

# Game Server Settings

## Content

- [Content](#)
- [Main Settings](#)
- [Sub Setting Elements](#)
  - [VBloodUnitSetting](#)
  - [GameTimeModifiers](#)
  - [VampireStatModifiers](#)
  - [UnitStatModifiers](#)
  - [EquipmentStatModifiers](#)
  - [CastleStatModifiers](#)
  - [HeartLimits](#)
  - [HeartLevelLimit](#)
  - [PlayerInteractionSettings](#)
  - [StartEndTimeData](#)
  - [TraderModifiers](#)
  - [WarEventGameSettings](#)

## Main Settings

Setting Name	Type	Values	Description/Behaviour
GameDifficulty	Enum	<b>Relaxed (0)</b> - Relaxed Difficulty, Bosses will in general not use too complex mechanics <b>Normal (1)</b> - Normal Difficulty, Bosses will use the default mechanics. <b>Hard (2)</b> - Brutal Difficulty (called Hard in code), Bosses will use some more advanced mechanics and behaviours.	Defines the behaviour of the Bosses
GameModeType	Enum	<b>PvE (0)</b> - Defines a PvE game mode <b>PvP (1)</b> - Defines a PvP game mode	Defines if Vampires should be able to deal damage or destroy other players/vampires castles. Still relies on <b>CastleDamageMode</b> and <b>PlayerDamageMode</b>
CastleDamageMode	Enum	<b>Never (0)</b> - Players will never be able to damage other players castles <b>Always (1)</b> - Players will always be able to damage other players castles <b>TimeRestricted (2)</b> - Will be active during the times defined under PlayerInteractionSettings.VSCastleWeekdayTime and PlayerInteractionSettings.VSCastleWeekendTime	Defines if Vampires can deal damage to other players castles. Will only be active if <b>GameModeType</b> is <b>PvP</b>
PlayerDamageMode	Enum	<b>Always (0)</b> - Players will always be able to damage each other <b>TimeRestricted (1)</b> - Will be active during the times defined under PlayerInteractionSettings.VSPlayerWeekdayTime and PlayerInteractionSettings.VSPlayerWeekendTime	Defines if Vampires can deal damage to other vampires. Will only be active if <b>GameModeType</b> is <b>PvP</b>
SiegeWeaponHealth	Enum	<b>VeryLow (0)</b> - 750 <b>Low (1)</b> - 1000 <b>Normal (2)</b> - 1250 <b>High (3)</b> - 1750 <b>VeryHigh (4)</b> - 2500 <b>MegaHigh (5)</b> - 3250 <b>UltraHigh (6)</b> - 4000 <b>CrazyHigh (7)</b> - 5000 <b>Max (8)</b> - 7500	Defines how much health siege golems should have.

CastleHeartDamageMode	Enum	<b>CanBeDestroyedOnlyWhenDecaying (0)</b> - Castle heart can only be destroyed while the castle is decaying <b>CanBeDestroyedByPlayers (1)</b> - Castle heart can be destroyed by players. NOTE: Affected by <b>CastleDamageMode</b> <b>CanBeSeizedOrDestroyedByPlayers (2)</b> - Castle heart can both be seized and destroyed by players. NOTE: Affected by <b>CastleDamageMode</b>	Defines if players can destroy/take over other players castles
PvPProtectionMode	Enum	<b>Disabled (0)</b> - 0 Seconds <b>VeryShort (1)</b> - 900 Seconds (15 Minutes) <b>Short (2)</b> - 1800 Seconds (30 Minutes) <b>Medium (3)</b> - 3600 Seconds (1 Hour) <b>Long (4)</b> - 7200 Seconds (2 Hours)	Defines that if PvP enabled, how long is the player protected on spawn
DeathContainerPermission	Enum	<b>Anyone (0)</b> - Anyone can loot death containers <b>ClanMembers (1)</b> - Any clan member can loot death containers <b>OnlySelf (2)</b> - Only the owner of the death container can loot it	Defines who has access for the DeathContainer for a player who died
RelicSpawnType	Enum	<b>Unique (0)</b> - Only one of each shard can exist. They are destroyed when durability reaches 0. <b>Plentiful (1)</b> - There is no limit to how many of each shard can exist.	Defines how many Relics (Shards) can exist, Unique = one of each type, Plentiful = multiple
CanLootEnemyContainers	bool	<b>False (0)</b> <b>True (1)</b>	Defines if players can loot containers in enemy castles (ex. Chests)
BloodBoundEquipment	bool	<b>False (0)</b> <b>True (1)</b>	Defines if the player will keep their equipment upon death.
TeleportBoundItems	bool	<b>False (0)</b> <b>True (1)</b>	Defines if the player can be blocked from using the teleporter due to having certain resources items in their inventory.
BatBoundItems	bool	<b>False (0)</b> <b>True (1)</b>	Defines if the player can be blocked from turning into a bat due to having certain resources items in their inventory.
AllowGlobalChat	bool	<b>False (0)</b> <b>True (1)</b>	Defines if Global chat should be enabled/disabled.
AllWaypointsUnlocked	bool	<b>False (0)</b> <b>True (1)</b>	Defines if all waypoint should be unlocked.
FreeCastleRaid	bool	<b>False (0)</b> <b>True (1)</b>	Defines if raiding another player Castle is free or has a cost.
FreeCastleClaim	bool	<b>False (0)</b> <b>True (1)</b>	Defines if claiming another players Castle is free or has a cost.
FreeCastleDestroy	bool	<b>False (0)</b> <b>True (1)</b>	Defines if destroying another players Castle is free or has a cost.
CastleRelocationEnabled	bool	<b>False (0)</b> <b>True (1)</b>	Defines if players should be able to relocate their castle
InactivityKillEnabled	bool	<b>False (0)</b> <b>True (1)</b>	Defines if inactive users should be killed.
InactivityKillTimeMin	int	<b>Undefined</b>	Defines the minimum duration until killed when inactive. (Seconds)
InactivityKillTimeMax	int	<b>Undefined</b>	Defines the maximum duration until killed when inactive. (Seconds)

InactivityKillSafeTimeAddition	int	Undefined	Defines additional duration used when player is in a safe spot. (Castle) (Seconds)
InactivityKillTimerMaxItemLevel	byte	Range: 0 - 255	Defines max item level used to lerp between <b>InactivityKillTimeMin</b> and <b>InactivityKillTimeMax</b> until a player is deemed inactive and killed.
DisableDisconnectedDeadEnabled	bool	False (0) True (1)	Defines if the "Disable" disconnected dead vampires feature should be disabled or not.
DisableDisconnectedDeadTimer	int	Undefined	Defines the duration until disconnected dead vampires should be disabled.
DisconnectedSunImmunityTime	float	Range: 0 to 3600	Defines how long the vampire is immune to sun when disconnecting in sun. (Seconds)
InventoryStacksModifier	float	Range: 0.25 to 3	Defines a multiplier on how many of each item can stack up in an inventory.
DropTableModifier_General	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of items in the world.
DropTableModifier_Missions	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of items when sending servants on missions
DropTableModifier_StygianShards	float	Range: 0.25 to 3	Defines a multiplier on the drop ratio of Stygian shards dropped in Rift Incursions
SoulShard_DurabilityLossRate	float	Range: 0 to 3	Durability loss rate for Soul Shards
MaterialYieldModifier_Global	float	Range: 0.25 to 3	Defines a multiplier on the resource yield when hitting a resource node (tree, rock, metal vein etc.)
BloodEssenceYieldModifier	float	Range: 0.25 to 3	Defines a multiplier on how much Blood Essence is gained when killing living beings.
JournalVBloodSourceUnitMaxDistance	float	Range: Undefined	<b>Unused</b>
PvPVampireRespawnModifier	float	Range: 0 to 3	Defines a multiplier on how fast the vampires will respawn after being killed in a PvP fight.
CastleMinimumDistanceInFloors	byte	Range: 0 to 255	<b>Unused/Broken.</b> Previously defined the range between castles, but no longer used as of the introduction of Castle Territories
ClanSize	byte	Range: 1 to 50	Defines the max size of a player clan
BloodDrainModifier	float	Range: 0 to 3	Defines a multiplier on the rate of which blood is being drained from the Vampires over time.

DurabilityDrainModifier	float	Range: 0 to 3	Defines a multiplier on the rate of which durability is being drained on equipment.
GarlicAreaStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of Garlic
HolyAreaStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of Holy Radiation
SilverStrengthModifier	float	Range: 0 to 3	Defines a multiplier on the effects of carrying Silver Items
SunDamageModifier	float	Range: 0 to 3	Defines a multiplier on the effects of the Sun
CastleDecayRateModifier	float	Range: 0 to 3	Defines a multiplier on how fast a castle breaks down when in decay
CastleBloodEssenceDrainModifier	float	Range: 0 to 3	Defines a multiplier on how fast the castle hearts drain blood essence
CastleSiegeTimer	float	Range: 60 to 1800	Defines how long the castle is determined to be "Sieged" when the castle has been breached (Seconds)
CastleUnderAttackTimer	float	Range: 0 to 60	Defines how long the castle is determined to be "Under attack" when being attacked. (Seconds)
CastleRaidTimer	float	Range: 60 to 3600	Defines how long the castle defenses are down when triggered on a Castle Heart during a PvP siege. (Seconds)
CastleRaidProtectionTime	float	Range: 0 to 604 800 (7 Days)	Defines how long a castle is protected from another Raid after being raided. (Seconds)
CastleExposedFreeClaimTimer	float	Range: 0 to 3600	Defines how long a castle is free to claim after it has been forfeited by its owner. (Seconds)
CastleRelocationCooldown	float	Range: 0 to 2 592 000 (30 Days)	Defines how often a castle can be relocated (Seconds)
AnnounceSiegeWeaponSpawn	bool	False (0) True (1)	Defines if the Siege Golems should be announced when spawned
ShowSiegeWeaponMapIcon	bool	False (0) True (1)	Defines if the Siege Golems should be shown on the map
BuildCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of building
RecipeCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of crafting items
CraftRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast items are being crafted
ResearchCostModifier	float	Range: 0 to 3	Unused

RefinementCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of refining items
RefinementRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast items are being refined
ResearchTimeModifier	float	Range: 0 to 6	Unused
DismantleResourceModifier	float	Range: 0 to 1	Defines a multiplier on how many resources are returned when dismantling a placed object
ServantConvertRateModifier	float	Range: 0.25 to 6	Defines a multiplier on how fast servants are being converted
RepairCostModifier	float	Range: 0 to 3	Defines a multiplier on the cost of repairing items
Death_DurabilityFactorLoss	float	Range: 0 to 1	Defines how much durability is lost upon death in PvP
Death_DurabilityLossFactorAsResource	float	Range: 0 to 1	Defines how much of the durability being lost is being dropped as resources instead of pure durability loss.
StarterEquipmentId	int	<b>0</b> - None <b>742198603</b> - Copper <b>-663535879</b> - Merciless Copper <b>688096336</b> - Iron <b>-1502721803</b> - Merciless Iron <b>28431735</b> - Dark Silver <b>-983090495</b> - Sanguine <b>-1466803079</b> - Dracula	Defines the starting equipment when spawned in the crypt.
StartedResourceId	int	<b>0</b> - None <b>1982471388</b> - Level 30 <b>1504234317</b> - Level 40 <b>548330870</b> - Level 50 <b>815373441</b> - Level 60 <b>-1370930855</b> - Level 70 <b>-1394108841</b> - Level 80	
StartingProgressionLevel	byte	Range: 0 to 255	Defines which level new connected players start at (progression wise)
VBloodUnitSettings	List< <a href="#">Game Server Settings#VBloodUnitSetting</a> >		Defines specific settings for VBloods

UnlockedAchievements	List<int>	<b>List of possible values:</b> -1770927128 - Collecting the Remains 436375429 - Wielding the Sword -1400391027 - Mastering Magic -2102083739 - Defensive Measures 1566228114 - Hides of the Wild 1695239324 - Into the Woods -54280488 - Gathering 1694767961 - Lord of Shadows -1899098914 - Fortify -122882616 - Shelter 560247139 - Getting Ready for the Hunt -1995132640 - Blood Hunt -302458684 - Thirst for Power -1434604634 - The first book in the Library 1668809517 - Expanding my Domain 334973636 - Building a Castle 134993992 - Waygate 606418711 - Lord of the Manor -892747762 - Servants -437605270 - Army of Darkness -1472413073 - Broaden Horizons 1248242594 - Blood on Tap -327597689 - Throne of Command 149111189 - Reign Supreme -452204266 - An Eye into Mortium 1805684941 - A Castle reaching the Sky -699165894 - Nightfall Steed 1861267375 - Vampire Empire -2104585843 - Soul Stones 1762480233 - Lord of the Night	List of all Achievements being unlocked for new vampires.
UnlockedResearchs	List<int>	<b>List of possible values:</b> -495424062 - Tier 1 -1292809886 - Tier 2 -1262194203 - Tier 3	List of all Research Tiers being unlocked for new vampires.
GameTimeModifiers	Game Server Settings#GameTimeModifiers		Sub setting element for how Game Time is set up.
VampireStatModifiers	Game Server Settings#VampireStatModifiers		Sub setting element containing specific modifiers related to the vampire
UnitStatModifiers_Global	Game Server Settings#UnitStatModifiers		Sub setting element containing specific modifiers for units. (Non V-Blood)
UnitStatModifiers_VBlood	Game Server Settings#UnitStatModifiers		Sub setting element containing specific modifiers for units. (V-Blood)
EquipmentStatModifiers_Global	Game Server Settings#EquipmentStatModifiers		Sub setting element containing specific modifiers related to the vampire equipment
CastleStatModifiers_Global	Game Server Settings#CastleStatModifiers		Sub setting element containing specific settings related to the Castle Building
PlayerInteractionSettings	Game Server Settings#PlayerInteractionSettings		Sub setting element containing specific settings related to player interactions
TraderModifiers	Game Server Settings#TraderModifiers		Sub setting element containing specific modifiers related to Trader
WarEventGameSettings	Game Server Settings#WarEventGameSettings		Sub setting element containing specific settings related to WarEvent

# Sub Setting Elements

## VBloodUnitSetting

Setting Name	Type	Values	Description/Behaviour
UnitId	int	<b>List of possible values:</b>  -1905691330 - Alpha the White Wolf 1124739990 - Keely the Frost Archer -2025101517 - Errol the Stonebreaker 2122229952 - Rufus the Foreman 1106149033 - Grayson the Armourer 577478542 - Goreswine the Ravager 763273073 - Lidia the Chaos Archer 1896428751 - Clive the Firestarter -2039908510 - Nibbles the Putrid Rat -2122682556 - Finn the Fisherman -484556888 - Polora the Feywalker -1391546313 - Kodia the Ferocious Bear 153390636 - Nicholaus the Fallen -1659822956 - Quincey the Bandit King -1942352521 - Beatrice the Tailor -29797003 - Vincent the Frostbringer -99012450 - Christina the Sun Priestess -1449631170 - Tristan the Vampire Hunter 619948378 - Sir Erwin the Gallant Cavalier -1365931036 - Kriig the Undead General 939467639 - Leandra the Shadow Priestess 1945956671 - Maja the Dark Savant 613251918 - Bane the Shadowblade 910988233 - Grethel the Glassblower 850622034 - Meredith the Bright Archer -1065970933 - Terah the Geomancer 24378719 - Frostmaw the Mountain Terror 795262842 - General Elena the Hollow -753453016 - Gaius the Cursed Champion -496360395 - General Cassius the Betrayer -1968372384 - Jade the Vampire Hunter -680831417 - Raziel the Shepherd 1688478381 - Octavian the Militia Captain 172235178 - Ziva the Engineer -1101874342 - Domina the Blade Dancer 106480588 - Angram the Purifier -548489519 - Ungora the Spider Queen 109969450 - Ben the Old Wanderer -1208888966 - Foulrot the Soultaker -203043163 - Albert the Duke of Balaton -1505705712 - Willfred the Village Elder 326378955 - Cyril the Cursed Smith -26105228 - Sir Magnus the Overseer 192051202 - Baron du Bouchon the Sommelier 685266977 - Morian the Stormwing Matriarch -2013903325 - Mairwyn the Elementalist 814083983 - Henry Blackbrew the Doctor -1383529374 - Jakira the Shadow Huntress -1669199769 - Stavros the Carver 1295855316 - Lucile the Venom Alchemist -910296704 - Matka the Curse Weaver -1347412392 - Terrorclaw the Ogre 114912615 - Azariel the Sunbringer 2054432370 - Voltatia the Power Master 336560131 - Simon Belmont the Vampire Hunter 173259239 - Dantos the Forgebinder 1112948824 - Lord Styx the Night Champion -1936575244 - Gorecrusher the Behemoth 495971434 - General Valencia the Depraved -740796338 - Solarus the Immaculate -393555055 - Talzur the Winged Horror 591725925 - Megara the Serpent Queen 1233988687 - Adam the Firstborn -327335305 - Dracula the Immortal King	Defines which VBlood unit the other settings within this element applies to.
UnitLevel	byte	<b>Range:</b> 0 - 255	Modifies the specific VBlood level, 0 = Not modified at all

DefaultUnlocked	bool	<b>False (0)</b> <b>True (1)</b>	Defines if this VBlood Unit should be unlocked by default or not
-----------------	------	-------------------------------------	--

## GameTimeModifiers

Setting Name	Type	Value	Description/Behaviour
DayDurationInSeconds	float	<b>Range:</b> 60 to 86400 (1 Day)	Defines the duration of a day-night cycle in real time seconds
DayStartHour	byte	<b>Range:</b> 0 to 23	Defines the start time hour of day (In game time)
DayStartMinute	byte	<b>Range:</b> 0 to 59	Defines the start time minute of day (In game time)
DayEndHour	byte	<b>Range:</b> 0 to 23	Defines the end time hour of day (In game time)
DayEndMinute	byte	<b>Range:</b> 0 to 59	Defines the end time minute of day (In game time)
BloodMoonFrequency_Min	byte	<b>Range:</b> 1 to 255	Defines minimum days between Blood Moons
BloodMoonFrequency_Max	byte	<b>Range:</b> 1 to 255	Defines maximum days between Blood Moons
BloodMoonBuff	float	<b>Range:</b> 0 to 1	Defines a modifier on the effect of a Blood Moon

## VampireStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the health of the vampire
PhysicalPowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the physical power of the vampire
SpellPowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the spell power of the vampire
ResourcePowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the "resource power" of the vampire (how fast the vampire damages resource nodes)
SiegePowerModifier	float	<b>Range:</b> 0.01 to 10	<b>Unused</b>
DamageReceivedModifier	float	<b>Undefined</b>	Defines a modifier on how much damage the vampire takes
ReviveCancelDelay	float	<b>Undefined</b>	Defines how much time until you can cancel a revive

## UnitStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the health of the units
PowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the power of the units
LevelIncrease	byte	<b>Range:</b> 0 to 100	Defines an increase of the Level of the units

## EquipmentStatModifiers

Setting Name	Type	Value	Description/Behaviour
MaxHealthModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the MaxHealth given from equipment
ResourceYieldModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the ResourceYield given from equipment



PhysicalPowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the Physical Power given from equipment
SpellPowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the Spell Power given from equipment
SiegePowerModifier	float	<b>Range:</b> 0.01 to 10	Defines a modifier on the Siege Power given from equipment
MovementSpeedModifier	float	<b>Range:</b> 0.01 to 10	<b>Unused</b>

## CastleStatModifiers

Setting Name	Type		Description/Behaviour
TickPeriod	float	<b>Range:</b> 0.1 to 600	Defines how often Castle decay is being refreshed.
SafetyBoxLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Vampire Lockboxes in a castle
TombLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Tombs in a castle
EyeStructuresLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Eye of Twilight in a castle
VerminNestLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Vermin Nests in a castle
PrisonCellLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Prison Cells in a castle
HeartLimits	<a href="#">Game Server Settings#HeartLimits</a>		
CastleLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of castles per player
NetherGateLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Nether Gates in a castle
ThroneOfDarknessLimit	byte	<b>Range:</b> 0 to 255	Defines max amount of Throne of Darkness in a castle
CastleHeartLimitType	enum	<b>User, Clan</b>	Defines if the castle heart limit is by user basis or Clan basis

## HeartLimits

Setting Name	Type	Description/Behaviour
Level1	<a href="#">Game Server Settings#HeartLevelLimit</a>	Settings for Castle Level 1
Level2	<a href="#">Game Server Settings#HeartLevelLimit</a>	Settings for Castle Level 2
Level3	<a href="#">Game Server Settings#HeartLevelLimit</a>	Settings for Castle Level 3
Level4	<a href="#">Game Server Settings#HeartLevelLimit</a>	Settings for Castle Level 4
Level5	<a href="#">Game Server Settings#HeartLevelLimit</a>	Settings for Castle Level 5

## HeartLevelLimit

Setting Name	Type	Value	Description/Behaviour
FloorLimit	short	<b>Range:</b> Undefined	Defines the max amount of "Floor tiles" available within a Castle
ServantLimit	byte	<b>Range:</b> 0 to 35	Defines the max amount of servants within a castle
HeightLimit	byte	<b>Range:</b> 0 to 255	Defines the max height for a castle (may vary depending on the placement of the castle)

## PlayerInteractionSettings

Setting Name	Type	Value	Description/Behaviour
TimeZone	enum	<b>Local</b> - Whatever local time zone is for the server machine <b>UTC</b> - UTC Time <b>PST</b> - Pacific Standard Time (UTC - 7) <b>EST</b> - Eastern Standard Time (UTC - 4) <b>CET</b> - Central European Time (UTC + 1) <b>CST</b> - Chinese Standard Time (UTC + 8)	Time Zone used by the server
VSPayerWeekdayTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines when Player vs Player damage is enabled on weekdays (If applicable)
VSPayerWeekendTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines when Player vs Player damage is enabled on weekends (If applicable)
VSCastleWeekdayTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines when Castles can be destroyed on weekdays (If applicable)
VSCastleWeekendTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines when Castles can be destroyed on weekends (If applicable)

## StartEndTimeData

Setting Name	Type	Value	Description/Behaviour
StartHour	byte	<b>Range:</b> 1 to 23	Start hour for timespan
StartMinute	byte	<b>Range:</b> 1 to 59	Start minute for timespan
EndHour	byte	<b>Range:</b> 1 to 23	End hour for timespan
EndMinute	byte	<b>Range:</b> 1 to 59	End minute for timespan

## TraderModifiers

Setting Name	Type	Value	Description/Behaviour
StockModifier	float	<b>Range:</b> 0.25 to 10	Defines a modifier on the stock of items the trader has
PriceModifier	float	<b>Range:</b> 0.25 to 10	Defines a modifier on the price of items sold at a trader
RestockTimerModifier	float	<b>Range:</b> 0.25 to 10	Defines a modifier on how often the trader restocks

## WarEventGameSettings

Setting Name	Type	Value	Description/Behaviour
Interval	enum	<b>Minimum</b> - 30 minutes <b>VeryShort</b> - 1 hour <b>Short</b> - 1 hour 30 minutes <b>Medium</b> - 2 hours <b>Long</b> - 4 hours <b>VeryLong</b> - 8 hours <b>Extensive</b> - 12 hours <b>Maximum</b> - 24 hours	Defines the time between the war events (Incursions)

MajorDuration	enum	<b>Minimum</b> - 15 minutes <b>VeryShort</b> - 20 minutes  <b>Short</b> - 25 minutes <b>Medium</b> - 30 minutes <b>Long</b> - 35 minutes <b>VeryLong</b> - 45 minutes  <b>Extensive</b> - 1 hour <b>Maximum</b> - 2 hours	Defines the length of the major war events (Major Incursions)
MinorDuration	enum	<b>Minimum</b> - 15 minutes <b>VeryShort</b> - 20 minutes  <b>Short</b> - 25 minutes <b>Medium</b> - 30 minutes <b>Long</b> - 35 minutes <b>VeryLong</b> - 45 minutes  <b>Extensive</b> - 1 hour <b>Maximum</b> - 2 hours	Defines the length of the minor war events (Minor Incursions)
WeekDayTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines which hours of the day the war events can spawn during weekdays
WeekendTime	<a href="#">Game Server Settings#StartEndTimeData</a>		Defines which hours of the day the war events can spawn during weekends