Dungeon Config Values:

String in .properties file; type (integer value, Boolean or string); function

Boolean: true or false is accepted

Standard values:

* chance; Integer; defines spawn chance, must be between 0 and 100
* undergroundoffset; Integer; how many blocks are used underground
* allowedDims; Integer array; in what the dungeon can spawn (default is 0)
* unique; Boolean; if the dungeon is unique.
* protectblocks; Boolean; if the dungeon is protected from various things
* icon; Integer; the icon index of the dungeon, has to be equal to or between 0 and 15
* yoffset; Integer; overall offset to the surface; has to be positive
* buildsupportplatform; Boolean; if a supporting dirt hill will be under the dungeon
* supportblock; string; the block of the supportplatform (default is minecraft:stone)
* supportblocktop; string; the block on the top of the support platform (default is minecraft:grass)
* coverblock; string; unused at the moment

SurfaceDungeon: same as standard

CavernDungeon:

* minRooms; Integer; minimal count of caves, has to be greater than 0
* maxRooms; Integer; maximal count of caves, has to be greater or equal to minRooms
* minY; Integer; minimal height the dungeon will spawn at
* maxY; Integer; maximal height the dungeon will spawn at
* minCaveSize; Integer; minmal size of the cave, has to be greater than 0
* maxCaveSize; Integer; maximal size of the cave, has to be greater than minCaveSize
* minHeight; minimal height of the cave; has to be greater than 0
* maxHeight; Integer; maximal height of a cave, has to be greater than minHeight
* minRoomDistance; Integer; the minimal distance between two caves, has to be greater than 0
* maxRoomDistance; Integer; the maximal distance between two caves, has to be greater than minRoomDistance
* buildStairs; Boolean; tries to build a ladder leading down to the cave, experimental
* chestChancePerRoom; Integer; the chance from 0 to 100 for a chest to spawn in a cave
* placebos; Boolean; if a boss should be placed, unused
* placeSpawners; Boolean; if monster spawners should be placed inside a cave
* lootChests; Boolean; if chests appear in the cave
* mobName; String; name of the monster of the spawners in the cave (default is minecraft:zombie)
* bossMobName; String; same as mobName, except it is for the boss
* floorblock; String; what type of block the floor uses, default is minecraft:stone
* airblock; String; what block the air is, default is minecraft:air