



ENHANCEMENT ADDONS PACK (E.A.P.)

Enhancement Addons Pack (E.A.P.) for Call of The Zone

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Version: 1.2 (9 jul 2020)

Download link: tiny.cc/cotzeap (this link will always resolve the last pack version direct download)


moddb E.A.P. page: www.moddb.com/mods/doctorx-call-of-the-zone/addons/enhancement-addons-pack-eap

moddb DoctorX Call of The Zone: www.moddb.com/mods/doctorx-call-of-the-zone

Enhancement Addons Pack (E.A.P.) is an addon pack made for **S.T.A.L.K.E.R.: Call of The Zone** mod with the objective of enrich the **immersion**, improving four COTZ features: **textures, effects, models and sound**.

This pack **does not** affect Call of The Zone **game mechanics and experience** designed by DoctorX, one of the most polished Call of Chernobyl experiences. I only selected, compiled and ported (a few) existing addons (most for Call of Chernobyl) into a simple-use pack. **Kudos to its authors**, a complete and detailed list is in a PDF into in the pack.

 **Image gallery:** ibb.co/album/MycRWF

 **In-game video** (27 min in different maps, weathers...): www.youtube.com/watch?v=-4uInSVeyA4

Since these images and videos were taken, I made **some small changes**, but they are representative of E.A.P. result. For example, **EAX 3D spatial sound** is not present in the videos, but you can [watch this feature in this video](#).

NOTICE E.A.P. **increases** the necessary hardware requirements to play. A "top" PC is not needed (mine is 5 years old and runs perfectly). You must launch the game with the .bat included: "**Stalker-CoTZ + EAP (ENHANCEMENT ADDONS PACK)**" or using your own direct access with "**-no_staging**" option in the launch commands. With "**-no_staging**" option we could play at max quality without memory crashes. Tested with DX10 or DX11. It's explained in the F.A.Q., in next pages.

The E.A.P. purpose is update COTZ image and media result "to newer aspect" that it's **possible**, not as good as other mods based on newer X-Ray forks, but trying to get the best result that we can. Although **it's fully playable**, I want to warn about this possible **instabilities** that will cause to reload/reboot game.

INSTALLATION

1. If you have not installed **Call of The Zone**, [download](#) and uncompress it.
2. Now **uncompress the EAP zip content** into the root Call of The Zone folder where is installed. Overwrite when asked. If you have played with the COTZ installation before, delete the "*appdata/shaders_cache*" folder.
3. **Launch the game with the .bat included:** "**Stalker-CoTZ + EAP (ENHANCEMENT ADDONS PACK)**" or with "**-no_staging**" option at launch (much easier to use the included .bat file - all info in F.A.Q. pages). Edit the configuration if you want or just play, like in any other STALKER mod. For questions, read the FAQ (last page! :D).

Obviously, I can't ensure compatibility with other mods, but you will be OK if you try installing E.A.P. first. Also, you can use [JSGME](#) for the installation, up to you!

MAIN CONTENTS

Here is the list with the main pack contents (*full list at “COTZ-EAP-Credits-Detailed-Addons-List” file*):

TEXTURES

- New **high quality and resolution textures** for a lot of items (materials, grass, wood, floor, objects...). New 2K textures from the famous *Stalker Two-K* pack and some more from *Structures Redux* and *Absolute Nature Redux*.
- High quality **sky textures** from *S.W.T.C.*
- 2D **open scopes** (you can swith to the normal ones optionally).

EFFECTS

- **Improved effects and particles**, in-game impact effects, flashlights, fires... and others (*Particles Remade*, *Hollywood FX*, *Stalker Two-K...*).
- Improvement of general graphic aspect with **post-processing using ReShade**, with a profile made by me (*Illumination*, *SSDO*, *MXAO*, *levels*, *colors*, *FXAA...*) and more changes trying to make the game more eye-candy.
- Improved **lighting, shadows and sun effects** (*Improved Sun Effects*, ltx "lumscale", particles, 4096 shadow map...).
- Included the *HUD Simple Mask* for **immersion** reinforcement (on-screen helmets, breathing sounds...).

MODELS

- **High quality models for almost all NPCs**. Ported from *HD Models Addon* for Anomaly mod (not the famous COC one, this is a newer pack). You will hardly find a NPC with the “old” style model.
- **High quality weapons models and textures** from *COTZ Weapon Pack* (STCOP + OWR).
- **High quality actor's arms/hands** models and textures from *The Hand/Arms Project addon* (*T.H.A.P.*).

SOUNDS

- **Improved ambient, environment and all kinds of sounds** with *TRX Sounds Revamp* addon. Footsteps, impacts, environmental sounds...
- Some other sounds of the same style from *Stalker Two-K AmbientSounds* and *Ambient Metro*.
- **EAX 3D spatial sound** feature ported from *Dead Air*, also with **echoes and surrounds** under certain conditions (very noticeable in underground maps). Watch [this clarifying demonstration](#).
- **Weapon sounds** comes from the *COTZ Weapon Pack* (STCOP + OWR).
- **Ukrainian and russian voices**, replacing english recorded ones.

OTHERS

- New **background menu**, logo (made by *xintothefallx*) and music.
- Integrated ports of **immersive fast travel** and NPC using **medkits**.
- Restored **death animations** from COC and CS (ported from Anomaly mod).

In theory, as this is not changing many gameplay aspects, EAP will not have (important) compatibility issues with future versions of COTZ, but I hope I could maintain the pack. You can **use the list of plugins to adapt** your taste or apply the list with other COC mods or similar.

Feel free to comment or message on [my moddb profile](#) or [EAP moddb addon](#) page with **feedback**, recomendations, improvements, requests...

Hope you enjoy it, stalker!

Full credits list — DoctorX, brainscorcher, CrommCruac, Raito-x-Ray, Ninja_Nub [NOR], Aboba, MrStalkerHacker, Darth_Shepard, Smurth, Sanctuary, FlyingDebris, Mechanic, Shoker, Antnigm, Rulix, Nuor, r_populik, Ga2z, Mortan, lokStre, ICHICROW, Wizard2, attackzone974, ijoyner, Tronex, stason174, MasterBoli, RedNikee, AyyKyu, Ghost-2142, xintothefallx, GragHat, Mr. Audron, Revo Lucas, SashaRed, Dodge_This, tsesari, MegaTomG, Morka, Gnomus, Ceano, spikensbror, melighos, jenek96, Porpeta Voraz, brankovich, attackzone974, Lanforse Rainford (*Dead Air*), crosire, Ekkaia

Changelog

As it is a large pack, it is not worth publishing the full version and a version-to-version patch: only the full version will be published. This will save (many) work and mistakes. You can update in the same way you made the installation (overwriting). You can avoid to do it with *appdata/user.ltx* for preserve your configuration changes.

1.2 9 jul 2020

- **Far way much more stability! Not needed to mess with configs or worry about crashes:** Changed the "noprefetch" option to launch the game with the "no_staging" option, that works much better (explained in FAQ). Added a .bat launcher that works for everybody (no need to make anything, just launch) and re-wrote "readme" according to this.
- Enable scope for Groza weapon (in real life it has the possibility).
- Fixed excessive scope zoom for Gauss gun.
- Added death animations from CS and COP (made by AyyKyu for Anomaly, config ported by attackzone974).
- A bit edit of one 2D open scope texture.

1.1 3 jul 2020

- Updated "Call of The Zone Weapon Pack" from 1.4 to 1.5.
- Small fixes to user.ltx, i.e. "r_detail_radius" that **was causing many crashes with ReShade** (lowering from 250 to 230 fixes that for me).
- Added small addon "Animated Detectors", that show an animation at detectors display.
- New whizz and buzz sounds for weapon impacts.

1.0 28 jun 2020

- Initial release.

Frequently Asked Questions - FAQ

1. What is the "no_staging" launch option that you mention previously?

It's a "forgotten" launch command option that GSC included in X-Ray engine for manage memory storage. Call of Chernobyl X-Ray (so also Call of The Zone) it's a 32 bits engine: this means a memory allocation limit, that is problematic with higher quality assets, which take up more memory space: you can reach easily RAM memory limit and the game will crash. Some new mods are using X-Ray forks migrated to 64 bits to avoid this problem. With this command we can avoid many of the "memory limit" crashes.

With *no_staging*, many data (textures) [are loaded into the GPU memory](#) (that nowadays are bigger than X-Ray release) and, as [OpenXRay developers tested](#), it could down to half the RAM memory load (and use "more" our "newer" GPUs) and it **will avoid reaching the memory limit of 32 bits engine**, optimizing the memory load. OpenXRay developers checked that by default "in engine almost every texture is duplicated to RAM". This behavior it's intended for another ages hardware, this command fixes that.

In previous E.A.P. version (and other mods) we used "*noprefetch*" command option, that avoids to load by default some unnecessary .ofg models into memory, saving many memory, but still reaching sometimes the memory limit. But using "*no_staging*" this problems are gone: we have plenty space at memory (tested on all maps) **and you can forget about lowering texture quality options:** by far, it's much more stable. This is "not magic" and maybe you could get some crashes here and there (typical in STALKER series). Anyway, if high graphic load causes instability, read the point 4. This was tested on DX10 and DX11. Don't know about DX9.

You may use the included .bat (it will work without doing anything else) "Stalker-CoTZ + EAP (ENHANCEMENT ADDONS PACK)". You can edit the .bat (for replace or add another commands) with notepad. You can change with "noprefetch" in the case you need.

Also you can make your own direct access if you want with the commands: you must **create a direct access** of the "Stalker-CoTZ.exe" executable, right click, "Properties" and in the "Destiny" box add in the end: `-no_staging`. This doesn't affect to the "typical" micro stuttering in STALKER and COC games/mods... that will be the same :)

With the .bat file, I think this will not be needed anymore, but I included the old ones in the "optional" folder, as a example, editing the file paths for get it working.

2. I don't like ReShade effects, how to disable it?

Simply remove "*bin/dxgi.dll*" file and the post-processor will not execute.

3. Ok, I like some ReShade effects but some not, how to configure?

Press "Home" button for open the ReShade menu. Here you can edit or disable the post-processing effects. For edit, uncheck "Performance mode" (not needed for disable). ReShade doesn't have a very high impact in fps at all (most times). The effects that could have more performance impact are Ambient Light, SSDO and MXAO.

Also maybe you could prefer to disable FXAA post-process and use STALKER or your graphic card driver AA. This is something more like "personal liking" depending the results. I use 2 AA post-process to get my preference results.

4. The graphic load is too high, I have low fps in many circumstances or I doesn't like the graphic configuration, what I can change?

You can lower other graphic settings like texture detail quality, shadow quality, vision distance, SSAO or the grass detail and radius in the console with: `r__detail_density` and `r__detail_radius`. Default values I use in this pack are 0.30 and 230, try to up first one and lower second one.

In fact, you can delete "*appdata/user.ltx*", run the game again and "start" with all the options from "zero", without affecting your savegame.

You can also check [this nice tutorial](#) about graphic commands on STALKER X-Ray engine.

Also, some people reports good results with this trick: **assign CPU priority "above normal"** and **[assign more CPU cores](#)** to STALKER executable on Task Manager (I don't use it, but I put an example in the "optional" folder).

5. Game is too dark, I don't like how it's done, how to change?

I tried to get a more realistic, vivid and *eye-candy* image, but maintaining the series ambience and logical visibility for the player, avoiding over-exaggerated contrast or darkness. But some people could be not satisfied with the results.

Instead changing brightness, you could use this three commands on console to achieve the lightning you want:

`r2_sun_lumscale` — "*for illumination from sunlight*" (main value for sun, "direct" sun). Default: 1.7.

`r2_sun_lumscale_amb` — "*for ambient / background illumination from sunlight*" (spaces with daylight sun where sun not reach directly). Default: 0.5.

`r2_sun_lumscale_hemi` — "*for hemi-illumination / evenly distributed light over surfaces*" (value for light in any space, not only with sun or direct sun – maybe what you're searching...). Default 0.55.

6. I noticed strange black lines/shadows in modal menus, PDA or dynamic masks, what is this?

ReShade MXAO and SSDO post-process produce some weird results with menus, PDA, scopes or dynamic masks, but I think that is important in the global image result, so it worth some strange lines and maintain these effects :)

As it's a post-process, it doesn't know "at all" if there are a semi-transparent layer in the image or not, it just apply the algorithm. More noticeable with night-vision... not great, not terrible.

7. Why you included the executables (exe) in the pack?

Because I applied the [NTCore 4GB exe patch](#). I think that the answer is "yes"... but as I'm not sure at 100% that COC binaries has this patch applied, I prefer to ensure applying my own and including it. This patch gives some "extra" RAM memory allocation for 32 bits executables.

8. I can't get the spatial 3D sound or the echo/surround effects working or sound doesn't work, how to fix it?

This one is ported from Dead Air. It can also help/solve players with problems to get EAX 5.1 working under certain configurations. Try to install OpenAL ([download](#) "windows installer"). You can test it with Sidorovich on Cordon map. If you've no sound, or problems with it, restore the "*bin/xrSound.dll*" file from the original COTZ zip file and overwrite existing one. This means you recover the original mod audio (no special effects and EAX depending your hardware).

9. I don't like the music/ambient music, how to disable it?

You can go to options: Sound and enable/disable "Dynamic music" or lower music volume.

10. I don't like the Dynamic HUD mask mechanic, how to disable it?

You can disable this mechanic in its options toggle: Options, Game, "Dynamic HUD mask".

11. I don't like the field of view or I watch the weapon model near/far for my taste, how to configure to my liking?

There are two FOV values, the typical FOV and HUD FOV. Both could be changed in the options or with console commands: `fov` and `hud_fov`. The `hud_fov` is for weapon and `fov` is for general field of view. Change as you prefer.

12. Could I get only some parts / features from this pack?

My idea is to serve the pack "as-is": a simple "easy-one-click" polished complete pack. As many of us have decent PCs, I think most people can run it without problems and take advantage of his hardware (with the little problem on some maps already mentioned). As I said before, you can always lower some graphics settings or DirectX renderer to fit at your hardware.

In any case, I have published or will publish apart some of the ports included, take a look [at my moddb account](#).

Also, there are some "optional" changes in a folder with the same name that you could apply. If there are more versions, maybe could place more here.

Of course, into the zip file it's included a (really) detailed list of addons used. All with authors (of course!) and links where I downloaded these addons, so if you want to choose your own, download the addons you want and use it, but it's some extra work for you.

For the same reason I didn't choose a "JSGME installation way", as you must install addon-per-addon and takes more time and means an obstacle for some people. E.A.P. is just uncompress and play :D **hope people like this decisions**

13. I wan't to unistall this pack, I hate it, I hate you and I don't like nicer graphics. I prefer the old-school 2009 STALKER graphics.

Wow, I don't know how you reached here and you decided to install this pack, but for delete it, you simply must uninstall the files you uncompressed for install and are contained in the EAP zip.