Steam Community :: Structures Plus (S+) :: Discussions

Originally posted by example:

Place these at the bottom of your gameusersettings.ini (*For servers, it has to be on the server*)

YOU MUST INCLUDE THE [StructuresPlus] HEADER

You only need to include this if you wish to override the defaults, and you only need to include entries that are different.

Defaults

[StructuresPlus]
EnableQuickClimb=false
NoFoundationsRequired=false
AdditionalSupportDistanceInFoundations=0
ElevatorWeightMultiplier=0
ElevatorSpeed=150
DisableResourcePulling=false
ResourcePullRangeInFoundations=25
ResourceTransferCooldown=1.0
DisableSmoothBuild=false
EnableEngramOverride=false
DisableUnlockingMapSpecificEngrams=false
OverrideTekEngrams=false
EnableStructureSound=false
ArePlatformsImmuneToDamage=false
DisableAbilityToHideStructures=false
EnableGeneratorDecay=false
DisableGeneratorDuringStorm=false
DisableElectronicsDuringStorm=false
RemoveScorchedEarthInsulationPenalty=false
MinWindForTurbine=20
TurbineMaxPowerDistanceInFoundations=30
GardenerRangeInFoundations=10
SheepHerderRangeInFoundations=10
DefaultDoorConfig=0
LargeWallHP=40000
XLWallHP=120000
FenceHP=10000
GrinderResourceReturnPercent=25
GrinderResourceReturnMax=10000
AnimalTenderSlotCount=300
AutoCrafterSlotCount=500
BeeHiveSlotCount=24
BeerBarrelSlotCount=25
BookshelfSlotCount=600
CampfireSlotCount=10
ChargeStationSlotCount=50

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ChemBenchSlotCount=100
CloningChamberSlotCount=600
CompostBinSlotCount=25
CookingPotSlotCount=25
CrystalCrackerSlotCount=400
CryoFridgeSlotCount=150
DroneTerminalSlotCount=150
DyeriaSlotCount=500
FabricatorSlotCount=300
FarmerSlotCount=300
FeedingTroughSlotCount=100
FireplaceSlotCount=25
ForgeSlotCount=50
FridgeSlotCount=100
GardenerSlotCount=300
GasCollectorSlotCount=24
GeneratorSlotCount=8
GenomicsChamberSlotCount=100
GrinderSlotCount=200
HatcherySlotCount=15
IndustrialCookerSlotCount=100
IndustrialForgeSlotCount=100
IndustrialGrillSlotCount=100
ItemCollectorSlotCount=300
ItemTranslocatorSlotCount=350
LargeCropPlotSlotCount=30
LargeStorageSlotCount=90
MediumCropPlotSlotCount=20
MetalStorageSlotCount=100
MortarAndPestleSlotCount=50
NannySlotCount=100
OilPumpSlotCount=100
PreservingBinSlotCount=50
RepairStationSlotCount=500
ReplicatorSlotCount=600
SeamlessSquarePlotSlotCount=30
SeamlessTrianglePlotSlotCount=20
SheepHerderSlotCount=300
SmallCropPlotSlotCount=10
SmallStorageSlotCount=30
SmithySlotCount=300
SPlusAutoTurretSlotCount=75
SPlusBallistaTurretSlotCount=75
SPlusCraftingStationSlotCount=300
SPlusCannonTurretSlotCount=75
SPlusFlameTurretSlotCount=75
SPlusHeavyTurretSlotCount=300
SPlusMinigunTurretSlotCount=75
SPlusRocketTurretSlotCount=75
SPlusTranqTurretSlotCount=75
TekChemBenchSlotCount=350
TekCookingPotSlotCount=350
TekForgeSlotCount=350
TekFridgeSlotCount=250
TekGeneratorSlotCount=250
TekStorageSlotCount=500
TekStoveSlotCount=350
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TekTreeSapSlotCount=10
TekTroughSlotCount=300
TekTurretSlotCount=15
TreeSapSlotCount=5
VaultSlotCount=600
VesselSlotCount=20
VivariumSlotCount=100
WaterTapSlotCount=10
BeerBarrelCraftingSpeed=1
CampfireCraftingSpeed=1
ChemistryBenchCraftingSpeed=4
CompostBinCraftingSpeed=1
CookingPotCraftingSpeed=1
DroneTerminalCraftingSpeed=1
DyeriaCraftingSpeed=25
ElementCatalyzerCraftingSpeed=1
FabricatorCraftingSpeed=1
ForgeCraftingSpeed=1
FireplaceCraftingSpeed=2
FridgeCraftingSpeed=1
GrinderCraftingSpeed=1
IndustrialCookingPotCraftingSpeed=12
IndustrialForgeCraftingSpeed=1
IndustrialGrillCraftingSpeed=1
MortarAndPestleCraftingSpeed=1
PreservingBinCraftingSpeed=1
ReplicatorCraftingSpeed=12
SmithyCraftingSpeed=1
SPlusCraftingStationCraftingSpeed=1
TekChemBenchCraftingSpeed=1
TekCookingPotCraftingSpeed=25
TekForgeCraftingSpeed=1
TekStoveCraftingSpeed=1
ItemCollectorRangeInFoundations=25
DisableItemCollectorPoopDistribution=false
FarmerRangeInFoundations=30
RaidTimerLimitMultiplier=1
GrinderReturnBlockedResources=false
CloningSpeedMultiplier=2
CloningCostMultiplier=0.5
DisableCloningCostMaximum=false
ShieldRespawnDelayInSeconds=3600
ShieldRegenDelayInSeconds=600
ShieldHealth=250000
MinShieldPlacementDistanceInFoundations=8
DisableShieldPlacementOnRaftsAndSaddles=false
MinTeleporterPlacementDistanceInFoundations=8
PersonalTeleporterBeaconLifespanInSeconds=300
DisablePersonalTeleporterBeacon=false
BeeHiveWateringRangeInFoundations=30
BeeHiveHoneyIntervalInSeconds=180
DisableAbilityToPlaceVacuumCompartmentsAboveWater=false
DisableAbilityToPlaceTekGeneratorOnSaddles=false
DisableAbilityToPlaceTeleporterOnSaddles=false
DisableTransmitterPlacementOnSaddles=false
TransmitterPickUpPreventionTimeInSeconds=0
AllowCatalyzerOutOfElement=false
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DisableHitchingPostMatingBonus=false
BedCooldownTimeInSeconds=300
BunkBedCooldownTimeInSeconds=120
TekBedCooldownTimeInSeconds=60
HatcheryRangeInFoundations=25
HatcheryIncubationMultiplier=2
DisableHatcheryOviBonus=false
RemoveFloorRequirementFromStructurePlacement=false
DisableDinoScan=false
DisableDinoScanDetails=false
DisableDinoScanMap=false
DisableDinoScanStats=false
DisableNeedMultipleTransmitter=false
DisableTeleporterPowerRequirement=false
AllowIntakeToPlaceWithoutWater=false
AllowTekItemBlueprintCreation=false
MutatorPulseCost=10
MutatorBuffMaxStackCount=2
TekGeneratorFuelUseIntervalInSeconds=86400
NannyRangeInFoundations=10
NannyMaxImprint=100
DisableNannyImprinting=false
MinimumGlassTransparency=0.0
AnimalTenderRangeInFoundations=50
FeedingTroughAdditionalRangeInFoundations=35
TekFeedingTroughAdditionalRangeInFoundations=70
RemoveLearnedEngramRequirementFromConverter=false
DisableCrossTeamTeleport=false
DisableTeleporterOnAbberation=false
MutatorRangeInFoundations=10
RepulserMaxStrength=11
DisableFoundationStacking=false
PreventTransmitterPickup=false
DisableShieldRadiationProtection=false
AllowDynamicPillarNonFoundationSupport=false
AllowInterDynamicPillarSupport=false
DisableVivariumPlacementOnSaddles=false
RemovePowerRequirementFromVivarium=false
VivariumEggIntervalSeconds=1800
VivariumOviIntervalMultiplier=0.1
VivariumMaleEggChanceBonus=0.3
VivariumFemaleEggChance=0.5
MutatorPreventBreedingClonedOrNeutered=false
ChargeInjectorAllowTekGen=false
NannyIntervalInSeconds=35
AllowMakingWeaponsAndArmorBPs=false
AllowPersonalTeleporterInBossArena=false
ShieldRadiusMultiplier=1
NannyFeedingStartThreshold=20
PreventFlameTurretDismount=false
ReplicatorScaleMultiplier=1.3
IndustrialForgeScaleMultiplier=1.0
GrinderScaleMultiplier=1.0
AllowGrindingMissionRewards=false
TribeCropPlotLimit=0
TribeGavagerLimit=0
TekAlarmTribeLimit=0

AlarmPlateTribeLimit=0
TribeTCULimit=0
DisableMultiToolDinoKillMode=false
DisableMultiToolDinoChibiMode=false
AllowMultiToolNeuterAll=false
PreventTeleporterPickupAfterUse=false
DedicatedStorageAllowNonStackables=false
ConverterBlacklist=
PullResourceAdditions=
PullResourceRemovals=
RemoveGrinderEngrams=
GrinderBlacklist=
MutatorModeBlacklist=
MutatorDinoBlacklist=
MultiToolBlacklist=
OmniToolBlacklist=
CloningChamberDinoMultipliers=
SPlusEngramWhitelist=
EngramOverrideBlacklist=
AdvTransferItemBlacklist=

Details

QuickClimb - *Enables teleporting up & down ladders.*

NoFoundationsRequired - *Allows you to build without foundations or pillars for support(ie floating structures).*

AdditionalSupportDistanceInFoundations - *The additional range of support that a foundation/pillar will provide (max: 15)*

ElevatorWeightMultiplier - *Increases the amount of weight elevators can lift.*

ElevatorSpeed - *The speed of the elevator (max: 1000).*

DisableResourcePulling - *Disables the resource pull functionality of crafting stations.*

ResourcePullRangeInFoundations - *Sets the distance crafting stations can pull from (max 100).*

ResourceTransferCooldown - *The delay between all resource transfers like pulling (min: 0.1).*

DisableSmoothBuild - *Disables the automatic queueing of structures while placing.*

EnableEngramOverride - *Will hide all vanilla engrams that have an S+ replacement.*

DisableUnlockingMapSpecificEngrams - *Prevents the unlocking of map specific engrams.*

OverrideTekEngrams - *Will replace all vanilla tek with S+ and also allow vanilla tek engrams that do not have S+ versions to be learned like normal engrams. Tek Engrams will still have level requirements but do not require boss kills if using this config.*

EnableStructureSound - *Enables sound on most structures that have vanilla versions that also produce sound. It does not make every structure produce sound.*

ArePlatformsImmuneToDamage - *Will prevent all damage to Cliff, Tree & Ocean platforms.*

DisableAbilityToHideStructures - *Removes the ability to hide wires and pipes.*

EnableGeneratorDecay - *Will cause generators to decay over time.*

DisableGeneratorDuringStorm - *Generators will not function during electrical storms on Scorched Earth.*

DisableElectronicsDuringStorm - *Certain crafting stations(ie fabricator) won't function during an electrical storm on Scorched Earth.*

RemoveScorchedEarthInsulationPenalty - *Will remove the Scorched Earth insulation penalty from all structures on the map.*

MinWindForTurbine - *Minimum amount of wind needed for the wind turbine to generate power (use -1 to bypass the need for any wind).*

TurbineMaxPowerDistanceInFoundations - *Maximum distance the power from a wind turbine will go (max value: 1000).*

GardenerRangeInFoundations - *The distance the gardener will pull from (max value: 50).*

SheepHerderRangeInFoundations - *The distance the sheep herder will search for sheep to shear (max value: 50)*

DefaultDoorConfig - *The default state of doors when placed (0 = auto, 1 = auto close only, 2 manual).*

LargeWallHP - *HP of large walls.*

XLWallHP - *HP of XL walls.*

FenceHP - *HP of fence foundations and supports.*

GrinderResourceReturnPercent - *Percentage of the crafting components to give back when grinding an item.*

GrinderResourceReturnMax - *The maximum quantity of a crafting component to give back when grinding an item.*

***xxx*SlotCount** - *The size of the respective inventory (max: 1000).*

***xxx*CraftingSpeed** - *The crafting speed of the respective crafting station (max: 100).*

ItemCollectorRangeInFoundations - *Range of the Item Collector (max: 100).*

DisableItemCollectorPoopDistribution - *Will prevent the item collector from being able to distribute poop.*

FarmerRangeInFoundations - *Range of the Farmer (max:100).*

RaidTimerLimitMultiplier - *multiplier for the time limit of defeating raid bosses (ie value of 2 will allow 30 minutes to kill the Broodmother instead of 15 minutes)*

GrinderReturnBlockedResources - *Will allow the grinder to return items the vanilla grinder would not(ie element).*

CloningSpeedMultiplier - *Higher number causes the cloning process to be quicker (max: 1000).*

CloningCostMultiplier - *Lower number causes the cloning process to be cheaper.*

DisableCloningCostMaximum - *If enabled, the cost of the clone will not be capped by the maximum amount of element shards that can fit into the cloning chamber and thus will cause some dino's to not be able to be cloned.*

ShieldRespawnDelayInSeconds - *Time until the shield will respawn after being destroyed (max: 86400).*

ShieldRegenDelayInSeconds - *Time until the shield begins to regen health after being damaged (max: 86400).*

ShieldHealth - *HP of the shield (max: 999999999).*

MinShieldPlacementDistanceInFoundations - *The minimum distance between two shield generators.*

DisableShieldPlacementOnRaftsAndSaddles - *Will disable the ability to place shields on rafts & saddles.*

MinTeleporterPlacementDistanceInFoundations - *The minimum distance between two teleporters.*

PersonalTeleporterBeaconLifespan - *How long the personal teleporter beacon will last (max: 3600).*

DisablePersonalTeleporterBeacon - *Prevents the ability to place personal teleporter beacons.*

BeeHiveWateringRangeInFoundations - *How far away from the hive the bees will deliver water (max: 100).*

BeeHiveHoneyIntervalInSeconds - *Time between honey generation in the bee hive.*

DisableAbilityToPlaceVacuumCompartmentsAboveWater - *Will prevent the ability to place Vacuum Compartments if not fully submerged in water (note: enabling this will destroy all cubes that are not fully submerged).*

DisableAbilityToPlaceTekGeneratorOnSaddles - *Will prevent the tek generator from being able to be places on saddles & rafts.*

DisableAbilityToPlaceTeleporterOnSaddles - *Will prevent the tek teleporter from being able to be placed on saddles & rafts.*

DisableTransmitterPlacementOnSaddles - *Will prevent the transmitter from being placeable on saddles.*

TransmitterPickUpPreventionTimeInSeconds - *If set, will prevent the transmitter from being able to be picked up for the specified duration.*

AllowCatalyzerOutOfElement - *Allows the element catalyer to be placed anywhere.*

DisableHitchingPostMatingBonus - *Disables the hitching post mating bonus.*

BedCooldownTimeInSeconds - *How long between respawns on the bed*

BunkBedCooldownTimeInSeconds - *How long between respawns on the bunk bed*

TekBedCooldownTimeInSeconds - *How long between respawns on the tek bed*

HatcheryRangeInFoundations - *The range that the Hatchery will pick up fertilized eggs and provide an egg production boost(max: 100)*

HatcheryIncubationMultiplier - *How quickly the incubator will incubate an egg(max:999999)*

DisableHatcheryOviBonus - *Stops the hatchery from boosting the egg production of nearby dinos.*

RemoveFloorRequirementFromStructurePlacement - *Will allow structures that normally require placement on a floor to be placed on the ground(ie smithy, forge, etc)*

DisableDinoScan - *Will remove the dino scanner function from the S+ Transmitter.*

DisableDinoScanDetails - *WIll hide the latitude & longitude data and prevent showing the map.*

DisableDinoScanMap - *Will not show the map when a dino is clicked in the dino scanner.*

DisableDinoScanStats - *Will not show the gender & stat allocation when a dino is clicked in the dino scanner.*

DisableNeedMultipleTransmitter - *Removes the need for more than 1 power source to gain full access to all scan levels.*

DisableTeleporterPowerRequirement - *Removes the need for a teleporter powered by more than 1 generator to have access to all of the Omni-Tool Teleport mode features.*

AllowIntakeToPlaceWithoutWater - *Will allow water pipe intakes to place without the need for water.*

AllowTekItemBlueprintCreation - *Allows the Blueprint Maker to turn tek items into blueprints.*

MutatorPulseCost - *How many element each pulse of the Mutator will cost. Can accept a comma separated list of 9 values corresponding to each pulse: Mutation, Gender Assignment, Gender Swap, Allow Breeding, Age Freeze, Corrupting, Aberrant, Xtreme & Virtual (max: 1000)*

MutatorBuffMaxStackCount - *How many stacks the Mutator buff is capped at.(max: 100)*

TekGeneratorFuelUseIntervalInSeconds - *How much time the Tek Generator will run on 1 element.*

NannyRangeInFoundations - *The range of the Nanny's feeding and imprinting bonus.(max: 50)*

NannyMaxImprint - *The highest the Nanny will imprint a dino. (max: 100)*

DisableNannyImprinting - *Stops the Nanny from boosting imprinting.*

MinimumGlassTransparency - *Sets the minimum transparency that all glass structures can be set to. (max: 1.0)*

AnimalTenderRangeInFoundations - *The range the Animal Tender will collect items from dinos. (max: 100)*

FeedingTroughAdditionalRangeInFoundations - *The range of the normal feeding trough in foundations. (max: 100)*

TekFeedingTroughAdditionalRangeInFoundations - *The range of Tek feeding trough in foundations. (max: 100)*

RemoveLearnedEngramRequirementFromConverter - *Removes the need to know an engram before being able to convert it between its vanilla and S+ version.*

DisableCrossTeamTeleport - *Will force the teleporter to only teleport players & dinos from the tribe who owns that teleporter.*

DisableTeleporterOnAbberation - *Will prevent the S+ Teleporter from placing on Aberration.*

MutatorRangeInFoundations - *Range of the Mutator pulses. (max:50)*

RepulserMaxStrength - *Max strength the Repulser Pad can be set to. (1-10)*

DisableFoundationStacking - *Will disable the ability to stack foundations.*

PreventTransmitterPickup - *Will prevent the Transmitter from being able to be picked up.*

DisableShieldRadiationProtection - *Will stop the S+ Shield from protecting against Aberration radiation.*

AllowDynamicPillarNonFoundationSupport - *If a dynamic pillar intersects with a non-foundation structure, the pillar will act as a foundation.*

AllowInterDynamicPillarSupport - *WIll allow dynamic pillar to act as a foundation if they intersect with another dynamic pillar.*

DisableVivariumPlacementOnSaddles - *Will prevent the Vivarium from being placeable on saddles & rafts.*

RemovePowerRequirementFromVivarium - *Removes the need for the tek gen in order for the vivarium to produce eggs.*

VivariumEggIntervalSeconds - *Time between chance to lay an egg.*

VivariumOviIntervalMultiplier - *Percent reduction in egg interval per oviraptor. (max: 1.0)*

VivariumFemaleEggChance - *Chance for female to lay an egg when the egg interval has elapsed (max: 1.0)*

VivariumMaleEggChanceBonus - *Percent of female egg chance to increase per male (max: 1.0)*
Example: if the female egg chance is 0.5 and the male egg bonus is 0.3, that means for every male, it will increase the female chance by 30% of 50%(65% total)

MutatorPreventBreedingClonedOrNeutered - *Will prevent the mutator from applying the Allow Breeding pulse to cloned or neutered dinos.*

ChargeInjectorAllowTekGen - *Allows the Charge Injector to run with charge batteries if it has power from a Tek Gen.*

NannyIntervalInSeconds - *Time between the Nanny's feeding & imprinting.*

AllowMakingWeaponsAndArmorBPs - *Allows the Blueprint Maker to create blueprints from armor & weapons.*

AllowPersonalTeleporterInBossArena - *Allows personal teleporter beacons to be placed in boss arenas.*

ShieldRadiusMultiplier - *Multiplies the radius of the shield, affecting both the maximum size & minimum size (max: 5)*

NannyFeedingStartThreshold - *The percentage of food value below which the Nanny will start feeding (accepts values between 1 & 100)*

PreventFlameTurretDismount - *Stops the flame turret from dismounting riders.*

ReplicatorScaleMultiplier - *Overrides the default scale of the replicator (max: 2)*

IndustrialForgeScaleMultiplier - *Overrides the default scale of the industrial forge (max: 2)*

GrinderScaleMultiplier - *Overrides the default scale of the grinder (max: 2)*

AllowGrindingMissionRewards - *Allows grinding of items that are normally grindable but set as not grindable due to being a reward.*

DisableMultiToolDinoKillMode - *Disables the Kill sub-mode of the S+ Multi-Tool from functioning (will still be visible but unable to be used).*

DisableMultiToolDinoChibiMode - *Disables the Chibify sub-mode of the S+ Multi-Tool from functioning (will still be visible but unable to be used).*

AllowMultiToolNeuterAll - *Allows the Neuter sub-mode of the S+ Multi-Tool to neuter dinos that normally can't be neutered.*

PreventTeleporterPickupAfterUse - *Prevents the S+ Teleporter from being picked up after being used once.*

DedicatedStorageAllowNonStackables - *Allows non-stackable items in the S+ Dedicated Storage.*

ConverterBlacklist - *Prevents specific items from being converted in the Converter(note: only works when RemoveLearnedEngramRequirementFromConverter is set to true). This is a comma separated list of primalitem names(the very right of the spawn code).*

> ConverterBlacklist=PrimalItemStructure_Foundation_Wood_C, PrimalItemStructure_Foundation_Metal_C

This would prevent vanilla metal and stone foundations from being converted into S+ foundations.

PullResourceAdditions - *This allows you to add any resource you wish to the pull resource list. It is a comma separated list of nearly the entire spawn code(everything between the ').*

> Originally posted by **example**:
>
> PullResourceAdditions=/Game/PrimalEarth/CoreBlueprints/Resources /PrimalItemResource_Pelt.PrimalItemResource_Pelt,/Game/PrimalEarth /Test/PrimalItemConsumable_Egg_Ankylo.PrimalItemConsumable_Egg_Ankylo

This would add Pelt and Ankylo Eggs to the resource pull list. (this can be any mod or vanilla item)

PullResourceRemovals - *This allows you to remove items from the default resource pull list.*

Like the above config option, it is a comma separated list of everything between the ' of the spawn code for that item.

> Originally posted by **example**:
>
> PullResourceRemovals=/Game/PrimalEarth/CoreBlueprints/Resources /PrimalItemResource_Pelt.PrimalItemResource_Pelt,/Game/PrimalEarth /CoreBlueprints/Resources /PrimalItemResource_Chitin.PrimalItemResource_Chitin

This would remove Pelt and Chitin from the resource pull list. (this list can only contain items that are on the default list)

RemoveGrinderEngrams - *removes advanced crafting engrams from the grinder. This is a comma separated list, available entries are:*

- PrimeFish
- PrimeMeat
- CactusSap
- TreeSap
- SpoiledFish
- SpoiledMeat
- RawSalt
- Sulfur
- Silk
- Flint
- Thatch
- Propellant
- PreservingSalt
- Clay
- Sand
- Fiber
- Crystal
- GreenGem
- BlueGem
- RedGem
- AmmoniteBile
- FungalWood
- BioToxin
- ElementDust
- Shell
- **GasBall**

note: GasBall is an inverse setting, meaning it is enabled by adding to the list

> Originally posted by **example**:
>
> RemoveGrinderEngrams=PrimeMeat,CactusSap

Would remove the Raw Meat -> Prime Meat and Tree Sap -> Cactus Sap recipes

GrinderBlacklist - *Will prevent any listed items from being processed by the grinder. This is a comma separated list.*

> Originally posted by **example**:
>
> GrinderBlacklist=PrimalItem_WeaponRifle_C,PrimalItem_WeaponBola_C

This would prevent Rifles and Bolas from being processed.

MutatorModeBlacklist - *allows you to disable any mode of the mutator. This is a comma separated list, available entries are:*

- *Mutation*
- *AllowBreeding*
- *AgeFreeze*
- *GenderAssign*
- *GenderSwap*
- *Corrupt*
- *Aberrant*
- *Xtreme*
- *Virtual*

*Originally posted by **example**:*

MutatorModeBlacklist=AllowBreeding,GenderAssign

This would prevent the use of the Allow Breeding and Gender Assignment modes of the mutator.

MutatorDinoBlacklist - *Will stop all mutator pulses from affecting dinos on this list. Accepts a comma separated list of dino names that can either be exact classes or partial classes.*

*Originally posted by **example**:*

MutatorDinoBlacklist=Rex,Equus_Character_BP_Aberrant

This would prevent all varieties of rexs and aberrant equus from being affected by the mutator.

MultiToolBlacklist - *This is a comma separated list of modes you wish to hide from the user, available entries are:*

- *Structure*
- *Model*
- *Glass*
- *Turret*
- *Visibility*
- *Dino*
- *Remote*
- *Repair*
- *Light*
- *Pillar*
- *Vacuum*

OmniToolBlacklist - *This is a comma separated list of modes you wish to hide from the user, available entries are:*

- *BasicTransfer*
- *AdvancedTransfer*
- *InventoryAssistant*

- DedicatedStorage
- Teleporter
- Scanner

SPlusEngramWhitelist - *This is a comma separated list of S+ Engrams you wish you use, all others will be hidden.*

*Originally posted by **example**:*

SPlusEngramWhitelist=EngramEntry_BedPlus_C, EngramEntry_CampfirePlus_C

This would only allow the S+ Bed and S+ Campfire to be learnable engrams.

EngramOverrideBlacklist - *This is a comma separate list of Vanilla Engrams you wish to not be overriden.*

*Originally posted by **example**:*

EngramOverrideBlacklist=EngramEntry_Fabricator_C,EngramEntry_Grinder_C

This would allow the vanilla fabricator & grinder to not be overriden.

CloningChamberDinoMultipliers - *This is a comma separate list of paired data(a dino class and the multiplier override).*

*Originally posted by **example**:*

CloningChamberDinoMultipliers=Dodo_Character_BP_C:0.5, Rex_Character_BP_C:2

This would make the Dodo cost have as much to clone while the Rex would cost twice as much.

AdvTransferItemBlacklist - *This allows you to prevent certain items from being transferred via the S+ Omni-Tool and other similar transfers. It is a comma separated list of everything between the ' of the spawn code for that item.*

*Originally posted by **example**:*

AdvTransferItemBlacklist=/Game/PrimalEarth/CoreBlueprints/Resources /PrimalItemResource_Pelt.PrimalItemResource_Pelt,/Game/PrimalEarth /CoreBlueprints/Resources /PrimalItemResource_Chitin.PrimalItemResource_Chitin

This would prevent Pelt and Chitin from being transferred.