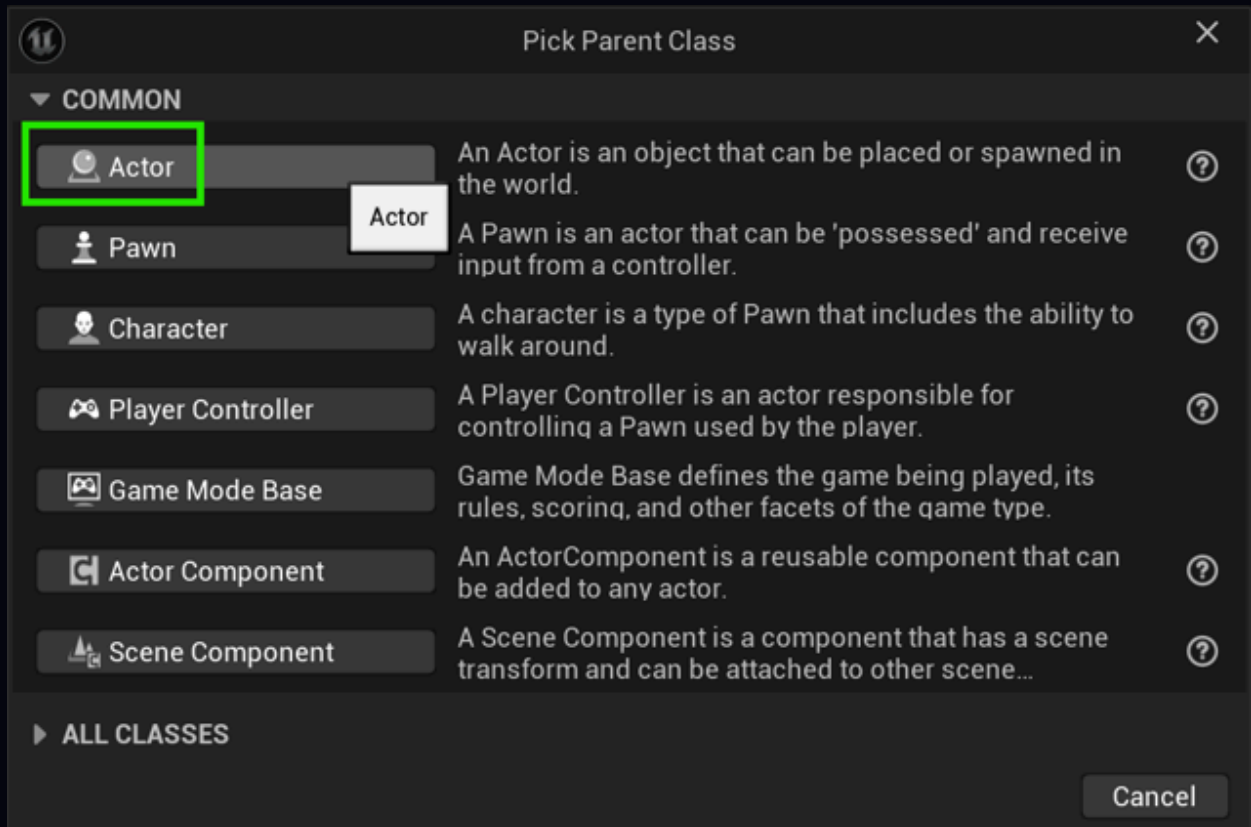
In this guide, we'll look at actor addition by creating a simple mod, which adds a couple of basic actors as well as an actor that uses our own blueprint.

Basic setup

1. Start by launching Zone Kit and creating an empty mod.
2. After the creation is finished, navigate to the mod's Content folder in Content Browser, right-click on an empty space, and select Blueprint Class under the Create Basic Asset category:

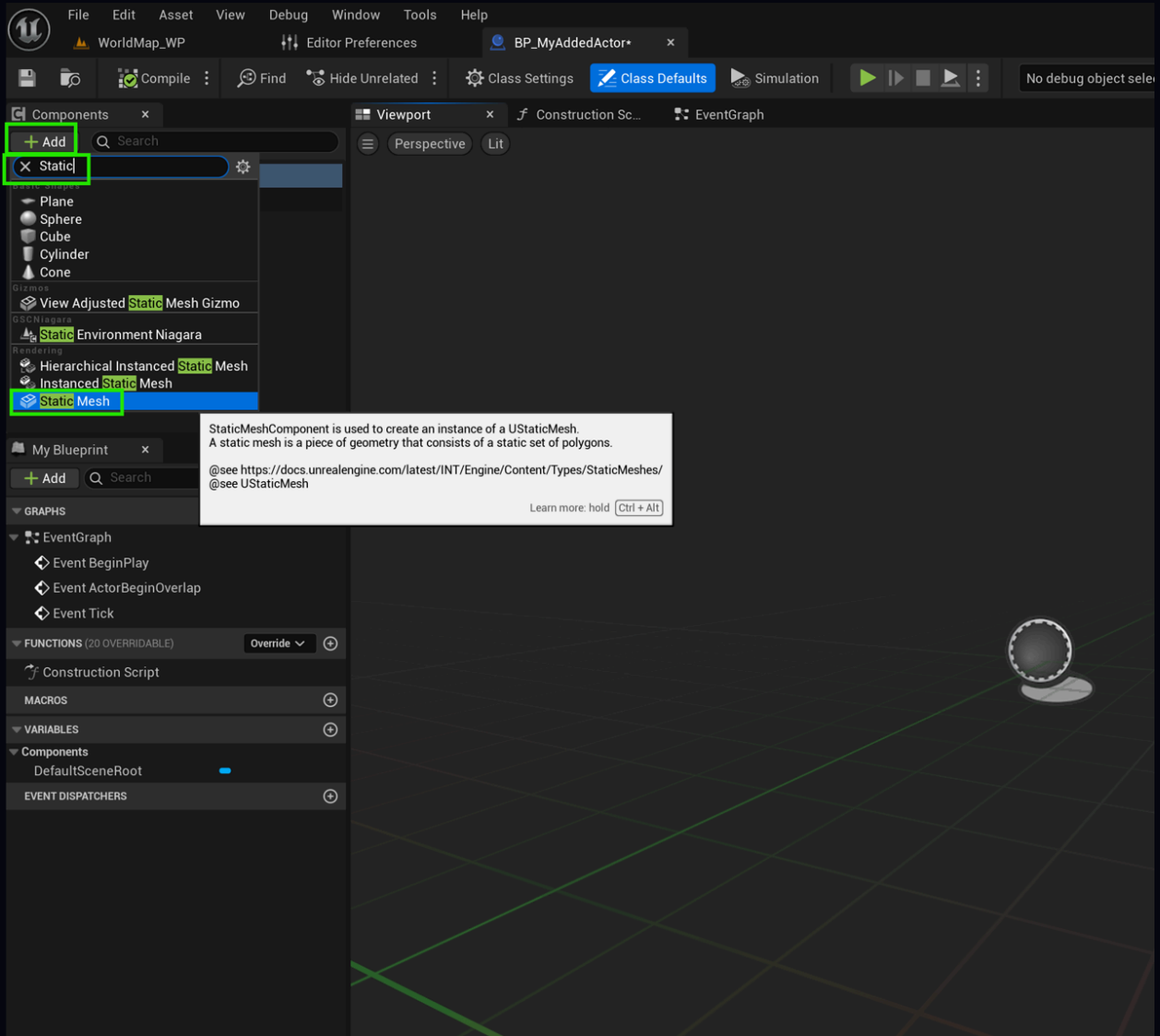


3. Select Actor in the open Pick Parent Class window:



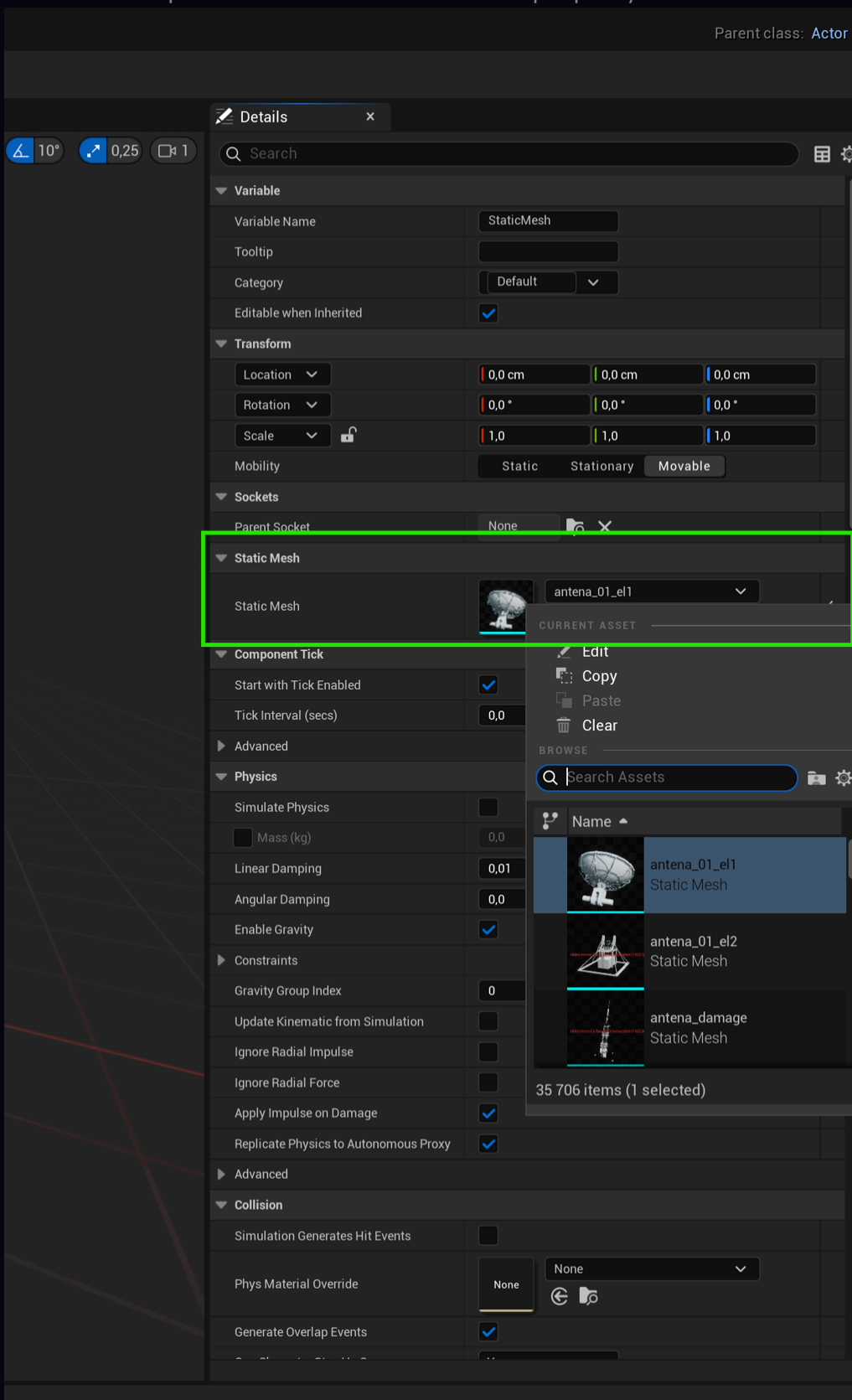
4. Name and open the created blueprint.

5. Firstly, let's add a Static Mesh Component to the actor by selecting Add → Static Mesh:



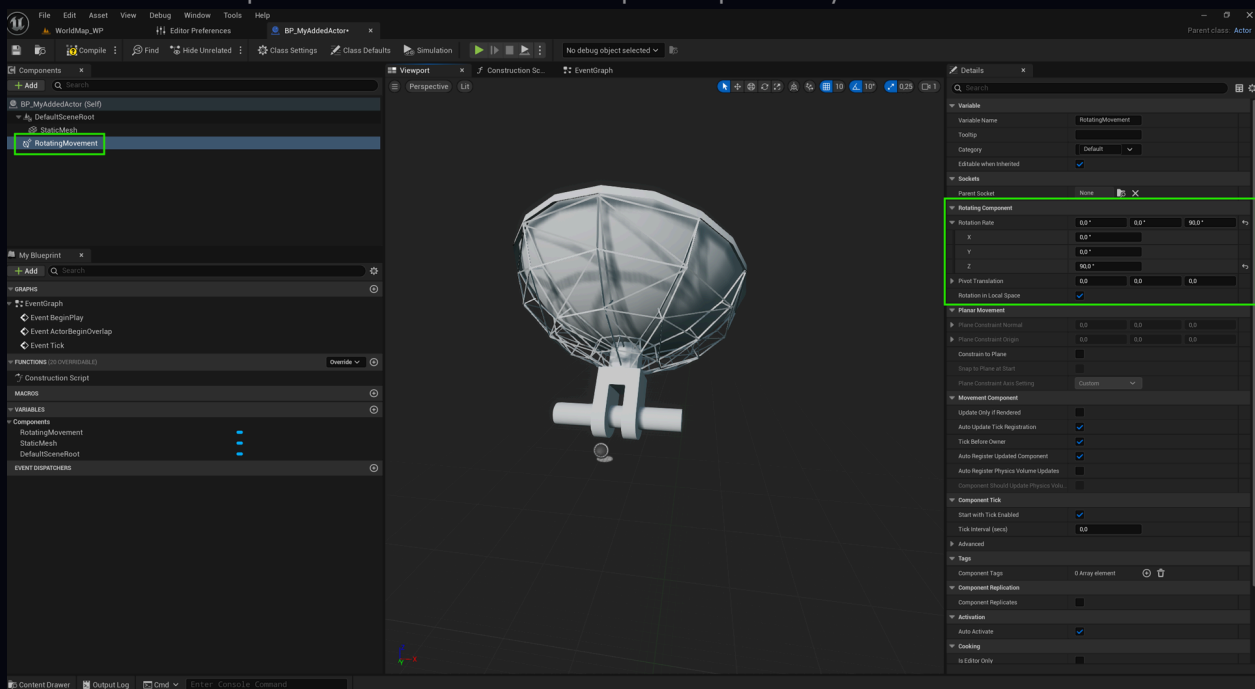
6. Select the added component.

7. In the Details panel, locate the Static Mesh property and select a mesh you like:



8. Update the component's transform if needed.

- Secondly, let's make our actor rotate by adding a Rotating Movement component. Set the desired rotation parameters in the Details panel, primarily the rate:

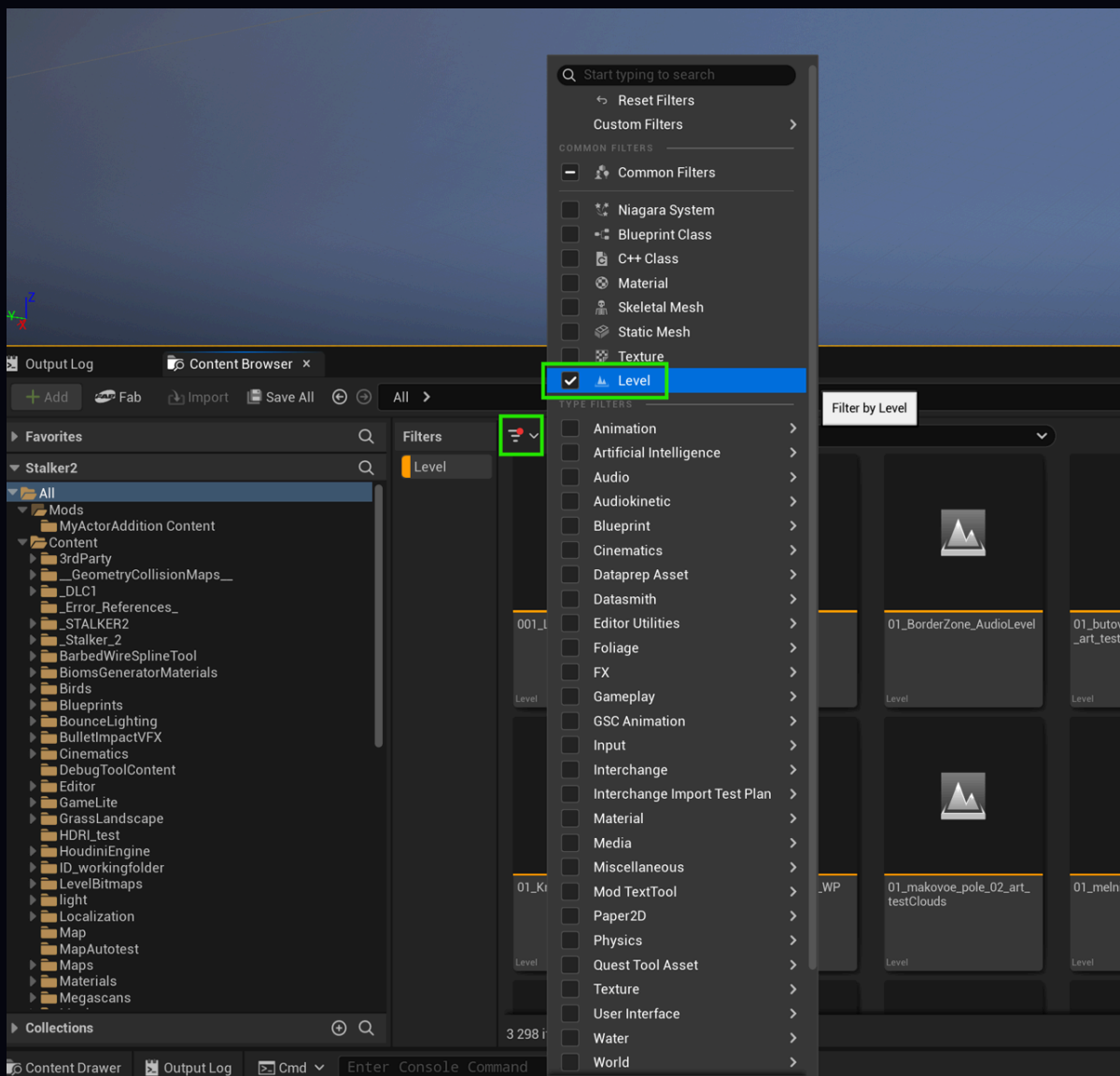
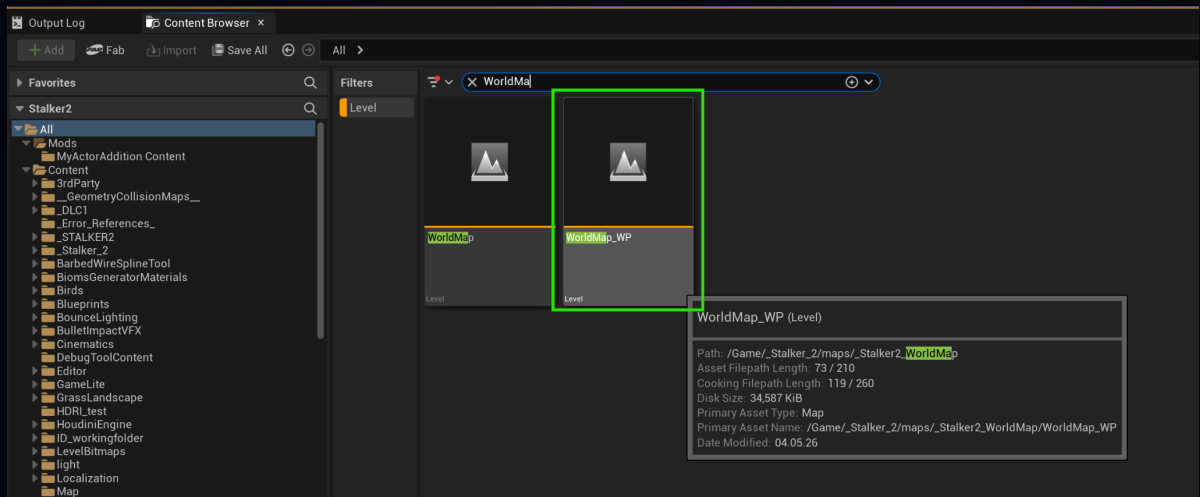


- Select the Compile and Save buttons. The setup is finished.

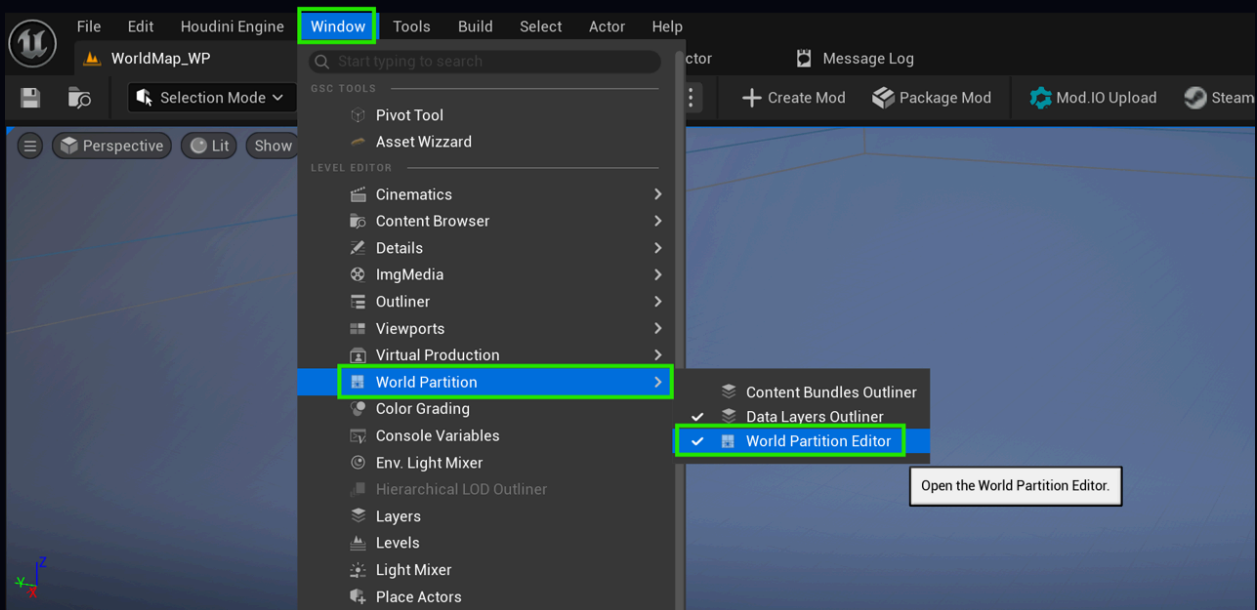
Adding actors to the world

Now let's actually add some actors to the game's world.

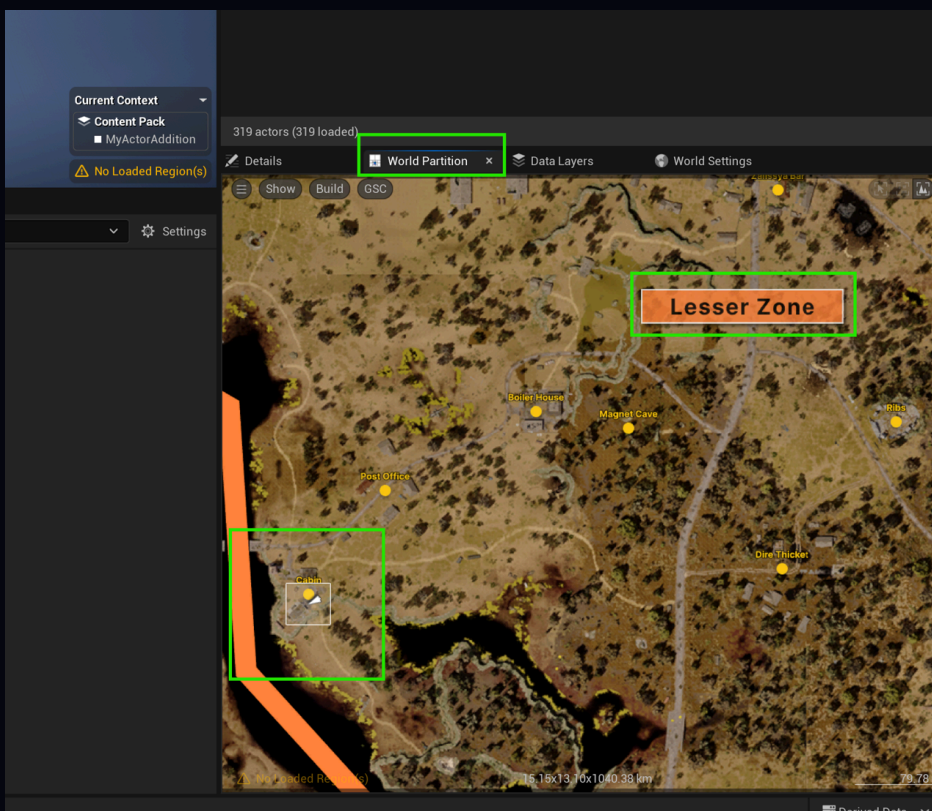
- In Content Browser, select All and find the WorldMap_WP Level, which is the main world of the game (you can utilize the filter-by-asset-type functionality to search more efficiently):

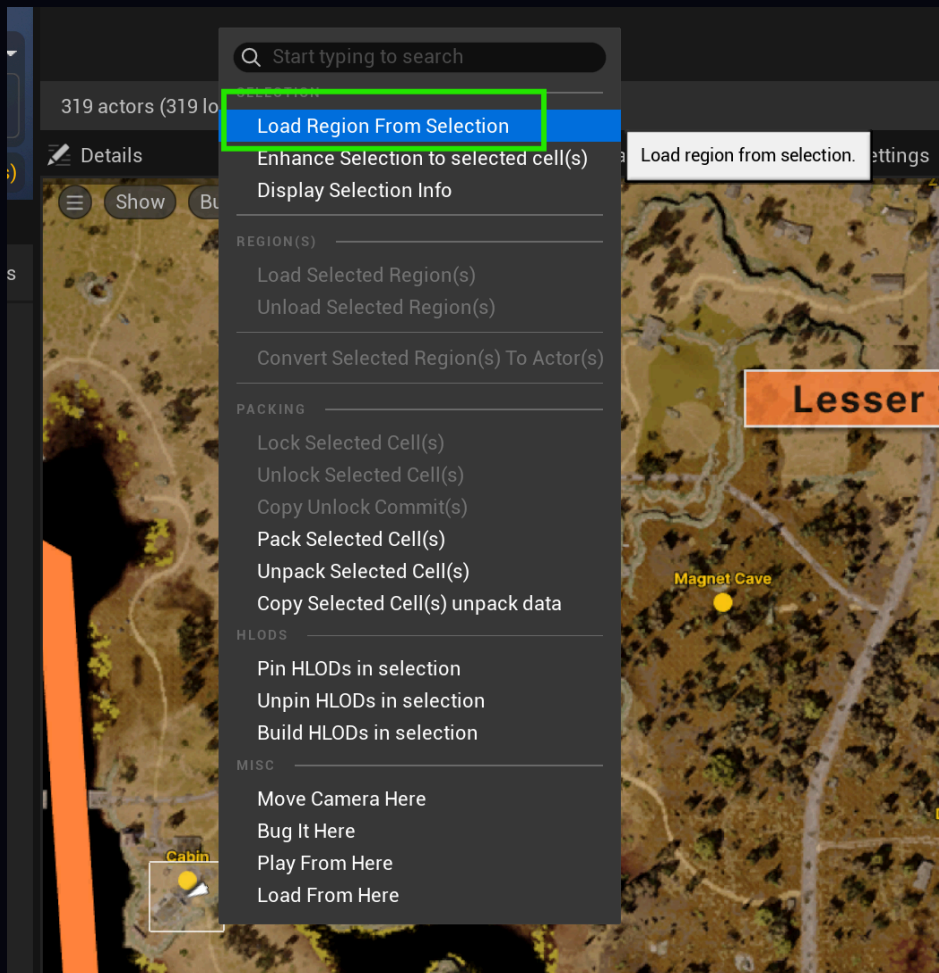


- Open the level. When the loading is finished, open Window → World Partition → World Partition Editor:

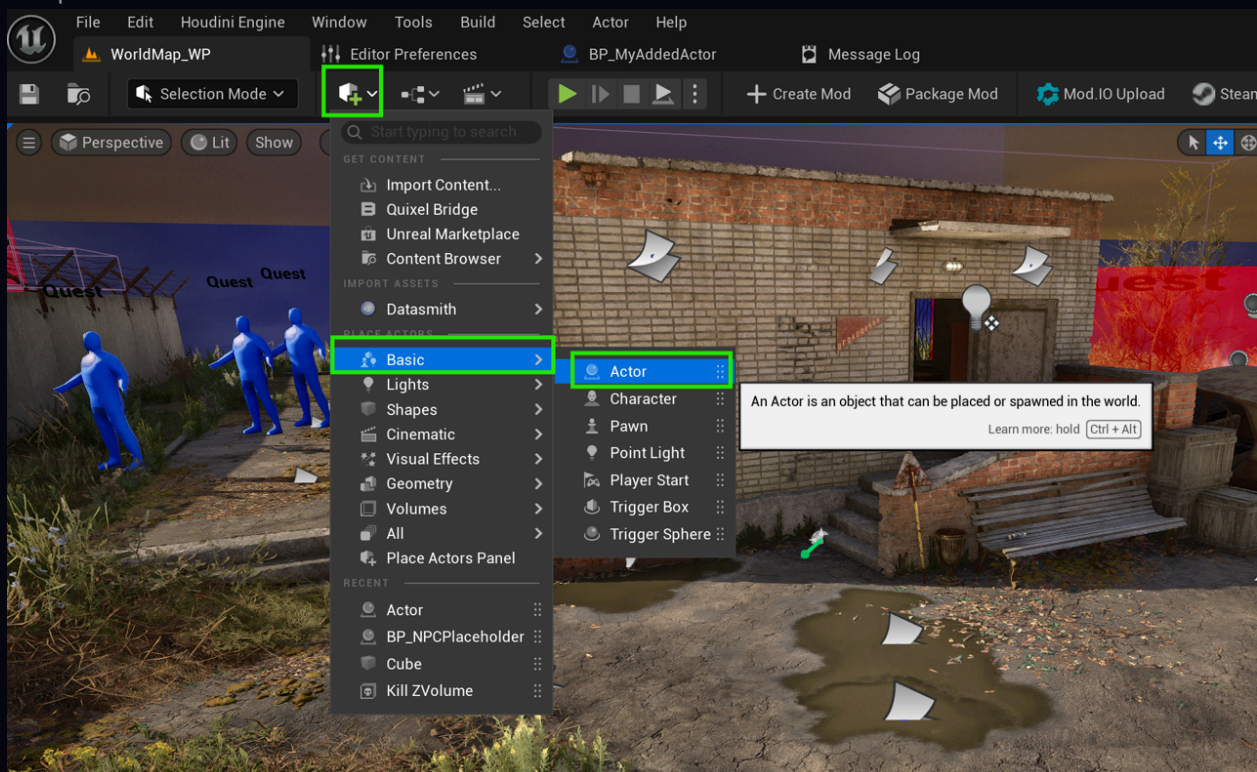


- Now let's load a World Partition Region where we'll add our actors. Select a region, right-click, and select Load Region From Selection. We'll use a small region near the Cabin located in the Lesser Zone:

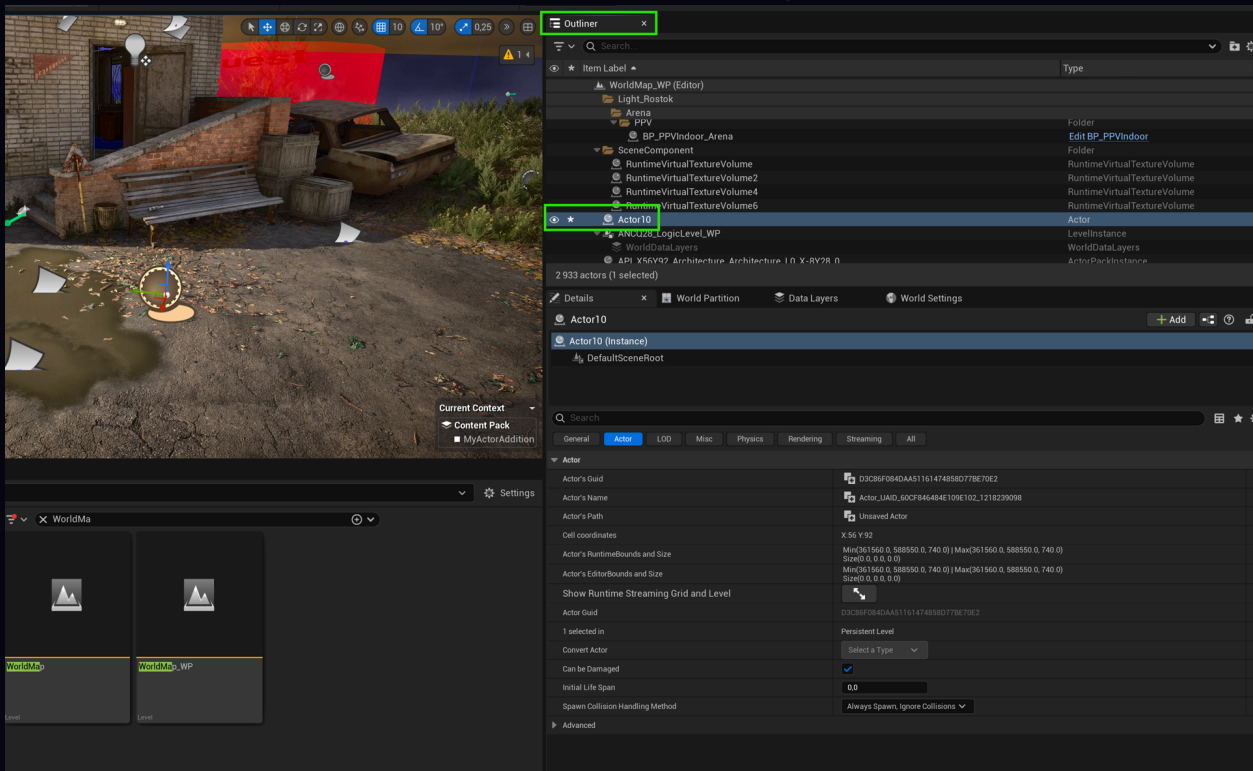




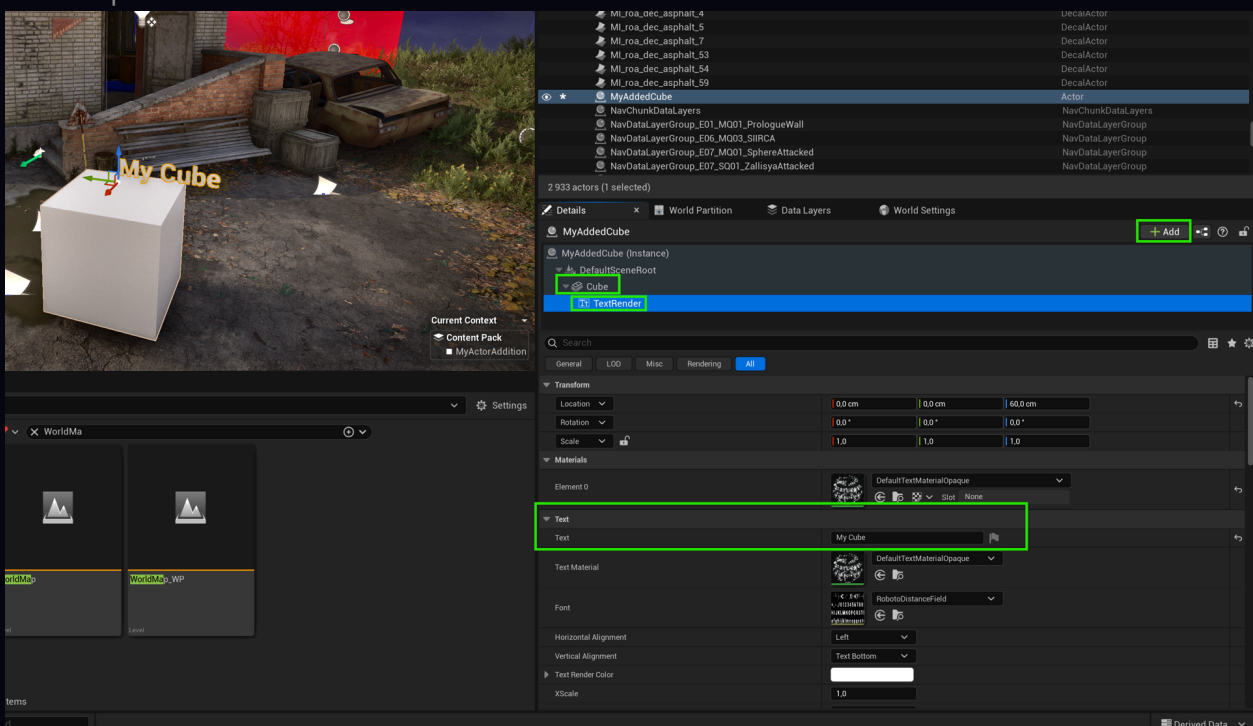
4. When the loading is finished, let's add some actors to the world. We'll start with a pair of basic shapes. Select Quick Add → Place Actors → Basic → Actor:



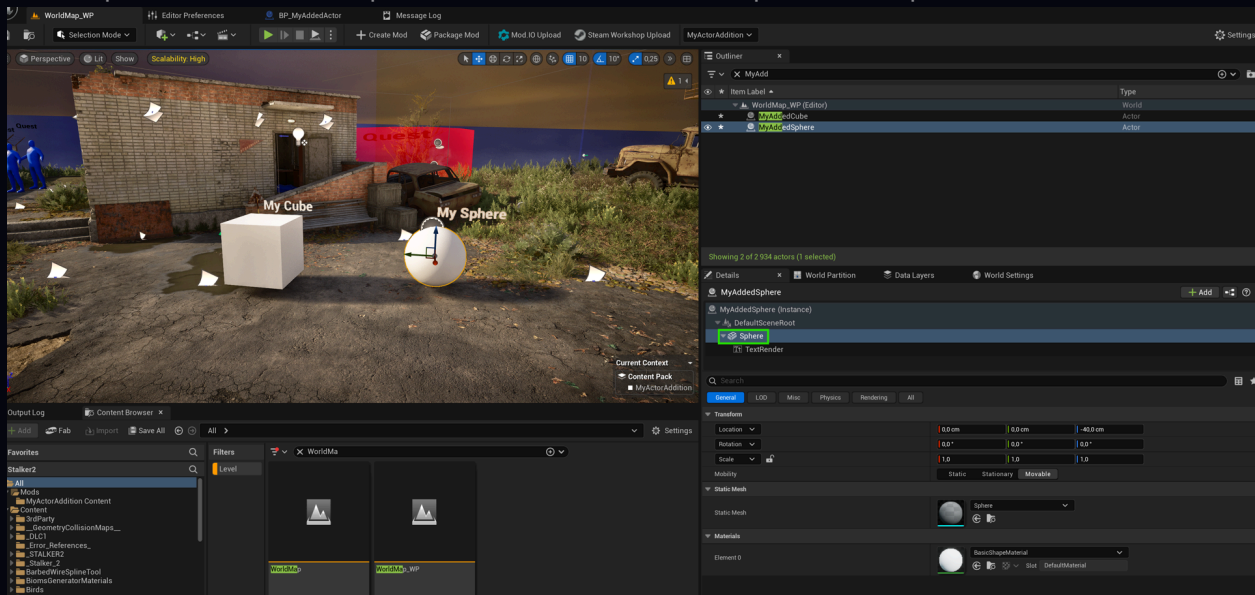
5. Select and properly name the newly added actor using the Outliner panel:



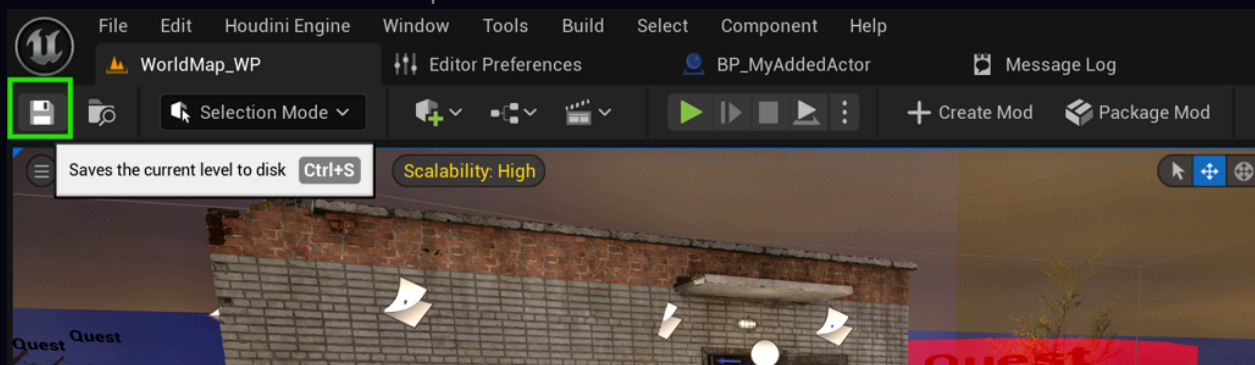
6. We'll add a Cube and a Text Render component to the actor and edit them in the actor's Details panel:



7. Now repeat the same steps to add an actor with a Sphere component:

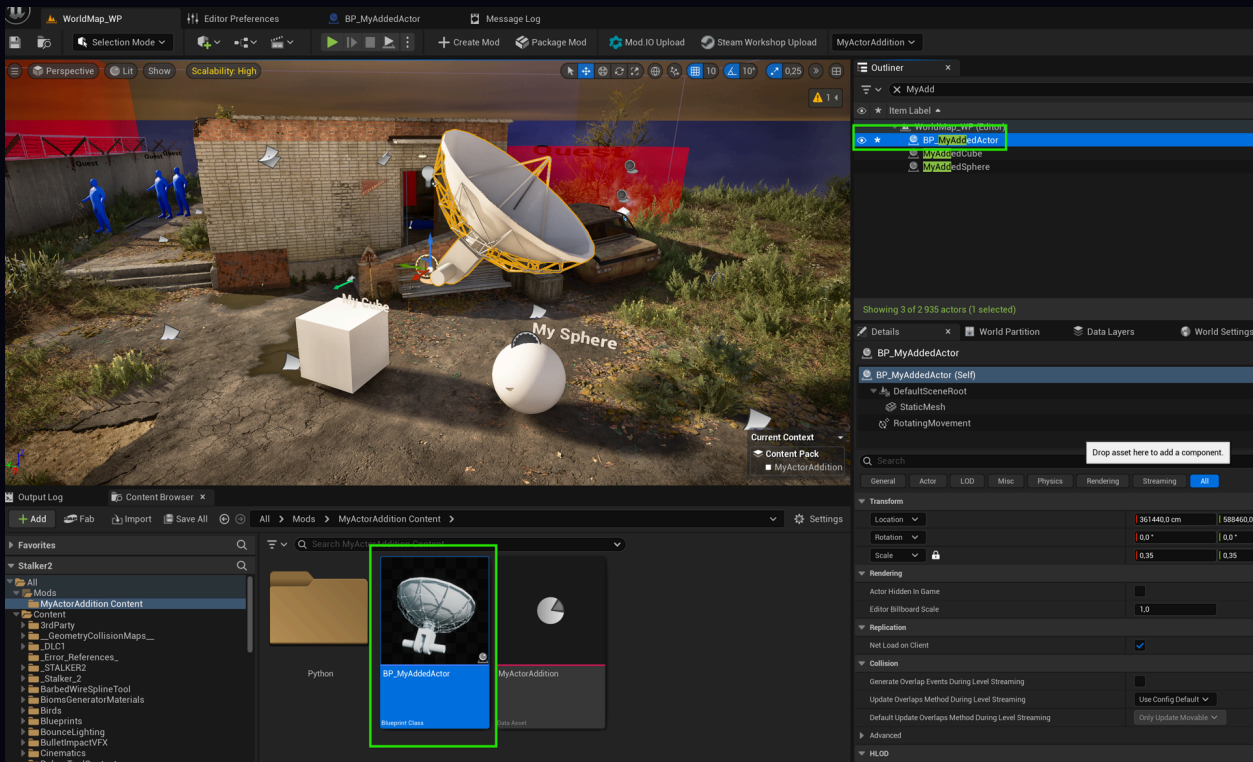


8. Select the Save icon in the top left corner to save the current level:



9. Note that actors have been saved to a disk in the mod's ExternalActors folder, e.g., *Stalker2\Mods\MyActorAddition\Content\ExternalActors\ContentBundle\814C7A1545E62EE56630A7B9E705DDB3\Stalker_2\maps\Stalker2_WorldMap\WorldMap_WPI5\UI\0143VPD24P55M3F4EOPHAX55.uasset*
10. Now let's add an actor that uses our custom blueprint class. Navigate to the mod's content directory and simply drag and drop the blueprint class asset into the world. Name the actor

and transform it if needed:

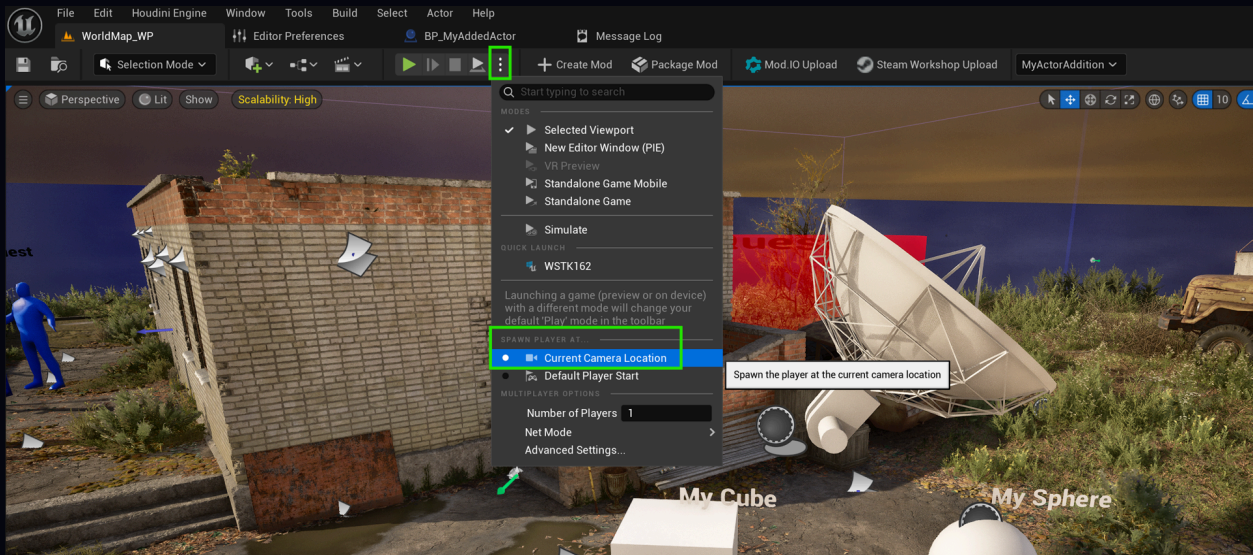


11. Save your changes.

Observing the results

Before we package our mod, let's test the changes in a PIE session.

1. Go to the Change Play Mode and Play settings to select Spawn Player At ... → Current Camera Location:



2. Position your camera as desired and start a PIE session.

3. Observe our actors in the game's world:



4. Now we can package the mod and test it in-game.