

CLEAR SKY

COMPLETE

DESIGNED BY ARTISTPAVEL CREDITS ARGUS TROJANUCH COMBRAGOL SKY4CE LUCIANO4 DON REBA NANDERSEN EGGCHEN NATVAC DDMESTOS
STEEL WOBOSH BAC9-FLCL XIANI HADES SERGY172 MACRONT HECTORBOL BARIUSB XSTREAME KOGAR OCRAMX DIETHOLL ZERO 3 KNIFEINFACE
IMPERIALREIGN GNOMUS ONIONRADISH SHEBUKA THARAVIDEAL MULLER MACRON HADES GADGETT 100E AND OTHER GREAT MODDERS
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Clear Sky Complete

Version 1.1.3 by ArtistPavel

Clear Sky Complete is the second entry in the Complete mod series, which is a set of modifications created by professional artists dedicated to enhancing the S.T.A.L.K.E.R. game series. The Complete mod series emphasize improving the original graphics, sound, and atmosphere of each game while preserving the core game elements. Built upon the success of Stalker Complete 2009 (which was downloaded well over 200,000 times), this entry in the Complete mod series continues the tradition of aesthetically updating the game without changing the original story or gameplay. Fans can expect a polished and pure Zone experience designed around the most graphically demanding title of the S.T.A.L.K.E.R. series - S.T.A.L.K.E.R. Clear Sky.



Clear Sky Complete v1.1.3

December 21, 2010

Changelog:

Version 1.1.3

- added full screen scopes for sniper rifles (by Cromm Cruac)
- fixed dusk sky texture
- replaced binoculars' detection sound
- updated inventory descriptions
- added Freeplay (by Ceano)

Version 1.1.2

- improved stability
- reduced the military minigunner's vision distance
- detectors now have glowing lights (courtesy of Gosuke)
- restored Wolf's original appearance (courtesy of Gosuke)
- updated NPC skins

Version 1.1.1

- updated graphics and improved performance optimization

Version 1.1

- fixed a crash when entering Dark Valley and other maps
- updated various sounds
- fixed NPC low volume speech issues
- added a shader fix making camo nets and fences visible on ATi-based graphics cards
- added the BanditFactionTweak

Clear Sky Complete Overview:

FEATURES

- **The Wish Granter** - Activated via the ESC+F1 keyboard shortcut, it is a hidden interface designed to let you enable vehicles, control weather, and place anomalies, characters, mutants and much more on the map. You can essentially build the game around your preferences through this interface.
- **Sleeping Bag** - Allows the player sleep in-game, and now features an advanced safety level indicator.
- **Gnomus' Scopes** - Improves the scope system to be similar to those used in most modern FPS games.
- **Elite Nightvision** - Improved black & white night vision.
- **Teleport** - Allows the player to jump between points in the environment with the ability to save custom coordinates for future use.

GRAPHICS

S.T.A.L.K.E.R. Clear Sky is a graphically improved prequel that integrates newer visual technology that we introduced in our previous mod for S.T.A.L.K.E.R. Shadow of Chernobyl. This gave us a solid foundation for further enhancements, letting us focus solely on the design elements of the games' art style and aesthetics.

The most notable feature is the introduction of the brand new set of distant scenery textures that put the player in the middle of a large open world, rather than the previously "enclosed" map. The original photographs used in this project were captured by our studio during our travels to the Russian industrial town of [Mednogorsk](#), which represents how Pripyat once was. Once we returned to the studio we applied our graphic design expertise to edit our real-life environment captures to closely match the fictional in-game Zone environment.

Other graphical enhancements include stunning new lighting effects, natural daytime/nighttime transitions, vivid sunsets/sunrises, redesigned emissions, a new high resolution nighttime constellation map, a full moon, and many other aesthetic improvements too numerous to list.

TEXTURES

S.T.A.L.K.E.R. Clear Sky features improved textures compared to S.T.A.L.K.E.R. Shadow of Chernobyl, however there was still a lot of room for refinement. Instead doing a total retexture, we only needed to replace select sets with respect to game designer's vision. This new texture set contains the best work by the community along with the introduction of new rendering techniques authored by our studio, such as:

- Reworked foliage and terrain, making the grass draw line less noticeable
- Detailed textures for most of the weapons
- Replaced bricks, concrete, metal and ground textures
- Refined human and mutant textures
- New details such as smoldering firewood, leaves, and stones
- Vehicles now appear realistically rusted and abandoned

SOUND

The purpose of this sound overhaul was to further enhance the ambience and atmosphere of the Zone with the addition of higher quality and more realistic ambient audio files. Each map now includes a sound theme that varies between night and day. All this has been integrated without diminishing the original sounds unique to Clear Sky, ensuring a superior audio experience. All weapon sounds have replaced with comprehensive analogues, and footsteps, bullet impacts, anomalies, creatures, and many other sound categories have been improved.

MUSIC

This mod introduces nearly a hundred acoustic guitar and vocal songs. They have been added to campfire music sets, and are unique to each faction. This live music was recorded specifically for this game, creating an unforgettable ambience. Also, some new and familiar music tracks can be heard on the radio and megaphones throughout the Zone. However, this mod doesn't modify the dynamic combat music, which can still be turned on and off in the game options.

BUG FIXES

Bug fixes are the specialty of the Sky Reclamation Project, a community patch which brings the joint effort of a large number of community members together to address bugs still present in Clear Sky after its final patch, and eliminates many game breaking issues. This mod is included in Clear Sky Complete, and features:

- **Crash Fixes** - Potential crash to desktop errors have been eliminated.
- **Quest Fixes** - Fixed bugs in 9 quests that couldn't be completed under certain conditions.
- **Gameplay Fixes** - Fixed a large number of gameplay bugs that could keep the game from progressing, like preventing the accidental death of important characters and other triggered events.
- **Weapon Fixes** - Fixed animations, incorrect ironsight positions and corrected the depth of field effect on most weapons.

TWEAKS

Various tweaks have been implemented in Clear Sky Complete to create a more fluid experience for the player and to maintain continuity with other games in the S.T.A.L.K.E.R. series. Noticeable tweaks include:

- Reduced the grenades available to NPCs to prevent "grenade spamming"
- Bandages and medkits both heal and stop bleeding, and there is less bleeding in general
- All pistols now feature ironsights
- Weapons now have real-life names
- Enabled trading weapons with NPCs, and NPCs now sell ammo and supplies
- Added the ability to carry explosives
- Corrected Bandit behavior so they won't mug the player if their player-status is friendly
- Increased flashlight output

USER INTERFACE

With the new user interface update you no longer have to skip through introductory movies. Also, the HUD colors have been muted so they don't distract and the inventory window is now semi-transparent, which allows the player to view the weapon currently being equipped. Also, the ESC+S shortcut from Stalker Complete 2009 is added, which works like a "smart quick-save", creating a separate save file with level name, in-game date, and timestamp each time it's used.

Screenshots:



A collection showcasing enhanced weather, textures, and environments: [Clear Sky Complete on Flickr](#)

Performance:

Example Video Settings:

- enhanced full dynamic lighting (DX10)
- vision distance = 100%
- object detail = 100%
- textures detail = 100%
- anisotropic filtering = 100%
- antialiasing* = off
- grass detail density = 100%
- sun shadow = on
- lighting distance = 100%
- shadow quality = 100%
- NPC flashlights = on
- disable detail textures = off
- detail bump = on
- steep parallax = on
- sun quality** = low
- sun rays** = low

- SSAO*** = medium
- soft water = on
- soft particles = on
- depth of field = on
- volumetric light = on
- wet surfaces = on
- volumetric smoke = on

Tested on an nVidia GTX 275 896MB GPU

*Resolution = 1650x1050
Result: 50 fps average.*

*Resolution = 1920x1200
Result: 40 fps average.*

*Resolution = 2560x1600
Result: 30 fps average.*

- * Performance is cut by half per every +2x AA adjustment.
- ** Setting these values on low helps increase the performance without noticeable loss in visual quality.
- *** Setting SSAO above medium comes at a steep performance cost.

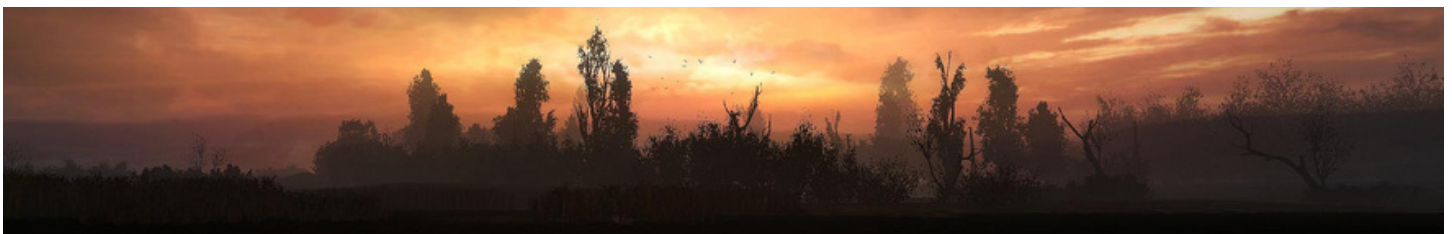
Visit [TweakGuides](#) for more detailed information on optimizing Clear Sky for your own hardware setup.

Additional Information:

This mod was designed and tested for S.T.A.L.K.E.R. Clear Sky version 1.5.10. Please update your game, otherwise you will see black screen upon startup. To check if your game is updated, view the lower left corner of the main menu screen, where you should see “ver. 1.5.10” displayed.

It is highly recommended to start a new game after installing the mod, as saves using vanilla game data aren't supported and could easily lead to conflicts and crashes when executing the mod's game data.

If you do experience a crash, you need to press Ctrl+Alt+Del (for Windows XP) or Ctrl+Shift+Esc (for Windows Vista/7) and manually end the Xray engine process before restarting the game.



Clear Sky Complete FAQ

- This user manual and the uninstaller (*unins000.exe*, for manually uninstalling the mod) are located in “C:\Documents and Settings\All Users\Documents\STALKER-STCS\Clear Sky Complete\” for Windows XP, and “C:\Users\Public\Documents\STALKER-STCS\Clear Sky Complete\” for Windows Vista and 7. If reinstalling or upgrading to a newer version of this mod, please uninstall your current version first.
- The *gamedata* folder is located in the directory you installed the game to, by default it is found at: “C:\Program Files\Deep Silver\S.T.A.L.K.E.R. - Clear Sky\”
- The *user.ltx* file is located in “C:\Documents and Settings\All Users\Shared Documents\STALKER-STCS\” for Windows XP, “C:\Users\Public\Documents\STALKER-STCS\” for Windows Vista/7, and “C:\Program Files\Steam\steamapps\common\stalker clear sky_appdata_” for the Steam version (regardless of what Windows version you are running).
- Use the “ESC+S” keyboard shortcut to create a level-named savegame (courtesy of NatVac).
- Use the “ESC+F1” keyboard shortcut to access The Wish Granter menu (courtesy of Shocker), however know that using this function may make the game unstable and is not recommended for your initial playthrough.
- To enable invulnerability mode (which hides the HUD), use the “ESC+H” keyboard shortcut. To turn it back off, use the “ESC+J” keyboard shortcut.
- All files with the “.ltx” extension need to be opened in Notepad or a similar program to make the edits described below.
- To change the size of your cursor, open *gamedata\configs\system.ltx* and make changes to the following entry:

```
[hud_cursor]  
cross_length = 0.002
```

The default value is 0.015, and a value of 0.00 makes a “dot”.

- To compensate for darker nights the mod makes sure there’s always some kind of natural illumination, moon light, lightning, dusk, or dawn light. The mod also includes a halogen flashlight with 30 meters range and superb “good night vision” (the next upgrade after the green “bad night vision”). If you would like to change the flashlight’s settings, open *gamedata\configs\models\objects\light_night.ltx* and change the following entries:

```
range = 30  
range_r2 = 30
```

Changing these values modifies the length of the flashlight’s beam (in meters).

```
spot_angle = 60
```

Changing this value modifies the flashlight’s beam angle (in degrees).

- To increase the maximum weight limit, open *gamedata\configs\system.ltx* and make changes to the following entry:

```
[inventory]
max_weight = 60
```

Change the number to any value of your choosing, this will represent the amount you can carry before going red, causing your stamina to run out much faster. Save the changes made to *system.ltx*, and then open *gamedata\configs\creatures\actor.ltx* and locate the following entries:

```
[actor]
max_item_mass = 60
```

The value for this should be the same as the as the previous entry (max_weight).

```
[actor_condition]
max_walk_weight = 70
```

This should be a greater value than the previous two, since this represents how much you can carry until you can no longer move at all.

- To increase head bobbing, open *gamedata\config\misc\effectors.ltx* and copy the following entry into the file:

```
[bobbing_effector]

run_amplitude = 0.00375; 0.0075
walk_amplitude = 0.0025; 0.005
limp_amplitude = 0.0055; 0.011
```

-To remove head bobbing, copy this entry instead:

```
[bobbing_effector]

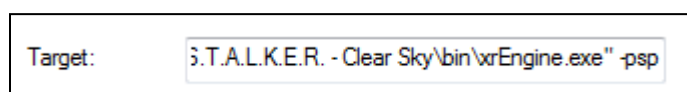
run_amplitude = 0.0; 0.0075
walk_amplitude = 0.0; 0.005
limp_amplitude = 0.0; 0.011
```

- Add these entries to *user.ltx* to enable third person view toggling:

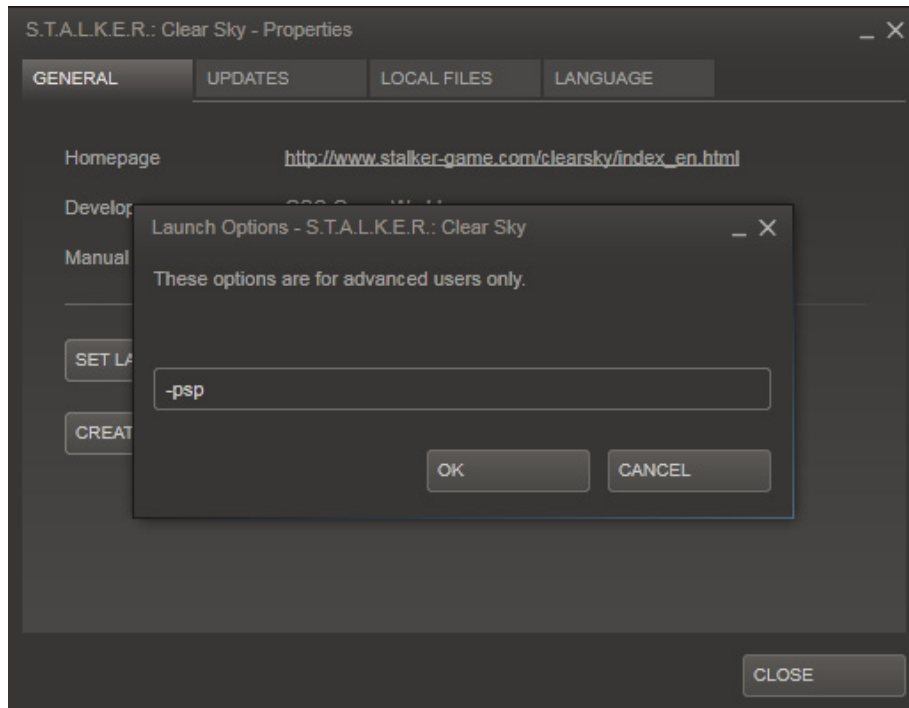
```
bind cam_1 kF1
bind cam_2 kF2
bind cam_3 kF3
bind cam_zoom_in kADD
bind cam_zoom_out kSUBTRACT
```

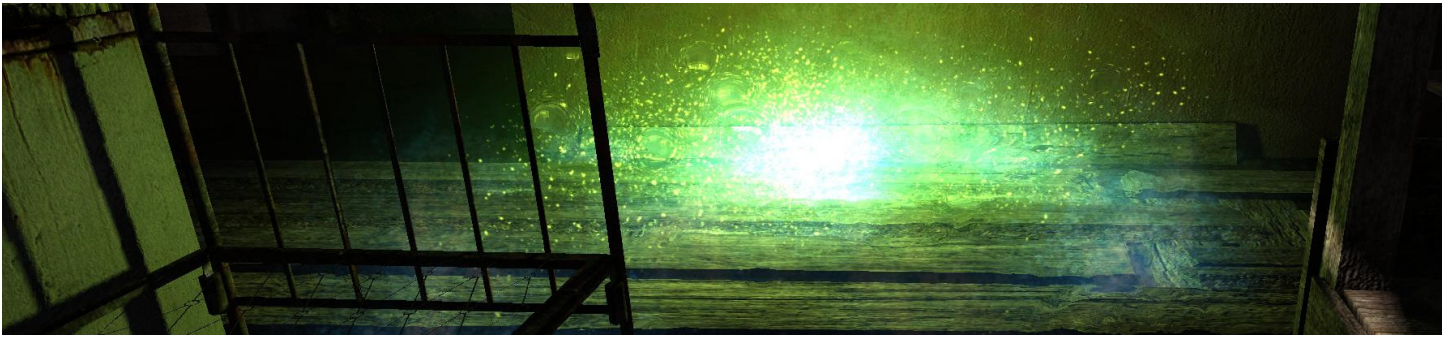
Then save and close *user.ltx*, load up a game, and press F1, F2 and F3 to cycle through camera views and + and - on the numpad to zoom in and out.

However, this enables camera view toggling only, to activate full third person view gameplay, right-click on the game's desktop shortcut and select "Properties". Then in the "Target" box, one blank space after the last character, insert the "-psp" switch and click OK. Your "Target" box's contents should look similar to this just before you click "OK":



-To enable full third person view gameplay for the Steam version of the game, right click on the game properties inside of Steam, click “Set Launch Options”, insert the “-psp” switch, and click “OK”. Your game properties window should look like this just before you click “OK”:





Credits:

Special thanks to all the modders who contributed to this project:

Artistic Directors: ArtistPavel & Dolgov Studio

Graphics:

Photography: ArtistPavel & Dolgov Studio

World Textures: Argus, Domestos, Sergy172, NMC

Weapon Textures: N_ck-cz, Teh Snake, Rionname, Siro, Idoe, Doommarine23, Scopes by Gnomus & Cromm Cruac, Binoculars by GadGett

Weather: Sun, Weather Presets, and 26 Skybox/Landscape Textures by ArtistPavel & Dolgov Studio

Sound:

Ambient: {imperialreign}, Darius6, Hectrol, Mongol, MulleR

Music: Guitar Performances by MulleR, Main Theme from “Хиромант 2” (Hiromant 2)

Weapons: Mongol, dDefinder

Programming:

Sky Reclamation Project: Decane; All Contributors: Smoq2, PhoenixHeart, Red7204, OGSM, Vandal, Pavlov, Angus McFisticuffs, Burger, Tariq, Gosuke, DerHeiligeApfel, RoboMook, Smrtphoneusr, Kill_the_Strelak, ATi shader Fix by MacroN

User Interface: ESC+S SmartSave by NatVac, NoIntro by Lux

Tweaks: BanditFactionTweak by {imperialreign}, Less Grenades by Neod

Features: The Wish Granter by Shocker (Povelitel Zoni Gold translated by ArtistPavel), Elite Nightvision by Nandersen, Sleeping Bag by AMK (translated by Decane), Glowing Detectors & Wolf’s Model by Gosuke

Installer:

Scripting: EricB & Eric Enterprises

Art: ArtistPavel & Dolgov Studio

Testing/QA: ArtistPavel & EricB

User Manual: ArtistPavel & EricB

Clear Sky Complete design and graphics by ArtistPavel. User Manual compiling/editing and Installer scripting by EricB. Visit us on the web at <http://www.paveldolgov.com/> and <http://ericenterprises.tech.officelive.com/>