



**Aethel**  
SMP Properties

**Multiverse Properties**

Type	SMP	Resource	RPG
Default Game Mode	Survival	Survival	Adventure
Spawn Chunks Loaded			
Create Portals			

**Game Rules**

Type	SMP / Resource	RPG
commandModificationBlockLimit (32768)	32768	32768
maxCommandChainLength (65536)	65536	65536
maxEntityCramming (24)	24	24
playerSleepingPercentage (100)	40	40
randomTickSpeed (3)	3	3
snowAccumulationHeight (1)	1	1
spawnRadius (10)	0	0
announceAdvancements		
blockExplosionDecay		
commandBlockOutput		
disableElytraMovementCheck		
disableRaids		
doDaylightCycle		
doEntityDrops		
doFireTick		
doInsomnia		
doImmediateRespawn		
doLimitedCrafting		
doMobLoot		
doMobSpawning		
doPatrolSpawning		

doTileDrops		
doTraderSpawning		
doVinesSpread		
doWeatherCycle		
doWardenSpawning		
drowningDamage		
fallDamage		
fireDamage		
forgiveDeadPlayers		
freezeDamage		
globalSoundEvents		
keepInventory		
lavaSourceConversion		
logAdminCommands		
mobExplosionDropDecay		
mobGriefing		
naturalRegeneration		
reducedDebugInfo		
sendCommandFeedback		
showDeathMessages		
spectatorsGenerateChunks		
tntExplosionDropDecay		
universalAnger		
waterSourceConversion		