



ZONE KIT QUEST TOOLSET. CREATING YOUR FIRST QUEST MODIFICATION FROM A CLEAN SLATE.

Introduction

Hey, Stalkers!

GSC Game World is actively working to provide you with tools for detailed modification of player experience. And today, we are proud to introduce to you the first look-and-feel version of our Quest Toolset.

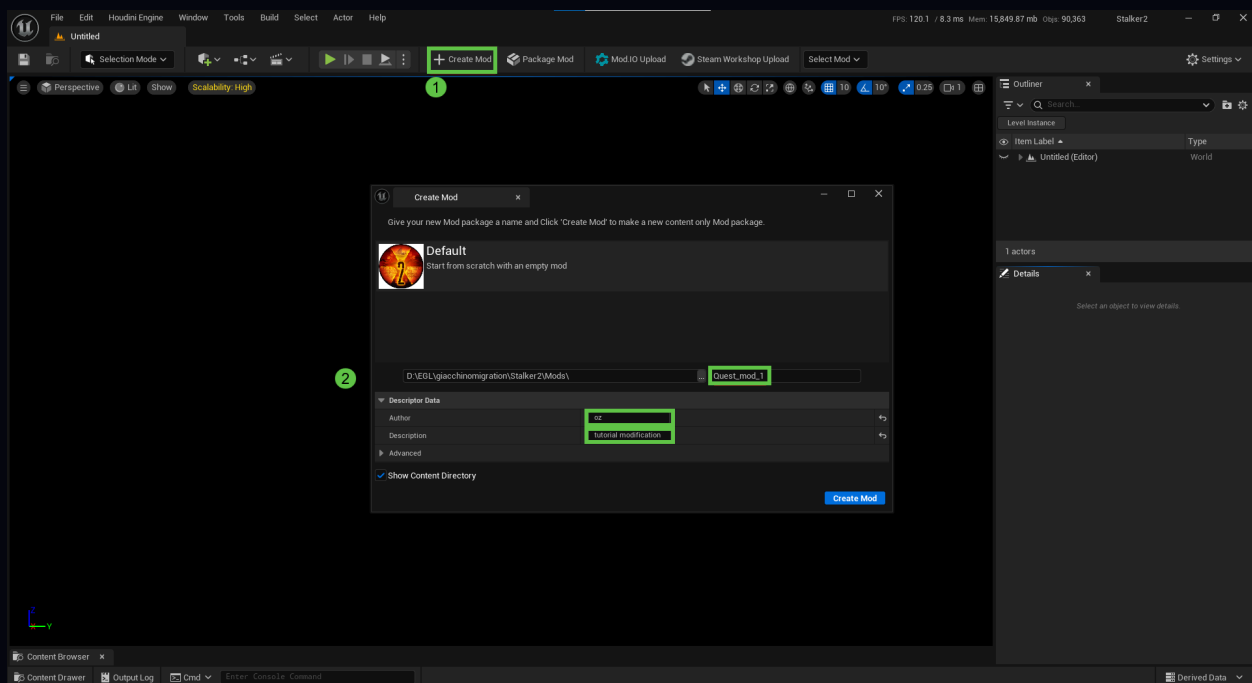
According to the current development plan, GSC Game World provides a first version of our in-house Quest Toolset, which will allow users to modify the existing quests.

Tutorial: Basic quest modification

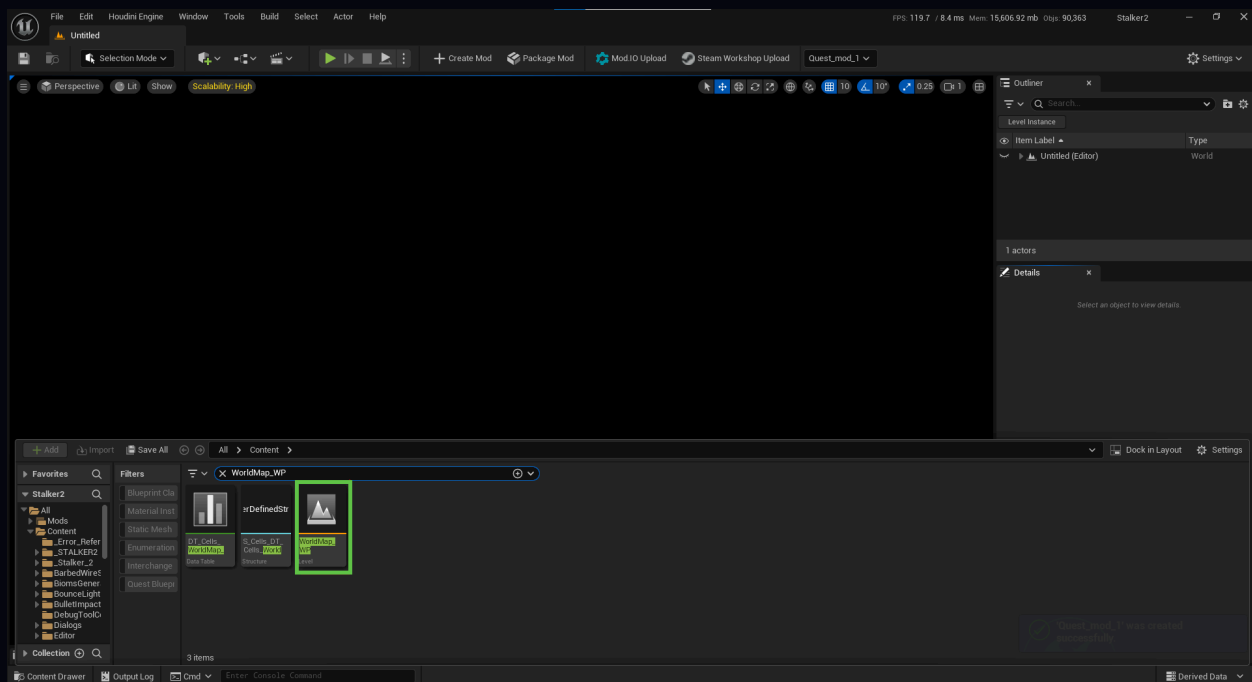
For showcasing how to make a simple quest modification, let's create a new and your own quest in S.T.A.L.K.E.R. 2: Heart of Chernobyl. We will spawn an NPC and a container with some generic items, as well as a fade screen with some text. Let's start our journey!

0. Preparation stage

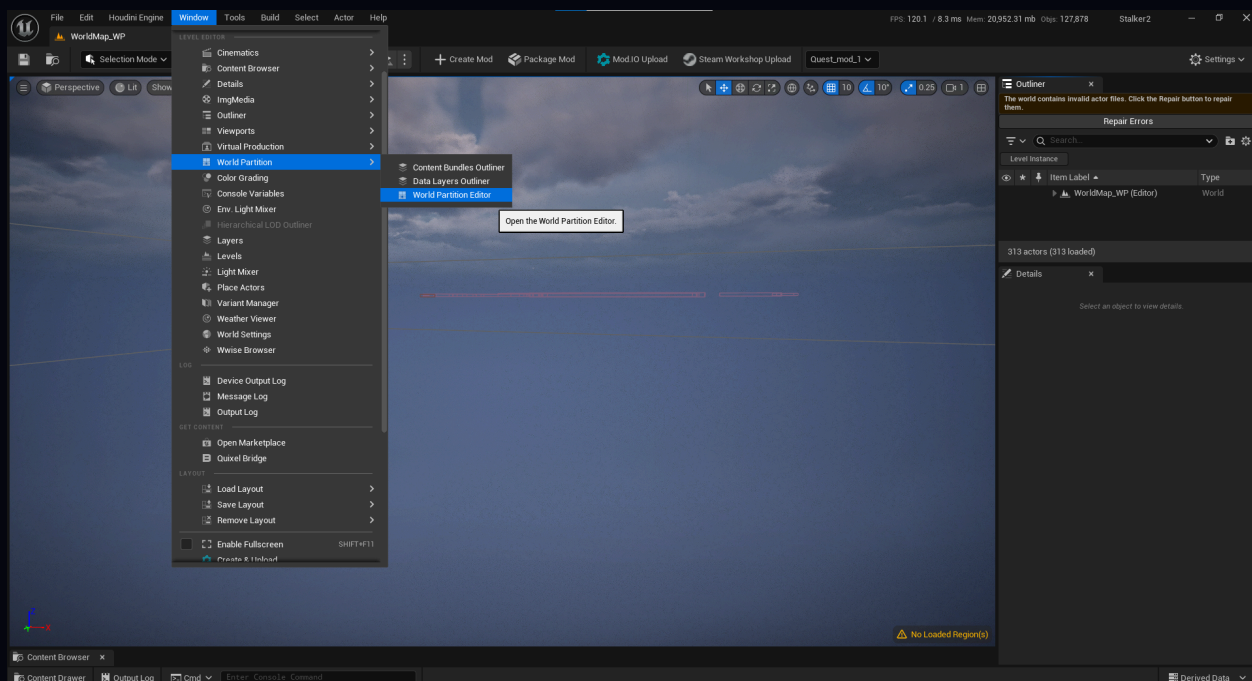
1. After launching Zone Kit, create a new mod and fill the obligatory fields.



2. Once the new mod is created, load WorldMap_WP.



3. Open the World Partition Editor. If you don't have this window in the default editor setup, select Window → World Partition → World Partition Editor.

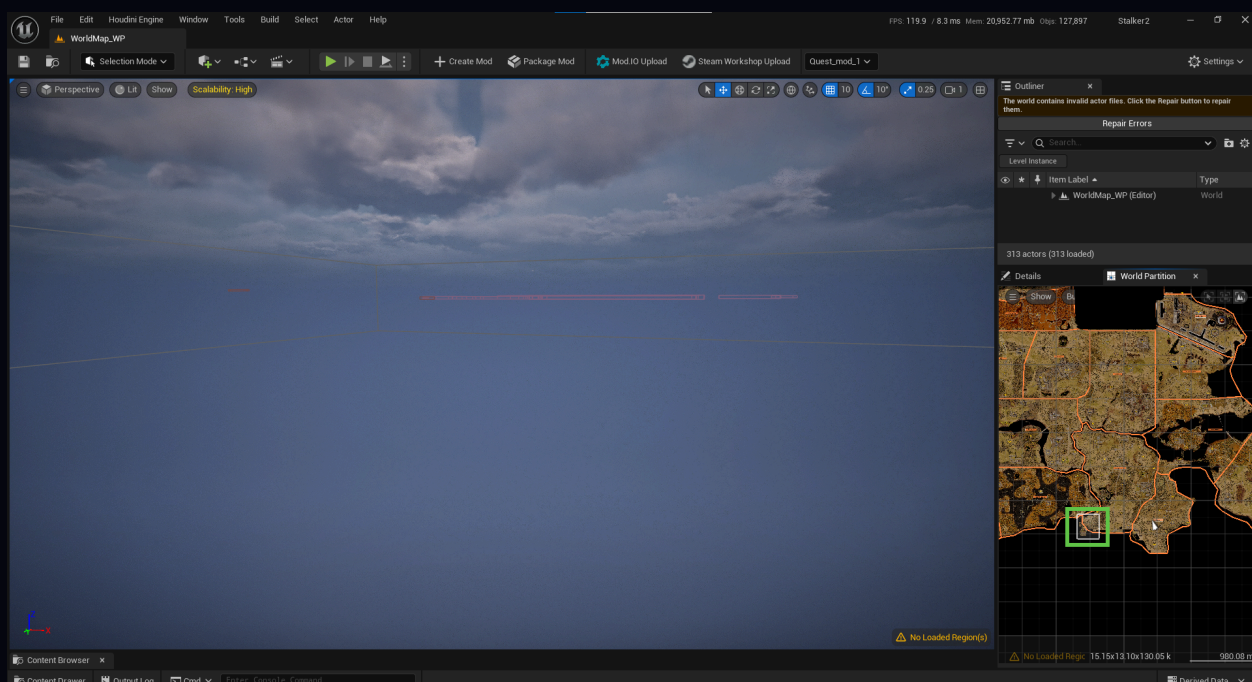


- To provide the correct functionality of the Quest Toolset, load the appropriate part of the map where you want to place quest entities.

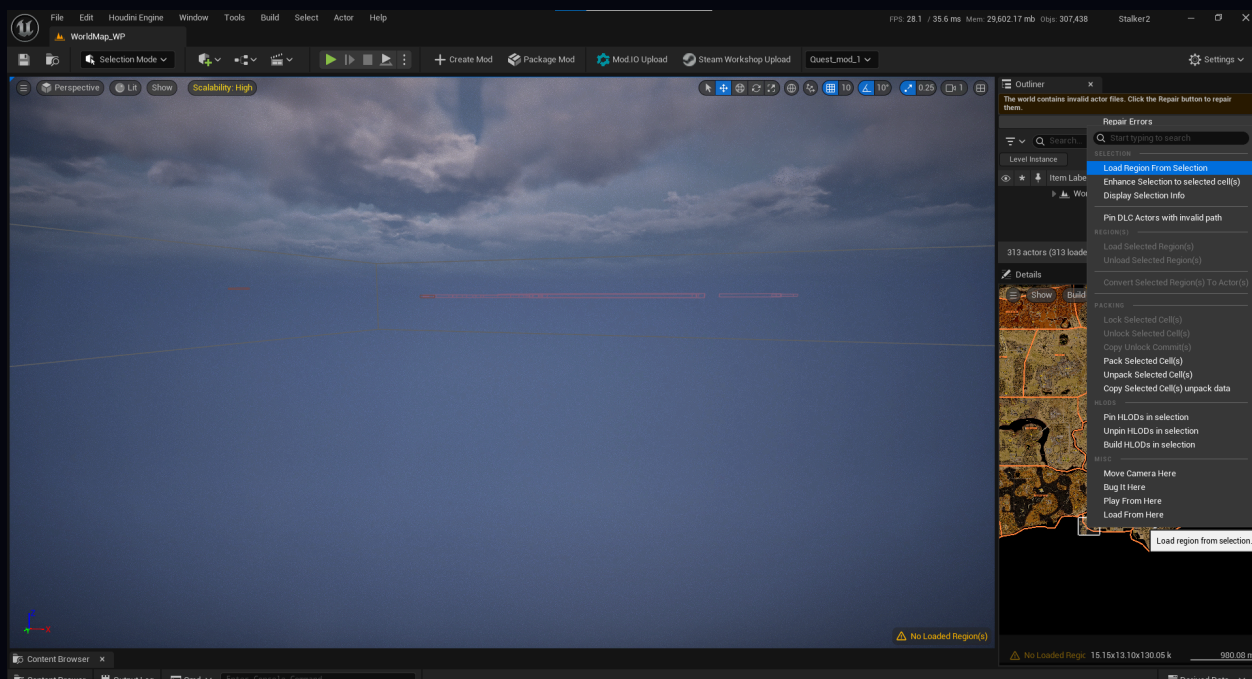
ATTENTION

Do not load the whole World Map at once. It can cause unstable behaviour of the Unreal Editor.

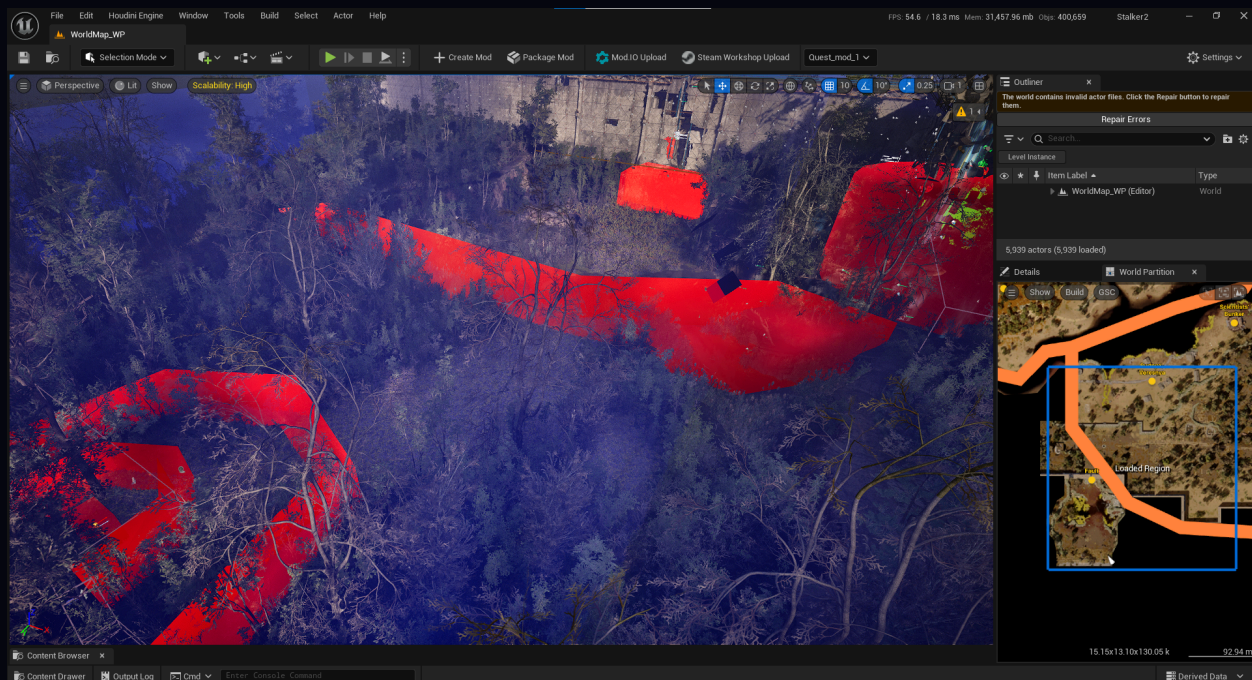
So, let's load a little piece of the map. In the World Partition, left-click, hold, and drag the mouse cursor until the desired area is selected.



Right-click on the selected area → Load Region from the Selection.



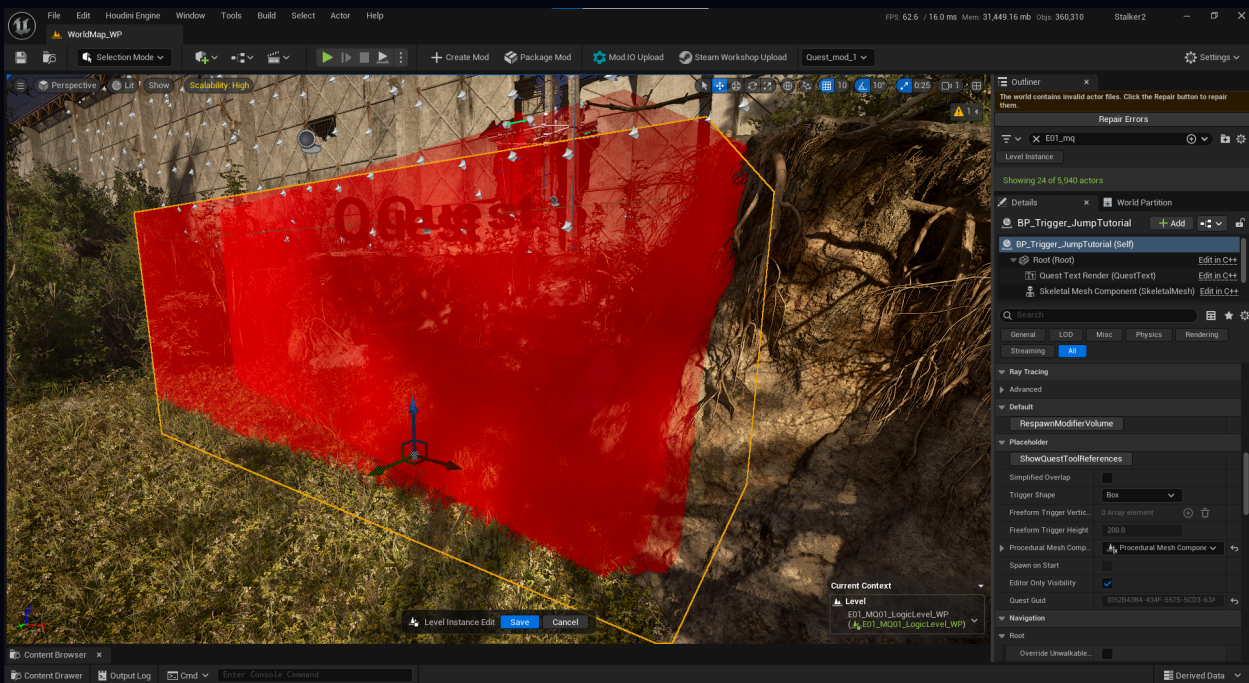
5. Once the region is loaded, left-click twice on the loaded area to transfer the camera to it. Here, you can observe all the geometry and assets that are already located in this area.



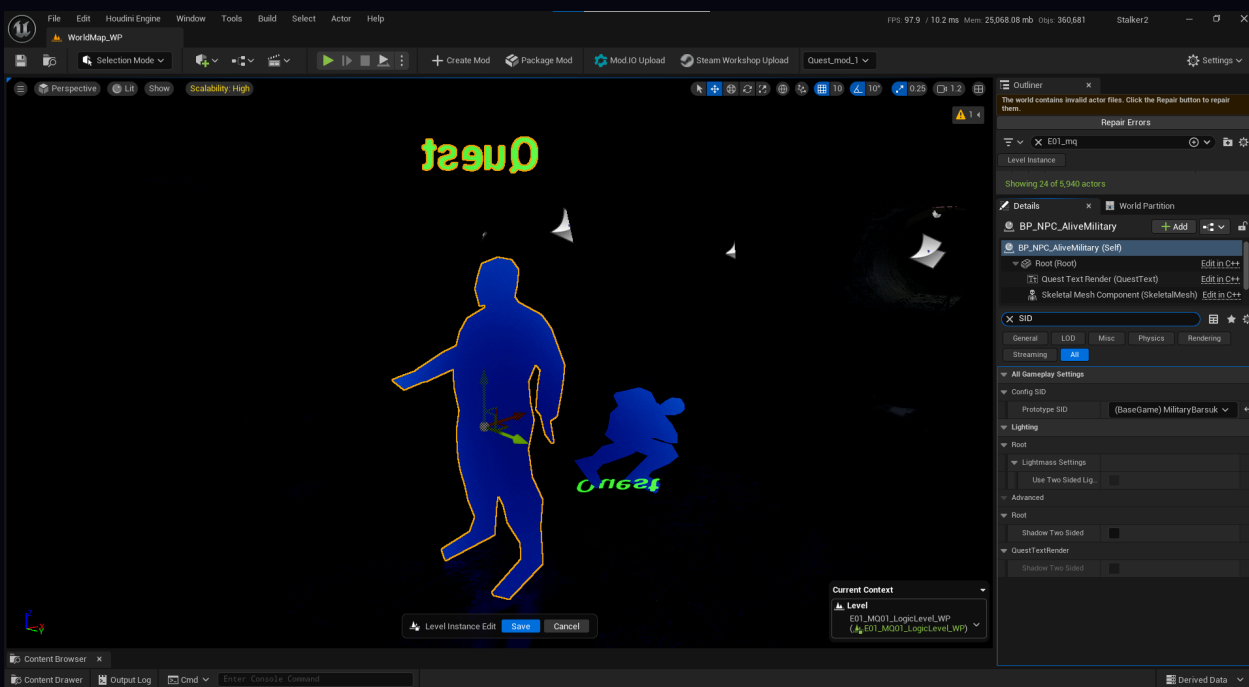
1. Quest entities and definitions

Before starting the creation of a new quest, let's take a quick look at the basic quest entities, which you will need during the mod development:

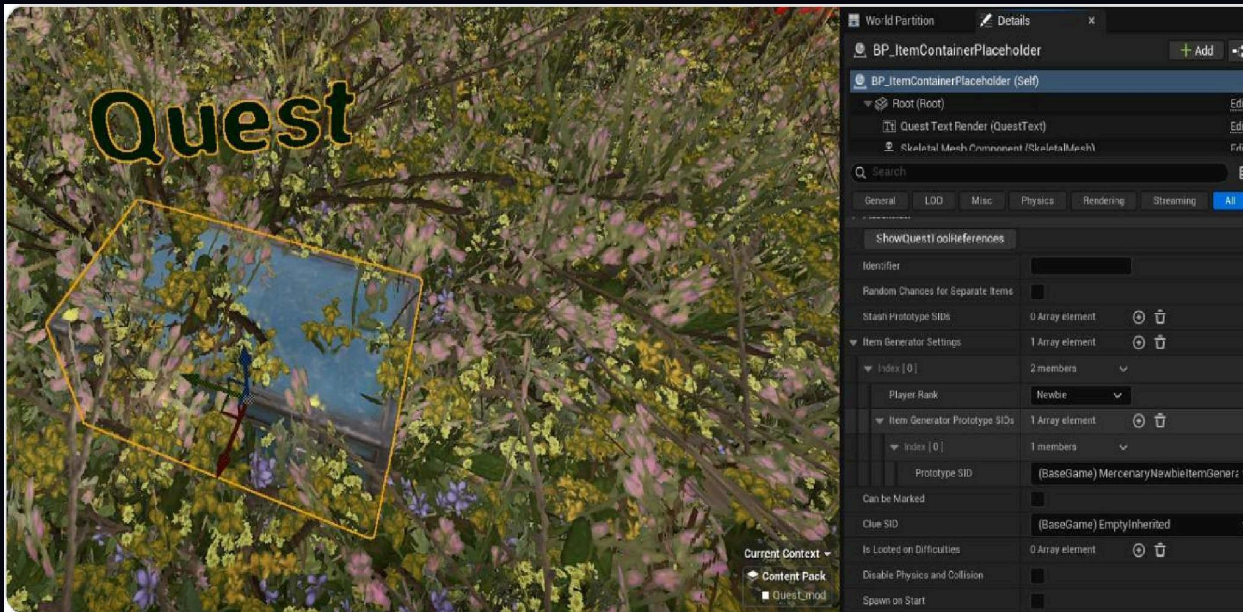
- **Trigger** – a basic quest entity that lets you track the basic events according to the player's actual position and state. In Zone Kit, triggers can be Box-shaped, Sphere-shaped, Cylinder-Shaped, or Freeform-shaped.



- NPC placeholder – this quest entity provides the basic information about a character that will spawn in a chosen location. To manipulate the type of character that will be spawned, use the Prototype SID field.



- Item Container placeholder – this quest entity is used for containers/bags, which can contain different loot inside. Use Prototype SID to choose what the container will look like and set up different Item Generator Settings to set up the loot in the container.

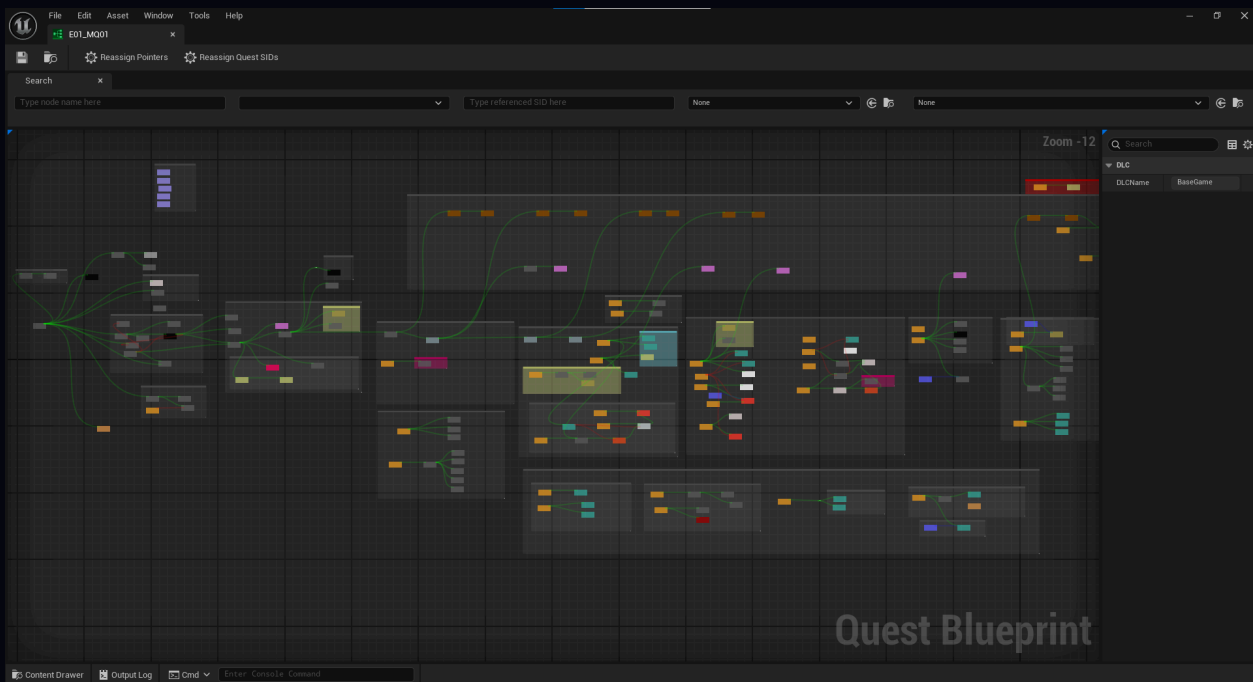


This should be all the information needed for the first mod. For a more detailed description, please refer to the official documentation, where all quest entities are described in more detailed way.

There are many more entities in the Zone, which you will be able to use while creating or modifying quests. For a more detailed description, please refer to the official documentation, where all quest entities are described.

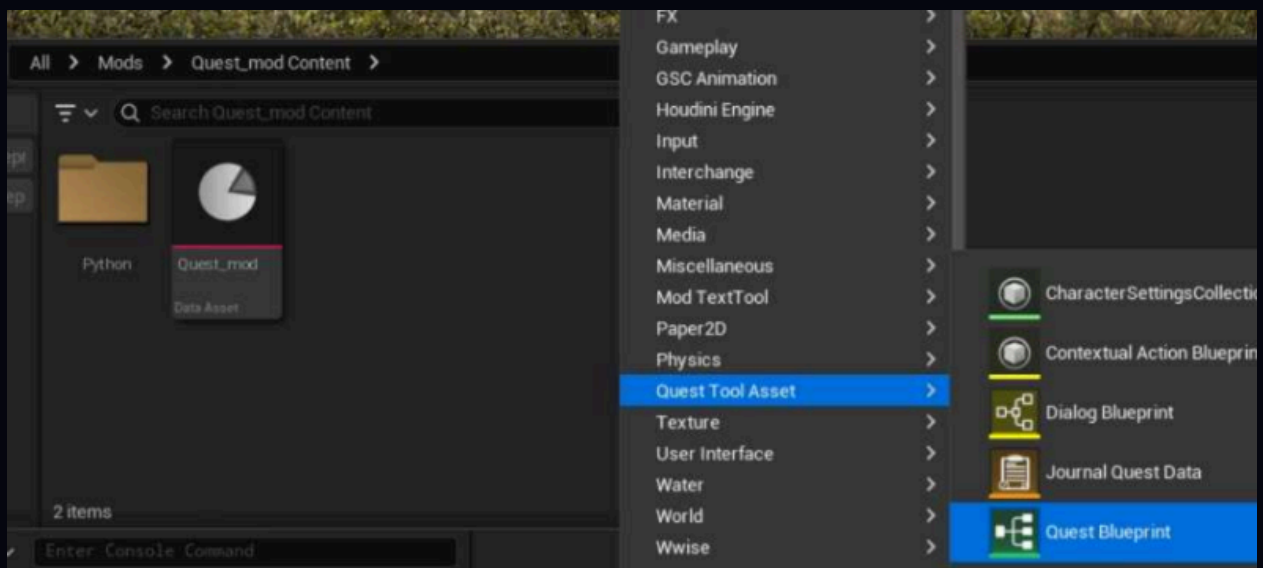
2. Creating a Quest Blueprint

To create quests, GSC Game World quest designers use an in-house Quest Graph tool. In this version of Zone Kit, we provide it to users, so let's take a closer look at our Quest Graph.

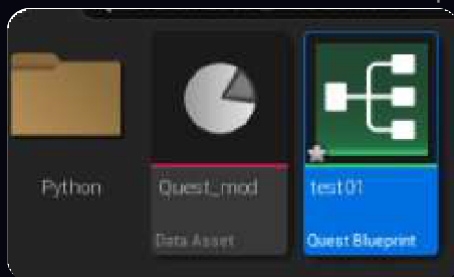


To discover more about each particular node and its functionality, please refer to the official documentation. For now, let's come back to modification:

1. To create a Quest Blueprint, open Content Drawer and go to the created mod location (/All/Mods/mod_name).
2. Right-click on an empty place in the folder and select Quest Tool Asset → Quest Blueprint



3. Name the created Quest Blueprint as desired, e.g., test01.

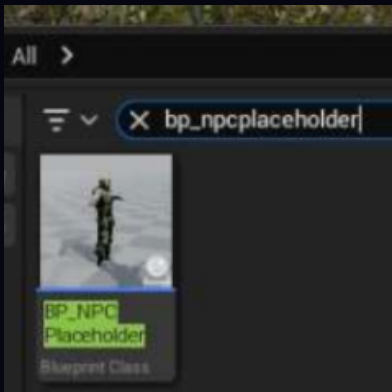


4. Double-click to open it.
 5. Save the Quest Blueprint.
- Now you have the base to kick off the creation of our quest!

3. Placing quest entities

Before using a Quest Blueprint to create your quest structure, let's place some quest entities on the map:

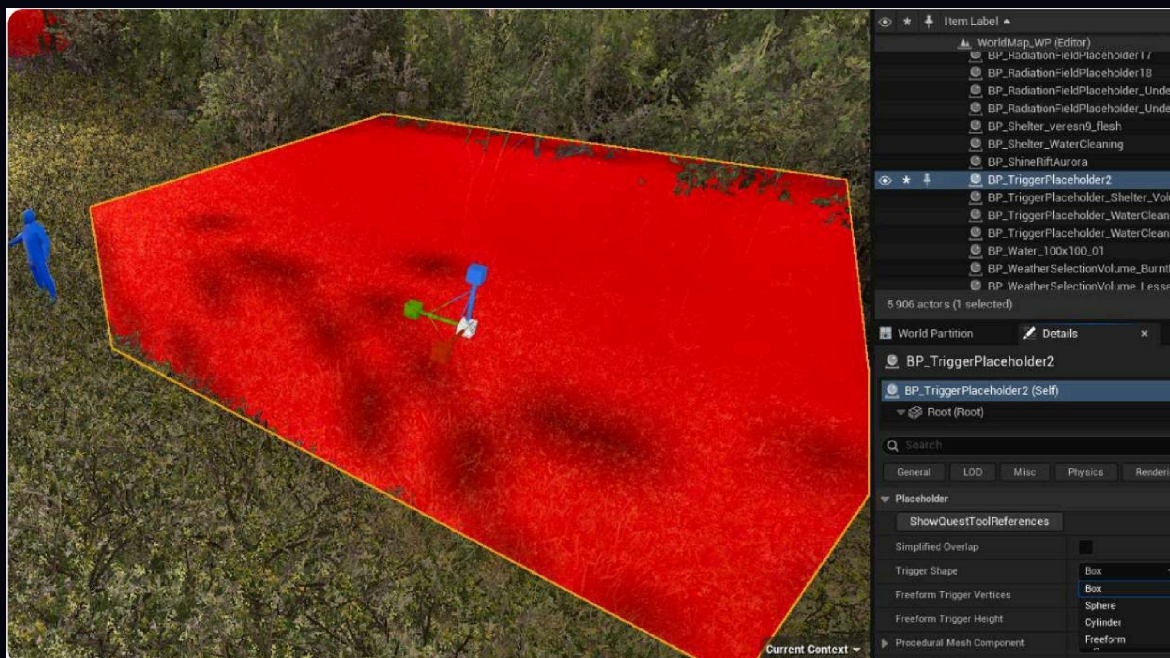
1. Add a Trigger, NPC, and Item Container. To do that, find BP_TriggerPlaceholder, BP_NPCPlaceholder, and BP_ItemContainerPlaceholder in Content Drawer.



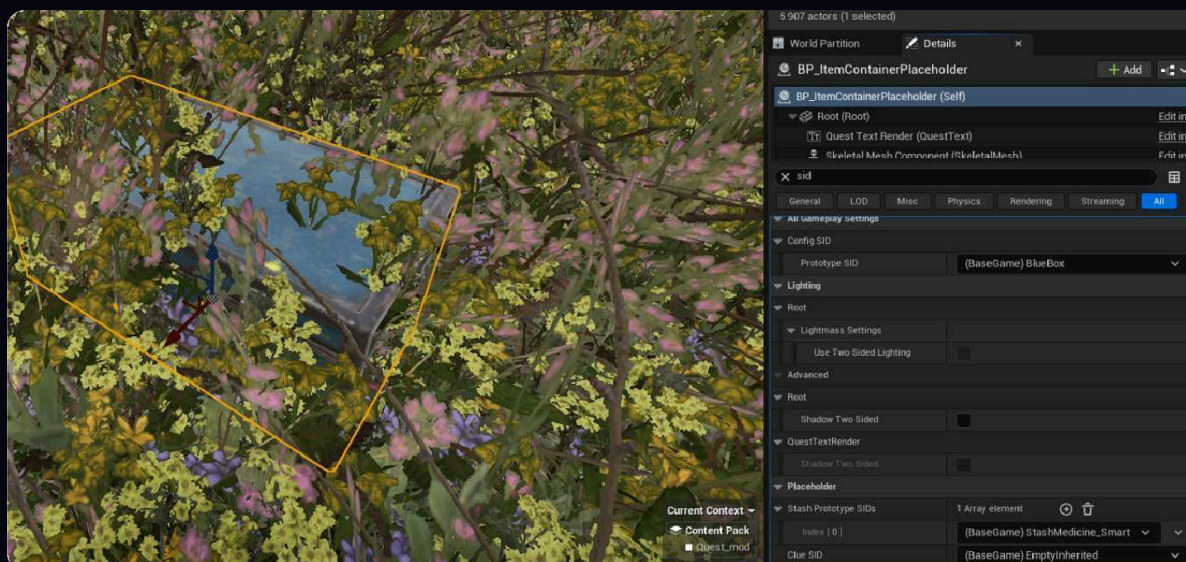
2. Drag the asset from Content Drawer to the map.
Some assets can place themselves inside the geometry at first, so adjust their position in order for them to properly function.



3. For an NPC, you need to pick the desired prototype. Select NPCPlaceholder, and in the Details window, look for the **Prototype SID** field. For example, let's select GeneralNPC_Neutral_Recon.



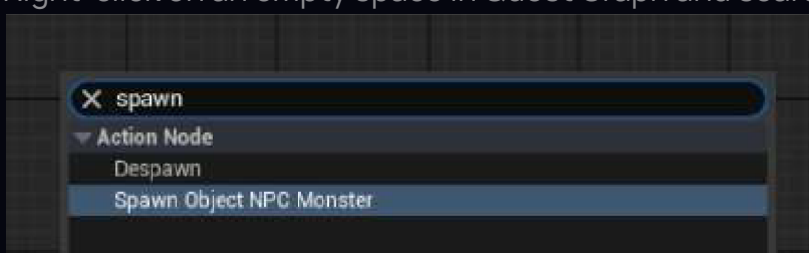
4. For a Trigger, you can modify its shape and size, select any desired one, and modify it.
5. For an Item Container, select Prototype SID. For example, Blue Box.



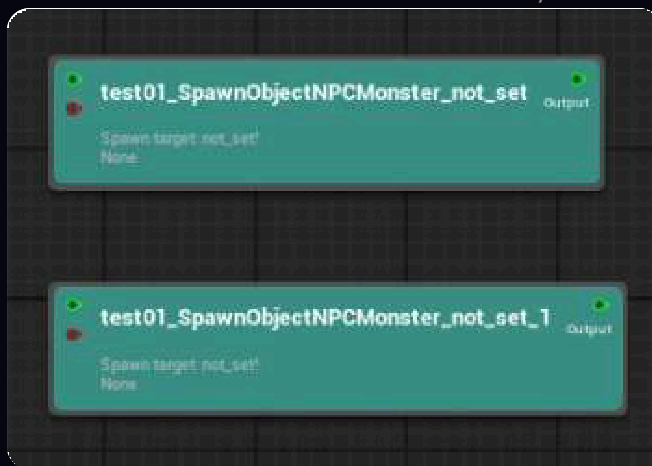
Now you can go to the Quest Blueprint and create a structure for your quest!

4. Creating a node structure in a Quest Blueprint

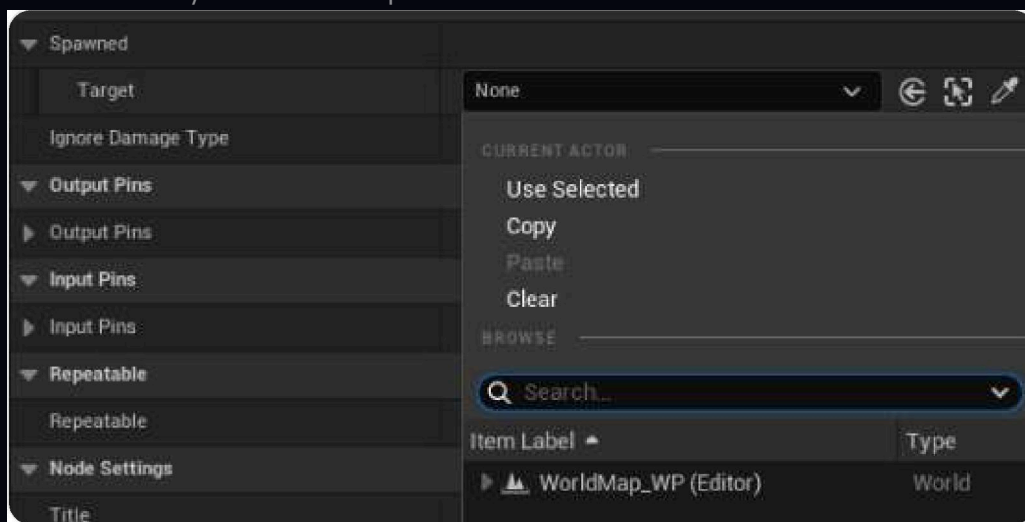
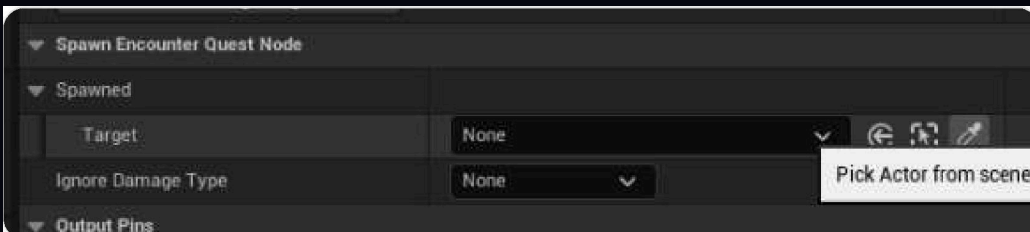
1. Open the Quest Blueprint, which you have already created.
2. Let's add Spawn nodes for your NPC and Item Container.
 - a. Right-click on an empty space in Quest Graph and search for the Spawn node.



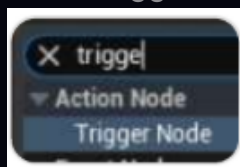
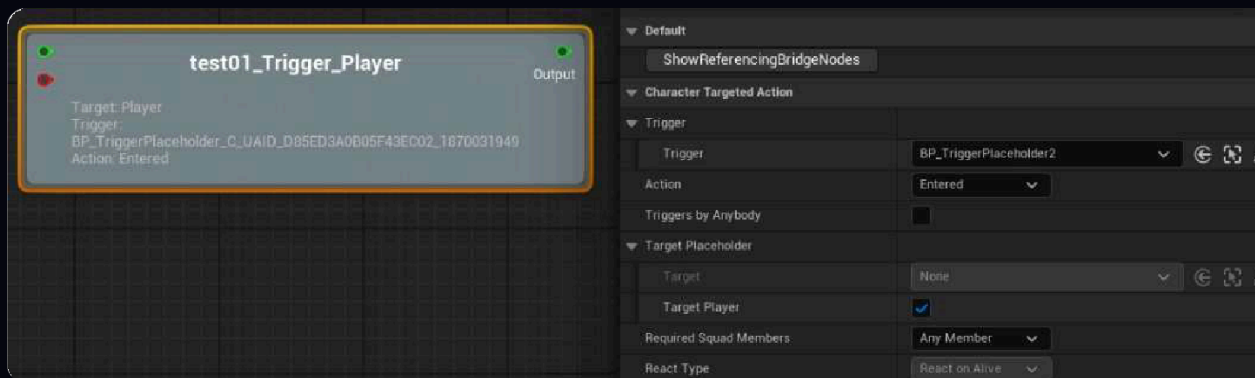
- b. Add two of them – one for each entity.



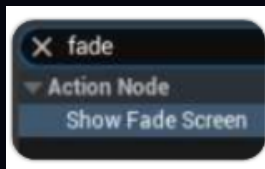
3. Select entities as targets for corresponding nodes. You can do so by searching for their name in the search bar or by selecting the Pick Actor from scene button and selecting the needed asset directly from the map.



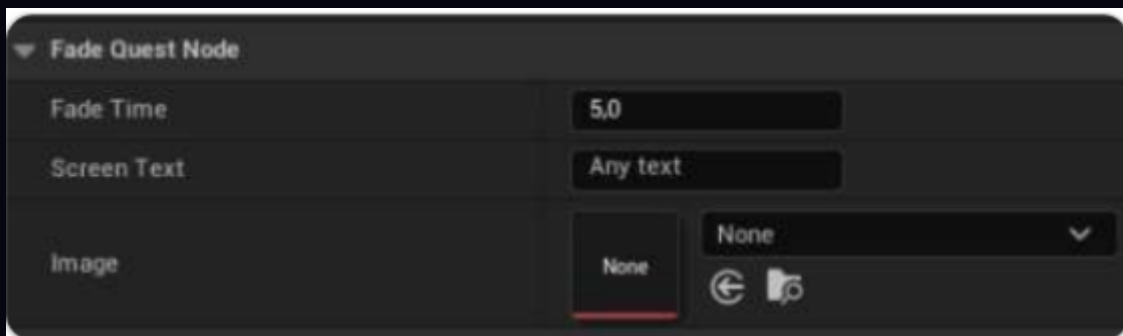
- 1.
4. Add a Trigger node and select the Trigger you placed before as a target.



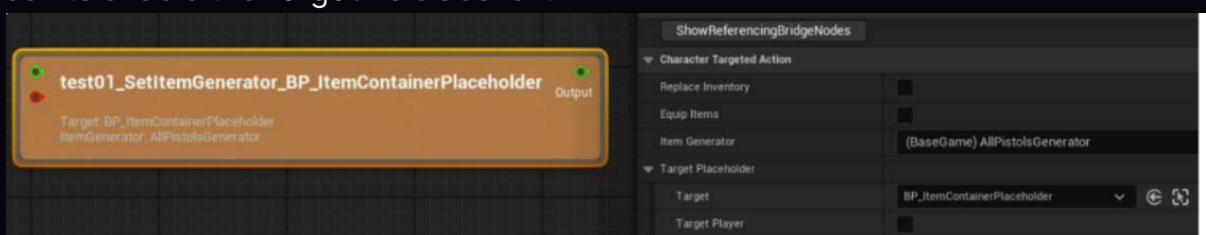
- a. For the Trigger Action, let's select the Entered option, and for Target Placeholder, let's select Target Player, meaning the Trigger will activate only when the player walks into it.
- b. Add the Show Fade Screen node.



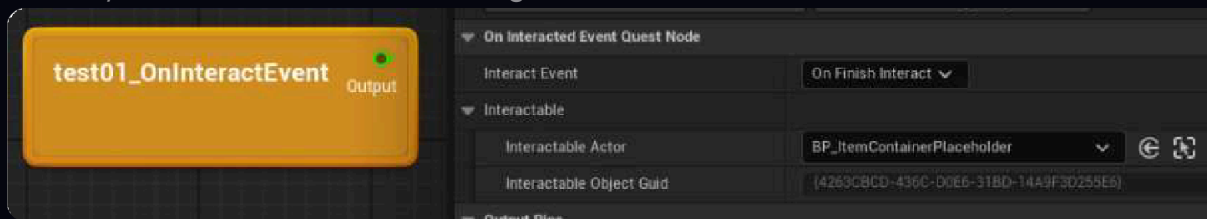
- c. Set Fade Time to 5 and type in any Screen Text that will be displayed for 5 seconds when the node activates.



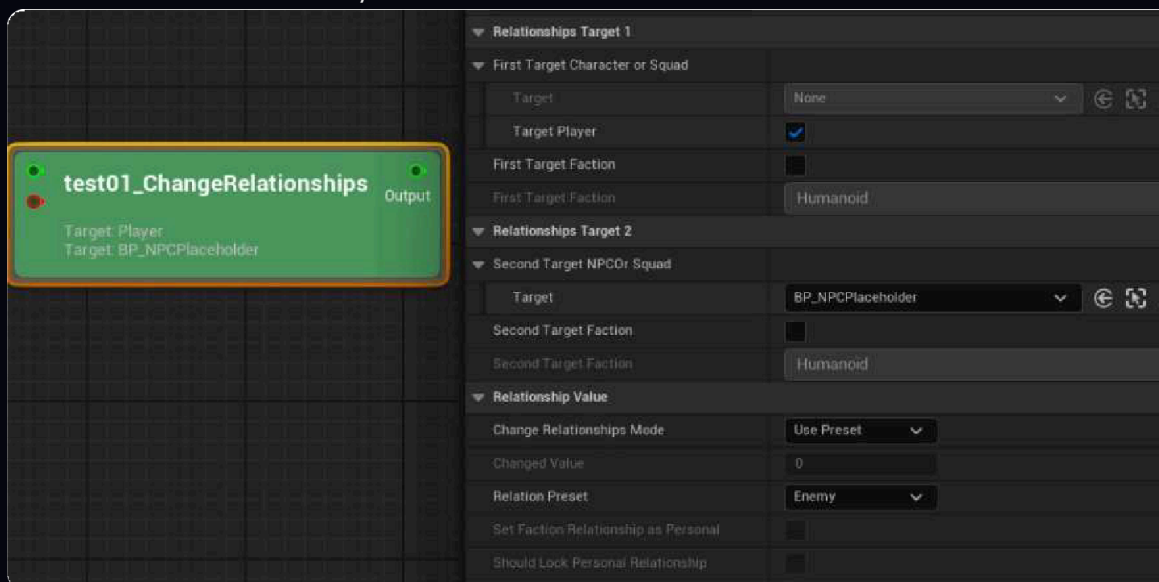
5. The Item Container is initially empty, so you can add the Set Item Generator node to fill it with things to loot.
 - a. In node settings, in the Item Generator field, select the desired type of items (e.g., AllPistolsGenerator).
 - b. Select the Item Container that you placed before as a target – clear the Target Player box to enable the Target field above it.



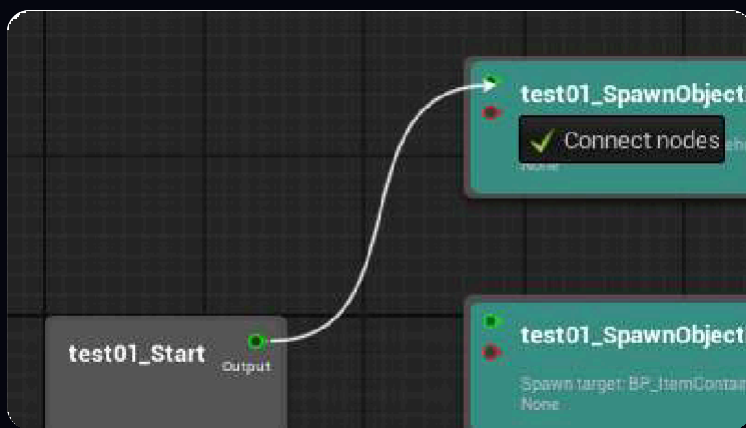
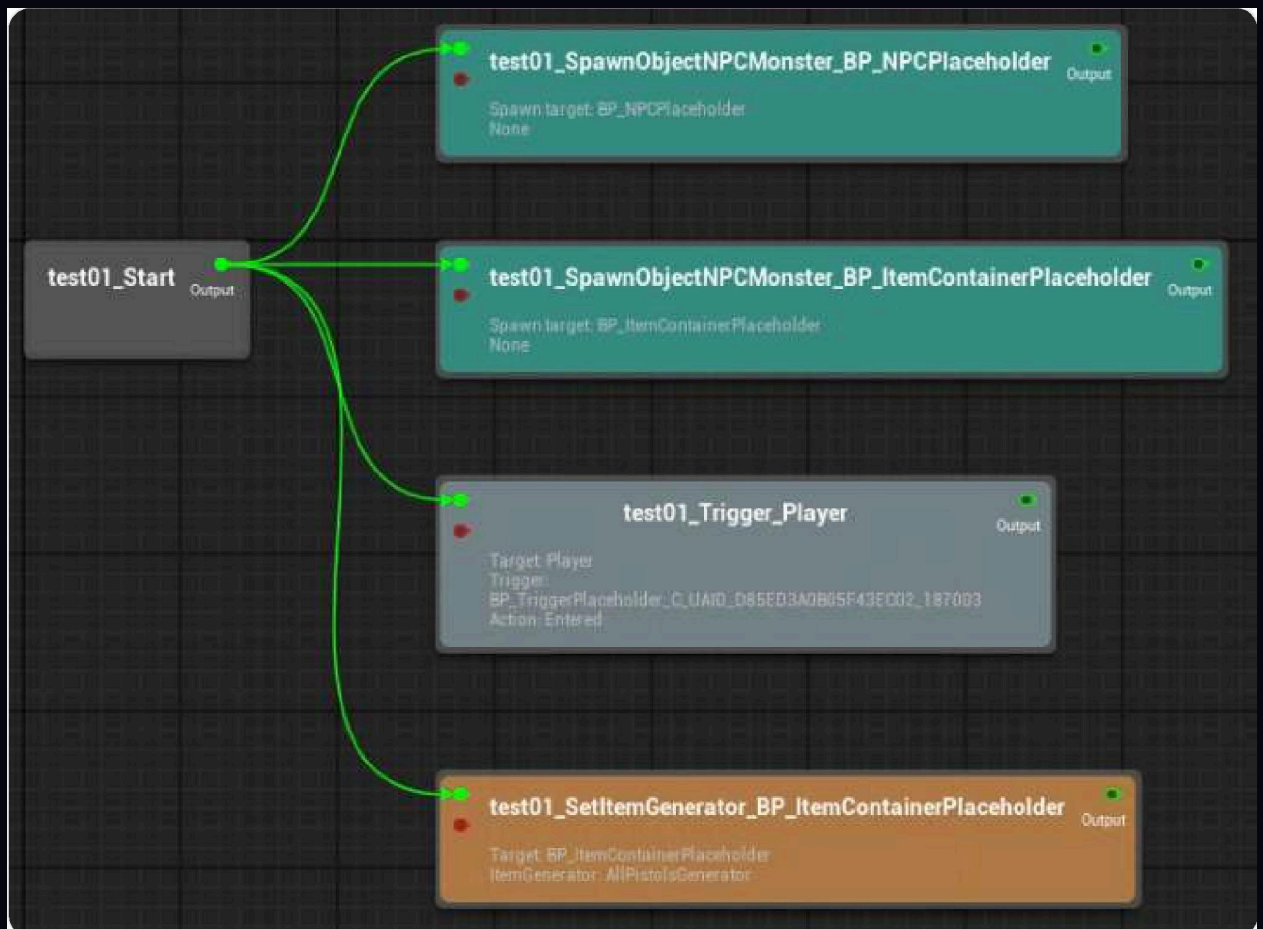
6. Set up the logic of the player opening the Item Container and the NPC changing their relationship because of it.
 - a. Add the On Interact Event node and the Change Relationships node.
 - b. In the On Interact Event node, set Interact Event to On Finish Interact, meaning it will activate as soon as the player finishes interacting with the container (closing it), and select your Item Container as a target in the Interactable Actor field.



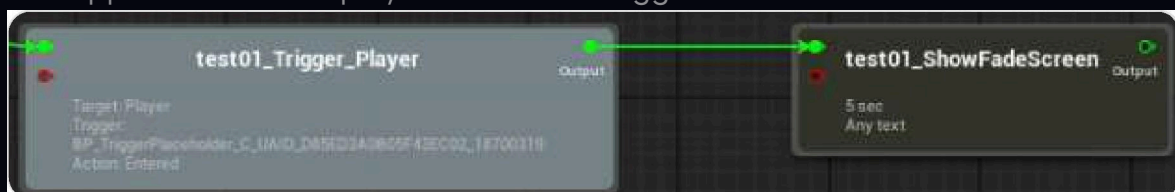
- c. In the Change Relationships node in the First Target Character or Squad section, select the Target Player checkbox, and in the Second Target NPC or Squad section, select an NPC as a target.
 - d. In the Relationship Value section, set Change Relationships Mode to Use Preset and Relation Preset to Enemy.



7. Connect nodes in order for them to be launched when needed.
 - a. Connect the Start node with both the Spawn, Trigger, and Set Item Generator nodes by left-clicking, holding on the output of the Start node, and dragging the connection to the input of the receiving nodes (green). These nodes will activate right from the start of the quest.



- b. You also need to connect the Show Fade Screen node to the Trigger node, so that our text appears when the player enters the Trigger.



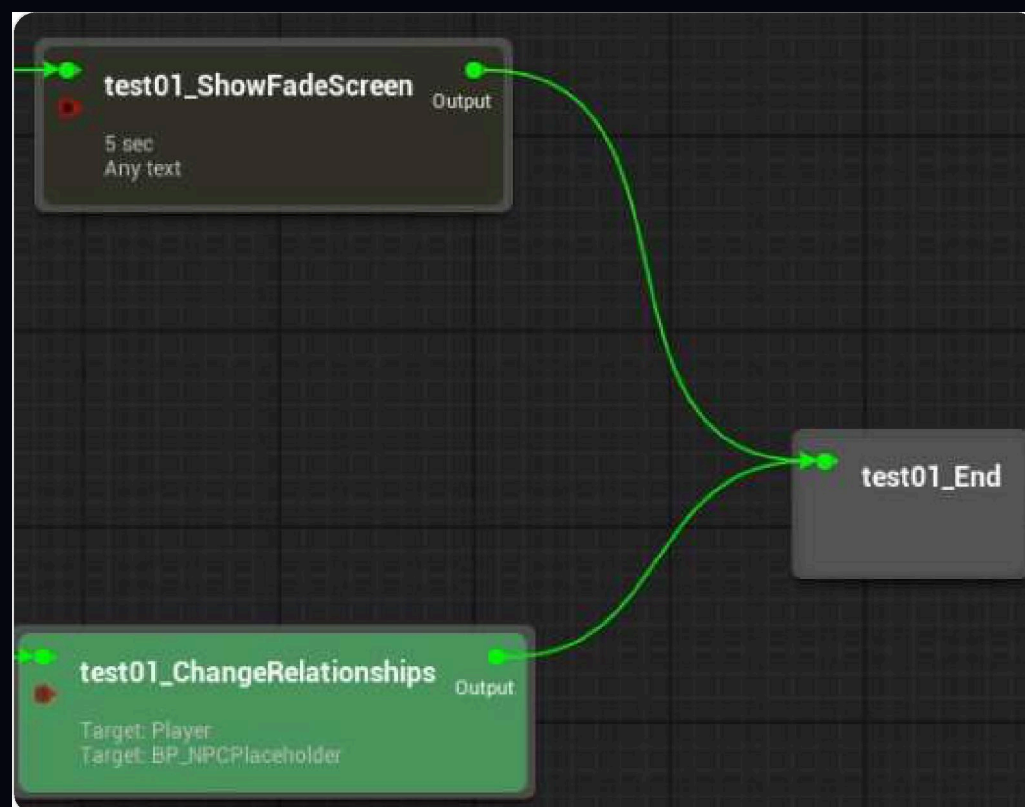
Event nodes activate autonomously when certain actions are performed. Therefore, they do not require input for activation.

8. Connect the On Interact Event node with the Change Relationships node – an NPC will

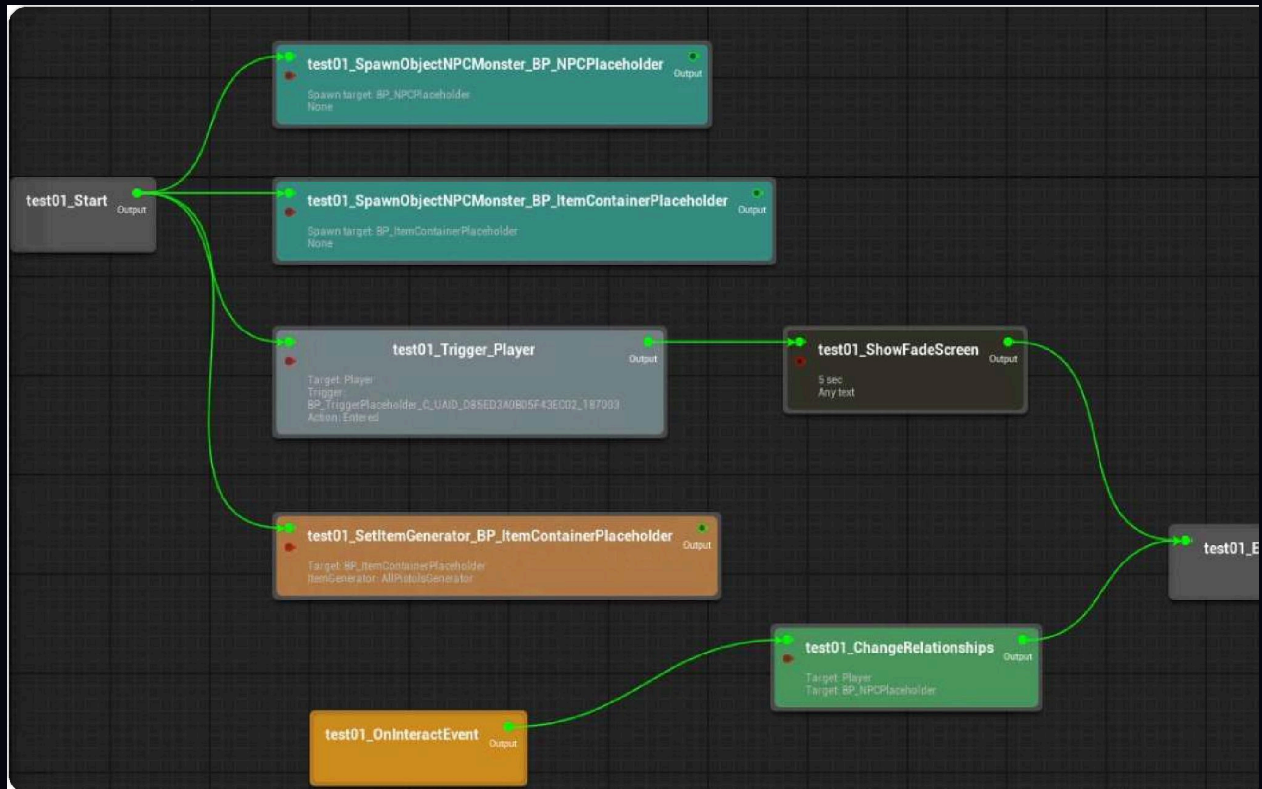


become an enemy of the player once the player opens the Item Container and closes it.

9. Finally, let's connect the Show Fade Screen and Change Relationships nodes with the End node, which will conclude and finish your Quest Blueprint after both nodes send a signal to the End node.



10. Save the Quest Blueprint, and the small tutorial quest is now ready, so let's see how it operates in-game.



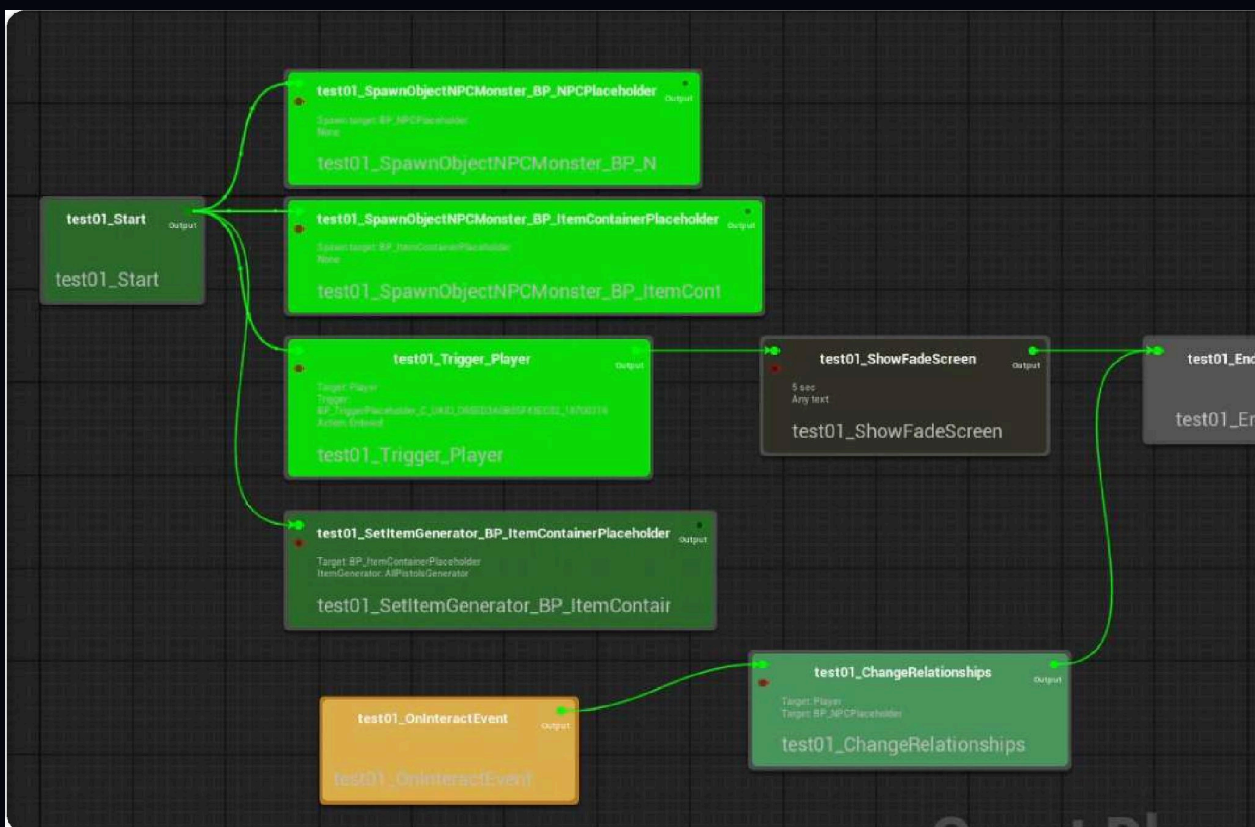
According to the quest logic, the following will occur in the quest:

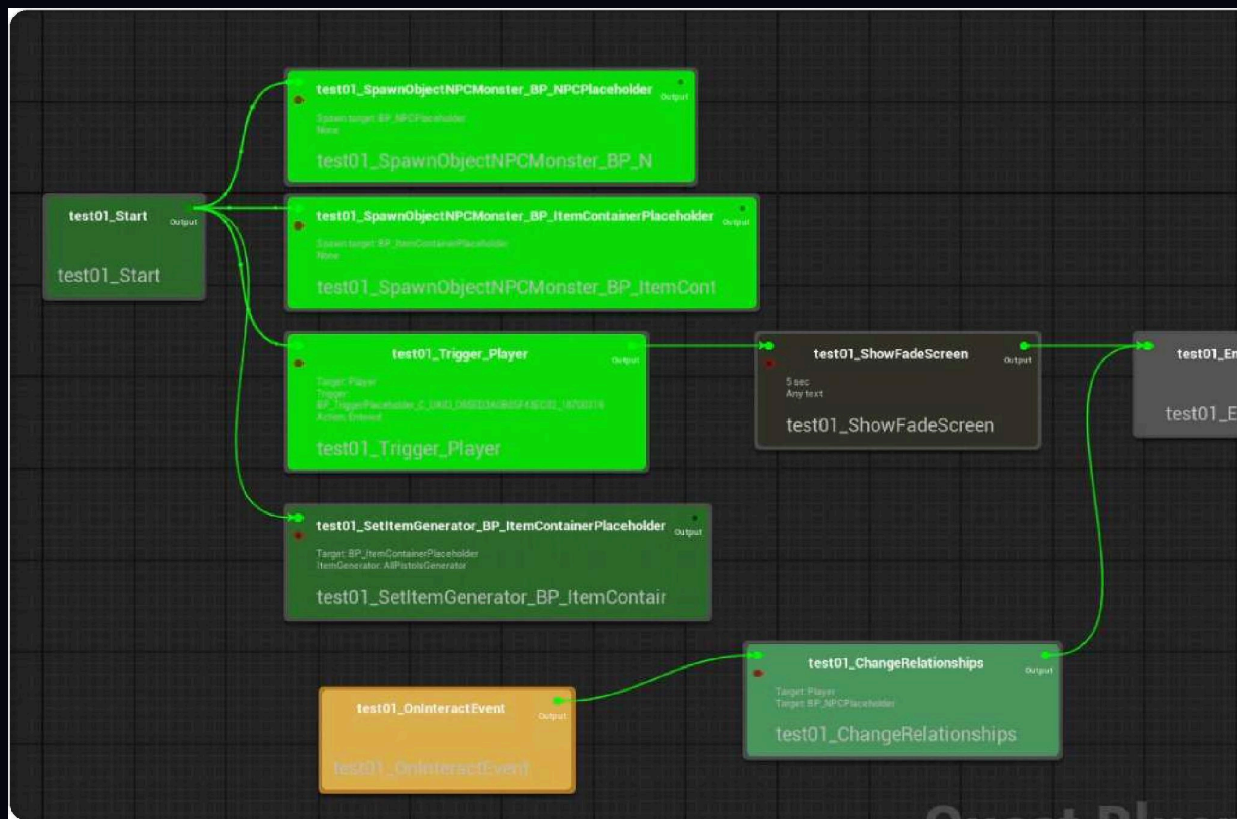
- When you start the quest, the NPC and Item Container will be spawned, the Trigger will activate (and be on standby waiting for the player to enter it), and some loot will spawn inside the Item Container node (with the help of the Set Item Generator node).
- After the player opens the container and then closes it, the NPC will become an enemy and attack the player.
- After the player enters the Trigger, some text will appear at the bottom of the screen for 5 seconds.
- When the player performs both of the actions above, the quest will end because you connected the outputs of two different nodes to one input of the End node (meaning it will activate only after both connected nodes send their signal).
- Once you start a simulation, you need to launch the quest (as far as the editor, quests don't start by default). Open the console via ~ and type a command: `xStartQuestBySID` (name of your Quest Blueprint).

- Right after you start your quest, the NPC and Item Container will spawn at their corresponding locations.



- You can open the Quest Blueprint and see which nodes are active, ongoing, deactivated, done, etc.





- Now, let's loot the container. You can see that it's not empty, as the Set Item Generator node activated and added some items inside the container.

- As soon as you close the container, you can see that the NPC becomes an enemy and starts attacking you, just as you scripted in your quest.



- As you can see inside the Quest Blueprint, the Change relationships node has already ended and sent a signal to the End node. So you need to enter the Trigger in order to activate the Show Fade Screen node, which will send a signal further to the End node and end the quest.
- Don't forget to shoot the NPC so that he doesn't kill you. :)

- After you walk into the Trigger, you can see the setup text appear.



After 5 seconds, it disappears, and your Quest Blueprint finishes.

5. Packaging and uploading your mod

Once you are done with the creation of your quest, save all used assets and blueprints and select the Package Mod button.

After the mod is packaged, you can finally upload it to mod.io or Steam Workshop.

Congratulations! Your first quest mod is ready! Yes, it can be minor, but a journey of a thousand miles begins with a single step.