

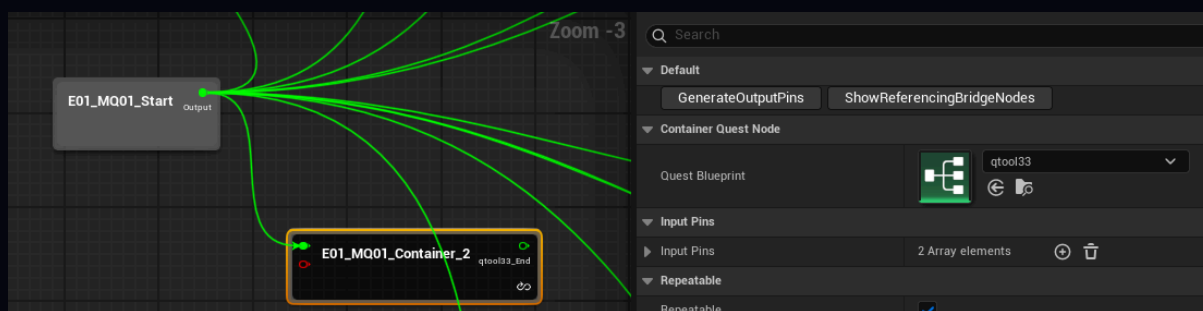


HOW TO LAUNCH NEWLY CREATED QUEST IN BUILD WITHOUT CONSOLE

Hello, dear Stalkers!

Here is a little temporary addendum guide on how to make your new quest launchable without the console in game build:

1. After the new quest has been created and is ready for testing/playing, let's add a Container node of your Quest Blueprint to the already existing quest, e.g., *E01_MQ01*.
2. Open the *E01_MQ01* Quest Blueprint – you can find it in Content Drawer.
3. In Quest Graph, go to the beginning of the quest and add the Container node.
4. In the Container node, select the Quest Blueprint of the quest you created.
5. Connect the Container node's input pin with any node's output pin, e.g., the Start node.



6. Save the modified Quest Blueprint.
7. Now you can package/repackage the mod and upload it.

8. *This way, when you start the new game (activate E01_MQ01 quest) in the game build, your newly created quest will start as well.*

With this example, you can select any desired quest for the start of your new quest, but be careful in case you have two mods with the same already existing quest modified – it can cause problems.

We are working on a resolution on how to make it more accessible in the future – stay tuned!