42.20 Server

- Mod List
- servertest.ini
- servertest_SandboxVars.lua

Mod List

Main Mods

Mod Name	Mod ID	URL
BurdSurvivalJournals	3639628777	Burd's Survival Journals (B41/42)
CraftingSkillsPractice	3765795716	Practice Crafting Skills
AwesomeLockpicking	3758561559	Awesome Lockpicking
BeyondTen	3765241705	Beyond Ten - Level 15 Skills [B41/B42]
CAExtendedCategories	3650035249	Extended categories (B42)
hrsys_towbars	3661430479	Towbars
ZVirusVaccine42BETA	3615135168	Zombie Virus Vaccine [B42.14 to B42.20 - SP/MP]
ResearchLabInternProfession		
damnlib	3171167894	that DAMN Library - Bugged animated parts are a base game bug!
B42Horticulture	3650168851	[B42] Horticulture
VanillaFoodsExpanded	3577903007	Vanilla Foods Expanded
NepWreckWorkingCars	3428369137	Dismantle Any Car
better-auto-mechanics	3635856965	Better Auto Mechanics [B42.20+ MP+SP]
RecycleVehicleParts	3567331912	Recycle Vehicle Parts B42 Stable
STA_EngineRebuild	3628452306	ST Additions - Engine Rebuild

SafeUserLogin	3232993626	Safe User Login
GydeTraitMags	3342191739	https://steamcommunity.com/sharedfiles/filedetails/?id=3342191739
WorkingKnowledge	3717099183	https://steamcommunity.com/sharedfiles/filedetails/?id=3717099183
SkillBookExpansionB42	3557111695	https://steamcommunity.com/sharedfiles/filedetails/?id=3557111695
DBFaster80	3393821407	https://steamcommunity.com/sharedfiles/filedetails/?id=3393821407
WildMaker	3747795879	https://steamcommunity.com/sharedfiles/filedetails/?id=3747795879
Spiffomon3DB42	3522453285	https://steamcommunity.com/sharedfiles/filedetails/?id=3522453285
CraftEnginePartsModerate	2744114761	https://steamcommunity.com/sharedfiles/filedetails/?id=2744114761
FixedLightOnBeltAF	3625933422	https://steamcommunity.com/sharedfiles/filedetails/?id=3625933422
STA_PryOpen	3579640010	https://steamcommunity.com/sharedfiles/filedetails/?id=3579640010
AliceGear	3610005735	https://steamcommunity.com/sharedfiles/filedetails/?id=3610005735
RepairableWindows	3378304610	https://steamcommunity.com/sharedfiles/filedetails/?id=3378304610
CombatText	2286124931	https://steamcommunity.com/sharedfiles/filedetails/?id=2286124931
RainCleansBlood	2956146279	https://steamcommunity.com/sharedfiles/filedetails/?id=2956146279
SKITTLE_LongTermPreservation	3406392630	https://steamcommunity.com/sharedfiles/filedetails/?id=3406392630
NoSmallAnimalVehicleDamage	3643490537	https://steamcommunity.com/sharedfiles/filedetails/?id=3643490537
VSUIKI5	3501302358	https://steamcommunity.com/sharedfiles/filedetails/?id=3501302358

FastOpeningOfTheCarHoodFIX	3582289485	https://steamcommunity.com/sharedfiles/filedetails/?id=3582289485
JumperCables	3741902515	https://steamcommunity.com/sharedfiles/filedetails/?id=3741902515
OcciferCodys_RainWashesVehicles	3672913009	https://steamcommunity.com/sharedfiles/filedetails/?id=3672913009
BCR	3660382016	https://steamcommunity.com/sharedfiles/filedetails/?id=3660382016
JusTradingCards	3669634817	https://steamcommunity.com/sharedfiles/filedetails/?id=3669634817
GunMakerB42	3729342595	https://steamcommunity.com/sharedfiles/filedetails/?id=3729342595
MakeScrews	3638921584	https://steamcommunity.com/sharedfiles/filedetails/?id=3638921584
Distillery&Biofuel	3721068590	https://steamcommunity.com/sharedfiles/filedetails/?id=3721068590
3DPrinter	3628922658	https://steamcommunity.com/sharedfiles/filedetails/?id=3628922658
DualBackWeaponSlots	3751668602	https://steamcommunity.com/sharedfiles/filedetails/?id=3751668602
twistdufflebag	3737772445	https://steamcommunity.com/sharedfiles/filedetails/?id=3737772445
ProximityInventory	3669550831	https://steamcommunity.com/sharedfiles/filedetails/?id=3669550831
StopJumpingOffStairs	3650112103	https://steamcommunity.com/sharedfiles/filedetails/?id=3650112103
TanksHavePropane42	3676347667	https://steamcommunity.com/sharedfiles/filedetails/?id=3676347667
dustinguished_bolt_cutters	3671176591	https://steamcommunity.com/sharedfiles/filedetails/?id=3671176591
ProjectArcade	3645980077	https://steamcommunity.com/sharedfiles/filedetails/?id=3645980077

PA-NeonCity-Addon	3692395659	https://steamcommunity.com/sharedfiles/filedetails/?id=3692395659
PA-Essentials-Addon	3654125746	https://steamcommunity.com/sharedfiles/filedetails/?id=3654125746
PA-SPFM-Addon	3646127635	Spiffomon3D Prizes for Project Arcade
GenRange	2972289937	Visible Generator Range
BicycleMod	3461415167	[B42.15+/MP] Bicycle!
tsarslib	3402491515	Tsar's Common Library B42
ZombsHaveCigs	3692043319	Zombies Have Cigarettes
Military_Tool_Kit	2705406713	Military Tool Kit
InjuredZombiesStumble	3648051123	[B41/B42+] Injured Zombies Stumble
VHSSkillNameInTooltip	3716522633	[B41,B42] Show VHS skills in tooltip
VanillaCraftableFoods	3742923053	Vanilla Craftable Foods
DBD_PrettySimpleStats	3656095750	[B42.12-17] Pretty Simple Stats v1.1 - DBD
StandardizedVehicleUpgrades3Core	3403490889	Standardized Vehicle Upgrades 3 - Core - B42
ServerAutoUpdate_B42	3756814990	Server AutoUpdate
VehicleGroundGuard	3690308807	Vehicle Ground Guard [B42 SP + MP]
ComputerModkum	3725497089	Computer Mod
claimableoutposts	3745620322	Claimable Outposts B42.20
YAPZLib	3624971238	Yet Another PZ LIbrary
VVR	3423424077	Vanilla Vehicles Replacer (KI5)

ZBandageReplace	3623721696	Zed's Bandage Replace
BetterSafehouse	3634569678	Better Safehouse [B42.20- MP]

Vehicles

Mod ID Name	Mod ID	Link
U.S. M60A3 by Papa_Chad	3739363702	U.S. M60A3 by Papa_Chad
U.S. M41 Walker Bulldog by Papa_Chad	3608725379	U.S. M41 Walker Bulldog by Papa_Chad
U.S. M998 Humvee by Papa_Chad	3554424111	U.S. M998 Humvee by Papa_Chad
U.S. M163 VADS by Papa_Chad by Papa_Chad	3598575779	U.S. M163 VADS by Papa_Chad
U.S. M548 Cargo Carrier by Papa_Chad	3424497614	U.S. M548 Cargo Carrier by Papa_Chad
U.S.M113_APC_by_Papa_Chad	2705655822	U.S. M113 APC by Papa_Chad
Fallout Hummer by Papa_Chad	3658100636	Fallout Hummer by Papa_Chad
rSemiTruck	3409472393	W900 Semi-Truck [B42]
1970WHITEFREIGHTLINERCOE	3409946507	1970 White Freightliner COE [B42]
ATA_Petyarbuilt	3403314193	Autotsar Tuning Atelier - Petyarbuilt 379 [B42]
82oshkoshM911	2618213077	'82 Oshkosh M911 + Military Semi-Trailers
89volvo200	3292659291	'89 Volvo 200 Series
93fordElgin	2969343830	'93 Ford CF8000 Elgin Street Sweeper
86oshkoshP19A	2566953935	'86 Oshkosh P19A + Military Trailers
92fordCVPI	2962175696	'92 Ford Crown Victoria

87chevySuburban	3196180339	'87 Chevrolet Suburban
68firebird	3258343790	'68 Pontiac Firebird
77firebird	3346905070	'77 Pontiac Firebird
90fordF350ambulance	2952802178	'90 Ford F350 Ambulance
93mustangSSP	3001592312	'93 Ford Mustang
87toyotaMR2	3052360250	'87 Toyota MR2
84merc	2805630347	'84 Mercedes Benz W460
87fordB700	3110911330	'87 Ford B700/F700 Trucks
93fordTaurus	3088951320	'93 Ford Taurus
89trooper	2932549988	'89 Isuzu Trooper
91fordRanger	3539691958	'91 Ford Ranger
82jeepJ10	2886832257	'82 Jeep J10
82jeepJ10t		
89fordBronco	2886833398	'89 Ford Bronco
78amgeneralM35A2	2799152995	'78 AM General M35 Series Trucks
78amgeneralM35A2extra		
78amgeneralM49A2C		
78amgeneralM50A3		
78amgeneralM62		
80manKat1	3248388837	'80 MAN KAT1
84buickElectra	3596903773	'84 Buick Electra

84oldsmobile98	3601417745	'84 Oldsmobile 98 Regency
85chevyStepVan	3614034284	'85 Chevrolet Step-Van
85chevyStepVanexpanded		
69charger	3631989559	'69 Dodge Charger
70fordEscort	3670063857	'70 Ford Escort
KI5trailers	3330403100	Trailers!
93fordF350	3073430075	'93 Ford F-Series
91fordLTD	3366300557	'91 Ford LTD Crown Victoria / Country Squire
89dodgeCaravan	3034636011	'89 Dodge Caravan
84jeepXJ	3409287192	'84 Jeep XJ Cherokee
92jeepYJ	3287727378	'92 Jeep YJ Wrangler
92jeepYJJP18		
85pontiacParisienne	3413706334	'85 Pontiac Parisienne
93chevySuburban	3152529790	'93 Chevrolet Suburban / Silverado
93chevySuburbanExpanded		
67commando	2478247379	'67 Cadillac Gage Commando
90pierceArrow	2942793445	'90 Pierce Arrow Pumper and Ladder Trucks
69camaro	2991201484	'69 Chevrolet Camaro
86chevyCUCV	3428008364	'86 Chevrolet CUCVs + M101A2 Trailer
81deloreanDMC12	3253385114	'81 DeLorean DMC-12

81deloreanDMC12BTTF		
88toyotaHilux	3435796523	'88 Toyota Hilux
91geoMetro	3008795514	'91 Geo Metro
67gt500	3026723485	'67 Shelby GT500 + Eleanor
49powerWagon	2900580391	'49 Dodge Power Wagon Crew Cab
86fordE150	2870394916	'86 Ford Econoline E-150 + Pop Culture vans
86fordE150dnd		
86fordE150mm		
86fordE150pd		
86fordE150expanded		
lockMartM577	3652371248	Lock-Mart Industries M577
78lamboCountach	3726526329	'78 Lamborghini Countach
73nissanGTR	3743371090	'73 NISSAN Skyline GT-R
87toyotaCorolla	3779315249	'87 Toyota Corolla AE92

servertest.ini

```
# Players can hurt and kill other players
PVP=false

# PVP is logged to admin chat
PVPLogToolChat=true

# PVP is logged to file
PVPLogToolFile=true

# Game time stops when there are no players online
PauseEmpty=true

# Toggles global chat on or off.
GlobalChat=true

ChatStreams=s,r,a,w,y,sh,f,all

# Clients may join without already having an account in the whitelist. If set to false, administrators must manually create username/password combos.
Open=true

# The first welcome message visible in the chat panel. This will be displayed immediately after player login. you can use RGB colours to chance the colour of the welcome message. You can also use < LINE>, without the space, to create a separate lines within your text. Use: \<RGB:1,0,0> This message will show up red!
ServerWelcomeMessage=Welcome to BeastCat's Project Zomboid World! <LINE> <LINE> To interact with the Chat panel: press Tab, T, or Enter. <LINE> <LINE> The Tab key will change the target stream of the message. <LINE> <LINE> Global Streams: /all <LINE> Local Streams: /say, /yell <LINE> Special Steams: /whisper, /safehouse, /faction. <LINE> <LINE> Press the Up arrow to cycle through your message history. Click the Gear icon to customize chat. <LINE> <LINE> Happy surviving!

# Display usernames above player's heads in-game.
DisplayUserName=true

# Display first & last name above player's heads.
ShowFirstAndLastName=false

UsernameDisguises=false

HideDisguisedUserName=false
```

SwitchZombiesOwnershipEachUpdate=false

# Force every new player to spawn at these set x,y,z world coordinates. Find desired coordinates at map.projectzomboid.com. (Ignored when 0,0,0)
SpawnPoint=0,0,0

# Players can enter and leave PVP on an individual basis. A player can only hurt another player when at least one of them is in PVP mode - as shown by the unobscured skull and crossbones on the left of the screen. When SafetySystem=false, players are free to hurt each other at any time if PVP is enabled.
SafetySystem=true

# Display a skull icon over the head of players who have entered PVP mode
ShowSafety=true

# The time it takes for a player to enter and leave PVP mode Min: 0 Max: 1000 Default: 2
SafetyToggleTimer=2

# The delay before a player can enter or leave PVP mode again, having recently done so Min: 0 Max: 1000 Default: 3
SafetyCooldownTimer=3

# Min: 0 Max: 60 Default: 60
SafetyDisconnectDelay=60

Item types new players spawn with. Separate multiple item types with commas. Example: Base.Axe,Base.Bag_BigHikingBag
SpawnItems=

# Default starting port for player data. If UDP, this is this one of two ports used. Min: 0 Max: 65535 Default: 16261
DefaultPort=16261

# Min: 0 Max: 65535 Default: 16262
UDPPort=16262

# Reset ID determines if the server has undergone a soft-reset. If this number does match the client, the client must create a new character. Used in conjunction with PlayerServerID. It is strongly advised that you backup these IDs somewhere Min: 0 Max: 2147483647 Default: 278670479
ResetID=5892405

# Enter the mod loading ID here. It can be found in \Steam\steamapps\workshop\modID\mods\modName\info.txt
Mods=BurdSurvivalJournals;CraftingSkillsPractice;AwesomeLockpicking;BeyondTen;CAExtendedCat

egories;hrsys_towbars;ZVirusVaccine42BETA;ResearchLabInternProfession;damnlib;B42Horticulture;VanillaFoodsExpanded;NepWreckWorkingCars;better-auto-mechanics;RecycleVehicleParts;STA_EngineRebuild;SafeUserLogin;GydeTraitMags;WorkingKnowledge;SkillBookExpansionB42;DBFaster80;WildMaker;Spiffomon3DB42;CraftEnginePartsModerate;FixedLightOnBeltAF;STA_PryOpen;AliceGear;RepairableWindows;CombatText;RainCleansBlood;SKITTLE_LongTermPreservation;NoSmallAnimalVehicleDamage;VSUIKI5;FastOpeningOfTheCarHoodFIX;JumperCables;OcciferCodys_RainWashesVehicles;BCR;JusTradingCards;GunMakerB42;MakeScrews;Distillery&Biofuel;3DPrinter;DualBackWeaponSlots;twistdufflebag;ProximityInventory;StopJumpingOffStairs;TanksHavePropane42;dustinguished_bolt_cutters;ProjectArcade;PA-NeonCity-Addon;PA-Essentials-Addon;PA-SPFM-Addon;GenRange;BicycleMod;tsarslib;ZombsHaveCigs;Military_Tool_Kit;InjuredZombiesStumble;VHSSkillNameInTooltip;VanillaCraftableFoods;DBD_PrettySimpleStats;StandardizedVehicleUpgrades3Core;ServerAutoUpdate_B42;VehicleGroundGuard;ComputerModkum;rSemiTruck;1970WHITEFREIGHTLINERCOE;ATA_Petyarbuilt;U.S. M60A3 by Papa_Chad;U.S. M41 Walker Bulldog by Papa_Chad;U.S. M998 Humvee by Papa_Chad;U.S. M163 VADS by Papa_Chad by Papa_Chad;U.S. M548 Cargo Carrier by Papa_Chad;U.S.M113_APC_by_Papa_Chad;Fallout Hummer by Papa_Chad;82oshkoshM911;89volvo200;93fordElgin;86oshkoshP19A;92fordCVPI;87chevySuburban;68firebird;77firebird;90fordF350ambulance;93mustangSSP;87toyotaMR2;84merc;87fordB700;93fordTaurus;89trooper;91fordRanger;82jeepJ10;82jeepJ10t;89fordBronco;78amgeneralM35A2;78amgeneralM35A2extra;78amgeneralM49A2C;78amgeneralM50A3;78amgeneralM62;80manKat1;84buickElectra;84oldsmobile98;85chevyStepVan;85chevyStepVanexpanded;69charger;70fordEscort;KI5trailers;93fordF350;91fordLTD;89dodgeCaravan;84jeepXJ;92jeepYJ;92jeepYJJP18;85pontiacParisienne;93chevySuburban;93chevySuburbanExpanded;67commando;90pierceArrow;69camaro;86chevyCUCV;81deloreanDMC12;81deloreanDMC12BTTF;88toyotaHilux;91geoMetro;67gt500;49powerWagon;86fordE150;86fordE150dnd;86fordE150mm;86fordE150pd;86fordE150expanded;lockMartM577;78lamboCountach;73nissanGTR;claimableoutposts;YAPZLib;VVR

# Enter the foldername of the mod found in \Steam\steamapps\workshop\modID\mods\modName\media\maps\
Map=Muldraugh, KY

# Kick clients whose game files don't match the server's.
DoLuaChecksum=true

DenyLoginOnOverloadedServer=true

# Shows the server on the in-game browser. (Note: Steam-enabled servers are always visible in the Steam server browser)
Public=false

# Name of the server displayed in the in-game browser and, if applicable, the Steam browser
PublicName=BeastCats PZ Server

# Description displayed in the in-game public server browser. Typing will create a new line in your description
PublicDescription=An easier PvE server Testing

# Maximum number of players that can be on the server at one time. This excludes admins.
# WARNING: Server player counts above 32 will potentially result in poor map streaming and desync. Please advance with caution. Min: 1 Max: 100 Default: 32
MaxPlayers=32

# Ping limit, in milliseconds, before a player is kicked from the server. (Set to 0 to disable) Min: 0 Max: 2147483647 Default: 0
PingLimit=0

# Items will not respawn in buildings that players have claimed as a safehouse
SafehousePreventsLootRespawn=true

# Remove player accounts from the whitelist after death. This prevents players creating a new character after death on Open=false servers
DropOffWhiteListAfterDeath=false

# All forms of fire are disabled - except for campfires
NoFire=false

# If checked, every time a player dies a global message will be displayed in the chat
AnnounceDeath=true

# If checked, every time an animal dies a global message will be displayed in the chat
AnnounceAnimalDeath=false

# Loaded parts of the map are saved after this set number of real-world minutes have passed. (The map is usually saved only after clients leave a loaded area) Min: 0 Max: 2147483647 Default: 0
SaveWorldEveryMinutes=0

# Both admins and players can claim safehouses
PlayerSafehouse=true

# Only admins can claim safehouses
AdminSafehouse=false

# Allow non-members to enter a safehouse without being invited
SafehouseAllowTrepass=true

# Allow fire to damage safehouses
SafehouseAllowFire=false

# Allow non-members to take items from safehouses
SafehouseAllowLoot=false

# Players will respawn in a safehouse that they were a member of before they died
SafehouseAllowRespawn=true

# Players must have survived this number of in-game days before they are allowed to claim a safehouse Min: 0 Max: 2147483647 Default: 0
SafehouseDaySurvivedToClaim=0

# Players are automatically removed from a safehouse they have not visited for this many real-world hours Min: 0 Max: 2147483647 Default: 144
SafeHouseRemovalTime=2147483647

# Governs whether players can claim non-residential buildings.
SafehouseAllowNonResidential=true

SafehouseDisableDisguises=true

# Min: 0 Max: 2147483647 Default: 20000
MaxSafezoneSize=50000

# Allow players to destroy world objects with sledgehammers
AllowDestructionBySledgehammer=true

# Allow players to destroy world objects only in their safehouse (require AllowDestructionBySledgehammer to true).
SledgehammerOnlyInSafehouse=false

War=false

# Time in seconds before the war starts. Min: 60 Max: 2147483647 Default: 600
WarStartDelay=600

# War duration in seconds. Min: 60 Max: 2147483647 Default: 3600
WarDuration=3600

# Safehouse hit points limit. Min: 0 Max: 2147483647 Default: 3
WarSafehouseHitPoints=3

# ServerPlayerID determines if a character is from another server, or single player. This value may be changed by soft resets. If this number does match the client, the client must create a new character. This is used in conjunction with ResetID. It is strongly advised that you backup these IDs somewhere
ServerPlayerID=659525139

# The port for the RCON (Remote Console) Min: 0 Max: 65535 Default: 27015
RCONPort=27015

# RCON password (Pick a strong password)
RCONPassword=**********

# Enables global text chat integration with a Discord channel
DiscordEnable=false

Discord bot access token
DiscordToken=

The Discord chat channel name
DiscordChatChannel=

The Discord logs channel name
DiscordLogChannel=

The Discord commands channel name
DiscordCommandChannel=

The Slack incoming webhook URL
WebhookAddress=

Clients must know this password to join the server. (Ignored when hosting a server via the Host button)
Password=

# Limits the number of different accounts a single Steam user may create on this server. Ignored when using the Hosts button. Min: 0 Max: 2147483647 Default: 0
MaxAccountsPerUser=3

# Allow co-op/splitscreen players
AllowCoop=true

# Players are allowed to sleep when their survivor becomes tired, but they do not NEED to sleep
SleepAllowed=true

# Players get tired and need to sleep. (Ignored if SleepAllowed=false)
SleepNeeded=true

# WIP: Activating this setting may cause visual desynchronization of player positions.
KnockedDownAllowed=false

SneakModeHideFromOtherPlayers=true

UltraSpeedDoesnotAffectToAnimals=false

# List Workshop Mod IDs for the server to download. Each must be separated by a semicolon. Example: WorkshopItems=514427485;513111049
WorkshopItems=3639628777;3765795716;3758561559;3765241705;3650035249;3661430479;3615135168;3171167894;3650168851;3577903007;3428369137;3635856965;3567331912;3628452306;3232993626;3342191739;3717099183;3557111695;3393821407;3747795879;3522453285;2

744114761;3625933422;3579640010;3610005735;3378304610;2286124931;2956146279;3406392630;3643490537;3501302358;3582289485;3741902515;3672913009;3660382016;3669634817;3729342595;3638921584;3721068590;3628922658;3751668602;3737772445;3669550831;3650112103;3676347667;3671176591;3645980077;3692395659;3654125746;3646127635;2972289937;3461415167;3402491515;3692043319;2705406713;3648051123;3716522633;3742923053;3656095750;3403490889;3756814990;3690308807;3725497089;3409472393;3409946507;3403314193;3739363702;3608725379;3554424111;3598575779;3424497614;2705655822;3658100636;2618213077;3292659291;2969343830;2566953935;2962175696;3196180339;3258343790;3346905070;2952802178;3001592312;3052360250;2805630347;3110911330;3088951320;2932549988;3539691958;2886832257;2886833398;2799152995;3248388837;3596903773;3601417745;3614034284;3631989559;3670063857;3330403100;3073430075;3366300557;3034636011;3409287192;3287727378;3413706334;3152529790;2478247379;2942793445;2991201484;3428008364;3253385114;3435796523;3008795514;3026723485;2900580391;2870394916;3652371248;3726526329;3743371090;3745620322;3624971238;3423424077

# Show Steam usernames and avatars in the Players list.
SteamScoreboard=true

# Enable the Steam VAC system
SteamVAC=true

# Attempt to configure a UPnP-enabled internet gateway to automatically setup port forwarding rules. The server will fall back to default ports if this fails
UPnP=false

# VOIP is enabled when checked
VoiceEnable=true

# The minimum tile distance over which VOIP sounds can be heard. Min: 0.00 Max: 100000.00 Default: 10.00
VoiceMinDistance=10.0

# The maximum tile distance over which VOIP sounds can be heard. Min: 0.00 Max: 100000.00 Default: 100.00
VoiceMaxDistance=100.0

# Toggle directional audio for VOIP
Voice3D=true

# Min: 10.00 Max: 150.00 Default: 70.00
SpeedLimit=60.0

LoginQueueEnabled=false

# Min: 20 Max: 1200 Default: 60
LoginQueueConnectTimeout=60

Set the IP from which the server is broadcast. This is for network configurations with multiple IP addresses, such as server farms
server_browser_announced_ip=

# Players can respawn in-game at the coordinates where they died
PlayerRespawnWithSelf=false

# Players can respawn in-game at a split screen / Remote Play player's location
PlayerRespawnWithOther=false

# Governs how fast time passes while players sleep. Value multiplies the speed of the time that passes during sleeping. Min: 1.00 Max: 100.00 Default: 40.00
FastForwardMultiplier=40.0

# Safehouse acts like a normal house if an owner of the safehouse is connected (so secure when the owner is offline)
DisableSafehouseWhenOwnerConnected=false

# Players can create factions when true
Faction=true

# Players must survive this number of in-game days before being allowed to create a faction Min: 0 Max: 2147483647 Default: 0
FactionDaySurvivedToCreate=0

# Number of players required as faction members before the faction owner can create a group tag Min: 1 Max: 2147483647 Default: 1
FactionPlayersRequiredForTag=1

# Disables radio transmissions from players with an access level
DisableRadioStaff=false

# Disables radio transmissions from players with 'admin' access level
DisableRadioAdmin=true

# Disables radio transmissions from players with 'gm' access level
DisableRadioGM=true

# Disables radio transmissions from players with 'overseer' access level
DisableRadioOverseer=false

# Disables radio transmissions from players with 'moderator' access level
DisableRadioModerator=false

# Disables radio transmissions from invisible players
DisableRadioInvisible=true

# Semicolon-separated list of commands that will not be written to the cmd.txt server log. For example: -vehicle. Inputting * means do NOT write any vehicle command. Inputting: +vehicle.installPart means DO write that command
ClientCommandFilter=-vehicle.*;+vehicle.damageWindow;+vehicle.fixPart;+vehicle.installPart;+vehicle.uninstallPart

# Semicolon-separated list of actions that will be written to the ClientActionLogs.txt server log.
ClientActionLogs=ISEnterVehicle;ISExitVehicle;ISTakeEngineParts;

# Track changes in player perk levels in PerkLog.txt server log
PerkLogs=true

# Maximum number of items that can be placed in a container. Zero means there is no limit. (PLEASE NOTE: This includes individual small items such as nails. A limit of 50 will mean only 50 nails can be stored.) Min: 0 Max: 9000 Default: 0
ItemNumbersLimitPerContainer=0

# Number of days before old blood splats are removed.
# Removal happens when map chunks are loaded.
# Zero means they will never disappear Min: 0 Max: 365 Default: 0
BloodSplatLifespanDays=0

# Allow use of non-ASCII (cyrillic etc) characters in usernames
AllowNonAsciiUsername=false

BanKickGlobalSound=true

# If enabled, when HoursForCorpseRemoval triggers, it will also remove player's corpses from the ground.
RemovePlayerCorpsesOnCorpseRemoval=false

# If true, player can use the "delete all" button on bins.
TrashDeleteAll=false

# If true, player can hit again when struck by another player.
PVPMeleeWhileHitReaction=false

# If true, players will have to mouse over someone to see their display name.
MouseOverToSeeDisplayName=true

# If true, automatically hide the player you can't see (like zombies).
HidePlayersBehindYou=false

# Damage multiplier for PVP melee attacks. Min: 0.00 Max: 500.00 Default: 30.00
PVPMeleeDamageModifier=30.0

# Damage multiplier for PVP ranged attacks. Min: 0.00 Max: 500.00 Default: 50.00
PVPFirearmDamageModifier=50.0

# Modify the range of zombie attraction to cars. (Lower values can help with lag.) Min: 0.00 Max: 10.00 Default: 0.50
CarEngineAttractionModifier=0.05

# Governs whether players bump (and knock over) other players when running through them.
PlayerBumpPlayer=false

# Controls display of remote players on the in-game map. 1=Hidden 2=Friends 3=Friends and nearby players 4=Everyone Min: 1 Max: 4 Default: 1
MapRemotePlayerVisibility=4

# Min: 1 Max: 300 Default: 5
BackupsCount=5

BackupsOnStart=true

BackupsOnVersionChange=true

# Min: 0 Max: 1500 Default: 0
BackupsPeriod=0

# Disables vehicle towing
DisableVehicleTowing=false

# Disables trailer towing
DisableTrailerTowing=false

# Disables burnt vehicle towing
DisableBurntTowing=false

Path to the file with the list of words to be prohibited. Each word must be on a separate line
BadWordListFile=

Path to the file with the list of words that should be allowed, even if they contain bad word. Each word should be on a separate line.
GoodWordListFile=

# What to do with the sender of a bad word in the chat: 1 - ban, 2 - kick, 3 - record the violation in the database, 4 - mute
BadWordPolicy=3

# The symbol or piece of text that will replace the bad word
BadWordReplacement=[HIDDEN]

```
# Disables safety system anti-cheat protection.
AntiCheatSafety=2

# Disables character speed anti-cheat protection.
AntiCheatSpeed=2

# Disables character no-clipping anti-cheat protection.
AntiCheatNoClip=4

# Disables character hit anti-cheat protection.
AntiCheatHit=2

# Disables packet exception checks anti-cheat protection.
AntiCheatPacketException=4

# Disables player permissions anti-cheat protection.
AntiCheatPermission=2
```

> ```
> # Disables player XP anti-cheat protection.
> AntiCheatXP=2
> ```

```
# Disables safehouse anti-cheat protection.
AntiCheatSafeHouse=2

# Disables player anti-cheat protection.
AntiCheatPlayer=2

# Disables checksum anti-cheat protection.
AntiCheatChecksum=2

# Sets the multiplayer update period in seconds. Statistics is disabled if value is 0. Min: 0 Max: 10
Default: 1
MultiplayerStatisticsPeriod=1

# Disables scoreboard.
DisableScoreboard=false

# Hides admins in the player list.
HideAdminsInPlayerList=false

# Sets the limit for processing network packets from each client on the server. Min: 100 Max: 1000
Default: 300
MaxPacketsPerSecond=300
```

# Shows player character coordinates in the lower right corner.
ShowCoordinates=false

# The worldgen seed used to generate the world.
# If you want to change this, put a new value in and delete map_worldgen.bin in your save directory.
Seed=TuSHHoejLzoAFbsp

UsePhysicsHitReaction=false

# Min: 64 Max: 1024 Default: 200
ChatMessageCharacterLimit=200

# Min: 1 Max: 30 Default: 3
ChatMessageSlowModeTime=3

servertest_SandboxVars.lua

```
SandboxVars = {
    VERSION = 6,
    -- Changing this also sets the "Population Multiplier" in Advanced Zombie
Options. Default = Normal
    -- 1 = Insane
    -- 2 = Very High
    -- 3 = High
    -- 4 = Normal
    -- 5 = Low
    -- 6 = None
    Zombies = 4,
    -- How zombies are distributed across the map. Default = Urban Focused
    -- 1 = Urban Focused
    -- 2 = Uniform
    Distribution = 1,
    -- Controls whether some randomization is applied to zombie distribution.
    ZombieVoronoiNoise = true,
    -- How frequently new zombies are added to the world. Default = None
    -- 1 = High
    -- 2 = Normal
    -- 3 = Low
    -- 4 = None
    ZombieRespawn = 4,
    -- Zombie allowed to migrate to empty cells.
    ZombieMigrate = true,
    -- Default = 1 Hour, 30 Minutes
    -- 1 = 15 Minutes
    -- 2 = 30 Minutes
    -- 3 = 1 Hour
    -- 4 = 1 Hour, 30 Minutes
    -- 5 = 2 Hours
    -- 6 = 3 Hours
    -- 7 = 4 Hours
    -- 8 = 5 Hours
    -- 9 = 6 Hours
    -- 10 = 7 Hours
    -- 11 = 8 Hours
    -- 12 = 9 Hours
    -- 13 = 10 Hours
```

```
    -- 14 = 11 Hours
    -- 15 = 12 Hours
    -- 16 = 13 Hours
    -- 17 = 14 Hours
    -- 18 = 15 Hours
    -- 19 = 16 Hours
    -- 20 = 17 Hours
    -- 21 = 18 Hours
    -- 22 = 19 Hours
    -- 23 = 20 Hours
    -- 24 = 21 Hours
    -- 25 = 22 Hours
    -- 26 = 23 Hours
    -- 27 = Real-time
    DayLength = 7,
    StartYear = 1,
    -- Month in which the game starts. Default = July
    -- 1 = January
    -- 2 = February
    -- 3 = March
    -- 4 = April
    -- 5 = May
    -- 6 = June
    -- 7 = July
    -- 8 = August
    -- 9 = September
    -- 10 = October
    -- 11 = November
    -- 12 = December
    StartMonth = 7,
    -- Day of the month in which the games starts.
    StartDay = 9,
    -- Hour of the day in which the game starts. Default = 9 AM
    -- 1 = 7 AM
    -- 2 = 9 AM
    -- 3 = 12 PM
    -- 4 = 2 PM
    -- 5 = 5 PM
    -- 6 = 9 PM
    -- 7 = 12 AM
    -- 8 = 2 AM
    -- 9 = 5 AM
    StartTime = 2,
    -- Whether the time of day changes naturally, or it's always day/night. Default
= Normal
```

```
    -- 1 = Normal
    -- 2 = Endless Day
    -- 3 = Endless Night
    DayNightCycle = 1,
    -- Whether weather changes or remains at a single state. Default = Normal
    -- 1 = Normal
    -- 2 = No Weather
    -- 3 = Endless Rain
    -- 4 = Endless Storm
    -- 5 = Endless Snow
    -- 6 = Endless Blizzard
    ClimateCycle = 1,
    -- Whether fog occurs naturally, never occurs, or is always present. Default = Normal
    -- 1 = Normal
    -- 2 = No Fog
    -- 3 = Endless Fog
    FogCycle = 1,
    -- How long after the default start date (July 9, 1993) that plumbing fixtures (eg. sinks) stop being infinite sources of water. Default = 0 - 30 Days
    -- 1 = Instant
    -- 2 = 0 - 30 Days
    -- 3 = 0 - 2 Months
    -- 4 = 0 - 6 Months
    -- 5 = 0 - 1 Year
    -- 6 = 0 - 5 Years
    -- 7 = 2 - 6 Months
    -- 8 = 6 - 12 Months
    -- 9 = Disabled
    WaterShut = 7,
    -- How long after the default start date (July 9, 1993) that the world's electricity turns off for good. Default = 14 - 30 Days
    -- 1 = Instant
    -- 2 = 14 - 30 Days
    -- 3 = 14 Days - 2 Months
    -- 4 = 14 Days - 6 Months
    -- 5 = 14 Days - 1 Year
    -- 6 = 14 Days - 5 Years
    -- 7 = 2 - 6 Months
    -- 8 = 6 - 12 Months
    -- 9 = Disabled
    ElecShut = 3,
    -- How long alarm batteries can last for after the power shuts off. Default = 0 - 30 Days
    -- 1 = Instant
```

```
    -- 2 = 0 - 30 Days
    -- 3 = 0 - 2 Months
    -- 4 = 0 - 6 Months
    -- 5 = 0 - 1 Year
    -- 6 = 0 - 5 Years
    AlarmDecay = 2,
    -- How long after the default start date (July 9, 1993) that plumbing fixtures (eg. sinks) stop being infinite sources of water. Min: -1 Max: 2147483647 Default: 14
    WaterShutModifier = 60,
    -- How long after the default start date (July 9, 1993) that the world's electricity turns off for good. Min: -1 Max: 2147483647 Default: 14
    ElecShutModifier = 30,
    -- How long alarm batteries can last for after the power shuts off. Min: -1 Max: 2147483647 Default: 14
    AlarmDecayModifier = 1,
    -- Any food that can rot or spoil. Min: 0.00 Max: 4.00 Default: 0.80
    FoodLootNew = 0.8,
    -- All other items that can be read, including books, fliers, and newspapers. Min: 0.00 Max: 4.00 Default: 0.60
    LiteratureLootNew = 0.6,
    -- Books that provide skill XP multipliers. Min: 0.00 Max: 4.00 Default: 0.60
    SkillBookLoot = 0.6,
    -- Items that teach recipes. Min: 0.00 Max: 4.00 Default: 0.60
    RecipeResourceLoot = 0.6,
    -- Medicine, bandages and first aid tools. Min: 0.00 Max: 4.00 Default: 0.60
    MedicalLootNew = 0.6,
    -- Fishing Rods, Tents, camping gear etc. Min: 0.00 Max: 4.00 Default: 0.60
    SurvivalGearsLootNew = 0.6,
    -- Canned and dried food, beverages. Min: 0.00 Max: 4.00 Default: 0.60
    CannedFoodLootNew = 0.6,
    -- Weapons that are not tools in other categories. Min: 0.00 Max: 4.00 Default: 0.60
    WeaponLootNew = 0.6,
    -- Also includes weapon attachments. Min: 0.00 Max: 4.00 Default: 1.20
    RangedWeaponLootNew = 1.2,
    -- Loose ammo, boxes and magazines. Min: 0.00 Max: 4.00 Default: 0.60
    AmmoLootNew = 0.6,
    -- Vehicle parts and the tools needed to install them. Min: 0.00 Max: 4.00 Default: 0.60
    MechanicsLootNew = 0.6,
    -- Everything else. Also affects foraging for all items in Town/Road zones. Min: 0.00 Max: 4.00 Default: 0.80
    OtherLootNew = 0.8,
    -- All wearable items that are not containers. Min: 0.00 Max: 4.00 Default:
```

0.60
    ClothingLootNew = 0.6,
    -- Backpacks and other wearable/equippable containers, eg. cases. Min: 0.00 Max: 4.00 Default: 0.60
    ContainerLootNew = 0.6,
    -- Keys for buildings/cars, key rings, and locks. Min: 0.00 Max: 4.00 Default: 0.40
    KeyLootNew = 0.4,
    -- VHS tapes and CDs. Min: 0.00 Max: 4.00 Default: 0.60
    MediaLootNew = 0.6,
    -- Spiffo items, plushies, and other collectible keepsake items eg. Photos. Min: 0.00 Max: 4.00 Default: 0.60
    MementoLootNew = 0.6,
    -- Items that are used in cooking, including those (eg. knives) which can be weapons. Does not include food. Includes both usable and unusable items. Min: 0.00 Max: 4.00 Default: 0.60
    CookwareLootNew = 0.6,
    -- Items and weapons that are used as ingredients for crafting or building. This is a general category that does not include items belonging to other categories such as Cookware or Medical. Does not include Tools. Min: 0.00 Max: 4.00 Default: 0.60
    MaterialLootNew = 0.6,
    -- Items and weapons which are used in both animal and plant agriculture, such as Seeds, Trowels, or Shovels. Min: 0.00 Max: 4.00 Default: 0.60
    FarmingLootNew = 0.6,
    -- Items and weapons which are Tools but don't fit in other categories such as Mechanics or Farming. Min: 0.00 Max: 4.00 Default: 0.60
    ToolLootNew = 0.6,
    -- <BHC> [!] It is recommended that you DO NOT change this. [!] <RGB:1,1,1> Can be used to adjust the number of rolls made on loot tables when spawning loot. Will not reduce the number of rolls below 1. Can negatively affect performance if set to high values. It is highly recommended that this not be changed. Min: 0.10 Max: 100.00 Default: 1.00
    RollsMultiplier = 1.0,
    -- A comma-separated list of item types that won't spawn as ordinary loot.
    LootItemRemovalList = "",
    -- If enabled, items on the Loot Item Removal List, or that have their rarity set to 'None', will not spawn in randomised world stories.
    RemoveStoryLoot = false,
    -- If enabled, items on the Loot Item Removal List, or that have their rarity set to 'None', will not spawn worn by, or attached to, zombies.
    RemoveZombieLoot = false,
    -- If greater than 0, the spawn of loot is increased relative to the number of nearby zombies, with the effect multiplied by this number. Min: 0 Max: 20 Default: 0

```
    ZombiePopLootEffect = 0,
    -- Min: 0.00 Max: 0.20 Default: 0.05
    InsaneLootFactor = 0.05,
    -- Min: 0.05 Max: 0.60 Default: 0.20
    ExtremeLootFactor = 0.2,
    -- Min: 0.20 Max: 1.00 Default: 0.60
    RareLootFactor = 0.6,
    -- Min: 0.60 Max: 2.00 Default: 1.00
    NormalLootFactor = 1.0,
    -- Min: 1.00 Max: 3.00 Default: 2.00
    CommonLootFactor = 2.0,
    -- Min: 2.00 Max: 4.00 Default: 3.00
    AbundantLootFactor = 3.0,
    -- The global temperature. Default = Normal
    -- 1 = Very Cold
    -- 2 = Cold
    -- 3 = Normal
    -- 4 = Hot
    -- 5 = Very Hot
    Temperature = 3,
    -- How often it rains. Default = Normal
    -- 1 = Very Dry
    -- 2 = Dry
    -- 3 = Normal
    -- 4 = Rainy
    -- 5 = Very Rainy
    Rain = 3,
    -- Number of days until the erosion system (which adds vines, long grass, new trees etc. to the world) will reach 100% growth. Default = Slow (200 Days)
    -- 1 = Very Fast (20 Days)
    -- 2 = Fast (50 Days)
    -- 3 = Normal (100 Days)
    -- 4 = Slow (200 Days)
    -- 5 = Very Slow (500 Days)
    ErosionSpeed = 5,
    -- For a custom Erosion Speed. Zero means use the Erosion Speed option. Maximum is 36,500 days (approximately 100 years). Min: -1 Max: 36500 Default: 0
    ErosionDays = 0,
    -- The speed of plant growth. Default = Normal
    -- 1 = Very Fast
    -- 2 = Fast
    -- 3 = Normal
    -- 4 = Slow
    -- 5 = Very Slow
```

```
    Farming = 2,
    -- How long it takes for food to break down in a composter. Default = 2 Weeks
    -- 1 = 1 Week
    -- 2 = 2 Weeks
    -- 3 = 3 Weeks
    -- 4 = 4 Weeks
    -- 5 = 6 Weeks
    -- 6 = 8 Weeks
    -- 7 = 10 Weeks
    -- 8 = 12 Weeks
    CompostTime = 1,
    -- How fast the player's hunger, thirst, and fatigue will decrease. Default = Normal
    -- 1 = Very Fast
    -- 2 = Fast
    -- 3 = Normal
    -- 4 = Slow
    -- 5 = Very Slow
    StatsDecrease = 4,
    -- The abundance of items found in Foraging mode. Default = Normal
    -- 1 = Very Poor
    -- 2 = Poor
    -- 3 = Normal
    -- 4 = Abundant
    -- 5 = Very Abundant
    NatureAbundance = 3,
    -- How likely the player is to activate a house alarm when breaking into a new house. Default = Sometimes
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    Alarm = 3,
    -- How frequently the doors of homes and buildings will be locked when discovered. Default = Very Often
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    LockedHouses = 6,
    -- Spawn with Chips, a Water Bottle, a Small Backpack, a Baseball Bat, and a
```

```
Hammer.
    StarterKit = true,
    -- Nutritional value of food affects the player's condition. Turning this off will
stop the player gaining or losing weight.
    Nutrition = true,
    -- How fast that food will spoil, inside or outside of a fridge. Default = Normal
    -- 1 = Very Fast
    -- 2 = Fast
    -- 3 = Normal
    -- 4 = Slow
    -- 5 = Very Slow
    FoodRotSpeed = 5,
    -- How effective a fridge will be at keeping food fresh for longer. Default =
Normal
    -- 1 = Very Low
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Very High
    -- 6 = No decay
    FridgeFactor = 6,
    -- When greater than 0, loot will not respawn in zones that have been visited
within this number of in-game hours. Min: 0 Max: 2147483647 Default: 0
    SeenHoursPreventLootRespawn = 0,
    -- When greater than 0, after X hours, all containers in towns and trailer parks
in the world will respawn loot. To spawn loot a container must have been looted
at least once. Loot respawn is not impacted by visibility or subsequent looting.
Min: 0 Max: 2147483647 Default: 0
    HoursForLootRespawn = 0,
    -- Containers with a number of items greater, or equal to, this setting will not
respawn. Min: 0 Max: 2147483647 Default: 5
    MaxItemsForLootRespawn = 5,
    -- Items will not respawn in buildings that players have barricaded or built in.
    ConstructionPreventsLootRespawn = true,
    -- A comma-separated list of item types that will be removed after
HoursForWorldItemRemoval hours.
    WorldItemRemovalList = "Base.Hat, Base.Glasses, Base.Maggots, Base.Slug,
Base.Slug2, Base.Snail, Base.Worm, Base.Dung_Mouse, Base.Dung_Rat",
    -- Number of hours since an item was dropped on the ground before it is
removed.  Items are removed the next time that part of the map is loaded.
Zero means items are not removed. Min: 0.00 Max: 2147483647.00 Default:
24.00
    HoursForWorldItemRemoval = 24.0,
    -- If true, any items *not* in WorldItemRemovalList will be removed.
    ItemRemovalListBlacklistToggle = false,
```

```
    -- How long after the end of the world to begin. This will affect starting world erosion and food spoilage. Does not affect the starting date. Default = 0
    -- 1 = 0
    -- 2 = 1
    -- 3 = 2
    -- 4 = 3
    -- 5 = 4
    -- 6 = 5
    -- 7 = 6
    -- 8 = 7
    -- 9 = 8
    -- 10 = 9
    -- 11 = 10
    -- 12 = 11
    -- 13 = 12
    TimeSinceApo = 1,
    -- How much water plants will lose per day, and their ability to avoid disease. Default = Normal
    -- 1 = Very High
    -- 2 = High
    -- 3 = Normal
    -- 4 = Low
    -- 5 = Very Low
    PlantResilience = 3,
    -- The yield of plants when harvested. Default = Normal
    -- 1 = Very Poor
    -- 2 = Poor
    -- 3 = Normal
    -- 4 = Abundant
    -- 5 = Very Abundant
    PlantAbundance = 4,
    -- Recovery from being tired after performing actions. Default = Normal
    -- 1 = Very Fast
    -- 2 = Fast
    -- 3 = Normal
    -- 4 = Slow
    -- 5 = Very Slow
    EndRegen = 2,
    -- How regularly a helicopter passes over the Event Zone. Default = Once
    -- 1 = Never
    -- 2 = Once
    -- 3 = Sometimes
    -- 4 = Often
    Helicopter = 1,
    -- How often zombie-attracting metagame events like distant gunshots will
```

```
    occur. Default = Sometimes
        -- 1 = Never
        -- 2 = Sometimes
        -- 3 = Often
        MetaEvent = 2,
        -- How often events during the player's sleep, like nightmares, occur. Default
    = Never
        -- 1 = Never
        -- 2 = Sometimes
        -- 3 = Often
        SleepingEvent = 1,
        -- How much fuel is consumed by generators per in-game hour. Min: 0.00 Max:
    100.00 Default: 0.10
        GeneratorFuelConsumption = 0.05,
        -- The chance of electrical generators spawning on the map. Default = Rare
        -- 1 = None (not recommended)
        -- 2 = Insanely Rare
        -- 3 = Extremely Rare
        -- 4 = Rare
        -- 5 = Normal
        -- 6 = Common
        -- 7 = Abundant
        GeneratorSpawning = 4,
        -- How often a looted map will have notes on it, written by a deceased
    survivor. Default = Sometimes
        -- 1 = Never
        -- 2 = Extremely Rare
        -- 3 = Rare
        -- 4 = Sometimes
        -- 5 = Often
        -- 6 = Very Often
        AnnotatedMapChance = 4,
        -- Adds free points during character creation. Min: -100 Max: 100 Default: 0
        CharacterFreePoints = 15,
        -- Gives player-built constructions extra hit points so they are  more resistant
    to zombie damage. Default = Normal
        -- 1 = Very Low
        -- 2 = Low
        -- 3 = Normal
        -- 4 = High
        -- 5 = Very High
        ConstructionBonusPoints = 5,
        -- The level of ambient lighting at night. Default = Normal
        -- 1 = Pitch Black
        -- 2 = Dark
```

```
    -- 3 = Normal
    -- 4 = Bright
    NightDarkness = 3,
    -- The time from dusk to dawn. Default = Normal
    -- 1 = Always Night
    -- 2 = Long
    -- 3 = Normal
    -- 4 = Short
    -- 5 = Always Day
    NightLength = 3,
    -- If survivors can get broken limbs from impacts, zombie damage, falls etc.
    BoneFracture = true,
    -- The impact that injuries have on your body, and their healing time. Default
= Normal
    -- 1 = Low
    -- 2 = Normal
    -- 3 = High
    InjurySeverity = 2,
    -- How long, in hours, before dead zombie bodies disappear from the world.  If
0, maggots will not spawn on corpses. Min: -1.00 Max: 2147483647.00 Default:
216.00
    HoursForCorpseRemoval = 216.0,
    -- The impact that nearby decaying bodies has on the player's health and
emotions. Default = Normal
    -- 1 = None
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Insane
    DecayingCorpseHealthImpact = 3,
    -- Whether nearby "living" zombies have the same impact on the player's
health and emotions.
    ZombieHealthImpact = false,
    -- How much blood is sprayed on floors and walls by injuries. Default = Normal
    -- 1 = None
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Ultra Gore
    BloodLevel = 3,
    -- How quickly clothing degrades, becomes dirty, and bloodied. Default =
Normal
    -- 1 = Disabled
    -- 2 = Slow
    -- 3 = Normal
```

```
    -- 4 = Fast
    ClothingDegradation = 3,
    -- If fires spread when started.
    FireSpread = true,
    -- Number of in-game days before rotten food is removed from the map.  -1
means rotten food is never removed. Min: -1 Max: 2147483647 Default: -1
    DaysForRottenFoodRemoval = -1,
    -- If enabled, generators will work on exterior tiles.  This will allow, for
example, the powering of gas pumps.
    AllowExteriorGenerator = true,
    -- Maximum intensity of fog. Default = Normal
    -- 1 = Normal
    -- 2 = Moderate
    -- 3 = Low
    -- 4 = None
    MaxFogIntensity = 2,
    -- Maximum intensity of rain. Default = Normal
    -- 1 = Normal
    -- 2 = Moderate
    -- 3 = Low
    MaxRainFxIntensity = 1,
    -- If snow will accumulate on the ground.  If disabled, snow will still show on
vegetation and rooftops.
    EnableSnowOnGround = true,
    -- If melee attacking slows you down.
    AttackBlockMovements = true,
    -- The chance of finding randomized buildings on the map (eg. burnt out
houses,  ones containing loot stashes or dead bodies). Default = Rare
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    -- 7 = Always Tries
    SurvivorHouseChance = 3,
    -- The chance of road stories (eg. police roadblocks) spawning. Default = Rare
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    -- 7 = Always Tries
    VehicleStoryChance = 3,
```

```
    -- The chance of stories specific to map zones (eg. a campsite in a forest) spawning. Default = Rare
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    -- 7 = Always Tries
    ZoneStoryChance = 3,
    -- Allows you to select from every piece of clothing in the game when customizing your character
    AllClothesUnlocked = false,
    -- If tainted water will show a warning marking it as such.
    EnableTaintedWaterText = true,
    -- If vehicles will spawn.
    EnableVehicles = true,
    -- How frequently vehicles can be discovered on the map. Default = Low
    -- 1 = None
    -- 2 = Very Low
    -- 3 = Low
    -- 4 = Normal
    -- 5 = High
    CarSpawnRate = 5,
    -- General engine loudness to zombies. Min: 0.00 Max: 100.00 Default: 1.00
    ZombieAttractionMultiplier = 0.5,
    -- Whether found vehicles are locked, need keys to start etc.
    VehicleEasyUse = false,
    -- How full the gas tank of discovered vehicles will be. Default = Low
    -- 1 = Very Low
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Very High
    -- 6 = Full
    InitialGas = 4,
    -- If enabled, gas pumps will never run out of fuel
    FuelStationGasInfinite = false,
    -- The minimum amount of gasoline that can spawn in gas pumps. Check the "Advanced" box below to use a custom amount. Min: 0.00 Max: 1.00 Default: 0.00
    FuelStationGasMin = 0.5,
    -- The maximum amount of gasoline that can spawn in gas pumps. Check the "Advanced" box below to use a custom amount. Min: 0.00 Max: 1.00 Default: 0.80
```

```
    FuelStationGasMax = 1.0,
    -- The chance, as a percentage, that individual gas pumps will initially have no
fuel. Min: 0 Max: 100 Default: 20
    FuelStationGasEmptyChance = 0,
    -- How likely cars will be locked Default = Sometimes
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    LockedCar = 4,
    -- How gas-hungry vehicles are. Min: 0.00 Max: 100.00 Default: 1.00
    CarGasConsumption = 0.75,
    -- General condition discovered vehicles will be in. Default = Normal
    -- 1 = Very Low
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Very High
    CarGeneralCondition = 4,
    -- The amount of damage dealt to vehicles that crash. Default = Normal
    -- 1 = Very Low
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Very High
    CarDamageOnImpact = 2,
    -- Damage received by the player from being crashed into. Default = None
    -- 1 = None
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    -- 5 = Very High
    DamageToPlayerFromHitByACar = 1,
    -- If traffic jams consisting of wrecked cars  will appear on main roads.
    TrafficJam = true,
    -- How frequently discovered vehicles have active alarms. Default = Rare
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    CarAlarm = 3,
```

```
    -- If the player can get injured from being in a car accident.
    PlayerDamageFromCrash = true,
    -- How many in-game hours before a wailing siren shuts off. Min: 0.00 Max:
168.00 Default: 0.00
    SirenShutoffHours = 0.0,
    -- The chance of finding a vehicle with gas in its tank. Default = Normal
    -- 1 = Low
    -- 2 = Normal
    -- 3 = High
    ChanceHasGas = 3,
    -- Whether a player can discover a car that has been cared for  after the Knox
infection struck. Default = Low
    -- 1 = None
    -- 2 = Low
    -- 3 = Normal
    -- 4 = High
    RecentlySurvivorVehicles = 2,
    -- If certain melee weapons will be able to strike multiple zombies in one hit.
    MultiHitZombies = true,
    -- Chance of being bitten when a zombie attacks from behind. Default = High
    -- 1 = Low
    -- 2 = Medium
    -- 3 = High
    RearVulnerability = 1,
    -- If zombies will head towards the sound of vehicle sirens.
    SirenEffectsZombies = true,
    -- Speed at which animals stats (hunger, thirst etc.) reduce. Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalStatsModifier = 4,
    -- Speed at which animals stats (hunger, thirst etc.) reduce while in meta.
Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalMetaStatsModifier = 4,
    -- How long animals will be pregnant for before giving birth. Default = Normal
    -- 1 = Ultra Fast
```

```
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalPregnancyTime = 4,
    -- Speed at which animals age. Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalAgeModifier = 4,
    -- Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalMilkIncModifier = 4,
    -- Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalWoolIncModifier = 4,
    -- The chance of finding animals in farm. Default = Often
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    -- 7 = Always
    AnimalRanchChance = 5,
    -- The number of hours grass will regrow after being  eaten by an animal or cut by the player. Min: 1 Max: 9999 Default: 240
    AnimalGrassRegrowTime = 120,
    -- If a meta (ie. not actually visible in-game) fox may attack  your chickens if the hutch's door is left open at night.
    AnimalMetaPredator = false,
```

```
    -- If on, animals will only mate during their breeding season (if any).
 Otherwise they can reproduce/lay eggs all year round.
    AnimalMatingSeason = true,
    -- How long before baby animals will hatch from eggs. Default = Normal
    -- 1 = Ultra Fast
    -- 2 = Very Fast
    -- 3 = Fast
    -- 4 = Normal
    -- 5 = Slow
    -- 6 = Very Slow
    AnimalEggHatch = 3,
    -- If true, animal calls will attract nearby zombies.
    AnimalSoundAttractZombies = true,
    -- The chance of animals leaving tracks. Default = Sometimes
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    AnimalTrackChance = 4,
    -- The chance of creating a path for animals to be hunted. Default =
Sometimes
    -- 1 = Never
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    AnimalPathChance = 4,
    -- The frequency and intensity of eg. rats in infested buildings. Min: 0 Max: 50
Default: 25
    MaximumRatIndex = 10,
    -- How long it takes for the Maximum Vermin Index to be reached. Min: 0 Max:
365 Default: 90
    DaysUntilMaximumRatIndex = 90,
    -- If a piece of media hasn't been fully seen or read, this setting determines
whether it's displayed fully, displayed as "???", or hidden completely. Default =
Completely hidden
    -- 1 = Fully revealed
    -- 2 = Shown as ???
    -- 3 = Completely hidden
    MetaKnowledge = 2,
    -- If true, you will be able to see any recipes that can be done with a station,
even if you haven't learnt them yet.
```

```
    SeeNotLearntRecipe = true,
    -- If a building has more than this amount of rooms it will not be looted. Min: 0 Max: 200 Default: 50
    MaximumLootedBuildingRooms = 50,
    -- If poison can be added to food. Default = True
    -- 1 = True
    -- 2 = False
    -- 3 = Only bleach poisoning is disabled
    EnablePoisoning = 1,
    -- If/when maggots can spawn in corpses. Default = In and Around Bodies
    -- 1 = In and Around Bodies
    -- 2 = In Bodies Only
    -- 3 = Never
    MaggotSpawn = 2,
    -- The higher the value, the longer lightbulbs last before breaking.  If 0, lightbulbs will never break.  Does not affect vehicle headlights. Min: 0.00 Max: 1000.00 Default: 2.00
    LightBulbLifespan = 5.0,
    -- The abundance of fish in rivers and lakes. Default = Poor
    -- 1 = Very Poor
    -- 2 = Poor
    -- 3 = Normal
    -- 4 = Abundant
    -- 5 = Very Abundant
    FishAbundance = 2,
    -- When a skill is at this level or above, television/VHS/other media  will not provide XP for it. Min: 0 Max: 10 Default: 3
    LevelForMediaXPCutoff = 6,
    -- When a skill is at this level or above, scrapping furniture does not provide XP for the relevant skill. Does not apply to Electrical. Min: 0 Max: 10 Default: 0
    LevelForDismantleXPCutoff = 3,
    -- Number of days before old blood splats are removed. Removal happens when map chunks are loaded. 0 means they will never disappear. Min: 0 Max: 365 Default: 0
    BloodSplatLifespanDays = 0,
    -- Number of days before one can benefit from reading previously read literature items. Min: 1 Max: 365 Default: 45
    LiteratureCooldown = 14,
    -- If there are diminishing returns on bonus trait points provided from selecting multiple negative traits. Default = None
    -- 1 = None
    -- 2 = 1 point penalty for every 3 negative traits selected
    -- 3 = 1 point penalty for every 2 negative traits selected
    -- 4 = 1 point penalty for every negative trait selected after the first
    NegativeTraitsPenalty = 1,
```

```
    -- The number of in-game minutes it takes to read one page of a skill book. Min: 0.00 Max: 60.00 Default: 2.00
    MinutesPerPage = 0.02,
    -- When enabled, crops and herbs grown inside buildings will die. Does not affect houseplants.
    KillInsideCrops = true,
    -- When enabled, the growth of plants is affected by seasons.
    PlantGrowingSeasons = true,
    -- <BHC> [!] It is recommended that you DO NOT change this. Changing this can result in performance issues. [!] <RGB:1,1,1>   When enabled, dirt can be placed, and farming performed on other than the ground level.
    PlaceDirtAboveground = false,
    -- The speed of plant growth. Min: 0.10 Max: 100.00 Default: 1.00
    FarmingSpeedNew = 1.0,
    -- The abundance of harvested crops. Min: 0.10 Max: 10.00 Default: 1.00
    FarmingAmountNew = 1.0,
    -- The chance that any building will already be looted when found. Check the "Advanced" box below to use a custom number. Min: 0 Max: 200 Default: 25
    MaximumLooted = 25,
    -- How long it takes for Maximum Looted Building Chance to be reached. Min: 0 Max: 3650 Default: 90
    DaysUntilMaximumLooted = 90,
    -- The chance that any rural building will already be looted when found. Check the "Advanced" box below to use a custom number. Min: 0.00 Max: 2.00 Default: 0.50
    RuralLooted = 0.5,
    -- The maximum loot that won't spawn when Days Until Maximum Diminished Loot is reached. Check the "Advanced" box below to use an exact percentage. Min: 0 Max: 100 Default: 20
    MaximumDiminishedLoot = 20,
    -- How long it takes for Maximum Diminished Loot Percentage to be reached. Min: 0 Max: 3650 Default: 3650
    DaysUntilMaximumDiminishedLoot = 3650,
    -- Functions as a multiplier when applying muscle strain from swinging weapons or carrying heavy loads. Min: 0.00 Max: 10.00 Default: 0.70
    MuscleStrainFactor = 0.2,
    -- Functions as a multiplier when applying discomfort from worn items. Min: 0.00 Max: 10.00 Default: 0.80
    DiscomfortFactor = 0.3,
    -- If greater than zero damage can be taken from serious wound infections. Min: 0.00 Max: 10.00 Default: 1.00
    WoundInfectionFactor = 1.0,
    -- If true clothing with randomized tints will not be so dark to be virtually black.
    NoBlackClothes = true,
```

```
    -- Disables the failure chances when climbing sheet ropes or over walls.
    EasyClimbing = false,
    -- The maximum hours of fuel that can be placed in a campfire, wood stove etc. Min: 1 Max: 168 Default: 8
    MaximumFireFuelHours = 12,
    -- Replaces Chance-To-Hit mechanics with Chance-To-Damage calculations. This mode prioritizes player aiming. Default = Zombies only
    -- 1 = Disabled
    -- 2 = Zombies only
    -- 3 = All types of target
    FirearmUseDamageChance = 2,
    -- A multiplier for the distance at which zombies can hear gunshots. Min: 0.20 Max: 2.00 Default: 1.00
    FirearmNoiseMultiplier = 0.5,
    -- Multiplier for firearm jamming chance. 0 disables jamming. Min: 0.00 Max: 10.00 Default: 1.00
    FirearmJamMultiplier = 1.0,
    -- Multiplier for Moodle effects on hit chance. 0 disables Moodle penalty. Min: 0.00 Max: 10.00 Default: 1.00
    FirearmMoodleMultiplier = 1.0,
    -- Multiplier for the effects of weather (wind, rain and fog) on hit chance. 0 disables weather effect. Min: 0.00 Max: 10.00 Default: 1.00
    FirearmWeatherMultiplier = 1.0,
    -- Enable to have headgear like welding masks affect hit chance
    FirearmHeadGearEffect = true,
    -- Chance to turn a dirt floor into a clay floor. Applies to lakes. Min: 0.00 Max: 1.00 Default: 0.05
    ClayLakeChance = 0.1,
    -- Chance to turn a dirt floor into a clay floor. Applies to rivers. Min: 0.00 Max: 1.00 Default: 0.05
    ClayRiverChance = 0.1,
    -- Min: 1 Max: 100 Default: 20
    GeneratorTileRange = 40,
    -- How many levels both above and below a generator it can provide with electricity. Min: 1 Max: 15 Default: 3
    GeneratorVerticalPowerRange = 6,
    -- Min: -1 Max: 100 Default: -1
    BAM_Server_MinSuccessChance = -1,
    VehicleGroundGuard_ENABLE_UPRIGHT_CHECK = true,
    VehicleGroundGuard_UPRIGHT_AUTO_FLIP_ENABLED = true,
    -- Min: 80.00 Max: 170.00 Default: 110.00
    VehicleGroundGuard_UPRIGHT_UPSIDE_DOWN_ANGLE_DEG = 110.0,
    -- Min: 500 Max: 30000 Default: 5000
    VehicleGroundGuard_MANUAL_REQUEST_COOLDOWN_MS = 5000,
    -- Min: 2.00 Max: 20.00 Default: 7.00
```

```
    VehicleGroundGuard_MANUAL_REQUEST_MAX_DISTANCE_TILES = 7.0,
    -- Min: 3.00 Max: 30.00 Default: 14.00
    VehicleGroundGuard_SELF_RESCUE_MAX_DISTANCE_TILES = 14.0,
    -- Min: 5000 Max: 300000 Default: 120000
    VehicleGroundGuard_SELF_RESCUE_LAST_VEHICLE_MAX_AGE_MS = 120000,
    Basement = {
        -- How frequently basements spawn at random locations. Default =
Sometimes
        -- 1 = Never
        -- 2 = Extremely Rare
        -- 3 = Rare
        -- 4 = Sometimes
        -- 5 = Often
        -- 6 = Very Often
        -- 7 = Always
        SpawnFrequency = 5,
    },
    Map = {
        -- If enabled, a mini-map window will be available.
        AllowMiniMap = true,
        -- If enabled, the world map can be accessed.
        AllowWorldMap = true,
        -- If enabled, the world map will be completely filled in on starting the
game.
        MapAllKnown = false,
        -- If enabled, maps can't be read unless there's a source of light available.
        MapNeedsLight = true,
    },
    ZombieLore = {
        -- How fast zombies move. Default = Random
        -- 1 = Sprinters
        -- 2 = Fast Shamblers
        -- 3 = Shamblers
        -- 4 = Random
        Speed = 4,
        -- If Random Speed is enabled, this controls what percentage of zombies
are Sprinters. Check the "Advanced" box below to use a custom percentage.
Min: 0 Max: 100 Default: 0
        SprinterPercentage = 0,
        -- The damage zombies inflict per attack. Default = Normal
        -- 1 = Superhuman
        -- 2 = Normal
        -- 3 = Weak
        -- 4 = Random
        Strength = 2,
```

```
    -- The difficulty of killing a zombie. Default = Random
    -- 1 = Tough
    -- 2 = Normal
    -- 3 = Fragile
    -- 4 = Random
    Toughness = 3,
    -- How the Knox Virus spreads. Default = Blood and Saliva
    -- 1 = Blood and Saliva
    -- 2 = Saliva Only
    -- 3 = Everyone's Infected
    -- 4 = None
    Transmission = 2,
    -- How quickly the infection takes effect. Default = 2-3 Days
    -- 1 = Instant
    -- 2 = 0-30 Seconds
    -- 3 = 0-1 Minutes
    -- 4 = 0-12 Hours
    -- 5 = 2-3 Days
    -- 6 = 1-2 Weeks
    -- 7 = Never
    Mortality = 4,
    -- How quickly infected corpses rise as zombies. Default = 0-1 Minutes
    -- 1 = Instant
    -- 2 = 0-30 Seconds
    -- 3 = 0-1 Minutes
    -- 4 = 0-12 Hours
    -- 5 = 2-3 Days
    -- 6 = 1-2 Weeks
    Reanimate = 6,
    -- Zombie intelligence. Default = Basic Navigation
    -- 1 = Navigate and Use Doors
    -- 2 = Navigate
    -- 3 = Basic Navigation
    -- 4 = Random
    Cognition = 3,
    -- Min: 0 Max: 100 Default: 0
    DoorOpeningPercentage = 0,
    -- How often zombies can crawl under parked vehicles. Default = Often
    -- 1 = Crawlers Only
    -- 2 = Extremely Rare
    -- 3 = Rare
    -- 4 = Sometimes
    -- 5 = Often
    -- 6 = Very Often
    -- 7 = Always
```

```
        CrawlUnderVehicle = 3,
        -- How long zombies remember a player after seeing or hearing them.
Default = Normal
        -- 1 = Long
        -- 2 = Normal
        -- 3 = Short
        -- 4 = None
        -- 5 = Random
        -- 6 = Random between Normal and None
        Memory = 6,
        -- Zombie vision radius. Default = Random between Normal and Poor
        -- 1 = Eagle
        -- 2 = Normal
        -- 3 = Poor
        -- 4 = Random
        -- 5 = Random between Normal and Poor
        Sight = 5,
        -- Zombie hearing radius. Default = Random between Normal and Poor
        -- 1 = Pinpoint
        -- 2 = Normal
        -- 3 = Poor
        -- 4 = Random
        -- 5 = Random between Normal and Poor
        Hearing = 5,
        -- Activates the new advanced stealth mechanics, which allows you to hide
from zombies behind cars, takes traits and weather into account, and much
more.
        SpottedLogic = true,
        -- If zombies that have not seen/heard player can attack doors and
constructions while roaming.
        ThumpNoChasing = false,
        -- If zombies can destroy player constructions and defenses.
        ThumpOnConstruction = true,
        -- Whether zombies are more "active" during the day or night.  "Active"
zombies will use the speed set in the "Speed" setting.  "Inactive" zombies will be
slower, and tend not to give chase. Default = Both
        -- 1 = Both
        -- 2 = Night
        -- 3 = Day
        ActiveOnly = 2,
        -- If zombies trigger house alarms when breaking through windows or
doors.
        TriggerHouseAlarm = true,
        -- If multiple attacking zombies can drag you down and kill you.  Dependent
on zombie strength.
```

```
        ZombiesDragDown = true,
        -- If crawler zombies beside a player contribute to the chance of being dragged down and killed by a group of zombies.
        ZombiesCrawlersDragDown = false,
        -- If zombies have a chance to lunge at you after climbing over a fence or through a window if you're too close.
        ZombiesFenceLunge = false,
        -- Serves as a multiplier when determining the effectiveness of armor worn by zombies. Min: 0.00 Max: 100.00 Default: 2.00
        ZombiesArmorFactor = 1.5,
        -- The maximum defense percentage that any worn protective garments can provide to a zombie. Min: 0 Max: 100 Default: 85
        ZombiesMaxDefense = 50,
        -- Percentage chance of having a random attached weapon. Min: 0 Max: 100 Default: 6
        ChanceOfAttachedWeapon = 10,
        -- How much damage zombies take when falling from height. Min: 0.00 Max: 100.00 Default: 1.00
        ZombiesFallDamage = 1.0,
        -- Whether some dead-looking zombies will reanimate and attack the player. Default = World Zombies
        -- 1 = World Zombies
        -- 2 = World and Combat Zombies
        -- 3 = Never
        DisableFakeDead = 1,
        -- Zombies will not spawn where players spawn. Default = Inside the building and around it
        -- 1 = Inside the building and around it
        -- 2 = Inside the building
        -- 3 = Inside the room
        -- 4 = Zombies can spawn anywhere
        PlayerSpawnZombieRemoval = 1,
        -- How many zombies it takes to damage a tall fence. Min: -1 Max: 100 Default: 25
        FenceThumpersRequired = 25,
        -- How quickly zombies damage tall fences. Min: 0.01 Max: 100.00 Default: 1.00
        FenceDamageMultiplier = 0.5,
    },
    ZombieConfig = {
        -- Set by the "Zombie Count" population option, or by a custom number here. Insane = 2.5, Very High = 1.6, High = 1.2, Normal = 0.65, Low = 0.15, None = 0.0. Min: 0.00 Max: 4.00 Default: 0.65
        PopulationMultiplier = 0.65,
        -- A multiplier for the desired zombie population at the start of the game.
```

Insane = 3.0, Very High = 2.0, High = 1.5, Normal = 1.0, Low = 0.5, None = 0.0. Min: 0.00 Max: 4.00 Default: 1.00
PopulationStartMultiplier = 0.8,
-- A multiplier for the desired zombie population on the peak day. Insane = 3.0, Very High = 2.0, High = 1.5, Normal = 1.0, Low = 0.5, None = 0.0. Min: 0.00 Max: 4.00 Default: 1.50
PopulationPeakMultiplier = 1.5,
-- The day when the population reaches its peak. Min: 1 Max: 365 Default: 28
PopulationPeakDay = 45,
-- The number of hours that must pass before zombies may respawn in a cell. If 0, spawning is disabled. Min: 0.00 Max: 8760.00 Default: 0.00
RespawnHours = 0.0,
-- The number of hours that a chunk must be unseen before zombies may respawn in it. Min: 0.00 Max: 8760.00 Default: 0.00
RespawnUnseenHours = 0.0,
-- The fraction of a cell's desired population that may respawn every RespawnHours. Min: 0.00 Max: 1.00 Default: 0.00
RespawnMultiplier = 0.0,
-- The number of hours that must pass before zombies migrate to empty parts of the same cell. If 0, migration is disabled. Min: 0.00 Max: 8760.00 Default: 12.00
RedistributeHours = 12.0,
-- The distance a zombie will try to walk towards the last sound it heard. Min: 10 Max: 1000 Default: 100
FollowSoundDistance = 100,
-- The size of groups real zombies form when idle. 0 means zombies don't form groups. Groups don't form inside buildings or forest zones. Min: 0 Max: 1000 Default: 20
RallyGroupSize = 5,
-- The amount, as a percentage, that zombie groups can vary in size from the default (both larger and smaller). For example, at 50% variance with a default group size of 20, groups will vary in size from 10-30. Min: 0 Max: 100 Default: 50
RallyGroupSizeVariance = 50,
-- The distance real zombies travel to form groups when idle. Min: 5 Max: 50 Default: 20
RallyTravelDistance = 20,
-- The distance between zombie groups. Min: 5 Max: 25 Default: 15
RallyGroupSeparation = 15,
-- How close members of a zombie group stay to the group's "leader". Min: 1 Max: 10 Default: 3
RallyGroupRadius = 3,
-- Controls the maximum number of zombies tracked before cleanup occurs. 0 means zombies will not be cleaned up. The default value (300) is

strongly recommended. Increasing this value or setting to 0 may cause severe performance problems. For troubleshooting and bug-report purposes, please reproduce any issue with the default setting before submitting a report. Min: 0 Max: 5000 Default: 300

```
        ZombiesCountBeforeDelete = 300,
    },
    MultiplierConfig = {
        -- The rate at which all skills level up. Min: 0.00 Max: 1000.00 Default: 1.00
        Global = 1.2,
        -- When enabled, all skills will use the Global Multiplier.
        GlobalToggle = true,
        -- Rate at which Fitness skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Fitness = 1.0,
        -- Rate at which Strength skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Strength = 1.0,
        -- Rate at which Sprinting skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Sprinting = 1.0,
        -- Rate at which Lightfooted skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Lightfoot = 1.0,
        -- Rate at which Nimble skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Nimble = 1.0,
        -- Rate at which Sneaking skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Sneak = 1.0,
        -- Rate at which Axe skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Axe = 1.0,
        -- Rate at which Long Blunt skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Blunt = 1.0,
        -- Rate at which Short Blunt skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        SmallBlunt = 1.0,
        -- Rate at which Long Blade skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        LongBlade = 1.0,
        -- Rate at which Short Blade skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        SmallBlade = 1.0,
        -- Rate at which Spear skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Spear = 1.0,
        -- Rate at which Maintenance skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
```

```
        Maintenance = 1.0,
        -- Rate at which Carpentry skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Woodwork = 1.0,
        -- Rate at which Cooking skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Cooking = 1.0,
        -- Rate at which Agriculture skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Farming = 1.0,
        -- Rate at which First Aid skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Doctor = 1.0,
        -- Rate at which Electrical skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Electricity = 1.0,
        -- Rate at which Welding skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        MetalWelding = 1.0,
        -- Rate at which Mechanics skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Mechanics = 1.0,
        -- Rate at which Tailoring skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Tailoring = 1.0,
        -- Rate at which Aiming skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Aiming = 1.0,
        -- Rate at which Reloading skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Reloading = 1.0,
        -- Rate at which Fishing skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
        Fishing = 1.0,
        -- Rate at which Trapping skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Trapping = 1.0,
        -- Rate at which Foraging skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        PlantScavenging = 1.0,
        -- Rate at which Knapping skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        FlintKnapping = 1.0,
        -- Rate at which Masonry skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Masonry = 1.0,
        -- Rate at which Pottery skill levels up. Min: 0.00 Max: 1000.00 Default: 1.00
```

```
        Pottery = 1.0,
        -- Rate at which Carving skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Carving = 1.0,
        -- Rate at which Animal Care skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Husbandry = 1.0,
        -- Rate at which Tracking skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Tracking = 1.0,
        -- Rate at which Blacksmithing skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
        Blacksmith = 1.0,
        -- Rate at which Butchering skill levels up. Min: 0.00 Max: 1000.00 Default:
1.00
        Butchering = 1.0,
        -- Rate at which Glassmaking skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
        Glassmaking = 1.0,
    },
    BurdJournals = {
        EnableJournals = true,
        EnablePlayerJournals = true,
        EnablePlayerJournalCrafting = true,
        EnableVanillaJournalCrafting = true,
        RespawnWithExistingPlayerJournal = true,
        SpawnWithBlankPlayerJournal = true,
        XPRecoveryMode = 1,
        DiminishingTrackingMode = 3,
        -- Min: 50 Max: 100 Default: 100
        DiminishingFirstRead = 100,
        -- Min: 0 Max: 50 Default: 10
        DiminishingDecayRate = 10,
        -- Min: 0 Max: 50 Default: 10
        DiminishingMinimum = 10,
        RequirePenToWrite = false,
        -- Min: 1 Max: 10 Default: 1
        PenUsesPerLog = 1,
        RequireEraserToErase = true,
        PersistDROnErase = false,
        EnableBaselineRestriction = true,
        BaselineRecordingMode = 1,
        AllowVhsSkillRecording = true,
        -- Min: 0.50 Max: 30.00 Default: 4.00
        LearningTimePerSkill = 4.0,
```

```
        EnablePassiveSkillsPlayer = true,
        EnableTraitRecordingPlayer = true,
        -- Min: 1.00 Max: 60.00 Default: 5.00
        LearningTimePerTrait = 5.0,
        EnableRecipeRecordingPlayer = true,
        -- Min: 0.50 Max: 30.00 Default: 5.00
        LearningTimePerRecipe = 5.0,
        EnableStatRecording = true,
        RecordZombieKills = true,
        RecordHoursSurvived = true,
        EnablePlayerJournalNotes = true,
        -- Min: 1 Max: 100 Default: 30
        PlayerJournalNotesMaxPages = 30,
        -- Min: 250 Max: 8000 Default: 2000
        PlayerJournalNotesMaxCharsPerPage = 2000,
        -- Min: 0.10 Max: 5.00 Default: 1.00
        LearningTimeMultiplier = 1.0,
        -- Min: 0 Max: 500 Default: 0
        MaxSkillsPerJournal = 0,
        -- Min: 0 Max: 500 Default: 0
        MaxTraitsPerJournal = 0,
        -- Min: 0 Max: 10000 Default: 0
        MaxRecipesPerJournal = 0,
        -- Min: 0.10 Max: 10.00 Default: 1.00
        JournalXPMultiplier = 1.0,
        EnablePassiveSkillsLoot = true,
        EnableWornJournalSpawns = true,
        -- Min: 0.10 Max: 100.00 Default: 1.00
        WornJournalSpawnChance = 1.0,
        -- Min: 1 Max: 5 Default: 1
        WornJournalMinSkills = 1,
        -- Min: 1 Max: 5 Default: 2
        WornJournalMaxSkills = 2,
        -- Min: 10 Max: 200 Default: 25
        WornJournalMinXP = 25,
        -- Min: 25 Max: 500 Default: 75
        WornJournalMaxXP = 75,
        EnableWornJournalRecipes = true,
        -- Min: 0 Max: 100 Default: 15
        WornJournalRecipeChance = 15,
        -- Min: 1 Max: 5 Default: 1
        WornJournalMaxRecipes = 1,
        EnableWornJournalTraits = true,
        -- Min: 0 Max: 100 Default: 0
        WornJournalTraitChance = 0,
```

```
        -- Min: 1 Max: 5 Default: 1
        WornJournalMinTraits = 1,
        -- Min: 1 Max: 5 Default: 1
        WornJournalMaxTraits = 1,
        EnableWornJournalForgetSlot = true,
        -- Min: 0 Max: 100 Default: 1
        WornJournalForgetChance = 1,
        EnableLootJournalNotes = true,
        -- Min: 0 Max: 100 Default: 35
        WornJournalNoteChance = 35,
        EnableBloodyJournalSpawns = true,
        -- Min: 0.10 Max: 100.00 Default: 0.30
        BloodyJournalSpawnChance = 0.3,
        -- Min: 1 Max: 5 Default: 2
        BloodyJournalMinSkills = 2,
        -- Min: 2 Max: 10 Default: 4
        BloodyJournalMaxSkills = 4,
        -- Min: 25 Max: 500 Default: 50
        BloodyJournalMinXP = 50,
        -- Min: 50 Max: 1000 Default: 150
        BloodyJournalMaxXP = 150,
        EnableBloodyJournalTraits = true,
        -- Min: 0 Max: 100 Default: 15
        BloodyJournalTraitChance = 15,
        -- Min: 0 Max: 5 Default: 2
        BloodyJournalMaxTraits = 2,
        EnableBloodyJournalForgetSlot = true,
        -- Min: 0 Max: 100 Default: 3
        BloodyJournalForgetChance = 3,
        EnableBloodyJournalRecipes = true,
        -- Min: 0 Max: 100 Default: 60
        BloodyJournalRecipeChance = 60,
        -- Min: 1 Max: 5 Default: 3
        BloodyJournalMaxRecipes = 3,
        -- Min: 0 Max: 100 Default: 50
        BloodyJournalNoteChance = 50,
        EnableLootJournalsFun = true,
        EnableCursedJournalSpawns = true,
        DisguiseCursedJournalsAsBloody = false,
        -- Min: 0.00 Max: 100.00 Default: 0.08
        CursedJournalSpawnChance = 0.08,
        -- Min: 1 Max: 10 Default: 2
        CursedJournalMinSkills = 2,
        -- Min: 1 Max: 10 Default: 5
        CursedJournalMaxSkills = 5,
```

```
        -- Min: 1 Max: 5000 Default: 75
        CursedJournalMinXP = 75,
        -- Min: 1 Max: 5000 Default: 300
        CursedJournalMaxXP = 300,
        EnableCursedJournalTraits = true,
        -- Min: 0 Max: 100 Default: 40
        CursedJournalTraitChance = 40,
        -- Min: 1 Max: 5 Default: 1
        CursedJournalMinTraits = 1,
        -- Min: 1 Max: 5 Default: 3
        CursedJournalMaxTraits = 3,
        EnableCursedJournalRecipes = true,
        -- Min: 0 Max: 100 Default: 60
        CursedJournalRecipeChance = 60,
        -- Min: 1 Max: 5 Default: 3
        CursedJournalMaxRecipes = 3,
        EnableCursedJournalForgetSlot = true,
        -- Min: 0 Max: 100 Default: 25
        CursedJournalForgetChance = 25,
        -- Min: 0 Max: 200 Default: 90
        CursedJournalNegativeTraitCurseWeight = 90,
        -- Min: 0 Max: 200 Default: 12
        CursedJournalLosePositiveTraitCurseWeight = 12,
        -- Min: 0 Max: 200 Default: 10
        CursedJournalLoseSkillCurseWeight = 10,
        -- Min: 0 Max: 100 Default: 4
        CursedJournalSevereRepeatChancePercent = 4,
        -- Min: 0 Max: 336 Default: 72
        CursedJournalSevereCooldownHours = 72,
        CursedJournalSeverityCompensation = true,
        -- Min: 0 Max: 200 Default: 50
        CursedJournalSevereRewardBonusPercent = 50,
        EnableCursedJournalExpiration = true,
        -- Min: 1 Max: 365 Default: 30
        CursedJournalExpirationDays = 30,
        EnableCursedJournalInsight = true,
        -- Min: 0 Max: 10 Default: 4
        CursedJournalInsightRevealForagingLevel = 4,
        -- Min: 0 Max: 10 Default: 6
        CursedJournalInsightOmenForagingLevel = 6,
        -- Min: 0 Max: 10 Default: 8
        CursedJournalInsightExactForagingLevel = 8,
        CursedJournalInsightExactEffect = false,
        -- Min: 0 Max: 100 Default: 75
        CursedJournalNoteChance = 75,
```

```
        EnableYuletideJournalSpawns = true,
        YuletideSeasonMode = 1,
        EnableYuletideKrampusCursedAuthors = 1,
        -- Min: 0.00 Max: 100.00 Default: 8.00
        YuletideWornReplacementChance = 8.0,
        -- Min: 0.00 Max: 100.00 Default: 4.00
        YuletideBloodyReplacementChance = 4.0,
        -- Min: 1 Max: 10 Default: 2
        YuletideJournalMinSkills = 2,
        -- Min: 1 Max: 10 Default: 5
        YuletideJournalMaxSkills = 5,
        -- Min: 1 Max: 5000 Default: 75
        YuletideJournalMinXP = 75,
        -- Min: 1 Max: 5000 Default: 300
        YuletideJournalMaxXP = 300,
        EnableYuletideJournalTraits = true,
        -- Min: 0 Max: 100 Default: 40
        YuletideJournalTraitChance = 40,
        -- Min: 1 Max: 5 Default: 1
        YuletideJournalMinTraits = 1,
        -- Min: 1 Max: 5 Default: 3
        YuletideJournalMaxTraits = 3,
        EnableYuletideJournalRecipes = true,
        -- Min: 0 Max: 100 Default: 60
        YuletideJournalRecipeChance = 60,
        -- Min: 1 Max: 5 Default: 3
        YuletideJournalMaxRecipes = 3,
        -- Min: 0 Max: 100 Default: 75
        YuletideJournalNoteChance = 75,
        EnableYuletideJournalForgetSlot = true,
        -- Min: 0 Max: 100 Default: 25
        YuletideJournalForgetChance = 25,
        -- Min: 0 Max: 100 Default: 70
        YuletideGiftPracticalWeight = 70,
        -- Min: 0 Max: 100 Default: 25
        YuletideGiftRareWeight = 25,
        -- Min: 0 Max: 100 Default: 5
        YuletideGiftJackpotWeight = 5,
        -- Min: 1 Max: 10 Default: 1
        YuletideGiftMinItems = 1,
        -- Min: 1 Max: 10 Default: 2
        YuletideGiftMaxItems = 2,
        EnableLimitedClaimLootJournals = false,
        -- Min: 1 Max: 25 Default: 1
        LootJournalMaxClaimsBeforeDissolve = 1,
```

```
        SkillBookMultiplierForJournals = true,
        -- Min: 1.00 Max: 16.00 Default: 2.00
        SkillBookMultiplierCap = 2.0,
        RequireLightForJournalUse = false,
        ReadingSkillAffectsSpeed = true,
        -- Min: 0.00 Max: 0.50 Default: 0.10
        ReadingSpeedBonus = 0.1,
        -- Min: 1.00 Max: 60.00 Default: 10.00
        EraseTime = 10.0,
        -- Min: 5.00 Max: 120.00 Default: 15.00
        ConvertTime = 15.0,
        EnableAnimatedJournalVisuals = true,
        -- Min: 10 Max: 200 Default: 50
        JournalUIPaginationThreshold = 50,
        AllowOthersToOpenJournals = true,
        AllowOthersToClaimFromJournals = true,
        AllowNegativeTraits = false,
        ExcludePassiveSkillRelatedTraits = true,
        AllowPlayerJournalDissolution = false,
        AllowMutualExclusionCancellation = true,
        EnableBaselineSnapshots = true,
        -- Min: 1 Max: 500 Default: 5
        BaselineSnapshotsPerSteamLimit = 5,
        BaselineSnapshotsAutoCapture = true,
        BaselineSnapshotsCaptureOnDeath = true,
        BaselineSnapshotsProtectOnRestore = false,
        -- Min: 1 Max: 50 Default: 15
        RecordBatchSize = 15,
        -- Min: 1 Max: 50 Default: 15
        AbsorbBatchSize = 15,
        -- Min: 0.10 Max: 1.00 Default: 0.25
        BatchTimeMultiplier = 0.25,
        AllowTraitPurchaseSkillRecording = false,
        AllowAdaptiveTraitsManagedTraitRecording = false,
        AllowEvolvingTraitsWorldManagedTraitRecording = false,
        AllowEvolvingTraitsWorldManagedTraitLootGeneration = false,
        AllowDebugCommands = false,
    },
    AwesomeLockpicking = {
        -- Min: 0.10 Max: 10.00 Default: 1.00
        SuccessChanceMultiplier = 1.0,
        -- Min: 0.10 Max: 100.00 Default: 1.00
        XPMultiplier = 1.0,
        AllowLockpickingVehicleDoors = true,
        AutoEnterOnLockpickingVehicleDoor = true,
```

```
    AllowLockpickingHighSecurityDoors = false,
    AllowLockpickingPlayerDoors = false,
},
ZombieVirusVaccineBETA = {
    DebugMode = false,
    EnableWorldLoot = true,
    LootChemicals = 3,
    ExpandChemicalsLoot = false,
    EnableVehicleLoot = true,
    EnableBagsLoot = true,
    LootSyringes = 3,
    LootEquipmentBooks = 3,
    LootVirologyBooks = 3,
    VirologyBooksSpawnMode = 2,
    BloodAgingMode = true,
    -- Min: 5 Max: 21 Default: 14
    BloodAgingRadius = 14,
    EnableWaterPurification = true,
    -- Min: 5 Max: 21 Default: 5
    WaterPurificationRadius = 5,
    EnableLightPaints = true,
    AllowWindowGlass = true,
    AllowAutopsyOnGround = true,
    -- Min: 800 Max: 1800 Default: 1200
    AutopsySpeed = 1200,
    -- Min: 2 Max: 72 Default: 12
    AutopsyMaxHours = 12,
    -- Min: 0 Max: 30 Default: 30
    TicksDecreasedByPerkLv = 30,
    TableSpeedBonus = 6,
    -- Min: 0 Max: 15 Default: 15
    AutopsyGroundXP = 15,
    -- Min: 0 Max: 30 Default: 30
    AutopsyTableXP = 30,
    -- Min: 0 Max: 30 Default: 15
    CollectPartXP = 15,
    -- Min: 0 Max: 15 Default: 10
    BrainHighOffset = 10,
    -- Min: 0 Max: 30 Default: 10
    HemophobicDebuff = 10,
    AllowScalpelDegrade = false,
    AllowSawDegrade = true,
    StartingKit = true,
},
B42Horticulture = {
```

```
    LearnedRecipe = true,
},
NepWrecks = {
    -- Min: 0 Max: 100 Default: 10
    FuelUsed = 10,
    NeedMask = true,
    -- Min: 0.00 Max: 100.00 Default: 1.00
    LootMult = 1.0,
    DebugMode = false,
},
STA_EngineRebuild = {
    -- Min: 0 Max: 6 Default: 2
    MinMechanicsLevel = 2,
    -- Min: 0 Max: 100 Default: 3
    EnginePartsRequired = 3,
    -- Min: 0 Max: 100 Default: 95
    MinEngineCondition = 95,
    EnableIncrementalIncrease = false,
    -- Min: 0 Max: 100 Default: 10
    EngineIncrementAmount = 10,
},
GydeTraitMags = {
    NegativeToPositive = true,
    ReadRemove = false,
    ReadDelete = false,
    -- Min: 0 Max: 8766 Default: 0
    DaysBeforeRead = 0,
    SpawnRate = 3,
    SpawnSpeedDemon = true,
    SpawnNutritionist = true,
    SpawnOrganized = true,
    SpawnOutdoorsman = true,
    SpawnFastReader = true,
    SpawnFastLearner = true,
    SpawnHandy = true,
    SpawnAxeMan = true,
    SpawnBurglar = true,
    SpawnGraceful = true,
    SpawnDextrous = true,
    SpawnInconspicuous = true,
    SpawnKeenHearing = true,
},
WorkingKnowledge = {
    SpawnRate = 3,
    -- Min: 0 Max: 500 Default: 50
```

```
        XPGrant = 75,
    },
    STA_PryOpen = {
        PryEnablePity = false,
        -- Min: 0.01 Max: 1.00 Default: 0.25
        PryChanceBase = 0.25,
        -- Min: 0.00 Max: 1.00 Default: 0.03
        PryBonusSkillStrength = 0.03,
        -- Min: 0.00 Max: 1.00 Default: 0.03
        PryBonusSkillCarpentry = 0.03,
        -- Min: 0.00 Max: 1.00 Default: 0.03
        PryBonusSkillBlacksmith = 0.03,
        -- Min: 0.00 Max: 1.00 Default: 0.03
        PryBonusSkillMechanics = 0.03,
        -- Min: 0.00 Max: 1.00 Default: 0.15
        PryBonusTraitBurglar = 0.15,
        -- Min: 0.00 Max: 5.00 Default: 0.20
        PryBonusSkillNimble = 0.2,
        -- Min: 0.00 Max: 5.00 Default: 1.00
        PryBonusTraitDextrous = 1.0,
        PryEnableBuilding = true,
        -- Min: 0 Max: 10 Default: 3
        PryLevelBuilding = 3,
        -- Min: 0.01 Max: 5.00 Default: 1.00
        PryChanceMultiplierBuilding = 1.0,
        -- Min: 1 Max: 30 Default: 8
        PryTimeBuilding = 8,
        PryEnableWindow = true,
        -- Min: 0 Max: 10 Default: 2
        PryLevelWindow = 2,
        -- Min: 0.01 Max: 5.00 Default: 1.10
        PryChanceMultiplierWindow = 1.1,
        -- Min: 1 Max: 30 Default: 6
        PryTimeWindow = 6,
        PryEnableGarage = true,
        -- Min: 0 Max: 10 Default: 6
        PryLevelGarage = 6,
        -- Min: 0.01 Max: 5.00 Default: 0.85
        PryChanceMultiplierGarage = 0.85,
        -- Min: 1 Max: 30 Default: 10
        PryTimeGarage = 10,
        PryEnableSecure = true,
        -- Min: 0 Max: 10 Default: 8
        PryLevelSecure = 8,
        -- Min: 0.01 Max: 5.00 Default: 0.80
```

```
        PryChanceMultiplierSecure = 0.8,
        -- Min: 1 Max: 30 Default: 14
        PryTimeSecure = 14,
        PryEnableVehicle = true,
        -- Min: 0 Max: 10 Default: 3
        PryLevelVehicle = 3,
        -- Min: 0.01 Max: 5.00 Default: 1.00
        PryChanceMultiplierVehicle = 1.0,
        -- Min: 1 Max: 30 Default: 10
        PryTimeVehicle = 10,
        PryEnableTrunk = true,
        -- Min: 0 Max: 10 Default: 2
        PryLevelTrunk = 2,
        -- Min: 0.01 Max: 5.00 Default: 1.05
        PryChanceMultiplierTrunk = 1.05,
        -- Min: 1 Max: 30 Default: 8
        PryTimeTrunk = 8,
        -- Min: 0.00 Max: 1.00 Default: 0.30
        PryChanceBreakWindow = 0.3,
        -- Min: 0.00 Max: 1.00 Default: 0.20
        PryChanceBreakVehicleWindow = 0.2,
        -- Min: 0.00 Max: 1.00 Default: 0.15
        PryChanceBreakVehicleLock = 0.15,
        -- Min: 0.00 Max: 1.00 Default: 0.08
        PryChanceInjury = 0.08,
        -- Min: 0.00 Max: 1.00 Default: 0.05
        PryBonusTraitSkin = 0.05,
        -- Min: 0.00 Max: 1.00 Default: 0.65
        PryChanceInjurySeverity01 = 0.65,
        -- Min: 0.00 Max: 1.00 Default: 0.30
        PryChanceInjurySeverity02 = 0.3,
        -- Min: 0.00 Max: 1.00 Default: 0.05
        PryChanceInjurySeverity03 = 0.05,
        -- Min: 5 Max: 100 Default: 15
        PryNoiseRadius = 15,
        -- Min: 0.00 Max: 10.00 Default: 0.50
        PryBonusSkillSneak = 0.5,
        PryEnableAlarmSuccess = true,
        PryEnableAlarmForce = true,
        -- Min: 0.00 Max: 1.00 Default: 0.12
        PryChanceAlarm = 0.12,
        -- Min: 0.00 Max: 1.00 Default: 0.01
        PryBonusSkillElectricity = 0.01,
        PryToolItemsList = "",
        PryToolTagsList = "base:crowbar:1.0;",
```

```
    },
    RainCleansBlood = {
        -- Min: 1 Max: 60 Default: 10
        TilesPerMinute = 10,
        -- Min: 0.05 Max: 0.95 Default: 0.25
        WeatherThreshold = 0.25,
        AlsoCleanAsh = true,
        AlsoCleanDroppings = true,
        AlsoCleanInside = false,
        AlsoCleanVehicles = true,
        -- Min: 0.10 Max: 1.00 Default: 0.10
        VehicleCleanSpeed = 0.1,
        AlsoCleanClothes = true,
        -- Min: 1.00 Max: 10.00 Default: 1.00
        ClothesCleanSpeed = 1.0,
        AlwaysClean = false,
    },
    OCRainWash = {
        -- Min: 0.50 Max: 2.00 Default: 1.00
        DownpourCleanHours = 1.0,
        -- Min: 1.50 Max: 6.00 Default: 3.00
        HeavyRainCleanHours = 3.0,
        -- Min: 3.00 Max: 12.00 Default: 6.00
        ModerateRainCleanHours = 6.0,
        -- Min: 6.00 Max: 24.00 Default: 12.00
        DrizzleCleanHours = 12.0,
    },
    BCR = {
        -- Min: 2 Max: 10000 Default: 1000
        BodyCount = 250,
        enableDebugLogging = false,
        enablePositiveTraits = true,
        enableNegativeTraits = true,
        rewardPriority = 1,
        grantMissedOpportunities = false,
        MilestoneScaling = 1,
        -- Min: 0.10 Max: 2.00 Default: 0.50
        ProgressiveScalingFactor = 0.5,
        allow_base_SpeedDemon = true,
        allow_base_NightVision = true,
        allow_base_Dextrous = true,
        allow_base_FastReader = true,
        allow_base_Inventive = true,
        allow_base_LightEater = true,
        allow_base_LowThirst = true,
```

```
    allow_base_Outdoorsman = true,
    allow_base_NeedsLessSleep = true,
    allow_base_IronGut = true,
    allow_base_AdrenalineJunkie = true,
    allow_base_EagleEyed = true,
    allow_base_Graceful = true,
    allow_base_Inconspicuous = true,
    allow_base_Nutritionist = true,
    allow_base_Organized = true,
    allow_base_Resilient = true,
    allow_base_FastHealer = true,
    allow_base_FastLearner = true,
    allow_base_KeenHearing = true,
    allow_base_ThickSkinned = true,
    allow_base_HighThirst = true,
    allow_base_SundayDriver = true,
    allow_base_AllThumbs = true,
    allow_base_Clumsy = true,
    allow_base_Cowardly = true,
    allow_base_SlowReader = true,
    allow_base_SlowHealer = true,
    allow_base_WeakStomach = true,
    allow_base_Smoker = true,
    allow_base_Agoraphobic = true,
    allow_base_Claustrophobic = true,
    allow_base_Conspicuous = true,
    allow_base_HeartyAppetite = true,
    allow_base_Pacifist = true,
    allow_base_ProneToIllness = true,
    allow_base_NeedsMoreSleep = true,
    allow_base_Asthmatic = true,
    allow_base_Hemophobic = true,
    allow_base_Disorganized = true,
    allow_base_SlowLearner = true,
    allow_base_Illiterate = true,
    allow_base_ThinSkinned = true,
},
Printer3D = {
    FilamentSpawnMultiplier = 4,
    -- Min: 0.50 Max: 2.00 Default: 1.00
    FilamentCostMultiplier = 1.0,
    -- Min: 0.50 Max: 4.00 Default: 1.00
    PrintTimeMultiplier = 1.0,
    EnablePrintingFailures = true,
    -- Min: 0.50 Max: 2.00 Default: 1.00
```

```
        PrintingFailureMultiplier = 1.0,
        NoiseMultiplier = 2,
        PowerConsumptionMultiplier = 2,
        GlobalPrintCooldown = 1,
        EnableRecycling = true,
        RecyclingModeIrreversible = true,
        RecycleContaminationSync = false,
        -- Min: 0.00 Max: 20.00 Default: 8.00
        RecycleContaminationRadius = 8.0,
        -- Min: 0.50 Max: 2.00 Default: 1.00
        RecyclingFailureMultiplier = 1.0,
        -- Min: 0.50 Max: 2.00 Default: 1.00
        RecyclingNoiseMultiplier = 1.0,
    },
    ProximityInventory = {
        ZombieOnly = false,
    },
    TanksHavePropane = {
        AllowGasPumps = false,
        AllowSmallIndustrialTanks = true,
        -- Min: 1 Max: 10 Default: 2
        SearchRadius = 2,
    },
    DGMC_Bolt_Cutters = {
        Allow_Garage_Doors = true,
        Allow_Fence_Gates = true,
        Allow_Fences = true,
        -- Min: 0 Max: 100 Default: 0
        Fence_Wire_Chance = 0,
        Allow_Shutters = false,
        -- Min: 0 Max: 10 Default: 3
        Easy_Strength_Req = 3,
        -- Min: 0 Max: 10 Default: 5
        Medium_Strength_Req = 5,
        -- Min: 0 Max: 10 Default: 7
        Hard_Strength_Req = 7,
        -- Min: 0 Max: 60 Default: 22
        Base_Duration = 22,
        -- Min: 0.00 Max: 40.00 Default: 4.00
        Base_Muscle_Strain = 4.0,
        Debug_Logging = false,
    },
    ProjectArcade = {
        DisableDefaultPrizePool = false,
        ReplaceVanillaArcadesOnLoad = true,
```

```
    ReplaceVanillaPinballsOnLoad = true,
    -- Min: 0 Max: 100 Default: 100
    SfxVolumePct = 50,
    DisableArcadeAmbientSound = false,
    AnnouncementLanguage = 1,
    CurrencyFullType = "Base.SilverCoin",
    -- Min: 0 Max: 300 Default: 100
    CoinDistContainersPct = 100,
    -- Min: 0 Max: 300 Default: 100
    CoinDistZombiesPct = 100,
    -- Min: 0 Max: 300 Default: 100
    ROMDistPct = 100,
  },
  Bicycle = {
    -- Min: 0 Max: 100 Default: 30
    SpawnRate = 30,
    -- Min: 0 Max: 100 Default: 30
    SidecarSpawnRate = 30,
    -- Min: 0.10 Max: 5.00 Default: 2.20
    WalkSpeedMultiplier = 2.2,
    -- Min: 0.10 Max: 5.00 Default: 3.10
    RunSpeedMultiplier = 3.1,
    ImmersiveMode = true,
    LoadPenaltyEnabled = true,
    -- Min: 0 Max: 75 Default: 50
    MaxTurnPenalty = 50,
    -- Min: 0 Max: 75 Default: 35
    MaxSpeedPenalty = 35,
    ZombieSlowdownEnabled = true,
    -- Min: 0 Max: 150 Default: 100
    ZombieSlowdownStrength = 100,
    -- Min: 0 Max: 100 Default: 30
    ZombieContactSensitivity = 30,
  },
  ZombsHaveCigs = {
    -- Min: 0 Max: 100 Default: 16
    GlobalChance = 16,
    EnableFireSources = true,
    EnableRareTobacco = true,
    DebugLogging = false,
  },
  InjuredZombiesStumble = {
    -- Min: 0 Max: 100 Default: 40
    BaseChance = 40,
    -- Min: 10 Max: 90 Default: 70
```

```
        MinHealthPercent = 70,
        -- Min: 0 Max: 500 Default: 25
        MinCooldown = 25,
        -- Min: 0 Max: 500 Default: 60
        MaxCooldown = 60,
    },
    SVUC = {
        -- Min: 10 Max: 50 Default: 15
        timeLight = 15,
        -- Min: 10 Max: 50 Default: 30
        timeHeavy = 30,
        -- Min: 10 Max: 50 Default: 45
        timeReinforced = 45,
        -- Min: 10 Max: 50 Default: 15
        timeMods = 15,
        -- Min: 10 Max: 50 Default: 15
        timeWheels = 15,
        -- Min: 50 Max: 80 Default: 80
        protectionHealthTriger = 80,
        -- Min: 1 Max: 10 Default: 5
        protectionLightHealthDelta = 5,
        -- Min: 1 Max: 10 Default: 4
        protectionHeavyHealthDelta = 4,
        -- Min: 1 Max: 10 Default: 3
        protectionReinforcedHealthDelta = 3,
        -- Min: 1 Max: 10 Default: 6
        protectionBullbarSmallHealthDelta = 6,
        -- Min: 1 Max: 10 Default: 5
        protectionBullbarMediumHealthDelta = 5,
        -- Min: 1 Max: 10 Default: 4
        protectionBullbarLargeHealthDelta = 4,
        -- Min: 1 Max: 10 Default: 3
        protectionPlowHealthDelta = 3,
        -- Min: 1 Max: 10 Default: 1
        protectionWheelsHealthDelta = 1,
        -- Min: 0 Max: 50 Default: 10
        protectionEngineSmallPowerIncrease = 10,
        -- Min: 0 Max: 50 Default: 20
        protectionEngineMediumPowerIncrease = 20,
        -- Min: 0 Max: 50 Default: 35
        protectionEngineLargePowerIncrease = 35,
        -- Min: 0 Max: 50 Default: 50
        protectionEnginePipedPowerIncrease = 50,
        -- Min: 0 Max: 50 Default: 15
        protectionEngineSnorkelPowerIncrease = 15,
```

```
    -- Min: 0 Max: 100 Default: 10
    protectionLightGasUsage = 10,
    -- Min: 0 Max: 100 Default: 20
    protectionHeavyGasUsage = 20,
    -- Min: 0 Max: 100 Default: 40
    protectionReinforcedGasUsage = 40,
    -- Min: 0 Max: 100 Default: 0
    protectionModsGasUsage = 0,
    -- Min: 0 Max: 100 Default: 1
    protectionBullbarSmallGasUsage = 1,
    -- Min: 0 Max: 100 Default: 5
    protectionBullbarMediumGasUsage = 5,
    -- Min: 0 Max: 100 Default: 10
    protectionBullbarLargeGasUsage = 10,
    -- Min: 0 Max: 100 Default: 20
    protectionPlowGasUsage = 20,
    -- Min: 0 Max: 100 Default: 2
    protectionEngineSmallGasUsage = 2,
    -- Min: 0 Max: 100 Default: 3
    protectionEngineMediumGasUsage = 3,
    -- Min: 0 Max: 100 Default: 4
    protectionEngineLargeGasUsage = 4,
    -- Min: 0 Max: 100 Default: 5
    protectionEnginePipedGasUsage = 5,
    -- Min: 0 Max: 100 Default: 1
    protectionEngineSnorkelGasUsage = 1,
  },
  ServerUpdate = {
    EnableMod = true,
    -- Min: 1 Max: 1440 Default: 15
    WorkshopPollingIntervalMinutes = 15,
    -- Min: 0 Max: 1440 Default: 15
    RestartDelayMinutes = 5,
    -- Min: 5 Max: 300 Default: 15
    QuitDelaySeconds = 15,
  },
  ComputerMod = {
    -- Min: 0 Max: 100 Default: 14
    DiscSpawnChance = 14,
    -- Min: 0 Max: 300 Default: 100
    GameDiscWeightPercent = 100,
    -- Min: 0 Max: 300 Default: 100
    SystemDiscWeightPercent = 100,
    -- Min: 0 Max: 300 Default: 100
    BlankDiscWeightPercent = 100,
```

```
    -- Min: 0 Max: 300 Default: 100
    HackDiscWeightPercent = 100,
    -- Min: 0 Max: 100 Default: 60
    PreinstalledGameChance = 60,
    -- Min: 0 Max: 100 Default: 34
    PasswordChance = 34,
    -- Min: 0 Max: 100 Default: 12
    FramePasswordNoteChance = 12,
    -- Min: 0 Max: 100 Default: 18
    NearbyPasswordNoteChance = 18,
    -- Min: 0 Max: 10 Default: 1
    HackRequiredElectricalLevel = 1,
    -- Min: 0 Max: 100 Default: 28
    EmptyFolderChance = 28,
    -- Min: 0 Max: 100 Default: 12
    FolderMagazineChance = 12,
    -- Min: 0 Max: 100 Default: 18
    FolderNewspaperChance = 18,
    -- Min: 0 Max: 100 Default: 9
    FolderVideoChance = 9,
    -- Min: 0 Max: 100 Default: 10
    PaintFileChance = 10,
    EnableGameInstallVirus = true,
    -- Min: 0 Max: 100 Default: 8
    GameInstallVirusChance = 8,
    EnableBoardApp = true,
    EnableChatApp = true,
    EnableCommerceApp = true,
    NetworkOutageOnPowerLoss = true,
    NetworkTerminalNeedsPower = true,
    -- Min: 1 Max: 168 Default: 24
    MarketShopRefreshHours = 24,
    -- Min: 1 Max: 168 Default: 24
    MarketJobRefreshHours = 24,
    -- Min: 0 Max: 100 Default: 42
    MailAccountChance = 42,
    -- Min: 0 Max: 100 Default: 55
    MailLoggedInChance = 55,
    -- Min: 0 Max: 100 Default: 28
    SecretSiteHintChance = 28,
  },
  rSemiTruck = {
    -- Min: 0.00 Max: 10.00 Default: 0.50
    MilSpawnMultiplier = 0.5,
    GuaranteedMilitarySpawns = true,
```

```
        AdminOnlyMoveUp = false,
    },
    MSW = {
        Slots = 1,
    },
    DAMN = {
        AllowOinkerSpawns = true,
        AllowSuckyMcSuckfaceSpawns = true,
        AllowMrBusSpawns = true,
        AllowChonkerSpawns = true,
        AllowCashcowSpawns = true,
        AllowMcBoxySpawns = true,
        AllowManlyMANSpawns = true,
        AllowPro440Spawns = true,
        AllowDemonChildSpawns = false,
        AllowGreatScottSpawns = true,
        AllowPowerChadSpawns = true,
    },
    CF8KSweeper = {
        AllowTiles = true,
        SpriteWhitelist =
"brokenglass_1_;trash_01_;d_trash_;street_decoration_01_26;street_decoration_
01_27;damaged_objects_01_26;damaged_objects_01_27;damaged_objects_01_1
8;damaged_objects_01_19;damaged_objects_01_20;damaged_objects_01_21",
        AllowBlood = true,
        AllowGrime = true,
        AllowAshes = true,
        AllowItems = true,
        AllowCorpses = true,
        AllowUserAutoDelete = true,
    },
    ClaimableOutposts = {
        -- Min: 1 Max: 365 Default: 20
        hordeDaysThreat0 = 20,
        -- Min: 1 Max: 365 Default: 16
        hordeDaysThreat1 = 16,
        -- Min: 1 Max: 365 Default: 12
        hordeDaysThreat2 = 12,
        -- Min: 1 Max: 365 Default: 8
        hordeDaysThreat3 = 8,
        -- Min: 1 Max: 365 Default: 4
        hordeDaysThreat4 = 4,
        -- Min: 1 Max: 365 Default: 10
        infestationDaysThreat0 = 10,
        -- Min: 1 Max: 365 Default: 7
```

```
        infestationDaysThreat1 = 7,
        -- Min: 1 Max: 365 Default: 5
        infestationDaysThreat2 = 5,
        -- Min: 1 Max: 365 Default: 3
        infestationDaysThreat3 = 3,
        -- Min: 1 Max: 365 Default: 2
        lootDays_food = 2,
        -- Min: 1 Max: 365 Default: 5
        lootDays_fuel = 5,
        -- Min: 1 Max: 365 Default: 4
        lootDays_medical = 4,
        -- Min: 1 Max: 365 Default: 5
        lootDays_ammo = 5,
    },
    VVR = {
        NoTrailers = false,
        NoBurnt = true,
        -- Min: 0 Max: 100 Default: 10
        VehiCond = 10,
        VehiclesBlacklist = "Base.ModernCar_Martin;",
    },
}
```