

★★★★

"Vanilla 2.0"

- FPS Informer

STALKER

COMPLETE

2009

COMPILED BY ARTISTPAVEL CREDITS ARGUSTROJANUCH COMBRAGOL SKY4CE LUCIANO4 DON REBA MANDERSEN EGGCHEN NATVAC DOMESTOS
STEEL WOODSH BACS FLCL XIANI HADES SERGIY172 MACRON1 HECTOROL DARIUS6 X-TREAME KOGAR OGRAMX DETHTOLL ZERO 3 KNIFEINFACE
IMPERIAL REIGN GNOMUS ONIONRADISH SHEBUKA THARAVIDEAL MULLER MACRON HADES GAD GETT IDOE AND OTHER GREAT MODDERS
www.artistpavel.com

STALKER Complete 2009

Version 1.4.3 by ArtistPavel

If you haven't played 2007's most immersive, atmospheric shooter, or you're back for replay, this mod is for you. This is the world of STALKER like you've never seen before with graphics 2.0. It updates the game, without changing the original story or gameplay.

What makes this mod different?

It was designed by professional graphic artists with rich experience in the field, following industry standards for creating interactive 3D environments. It features work by many authors from Stalker community under one art direction, redesigned with new visual qualities and offered as one convenient package to reach a user base beyond the modding community. This mod has been created with a thought of bringing the beautiful and immersive game of S.T.A.L.K.E.R. from the last generation era, when it was created, to an up-to-date experience you'd expect from games you play in 2009. I did not try change the game beyond recognition, but rather enhance it while keeping the core elements that made it so great.

The following list is the carefully chosen essential collection of most advanced and aesthetically pleasant modifications, created by talented modders, concept artists and programmers over the past 2 years. These are meant to technically and artistically enhance the game without compromising the original feel and atmosphere the developers meant you to experience. You'll notice every single detail has been retouched and has a polished feel to it. This is ideal for first time players or people who beat the game when it first came out and now are coming back to replay it on new rig with higher resolution and better graphics.



STALKER Complete 2009 v.1.4.3 by ArtistPavel

December 1, 2009

Changelog:

Version 1.4.3

- added new sky, sun, wind, and particle effects, including atmospheric space objects
- added the ability to reset hostile status and join factions outside of the storyline
- fixed a bug where NPCs aim direction and weapon direction didn't align
- removed mirrored markings on scopes
- fixed a bug where the binoculars' sound alerted enemies
- fixed Sidorovich's "silent radio" bug
- balanced bar music volume
- added some new varied skins for novice Stalkers and Bandits
- improved the "green" night vision
- scientific suits with 90% rad protection now feature an anti-rad injection system
- bandages auto-apply at 10% health (optional)
- added the ability to shoot birds

Version 1.4.2:

- added comments to all vocal/guitar tracks for proper volume and radius
- added 19 new authentic music tracks by various artists
- disabled the ability to see what the secret stash holds on the PDA map (was meant for testing)
- fixed low volume PDA radio messages
- enabled NPC counter on the minimap (optional)
- touched up Sidorovich's skin
- fixed the Sleeping Bag camera spin bug (user.ltx)
- fixed shadow glitches (user.ltx)
- enabled third-person view (press F1, F2 and F3 to cycle through camera views; + or - to zoom in/out)(user.ltx)
- other tweaks

Version 1.4.1:

- enabled anomaly evasion for NPCs
- reduced flashlight output by 50% due to overexposure when pointed at walls
- added ability to sell armor and weapons to NPCs so they can use it
- NPCs can now sell ammo
- touched up sky and weapon textures
- increased scope waving
- increased the difficulty on Master

Version 1.4:

- implemented Smart Mod Manager compatibility
- mod is now released one consolidated archive/installer
- multiple bug fixes from user feedback
- natural dawn (less purple)
- new water shaders
- flipped the G36's scope
- optimized night sky textures
- included incremental patch by Steel
- fixed Screw repair dialog

Patch 1.32:

- natural twilight (less red)
- moonlight at night
- other weather tweaks

Patch 1.31:

- redesigned HUD, incorporating ornate elements to further match game's art style
- corrected all weapon configs from overpowered to normal settings
- added ability to drag mutants (press Shift+F)
- fixed Screw repair dialog
- retouched weapons textures

Patch 1.3:

- added updates from Ambient Audio Overhaul v1.8 (additional sounds, daytime, nightlife, morning fog, labs, and corrected audio volume levels)
- redesigned the HUD to bring back stamina bar, compass, ammo icon, larger ammo count font size, and created a new hitmark texture
- fixed missing text when talking to Bes
- reverted Shotguns, H&K MP5, and Beretta 92FS to their default settings
- enabled a tracer effect for armor-piercing bullets, making them visually distinguishable when used

Patch 1.21:

- set AI accuracy to default (it was configured low by mistake in patch 1.2, making the game easier than normal)
- retouched AK-74 and AK-74SU textures
- replaced the Makarov PM's sounds
- tweaked the cursor

Patch 1.2:

- added Ambient Audio Overhaul v0.95
- added S.T.A.L.K.E.R. Sound Remake Mod v4.0 (stealth, unique weapons have unique sounds, proper harmonica samples, etc.)
- 84 additional acoustic guitar compositions (performed by Muller)
- added Repair Mod (Eng) v2.5 (enables bar trader to repair weapons)
- added Repair Kit v1.1
- added Gnomus's Scopes v2.0 (see the Technical FAQ on how to switch between wide and standard screens)
- added Raw Onion Revamp Mod v1.05 (this mod corrects many typographical errors in the game and provides better English localization)
- fixed a game crash when trying to equip the silenced MP5
- retouched the rain texture to increase its visual impact in the environment
- optimized the motion blur effect

Patch 1.1:

- added the Sleeping Bag to inventory
- designed new main menu art
- added updated textures from Photorealistic Zone: Living Creatures v0.60
- added updates from ZRP v1.05 R11
- minor UI, HUD, and dialogue changes
- minor weather tweak

Patch 1.0:

- added selected textures from Photorealistic Zone: Living Creatures v0.51
- retouched the HUD to better fit the game style
- fixed a game crash due to the missing vehicle texture "veh_bmp"
- fixed incorrect icons for various inventory items
- implemented minor shader optimization



Natural lighting, vast panoramic views, depth of field, parallax mapping, SSAO, over 900 reworked texture files, including vehicles and armor suites with manual bump editing, you won't believe it's the same game.

Stalker Complete 2009 Overview:

FEATURES

- **Sleeping Bag** - it's always in the inventory and allows the player sleep in game.
- **Faction Change and Reset** - now players have the ability to reset hostile status and join factions outside of the storyline.
- **Ragdoll Physics** - natural death and hit animation, kills will no longer cause corpse ragdoll to fly backwards.
- **Bulb tweak** - now you can shoot the lights out!
- **Gnomus' Scopes** - high resolution scopes for widescreen and standard monitors.
- **Repair Kit** - a special item to the game that allows you to repair weapons and armors out in the Zone. The only way to get this item is to loot it from a NPC's corpse.
- **Repair Services** - Bar trader and Screw now sell weapons and armor repair services.
- **Chernobyl TV** - replaced TV animation with actual footage about Chernobyl.
- **Elite Night Vision** - black & white night vision based on the psy_antenna postprocess effect. This one really makes you see in the dark.
- **ZRP Teleport** - the ESC+J shortcut lets you jump between the points in the environment.
- **Third-Person View** - press F1, F2 and F3 to cycle through camera views; + or - to zoom in/out
- **Other features** - authentic food and drinks skins, ability to drag dead creatures' bodies, ability to carry selected explosive fuel cans, barrels, shoot birds, and more.

WEATHER

Developed by a professional art studio, the weather system in Stalker Complete 2009 is the pinnacle of visual game design. It features work by several artists including challenge winners from conceptart.org, the biggest concept art community producing works for games and movie industries. It's based on the same elements and principals found in representational art such as aerial perspective, composition, balance, and color theory to name a few. The key features include:

- Natural multi-phase day and night transition, based on daily observations, photographs, and studies by artists from Dolgov Studio.
- Vast distant views, creating large open world around player.
- New multi-phase moon design authored by our studio.
- Proper sun travel according to date (01.05.2012) and geographic location (Ukraine).
- Enhanced High Dynamic Range lighting and Sun effects (including realistic sunsets and sunrises)
- Number of weather cycles multiplied.
- Different types of storms, fast and slow.
- Wet surfaces during rain.
- High resolution star constellation map.
- Improved water animations.

(authors: Dolgov Studio, Argus-textures.ru, Trojanuch, Sergy172)

GRAPHICS

This mod takes full advantage of Shader Model 3.0/4.0 and introduces advanced shader technology first seen in Crysis and now being adopted by recent games, creating close-to-life illusion of true relief and depth, plus additional rendering techniques creating an enormous difference in the way the game looks:

- **Parallax Occlusion Mapping** - gives 2D textures the illusion of 3D geometry, can be clearly seen on surfaces such as brick walls.
- **Screen Space Ambient Occlusion** - a shading method, approximating the way light radiates in real life, creating soft shadows in corners and hard to reach places.
- **Depth of Field** - a gradual decrease in sharpness, determined by the subject distance, for example a distant landscape will appear blurrier compared to nearby objects.
- **Motion Blur** - a streaking effect frequently used to show a sense of speed, when camera moves fast.
- **Particle system** - enhanced rendering of fire, explosions, smoke, muzzle, sparks, falling leaves, anomalies, fog, etc.
- **Water Shaders** - improved water effects ported from S.T.A.L.E.R. Clear Sky.
- **Fire Dynamic Lighting** - fire illuminates the surroundings, casting dynamic shadows.

(authors: Sky4CE, Eggchen, NatVac)

TEXTURES

A texture overhaul featuring the "Photorealistic Zone", a total rework of every texture in game by Argus over a 9 month period. Special attention has been given to preserve the game's original look while textures have been replaced with higher quality versions and manually bump edited files. Textures are heavily optimized to reduce performance drop.

- **Locations** - all textures replaced with higher quality photographs with partial use of original files and assets from S.T.A.L.K.E.R. Clear Sky.
- **Living Creatures** - Mutated creatures have soaking wet flesh showing through wounds, it's almost disturbing. All humans in Zone have been retouched down to finest details, armor, shoes, wrinkles, faces, even eyeballs.
- **Vehicles** - 20 year old vehicles in the Zone now appear realistically rusty and abandoned.

(authors: Argus-textures.ru, Domestos)

BUG FIXES

STALKER's notorious reputation of being a bug-ridden-like-an-anthill title ends here. Over the past 2 years, a joint community effort has accumulated fixes for most known bugs and "crash to desktop" exits left out by developers after patch 1.0005 with release of the unofficial community patch. In addition to bug fixes it also adds numerous positive gameplay tweaks like real weapons names, reduced head bobbing, increased actor's height, expanded carry weight limit, extended quest time, etc (the list is endless).

(authors: NatVac, Fatrap, Victim, DC-, silverpower, omero, Decane, fitzroy_doll, motiv-8, BobBQ, Snowball, TSL16b, Eggchen, barin, Alex-Tommy, GSC forums...)

A.I.

Artificial Intelligence received major reworking:

- **New abilities** - NPCs can avoid anomalies, remove dead bodies from camp sites, throw grenades, change armor, heal other NPCs. You can also give weapons and armor to NPCs by selling or dropping it near them and giving them a privacy to change, they may not accept it based on preferences, if they do, they will use new stuff.
- **Early detection** - removed the ability for NPC's to notice you at unrealistically large distances.
- **Stealth** - knife and other critical sounds such as falling dead bodies, grass, footsteps, have been properly commented to reduce their sound radius.
- **Death panic** - reduced the sound distance of death cries, in original game it was the cause of panic of the whole camp population, once one member was hit, as it was set to 40 meters).

(authors: xStream, BAC9-FLCL, KoGar, Darius6, {imperialreign}, MulleR, Mongol)

SOUND

Mod replaces massive amount of sounds in game, including weapons, anomalies, equipment clatter, footsteps, nightlife, bullet fly-by sounds and more with quality equivalents. Adds unique ambient sounds for each weather cycle, repetitive NPCs only pronounce their lines once, i.e. "Get out of here stalker", hundreds of additional ambient sounds like bar kitchen cooking, horror night and fog sounds, etc.

(authors: Darius6, {imperialreign}, MulleR, Mongol)

MUSIC

New music collection, featuring 84 additional acoustic guitar compositions added to the existing set plus a few vocal songs in authentic language, unique to each faction. This is the only music mod where compositions have been performed live and recorded specifically for this game by a musician, no MIDI or generic karaoke tracks were used. This is live music with human touch that blends seamlessly with ambient soundtrack and makes you wish spending more time near camp fire. In addition, 19 authentic music tracks can be heard on the radio and megaphones throughout the Zone. NPCs will now randomly play the harmonica as well as the guitar.

(authors: Dolgov Studio, MulleR, Mongol)

LOCALIZATION

STALKER is not exactly a textbook example when it comes to localization. Misspelled words, typos, grammar errors, and humor lost in translation can be charming at times given the context, yet creating unnecessary difficulty when attempting to understand. Most of this mod's text received a grammar-friendly rewrite, providing a much improved English localization.

(authors: Tharawdeal, Onionradish, Dethtoll)

USER INTERFACE

A successful graphic overhaul mod can't be complete without custom user interface. This is why we are proud to present our very own new Main Menu, Loading Screen, and redesigned HUD created by a our graphic design firm, incorporating existing in-game art and photographs of actual Chernobyl disaster zone artifacts, adding a unique art style and authentic feel. Certain buttons have been conveniently reorganized for more intuitive access and new shortcuts added, such as ESC+S which works like a "smart quick-save" creating a separate save file with level name, in-game date, and time (example: 01_escape_2012-05-01_0535.sav) each time it's used.

(authors: Dolgov Studio, NatVac)

FREEPLAY

After your journey ends with "good" ending, you'll get the dialogue that will let you continue the game in freeplay mode, allowing creatures and NPCs migrate freely. It will be a living and breathing zone with self sustained A-Life and unscripted events. This feature doesn't remove the ending scene so you can enjoy it. You can skip the entire story line from the start by pressing ESC+T while in game and teleporting to last map or by clicking Freeplay and "equip for level" to start from the first map.

Designed and tested for STALKER version 1.0005/1.0006. Starting a new game is required!

This mod will run smooth as long as you have a video card with Shader Model 3.0/4.0 and large amount of memory to accommodate textures, it performs better than S.T.A.L.K.E.R. Clear Sky/Call of Pripyat, while providing similar and often better visuals, it's DirectX9 and the X-Ray engine at full potential.

Screenshots:



Weather, environments, textures, interiors:

[\[Flickr\]](#)

Reviews:

Lighting – the new day-night cycle’s particularly spectacular – and textures are what’s most lovingly touched by the hand of mod, but on the non-graphical front much of the in-game text gets a more grammar-friendly rewrite and the HUD receives a much-needed overhaul.

[\[rockpapershotgun.com\]](#)

[...] the graphical changes are immediately smack-you-in-the-face obvious. It's stunning. Whereas looking at old STALKER made me think of, well, a 2007 eastern European PC title, the texture and shader upgrades in STALKER Complete 2009 made the place instantly come alive.

[\[gamerswithjobs.com\]](#)

Stalker Complete 2009 combines several modifications that improve Stalker: Shadow of Chernobyl in matters of graphics, gameplay and atmosphere.

[\[pcgameshardware.com\]](#)

As mods go this is one of the most subtle imaginable. It does not attempt to change the atmosphere or effect of the game world, but simple to enhance it. 900 new textures, an improved sky and weather system, and the introduction of expanded graphics options make this one of the most exquisitely beautiful experiences ever to grace a gaming system. [...] this is, finally, the finished and complete version of Stalker - as good as it could possibly have been on release.

[\[eurogamer.net\]](#)

This is the "STALKER Complete 2009" mod [...], which does an admirable job of making the game look like it was, well, made in 2009. New textures, new lighting and new weather effects help get the game looking ship-shape...

[\[kotaku.com\]](#)

Performance:

Example Video Settings:

- full dynamic lighting
- vision distance = 100%
- object detail* = 75%
- grass density = 100%
- textures detail = 100%
- anisotropic filtering = 100%

- *antialiasing** = off*
- *sun shadow = on*
- *grass shadow*** = off*
- *lighting distance = 100%*
- *NPC flashlights = on*
- *Shadow quality = 100%*

Resolution = 1680x1050

Result:

nVidia 8800GT 512MB: 30 fps average, some stuttering.

nVidia GTX 260 896MB: 60 fps average, smooth.

* I recommend setting object detail (AF) to 75%, it plays nice with depth of field effect.

** The AA slider in the graphics options does nothing. If you have an nVidia card with recent drivers, you can force true AA by using these settings in the nVidia control panel's profile for the game:

- Antialiasing - Gamma correction: Off
- Antialiasing - Mode: Override any application setting
- Antialiasing - Setting: 2x or 4x
- Antialiasing - Transparency: Off

*** The grass shadow option doesn't work.

If you experience an unusually large hit in performance (2-5 FPS on a modern PC), check to see if you have AA enabled in the nVidia control panel's global settings. Disabling that setting, along with the Vista/Win7 Aero feature, can result in performance increases on some systems.

FAQ and additional information: (please read, contains answers for many common questions):

Designed and tested for STALKER version 1.0005 (also works with v1.0006, the multiplayer patch). Please update your game, otherwise you will see black screen upon startup.

To check if your game is updated, check the lower left corner of the main menu screen, it should say 'version 1.0005' (or 1.0006). If nothing is there the game is not updated.

If you bought this game on direct2drive.com, you need a 'digital distribution' patch called stk-dd-10005.exe, available here: <http://www.filefront.com/9029406/S.T.A.L.K.E.R.---v1.0005-Patch-Download/>

Starting a new game is required! The game engine can only read mod changes when you create a new game!

-----Technical FAQ-----

- All files with the “.ltx” extension need to be opened in Notepad or a similar program to make the edits described below.

- The *gamedata* folder is located in the directory you installed the game to, usually it is found at:
“C:\Program Files\THQ\ S.T.A.L.K.E.R. - Shadow of Chernobyl\”

- If you need to reinstall the mod, it is highly recommended to uninstall your existing mod installation first. The uninstaller (unins000.exe) is located in your *STALKER-SHOC\Stalker Complete 2009* directory (the exact location is detailed below) along with this Readme, and you can always uninstall from the Windows Control Panel as well.

- If you are still experiencing “shadow glitches”:

This is a very distracting effect that you may see on the edges of your screen, especially if you have a 16:10 or 16:9 monitor. To fix this, go to the *user.ltx* file (C:\Documents and Settings\All Users\Documents\STALKER-SHOC\user.ltx for XP, C:\Users\Public\Documents\STALKER-SHOC\user.ltx for Vista/Win 7) and locate the following line:

```
r2_sun_near_border 1
```

Slowly increase *r2_sun_near_border*'s value from 1 to 1.1, 1.2, 1.3, etc until the glitches are gone.

- To repair weapons talk to the Bar Trader, the NPC named Screw at Freedom base, or loot the special repair kit from an NPC's corpse (a rare item).

- Sometimes the actor may appear wearing a Rookie Jacket instead of the actual outfit. This is a known bug from the original game and can be easily fixed by re-dressing your character in the inventory window after each armor upgrade.

- Use the “ESC+S” keypress shortcut to create a level-named savegame (courtesy of ZRP 1.05)

- You can teleport (jump between points in the environment) in-game at anytime by pressing “ESC+J”, or press “ESC+T” to skip the main story by selecting “Free Play” and equip for level in the dialog options (courtesy of ZRP 1.05).

- To disable weapon auto-hiding at traders (this is needed when you are playing as a member of opposite faction and unable to enter the trader's place because of your hostile status), go to this folder:

```
gamedata\scripts
```

and rename the file:

```
bind_stalker.script_no_weapon_autohide
```

to:

```
bind_stalker.script
```

This will make the change the default action.

- To disable the auto-applying of bandages at 10% health function, go to the folder:

gamedata\scripts

and delete these files:

auto_healing.script

xr_detector.script

- Easy Healing: if this option is enabled, Medpacks, Bandages and Anti-Radiation supplies will apply automatically. To activate this feature, go to the folder:

gamedata\scripts

and rename the file:

auto_healing.script_easy_healing

to:

auto_healing.script

This will make the change the default action.

- You can reset faction hostile status by talking to Sidorovich or the bartender. To first get that option you must kill (not simply injure) a member of the hostile group.

- This mod contains comprehensive shader mod that adds SSAO, parallax mapping, etc. Adding Float32 would lead to conflicts. If you must add Float32 to improve performance, first delete the folder *gamedata\shaders* and install Float32. You will lose many advanced features and the graphical enhancements of this mod but gain performance (for example, clouds will appear “flat”). It’s recommended that before resorting to implementing Float32 to first try disabling motion blur and SSAO to improving the performance:

- To disable motion blur go to:

gamedata\shaders\r2\SkyGRAPHICS_options.cfg

And add two forward slashes before this line:

```
#define IMPROVED_MBLUR           // Enable/Disable Motion Blur
```

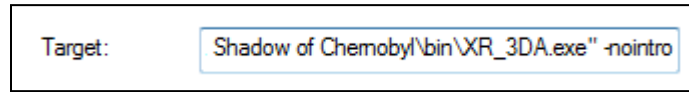
So it looks like this:

```
##define IMPROVED_MBLUR        // Enable/Disable Motion Blur
```

- To disable SSAO, do the same procedure to this line:

```
#define SSAO                     // Enable/Disable Screen Space Ambient Occlusion
```

- You can learn how to control Motion Blur, Depth of Field and other effects by reading the config comments in SkyGRAPHICS_options.cfg (text preceded by two forward slashes). Sunshafts are not supported because of incompatibility with other graphics mods.
- You can disable introductory movies by right-clicking on the game's desktop shortcut and selecting "Properties". Then in the "Target" box, one blank space after the last character, insert the -nointro switch and click "OK". Your "Target" box's text should look like this when you click "OK":



- You can also enable the -noprefetch switch (follow the above instructions substituting "-noprefetch" for "-nointro"). This will disable the prefetching which occurs during savegame loads, preventing the game engine from preloading a range of resources into system memory. This may reduce pauses and stuttering during gameplay some players experience.
- The game does not support Anti-Aliasing, but you can force AA using nVidia's game profile in the nVidia control panel. However, performance is cut by half per every 2x AA adjustment. The in-game AA slider does nothing, neither do grass shadows work, but the included SSAO shaders create ambient shadows for everything, including grass. Grass distance is hard coded into the game engine and can't be increased beyond its maximum limit.
- You can add some of your favorite mods on top of this one if they don't use the same files (or if you know how to merge configs). Smart Mod Manager may be helpful. This mod is not compatible with other global mods, such as Oblivion Lost or AMK, since each mod has its own complex resource management system.

- To change the size of your cursor, go to

gamedata\config\system.ltx

And make changes to this line:

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

The default value is 0.015, a value of 0.00 makes a "dot", simply experiment around with different values until you are satisfied.

- To compensate for darker nights I made sure there's always some kind of natural illumination like moonlight, ambient lighting, dusk, and dawn. I placed a halogen flashlight with 30 meters range and superb "good night vision" (next upgrade after green "inferior" night vision). If you would like to change the flashlight's settings, go to the file:

gamedata\config\models\objects\light_night.ltx

and changing the range in meters:

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

and angle in degrees:

```
spot_angle = 60
```

- To increase the maximum weight limit, go to:

```
gamedata\config\system.ltx
```

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

Change the number to any value of your choosing, this will represent the amount you can carry before it goes red, which causes your stamina to run out much faster.

Then go to:

```
gamedata\config\creatures\actor.ltx
```

and find 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 get the vanilla HUD back go to:

```
gamedata\config\ui\
```

and delete these files:

```
maingame.xml  
maingame_16.xml  
motion_icon.xml  
motion_icon_16.xml  
ui_hud.xml  
zone_map.xml  
zone_map_16.xml
```

Then go to:

```
gamedata\textures\ui\
```

and delete the file:

```
ui_hud.dds
```

- To increase head bobbing:

Open the file:

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
```

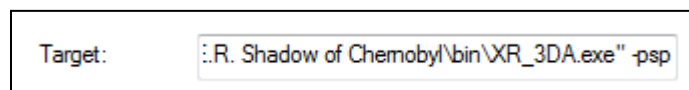
- These are the settings that enable third person view (a feature implemented in Stalker Complete v1.4.2):

Add these lines to the *user.ltx* file, located in “*C:\Documents and Settings\All Users\Documents\STALKER-SHOC*” for XP, “*C:\Users\Public\Documents\STALKER-SHOC*” for Vista/Win 7:

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

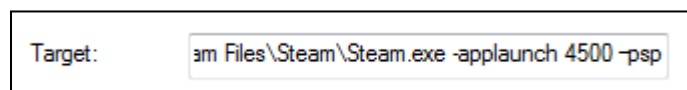
Then save the *user.ltx* and load up stalker and press F1, F2 and F3 to cycle through camera views and + and - on the numpad to zoom in and out

However, this enables camera view toggle only, to activate a full third-person gameplay, right-click on the Stalker 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 text should look like this when you click “OK”:



“*C:\Program Files\THQ\S.T.A.L.K.E.R. - Shadow of Chernobyl\bin\XR_3DA.exe*” -psp

Or like this for the Steam version of the game’s shortcut:



“*C:\Program Files\Steam\Steam.exe*” -applaunch 4500 -psp

S.T.A.L.K.E.R. stands for Scavengers. Trespassers. Adventurers. Loners. Killers. Explorers. Robbers.



Credits:

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