

Server configuration

The [ARK: Survival Evolved](#) dedicated server has a wide variety of configuration options that control its behavior and adjust many aspects of the game.

Most options can be specified on the command line when launching the server or in the server's configuration files at server start-up. Some however can be provided via the dynamic configuration system.

Command Line

Syntax

The server is launched via command line using the following syntax to specify runtime options:

<executable> <map_name>?listen[?<option>=<value>][?<option>=<value>]...[?<option>=<value>] [-<option> [<value>]] [<argument>]

Following the <executable> name, options are specified as a single string with each option separated by a question mark (?). Most options require a value argument. Refer to the option reference below for more details.

When an option is not specified, its default value is used automatically.

Example

To launch a server that:

shows each player a crosshair

shows each player their position on the map

allows players to view themselves in third person

enforces a minimum distance between player structures built by different players and tribes

enables BattlEye

On a Linux host:

./ShooterGameServer TheIsland?listen?ServerCrosshair=True?MapPlayerLocation=True?AllowThirdPersonPlayer=True?TheMaxStructuresInRange=100 -UseBattlEye

On a Windows host:

start ShooterGameServer.exe "TheIsland?listen?ServerCrosshair=True?AllowThirdPersonPlayer=True?MapPlayerLocation=True?TheMaxStructuresInRange=100" -UseBattlEye

On Windows, quotation marks (") are used to ensure the command shell does not attempt to interpret any options itself.

Map names

Map	Name for dedicated servers
The Island	TheIsland
The Center	TheCenter
Scorched Earth	ScorchedEarth_P
Ragnarok	Ragnarok
Aberration	Aberration_P
Extinction	Extinction
Valguero	Valguero_P
Genesis: Part 1	Genesis
Crystal Isles	CrystalIsles
Genesis: Part 2	Gen2
Lost Island	LostIsland
Fjordur	Fjordur

For [modded](#) maps check their Workshop pages or contact the author.

Options

These options may be only specified on the command line. Options starting with a ? (question mark) are appended directly one after another, options starting with a - (dash) have to be separated by spaces.

For Single Player and non-dedicated servers (only options starting with a - (dash) will work this way; the rest have to be configured with INI files):

Steam: Right click in your Steam client on the game's name in the Library, choose Properties, tab General, button "Set Launch Options...", enter the options. Try to put them into the [ServerSettings] section of the Game.ini or GameUserSettings.ini files (for their locations see [Configuration Files](#)).


Argument	Platform	Effect
-UseDynamicConfig	All	Enables the use of the dynamic config, if you don't provide a customdynamicconfigurl the server will use the default dynamic config for that platform (the one used on official server). NOTE: Unless you force an immediate update using the ForceUpdateDynamicConfig command. The configuration is checked every time the world is (auto)saved. When you want to "undo" the config you should be changing it back to whatever your default is, so it can be read from the updated config and thus applied. Omitting any lines will not update those options. <i>Introduced in patch 307.2.</i>
?customdynamicconfigurl="<link>"	All	Direct link to config file e.g.: http://arkdedicated.com/dynamicconfig.ini . Currently only the following options are supported to be adjusted dynamically: TamingSpeedMultiplier, HarvestAmountMultiplier, XPMultiplier, MatingIntervalMultiplier, BabyMatureSpeedMultiplier, EggHatchSpeedMultiplier,

		<p>BabyFoodConsumptionSpeedMultiplier, CropGrowthSpeedMultiplier, MatingSpeedMultiplier, BabyCuddleIntervalMultiplier, BabyImprintAmountMultiplier, CustomRecipeEffectivenessMultiplier, TributeItemExpirationSeconds, TributeDinoExpirationSeconds, EnableFullDump, GUseServerNetSpeedCheck, bUseAlarmNotifications, HexagonRewardMultiplier and NPCReplacements.</p> <p><i>Introduced in patch 307.2.</i></p>
?CustomLiveTuningUrl="<link>"	PC	<p>Direct link to the live tuning file e.g.: http://arkdedicated.com/DefaultOverloads.json; currently only allows to change the values of DecayDestructionPeriod & DecayDestructionPeriodMultiplier for any items in the game, for more information on how to use this system check out the official announcement: https://survivetheark.com/index.php?forums/topic/569366-server-configuration-live-tuning-system.</p>
-PVPDisablePenetratingHits	All	<p>Disable the Tek Railgun's ability to shoot through walls.</p> <p><i>Option is now deprecated, replaced by -DisableRailgunPVP in 349.1.</i></p>
-DisableRailgunPVP		<p>Disable the Tek Railgun on PvP servers (Feature currently activated by default on Official servers).</p> <p><i>Introduced in patch 349.1.</i></p>
-DisableCustomFoldersInTributeInventories		<p>Disables creation of folders in Tribute inventories (Feature currently activated by default on Official servers).</p> <p><i>Introduced in patch 349.1.</i></p>
-allowansel	PC	<p>Activates NVIDIA Ansel support. When connecting to a server, this will cause most lights (lamps) to no longer function, even when powered and lit.</p> <p><i>Introduced in patch 246.0. Functionality replaced by -ServerAllowAnsel.</i></p>
-ServerAllowAnsel	PC	<p>Sets the server to allow clients to use NVIDIA Ansel. See link for details on it's support.</p>
?AllowAnyoneBabyImprintCuddle=true		<p>Use this if you want ANYONE to be able to "take care" of a baby creatures (cuddle etc.), not just whomever Imprinted on it.</p>
?AllowCrateSpawnsOnTopOfStructures=true		<p>Servers can now allow from-the-air Supply Crates to appear on top of Structures, rather than being prevented by Structures.</p>
?AllowFlyerCarryPvE=true		<p>Flyers on PvE can carry wild creatures.</p>
?AllowFlyingStaminaRecovery=false		<p>Set to true if flyers should recover stamina when player is standing on instead riding.</p>
?AllowMultipleAttachedC4=false		<p>Set to true to allow to attach more than one C4 per creature.</p>
?AutoDestroyDecayedDinos=true		<p>Auto-destroy claimable decayed creatures on load, rather than have them remain around as Claimable.</p> <p><i>Introduced in patch 255.0.</i></p>
-automanagedmods	All	<p>Automatic MOD download/installation/updating.</p> <p><i>Introduced in patch 244.3.</i></p>
bAppendItemSets=false		<p>Set to true to add item sets to supply crates, rather than overriding all their items. See ConfigOverrideSupplyCrateItems.</p> <p><i>Introduced in patch 273.7.</i></p>
bAppendPreventIncreasingMinMaxItemSets=false		<p>Set to true to dynamically increase the amount of items dropped. See ConfigOverrideSupplyCrateItems.</p> <p><i>Introduced in patch 273.7.</i></p>
?ClampItemSpoilingTimes=true		<p>Will clamp all spoiling times to the items' maximum spoiling times. Could potentially cause issues with Mods that alter spoiling time.</p> <p><i>Introduced in patch 254.944.</i></p>
?ClampItemStats=true		<p>Enable/Disable stats clamping for items. See ItemStatClamps for more info.</p> <p><i>Introduced in patch 255.0.</i></p>
-ClearOldItems	All	<p>Official PvP servers one-time Clearance of all old unequipped items (with the exception of blueprints, eatables, notes, and quest items), to ensure fairness after Item Duplication bug exploit. Server admins can enforce this once if they run with this command argument (will only work <i>ONCE</i> on pre-update save games).</p> <p><i>Introduced in patch 178.0, option is now deprecated.</i></p>
-culture=??	All	<p>You can directly override the language by using this option. List of currently supported language codes: ca, cs, da, de, en, es, eu, fi, fr, hu, it, ja, ka, ko, nl, pl, pt_BR, ru, sv, th, tr, zh, zh-Hans-CN, zh-TW.</p>
-opengl -opengl3 -opengl4	PC	<p>Any of these options forces the use of OpenGL. Note that this mode is forced on older Windows versions (Prior to Vista, XP and Server 2008). OpenGL support seems discontinued and this will most probably crash the game.</p>
-d3d10 -dx10 -sm4	PC	<p>Any of these options forces the use DirectX 10 using shader model 4. This will reduce the graphics engine to a lesser version, reducing some graphics, but raising the framerate.</p>
-d3d11 -dx11 -sm5	PC	<p>Any of these options forces the use DirectX 11 using shader model 5. This will reduce the graphics engine to a lesser version, reducing some graphics, but raising the framerate. It is uncertain how Ark handles this since the version of Unreal Engine used does not natively support DX12 and thus only Wildcard knows how the DirectX 12 selection logic was programmed. It does, however, encourage you NOT to use the sm5 option unless you specifically wish to use DirectX 11.</p>
-d3d12 -dx12	PC	<p>Any of these options forces the use DirectX 12. Note the lack of the shader model version specification. This mode no longer works due the removal of D3D12RHI module from the engine.</p>
?DestroyUnconnectedWaterPipes=true	All	<p>After two days real-time the pipes will auto-destroy if unconnected to any non-pipe (directly or indirectly) and no allied player is nearby.</p>
?DisableImprintDinoBuff=true		<p>Use this to disable the creature imprinting player Stat Bonus, if you don't like it. (Where whomever specifically imprinted on the creature, and Raised it to have an Imprinting Quality, gets extra Damage/Resistance buff.)</p>
-EnableIdlePlayerKick	All	<p>Cause characters that have not moved or interacted within the KickIdlePlayersPeriod to be kicked.</p>
?EnableExtraStructurePreventionVolumes=true	All	<p>Use this to completely disable building in specific resource-rich areas, in particular setup on The Island around the major mountains.</p>
?ExtinctionEventTimeInterval=2592000	All	<p>Use this to enable extinction for 30 days. The number is the time in seconds.</p>
?FastDecayUnsnappedCoreStructures=true		<p>Will decay unsnapped foundations/pillars at 5x speed.</p> <p><i>Introduced in patch 245.987.</i></p>
-ForceAllowCaveFlyers	All	<p>Force flyer creatures to be allowed into caves (Flyers able to go into caves by default on custom maps).</p>
?ForceFlyerExplosives=true	All	<p>Flyers (except Quetzal and Wyvern) can't fly with C4 attached to it. Set this parameter to true to let them still fly.</p> <p><i>Introduced in patch 252.83.</i></p>

-ForceRespawnDinos	All	Launch with this command to destroy all wild creatures on a startup. (This will only destroy wild creatures that are NOT currently being tamed.) <i>Introduced in patch 216.0.</i>
-gameplaylogging	All	Survival of the Fittest servers can launch with this option to output a dated log file to \Saved folder, which will contain a timestamped kill & winners log listing steam id, steam name, character name, etc. Handy for automatic tournament records...
-insecure	PC	Disable Valve Anti-Cheat (VAC) system.
-lowmemory	All	Launch options that reduces graphics and audio effects to save about 800 MB RAM, likely enabling 4GB RAM players to get past infinite-loading screens.
-MapModID=#####	All	Dedicated servers can now optionally load custom maps via ModID directly, rather than having to specify the map name directly, using this syntax (where the MapModID is the Steam Workshop FileID of your custom map, and the GameModIds are the Id's of the stacked mods you wish to use, in order). <i>Introduced in patch 193.0.</i>
?MaxPersonalTamedDinos=Number		Activates a per-tribe creature tame limit. (500 on official servers) <i>Introduced in patch 255.0.</i>
?MinimumDinoReuploadInterval=xxxx	All	Number of seconds cooldown between allowed creature re-uploads (defaults to 0, set to 43200 on official Servers which is 12 hours).
-noantispeedhack	All	Anti speedhack detection is now enabled by default — you now use this option to disable it. <i>Introduced in patch 218.5.</i>
-NoBattleEye		Run server without BattleEye.
-NoBiomeWalls		Eliminates the upcoming biome change area wall effects as introduced in an undocument addition of patch 241.5 . <i>Introduced in patch 242.7, option is now deprecated.</i>
-nocombineclientmoves	All	Server player move physics optimization is now enabled by default (improves performance) — to disable it, use this server option <i>Introduced in patch 218.5.</i>
-nofishloot	All	Disable non-meat fishing loot when using Fishing Rod . <i>Introduced in patch 245.9, option is now deprecated.</i>
-inlinesaveload	All	Fixed a save game corruption case with large saves: this is experimental, so try with this command, if you have any saves that don't load. We'll formally roll this loader change out in a subsequent patch after (<i>Wildcard is</i>) 100% certain it has no side effects.
-imprintlimit=#		Automatically destroys creatures exceeding the imprinting bonus limit specified, in %. It is recommended going 1% higher to catch potential floating point errors, especially when working with custom imprinting rates. <i>Introduced in patch 349.10.</i>
-nomansky	All	Lots of detailed sky features are disabled, such as clouds and starry night sky. This decreases all of those but you can still have them. You still obtain the stars, the sun, and the moon.
-nomemorybias		Reduced client game memory usage by about 600 MB system and 600 MB GPU RAM! (all meshes now stream LOD's dynamically). This could potentially have a small runtime performance impact, so to use the old method (more RAM usage but no potential performance loss), launch with this option.
?NonPermanentDiseases=true		This will make permanent diseases not permanent. You will then lose them if you respawn.
-NotifyAdminCommandsInChat		Displays cheat and admincheat commands in the global chat.
-oldsaveformat		Defaulted to using "new save format", which is approximately 4x faster and 50% smaller. If you want to use the old save format, launch with this option.
?OnlyAutoDestroyCoreStructures=true		You can launch an auto destroy enabled server with this option to prevent any non-core/non-foundation structures from auto-destroying (however they'll still get auto-destroyed if a floor that they're on gets auto-destroyed). Official PvE Servers use this option. <i>Introduced in patch 245.989.</i>
?OnlyDecayUnsnappedCoreStructures=true		If set, only unsnapped core structures will decay. Useful for eliminating lone pillar/foundation spam on PvP Servers. <i>Introduced in patch 245.986.</i>
?OverrideOfficialDifficulty=5.0		Allows you to override the default server difficulty level of 4 with 5 to match the new official server difficulty level. <i>Introduced in patch 247.95.</i>
?OverrideStructurePlatformPrevention=true		Use this override if you want turret or spike structures to be buildable and functional on platform saddles . <i>Introduced in patch 242.0, changed in patch 247.999.</i>
?OxygenSwimSpeedStatMultiplier=1.0		Use this to set how swim speed is multiplied by level spent in oxygen. The value was reduced by 80% in 256.0 . <i>Introduced in patch 256.3.</i>
?PreventDiseases=true		This will completely disable permanent diseases on the server. Thus far just Swamp Fever .
?PreventDownloadSurvivors=False ?PreventDownloadItems=False ?PreventDownloadDinos=False ?PreventUploadSurvivors=False ?PreventUploadItems=False ?PreventUploadDinos=False		Prevent Cross-ARK Data Transfer . <i>Introduced in patch 246.0.</i>
-PreventHibernation		In both single player and non-dedicated servers, creatures in inactive zones are in hibernation instead of in stasis. Use this option to prevent hibernation at the cost of performance and memory usage. <i>Introduced in patch 259.0.</i>
?PreventOfflinePvP=true		Use this to enable the offline raiding prevention option.
?PreventOfflinePvPInterval=900		That would be a 15 min wait before a tribe/players creatures/structures become invulnerable/inactive after they log off. (If tribe, requires all tribe members logged off)
?PreventSpawnAnimations=false		Setting to true lets player characters (re)spawn without the wake up animation. <i>Introduced in patch 261.0.</i>
?PvEAllowStructuresAtSupplyDrops=false		Set to true to allow building near supply drop points in PvE mode. <i>Introduced in patch 247.999.</i>

?PvEDinoDecayPeriodMultiplier=1.0		Creature PvE auto-claim time multiplier. <i>Introduced in patch 241.4.</i>																
?PvPDinoDecay=true		Set to true to prevent creatures from decaying while the offline raiding prevention is active.																
?PvPStructureDecay=true		Set to true to prevent structure from decaying while the Offline Raiding Prevention is active. <i>Introduced in patch 206.0.</i>																
?RCONEnabled=True		Enables RCON, needs ?RCONPort=32330 and ?ServerAdminPassword=pass123 to work. <i>Introduced in patch 185.0.</i>																
?RCONPort=32330		Specifies the connection port for the RCON. It is needed for the RCON to work. <i>Introduced in patch 185.0.</i>																
?ShowFloatingDamageText=true		Use this to enable RPG-style popup text stat mode.																
-server	PC	This is a option to start the Unreal Engine Editor (ie: the Ark DevKit) as a dedicated server using the uncooked assets. There is no use for the command on either the client or server.																
?ServerAdminPassword=pass123		If specified, players must provide this password (via the in-game console) to gain access to administrator commands on the server. Also used to log in via RCON.																
-servergamelog	All	Enable server admin logs (including support in the RCON) use RCON command getgamelog to print 100 entries at a time. Also outputs to dated file in \Logs, adjust max length of the RCON buffer with the option ?RCONServerGameLogBuffer=600. <i>Introduced in patch 224.0.</i>																
-servergameologincludetribelogs		Include tribe logs in the normal game logs. Note that this is required to get the logs from RCON. Additionnaly it will display them in the application's console.																
-ServerRCONOutputTribeLogs		Allows tribe chat to be displayed in the RCON, in addition to global chat.																
-StasisKeepControllers		AI Controllers to once again be destroyed on Stasis, too much memory overhead to keeping them around on large maps. For servers with a lot of RAM, they can now optionally gain performance by running with this to keep the AI's in memory.																
-NewStructureDestructionTag=DestroySwampSnowStructures	All	One-Time Auto-Structure Demolish on Swamp and Snow Zones: To do this, which you can only execute once after updating to patch 216, run your server or game with this option.																
?TheMaxStructuresInRange=10500		New value for maximum allowed structures on a server. Replaces NewMaxStructuresInRange. <i>Introduced in patch 252.1.</i>																
?TribeLogDestroyedEnemyStructures=true		By default enemy structure destruction (for the victim tribe) is not displayed in the tribe Logs, set this to true to enable it. <i>Introduced in patch 247.93.</i>																
-USEALLAVAILABLECORES	PC	This is an Unreal Engine parameter. It is used while compiling shaders and cooking assets (For example, the ARK DevKit). Research has to be done whether Ark compiles any shaders for the client or they're already precompiled while cooking. This is a useless option for dedicated servers and probably dubious for clients.																
-usecache	All	~70% faster loading speed option. Choose “Experiment Fast Load Cache” launch option. After the first few times that you start the game, the loading will be still be slow, but the third time onwards should be faster. <i>Deprecated as of patch 188.2 and should be enabled by default on all maps, as was added specifically for PrimalData.</i>																
?UseOptimizedHarvestingHealth=true		"optimized" server with high HarvestAmountMultiplier (but less rare items).																
?bRawSockets		Direct UDP socket connections rather than Steam P2P, for significantly increased server network performance. <i>Introduced in patch 213.0, deprecated since 311.78.</i>																
-nonethtreading		Option for ?bRawSockets servers to only utilize a single thread for networking (useful to improve performance for machines with more servers than cpu cores, on Linux in particular). <i>Introduced in patch 271.15. Seems to have been deprecated with patch 271.17.</i>																
-forcenethtreading		Defaulted dedicated server ?bRawSockets mode to not use threaded networking, seemed to generally be a net performance loss. Use this to forcefully enable it. <i>Deprecated since 311.78.</i>																
-vday	All	Activate Valentine’s Day Event. <i>Deprecated, now use -ActiveEvent=vday instead.</i>																
-webalarm	All	Activate Web alarms when important things happen to a tribe, such as Tripwire Alarms going off and Babies being born. See Web Notifications for details. <i>Introduced in patch 243.0.</i>																
-exclusivejoin	All	Activate a whitelist only mode on the server that only lets players join if added to the allow list. Not to be confused with "Admin Whitelisting" which uses AllowedCheaterSteamIDs.txt to allow players to cheat. This option uses PlayersJoinNoCheckList.txt to allow people to join but not give them cheats. If the file does not exist in your Linux/Win64 Binaries folder, create it and add the Steam64 IDs of the players you wish to be allowed to join your server. Path: \ShooterGame\Binaries\Win64\ /ShooterGame/Binaries/Linux/. You will need to restart your server, if you add new lines to the file while it is running. You can however use Cheat AllowPlayerToJoinNoCheck 12345678901234567 in game, to add a new player to the whitelist. This method will also save to the file, so you don't need to reboot the server.																
-ActiveEvent=<eventname>	PC	Enables a specified event Only one can be specified and active at a time <table><tr><th>eventname</th><th>Description</th></tr><tr><td>Easter</td><td>Allows for ARK: Eggcellent Adventure 7 to be activated.</td></tr><tr><td>Arkaeology</td><td>Allows for ARK: ARKaeology to be activated.</td></tr><tr><td>ExtinctionChronicles</td><td>Allows for Extinction Chronicles to be activated.</td></tr><tr><td>WinterWonderland</td><td>Allows for ARK: Winter Wonderland 7 to be activated.</td></tr><tr><td>vday</td><td>Allows for ARK: Love Evolved 3 to be activated.</td></tr><tr><td>Summer</td><td>Allows for ARK: Summer Bash 2021 to be activated.</td></tr><tr><td>FearEvolved</td><td>Allows for ARK: Fear Evolved 6 to be activated.</td></tr></table>	eventname	Description	Easter	Allows for ARK: Eggcellent Adventure 7 to be activated.	Arkaeology	Allows for ARK: ARKaeology to be activated.	ExtinctionChronicles	Allows for Extinction Chronicles to be activated.	WinterWonderland	Allows for ARK: Winter Wonderland 7 to be activated.	vday	Allows for ARK: Love Evolved 3 to be activated.	Summer	Allows for ARK: Summer Bash 2021 to be activated.	FearEvolved	Allows for ARK: Fear Evolved 6 to be activated.
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?GameModIds=ModID1,ModID2	PC	Specifies the order and which mods are loaded, ModIDs need to be separated with commas (,). <i>Introduced in patch 190.0.</i>										
?MaxTamedDinos=4000		Sets the maximum number of tamed creatures on a server, this is a global cap. <i>Introduced in patch 191.0.</i>										
?SpectatorPassword=myspassword		To use non-admin spectator, the server must specify a spectator password. Then any client can use these console commands: <code>requestspectator <password></code> and <code>stopspectating</code> . <i>See patch 191.0 for more information and hotkeys.</i>										
?AllowCaveBuildingPVE=true		If set to True, allows building in caves when PvE mode is also enabled. <i>Introduced in patch 194.0, seems to have been removed from the command-line options before patch 241.5.</i>										
?AdminLogging=true		Logs all admin commands to in-game chat. <i>Introduced in patch 206.0.</i>										
?ForceAllStructureLocking=true		Enabling this will default lock all structures. <i>Introduced in patch 222.0.</i>										
?AutoDestroyOldStructuresMultiplier=1.0		Server option to allow auto destruction of structures after sufficient "no nearby tribe" time has passed (defined as a multiplier of the Allow Claim period). Useful for servers to clear off abandoned structures automatically over time. <i>Introduced in patch 222.0.</i>										
?RCONServerGameLogBuffer=600		determines how many lines of game logs are send over the RCON. <i>Introduced in patch 224.0.</i>										
?PreventTribeAlliances=true		Enabling this will prevent tribes from creating Alliances. <i>Introduced in patch 243.0.</i>										
-AllowRaidDinoFeeding=true		To allow Titanosaurs to be permanently tamed (namely allow them to be fed). Note that The Island currently only spawns a maximum of 3 Titanosaurs, so 3 tamed ones should ultimately block any more wild ones from spawning. <i>Introduced in patch 243.0.</i>										
?AllowHitMarkers=false		Use this to disable optional hit markers for ranged attacks. <i>Introduced in patch 245.0.</i>										
?ServerCrosshair=false		Use this to disable the Crosshair on your server. <i>Introduced in patch 245.0.</i>										
?PreventMateBoost=true		Option to disable creature mate boosting. <i>Introduced in patch 247.0.</i>										
?ServerAutoForceRespawnWildDinosInterval		Force respawn of all wild creatures on restart. Enabled by default on official servers, this will force weekly respawns of creatures on all servers to prevent certain creature types (like the Basilo and Spino) from becoming depopulated on long running servers as weel as removing any lingering event creatures. NOTE in some cases this may not work more than once. <i>Introduced in patch 265.0.</i>										
?PersonalTamedDinosSaddleStructureCost=19		Determines the amount of "tamed creature slots" a platform saddle will use towards the tribe tamed creature limit. <i>Introduced in patch 265.0.</i>										
-structurememopts	PC	Enables structure memory optimizations. NOTE avoid using it when running structure-related mods (until they get updated) as it can break the snap points of these mod structures. <i>Introduced in patch 295.108.</i>										
-nodinos	PC	Prevents wild creatures from being spawned. NOTE you need to wipe creatures (<code>cheat destroywilddinos</code>) after adding this on a not fresh server.										
-noundermeshchecking	PC	Will turn off the anti meshing system entirely. <i>Introduced in patch 304.445.</i>										
-noundermeshkilling	PC	Will turn off the anti meshing player kills (but still allow teleporting). <i>Introduced in patch 304.445.</i>										
-AutoDestroyStructures	PC	Enables auto destruction of old structures. Timer can be adjusted with <code>AutoDestroyOldStructuresMultiplier</code> .										
-crossplay	PC	Enables crossplay (between EPIC and Steam) on dedicated server. <i>Introduced in patch 311.74.</i>										
-epiconly	PC	Enables Epic Game Store only players to connect to the dedicated server. <i>Introduced in patch 311.74.</i>										
-UseVivox	PC	Enables Vivox on Steam only servers. Default for EPIC servers but can be enabled for Steam server.										

		<i>Introduced in patch 311.74.</i>
-PublicIPForEpic=<IPAddress>	PC	This is the public IP that EGS clients will attempt to connect to, if this option is missing and -Multihome is specified, then EGS clients will attempt to connect to the multihome IP; Note that if you're using multihome and specify a non-public IP address, then players will not be able to connect to your server using EGS. Make sure to set a public IP address (e.g WAN or external).
-high	PC	Should make the game run as a high-priority process. This is not the case! Should you wish to do so you will need other means such as using a server manager, doing it manually (for example using the Details tab of the Task Manager and right-clicking on the process) or using the commands such as <code>START /HIGH ShooterGameServer.exe</code> .
-noaafonts	PC	Removes fonts anti-aliasing. <i>Option is now deprecated.</i>
?IgnoreLimitMaxStructuresInRangeTypeFlag=false	PC	Removes the limit of 150.
-UseStructureStasisGrid	PC	Enables the structure stasis grid to improve server performance on large bases with lots of players, more info can be found here: https://surviveheark.com/index.php?articles.html/community-crunch-241-fear-evolved-4-live-tuning-system-network-improvements-and-more-r1652 . <i>Introduced in patch 314.5.</i>
-NewYearEvent	PC	Enables the ARK: Happy New Year! event; it will automatically start at Midnight EST and Noon EST on the 1st of January, unless specified with the following 2 options. This command was only available around the time it was scheduled. <i>First introduced in patch 320.38.</i>
?NewYear1UTC=<epoch time>	PC	You can use https://www.epochconverter.com to get your appropriate timestamp. Please keep in mind that this event cannot be run before Midnight EST on the 1st of January, so if you wish to change your time it would have to be set after that. <i>Introduced in patch 320.38.</i>
?NewYear2UTC=<epoch time>	PC	You can use https://www.epochconverter.com to get your appropriate timestamp. Please keep in mind that this event cannot be run before Midnight EST on the 1st of January, so if you wish to change your time it would have to be set after that. <i>Introduced in patch 320.38.</i>
-UseItemDupeCheck	PC	Enables additional dupe protection (Note: this could have an impact on mods, so use with caution). <i>Introduced in patch 333.13.</i>
-UseSecureSpawnRules	PC	More secure item/dino spawning rules (Note: this could have an impact on mods, so use with caution). <i>Introduced in patch 349.27.</i>
-MinimumTimeBetweenInventoryRetrieval=<TimeInSeconds>	All	 Fjordhawk cooldown on retrieval of player's inventory when killed. Defaults to 1 hour. <i>Introduced in patch 351.5.</i>
?EventColorsChanceOverride=<num>	All	Takes a value between 0 and 1. 1 = 100% chance for color override <i>Introduced in patch 355.3.</i>
-LANPLAY	All	Unreal Engine option for servers. Doubles the amount of clients the server tries to send data to in a single tick. Note that this applies only to LAN connected clients which the game detects and won't necessarily make the server run any better depending on resources and topology. Useless as a client parameter.
-allcores		This has never been found to be an option. <i>If ever present, now deprecated.</i>
-NoTransferFromFiltering		Uncertain of meaning, should disable some options within Cross-ARK Data Transfer . <i>If ever present, now deprecated.</i>

Configuration Files

Most options can also be specified in the games configuration files. The location of the configuration files varies by platform

Platform	Configuration File	Location
Linux	GameUserSettings.ini	ShooterGame/Saved/Config/LinuxServer/
Linux	Game.ini	ShooterGame/Saved/Config/LinuxServer/
Windows	GameUserSettings.ini	ShooterGame/Saved/Config/WindowsServer/
Windows	Game.ini	ShooterGame/Saved/Config/WindowsServer/

The **GameUserSettings.ini** file contains options for both the game client and the game server. Options for the game client are not used by the server. Server options are specified in the section labeled **[ServerSettings]**, which is usually located at the bottom of the file.

The **Game.ini** file is used for more advanced modifications, such as changing engram points or XP rewarded per level, disabling specific content, or rebalancing depending on player tastes.

For all supported platforms, options are listed one per line using the same basic syntax:

<option>=<value>

All options in the configuration file require a value. If an option is not listed in the configuration file, its default value is used automatically.

To configure a game server with the same configuration as shown in [Command Line Syntax](#) above:

```
ServerCrosshair=True
AllowThirdPersonPlayer=True
MapPlayerLocation=True
TheMaxStructuresInRange=100
```

With these options in the configuration file, the server can be launched with a much shorter command line. For Linux:

```
./ShooterGameServer TheIsland?listen
```

For Windows:

```
start ShooterGameServer.exe "TheIsland?listen"
```

GameUserSettings.ini

To easily create this file, you can use this [ini-Generator](#).

Option	Value Type	Default	Effect
listen	<i>N/A</i>	<i>None</i>	<i>(command line only)</i> Listen for (and accept) player connections from other systems <i>Note:</i> This option is mandatory for multiplayer servers.
MaxTributeDinos	<i>integer</i>	20	Slots for uploaded creatures <i>Note:</i> Some player claimed maximum 273 to be safe cap and more will corrupt profile/cluster and lead to loose of all storaged creatures but it need to be checked
MaxTributeItems	<i>integer</i>	50	Slots for uploaded items and resources <i>Note:</i> Some player claimed maximum 154 to be safe cap and more will corrupt profile/cluster and lead to loose of all storaged items and resources but it need to be checked
alwaysNotifyPlayerJoined	<i>boolean</i>	False	Players will always get notified if someone joins the server
alwaysNotifyPlayerLeft	<i>boolean</i>	False	Players will always get notified if someone leaves the server
AllowThirdPersonPlayer	<i>boolean</i>	False	Enables 3rd Person view
globalVoiceChat	<i>boolean</i>	False	Voice chat turns global
ShowMapPlayerLocation	<i>boolean</i>	False	Show each player their own precise position when they view their map
noTributeDownloads	<i>boolean</i>	False	Disables downloading characters from other servers
proximityChat	<i>boolean</i>	False	Only players near each other can see their chat messages
serverPVE	<i>boolean</i>	False	Disables PvP , enables PvE
serverHardcore	<i>boolean</i>	False	Enables hardcore mode (player characters revert to level 1 upon death)
serverForceNoHud	<i>boolean</i>	False	HUD always disabled
DisableStructureDecayPvE	<i>boolean</i>	False	Disable the gradual (7 days) decay of player structures <i>Introduced in patch 173.0</i>
DisableDinoDecayPvE	<i>boolean</i>	False	Disable the gradual (7 days) decay of dinosaur ownership. <i>Without this set to true, every dinosaur can be claimed by any player.</i> <i>Introduced in patch 206.0</i>
AllowFlyerCarryPvE	<i>boolean</i>	False	Permit flying dinosaurs to pick up other dinosaurs and players when mounted by a player in PvE <i>Introduced in patch 173.0 but changed from bAllowFlyerCarryPVE to AllowFlyerCarryPVE</i>
TheMaxStructuresInRange	<i>integer</i>	10500	Specifies the maximum number of structures that can be constructed within a certain (currently hard-coded) range. <i>Introduced in patch 252.1 replacing the old value NewMaxStructuresInRange</i>
bAllowPlatformSaddleMultiFloors	<i>boolean</i>	False	Set to true to allow multiple platform floors. <i>Introduced in patch 260.0</i>
MaxPlayers	<i>integer</i>	70	Specifies the maximum number of players that can play on the server simultaneously. Must be placed under [/script /engine.gamesession] in GameUserSettings.ini to function when not used in the command line.
DifficultyOffset	<i>float</i>	0.2	Specifies the difficulty level .
ServerPassword	<i>string</i>	<i>None</i>	If specified, players must provide this password to join the server.
ServerAdminPassword	<i>string</i>	<i>None</i>	If specified, players must provide this password (via the in-game console) to gain access to administrator commands on the server.
SpectatorPassword	<i>string</i>	<i>None</i>	To use non-admin spectator, the server must specify a spectator password. Then any client can use these console commands: requestspectator <password> and stopspectating . See patch 191.0 for more information and hotkeys.
DayCycleSpeedScale	<i>float</i>	1.0	Specifies the scaling factor for the passage of time in the ARK, controlling how often day changes to night and night changes to day. The default value 1 provides the same cycle speed as the singleplayer experience (and the official public servers). Values lower than 1 slow down the cycle; higher values accelerate it. Base time when value is 1 appears to be 1 minute real time equals approx. 28 minutes game time. Thus, for an approximate 24 hour day/night cycle in game, use .035 for the value.
NightTimeSpeedScale	<i>float</i>	1.0	Specifies the scaling factor for the passage of time in the ARK during night time. This value determines the length of each night, relative to the length of each day (as specified by <code>DayTimeSpeedScale</code> . Lowering this value increases the length of each night.
DayTimeSpeedScale	<i>float</i>	1.0	Specifies the scaling factor for the passage of time in the ARK during the day. This value determines the length of each day, relative to the length of each night (as specified by <code>NightTimeSpeedScale</code> . Lowering this value increases the length of each day.
DinoDamageMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the damage wild dinosaurs deal with their attacks. The default value 1 provides normal damage. Higher values increase damage. Lower values decrease it.
PlayerDamageMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the damage players deal with their attacks. The default value 1 provides normal damage. Higher values increase damage. Lower values decrease it.
StructureDamageMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the damage structures deal with their attacks (i.e. spiked walls). The default value 1 provides normal damage. Higher values increase damage. Lower values decrease it.
PlayerResistanceMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the resistance to damage players receive when attacked. The default value 1 provides normal damage. Higher values decrease resistance, increasing damage per attack. Lower values increase it, reducing damage per attack. A value of 0.5 results in a player taking half damage while a value of 2.0 would result in taking double normal damage.
DinoResistanceMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the resistance to damage wild dinosaurs receive when attacked. The default value 1 provides normal damage. Higher values decrease resistance, increasing damage per attack. Lower values increase it, reducing damage per attack. A value of 0.5 results in a dino taking half damage while a value of 2.0 would result in a dino taking double normal damage.
StructureResistanceMultiplier	<i>float</i>	1.0	Specifies the scaling factor for the resistance to damage structures receive when attacked. The default value 1 provides normal damage. Higher values decrease resistance, increasing damage per attack. Lower values increase it, reducing damage per attack. A value of 0.5 results in a structure taking half damage while a value of 2.0 would result in a structure taking double normal damage.

Option	Value Type	Default	Effect
XPMultiplier	float	1.0	Specifies the scaling factor for the experience received by players, tribes and dinosaurs for various actions. The default value 1 provides the same amounts of experience as in the singleplayer experience (and official public servers). Higher values increase XP amounts awarded for various actions; lower values decrease it. In 313.5 an additional hardcoded multiplier of 4 was activated.
PvEStructureDecayPeriodMultiplier	float	1.0	Specifies the scaling factor for the decay rate of player structures in PvE mode. The specific effect(s) of this option and its range of valid values are unknown as of this writing. ^[1]
PvEStructureDecayDestructionPeriod		0	Specifies the time required for player structures to decay in PvE mode. The specific effect(s) of this option and its range of valid values are unknown as of this writing. ^[1]
PvEDinoDecayPeriodMultiplier	float	1.0	... Introduced in patch 206.0
TamingSpeedMultiplier	float	1.0	Specifies the scaling factor for dinosaur taming speed. Higher values make taming faster.
HarvestAmountMultiplier	float	1.0	Specifies the scaling factor for yields from all harvesting activities (chopping down trees, picking berries, carving carcasses, mining rocks, etc.). Higher values increase the amount of materials harvested with each strike.
HarvestHealthMultiplier	float	1.0	Specifies the scaling factor for the "health" of items that can be harvested (trees, rocks, carcasses, etc.). Higher values increase the amount of damage (i.e. "number of strikes") such objects can withstand before being destroyed, which results in higher overall harvest yields.
MaxPlatformSaddleStructureLimit	integer		Changes the maximum number of platformed-creatures/rafts allowed on the ARK (a potential performance cost) Example: MaxPlatformSaddleStructureLimit=10 would only allow 10 platform saddles / rafts across the entire ark Introduced in patch 212.1
PerPlatformMaxStructuresMultiplier	float	1.0	Higher number increases (on a percentage scale) max number of items place-able on saddles and rafts Example: PerPlatformMaxStructuresMultiplier=1.5 Introduced in patch 211.0
MaxGateFrameOnSaddles	integer	0	Defines the maximum amount of gateways allowed on platform saddles. Example: MaxGateFrameOnSaddles=2 Would prevent players from placing more than 2 gateways on their platform saddles. This setting is not retroactive, meaning existing builds won't be affected. Set to 0 to not impose any limits. Official PVP servers have it set to 2. Introduced in patch 312.65
ResourcesRespawnPeriodMultiplier	float	1.0	Specifies the scaling factor for the respawn rate for resource nodes (trees, rocks, bushes, etc.). Lower values cause nodes to respawn more frequently.
PlayerCharacterWaterDrainMultiplier	float	1.0	Specifies the scaling factor for player characters' water consumption. Higher values increase water consumption (player characters get thirsty faster).
PlayerCharacterFoodDrainMultiplier	float	1.0	Specifies the scaling factor for player characters' food consumption. Higher values increase food consumption (player characters get hungry faster).
PlayerCharacterStaminaDrainMultiplier	float	1.0	Specifies the scaling factor for player characters' stamina consumption. Higher values increase stamina consumption (player characters get tired faster).
PlayerCharacterHealthRecoveryMultiplier	float	1.0	Specifies the scaling factor for player characters' health recovery. Higher values increase the recovery rate (player characters heal faster).
DinoCharacterFoodDrainMultiplier	float	1.0	Specifies the scaling factor for dinosaurs' food consumption. Higher values increase food consumption (dinosaurs get hungry faster). It also affects the taming-times.
DinoCharacterStaminaDrainMultiplier	float	1.0	Specifies the scaling factor for dinosaurs' stamina consumption. Higher values increase stamina consumption (dinosaurs get tired faster).
DinoCharacterHealthRecoveryMultiplier	float	1.0	Specifies the scaling factor for dinosaurs' health recovery. Higher values increase the recovery rate (dinosaurs heal faster).
DinoCountMultiplier	float	1.0	Specifies the scaling factor for dinosaur spawns. Higher values increase the number of dinosaurs spawned throughout the ARK.
AllowCaveBuildingPvE	boolean	False	If set to True, allows building in caves when PvE mode is also enabled. Introduced in patch 194.0
AllowCaveBuildingPvP	boolean	False	If set to True, allows building in caves when PvP mode is also enabled. Introduced in patch 326.13
BanListURL	URL	"http://arkdedicated.com/banlist.txt"	Use the official global ban list, or point to any online ban list that you want. Must be enclosed in double quotes. Before 279.233 the URL was http://playark.com/banlist.txt Introduced in patch 201.0
PvPStructureDecay	boolean	false	Turns off structure decay on PvP servers.
TributeItemExpirationSeconds	integer	86400	Set the expiration timer for uploaded items.
TributeDinoExpirationSeconds	integer	86400	Set the expiration timer for uploaded dinos.
TributeCharacterExpirationSeconds	integer	86400	Set the expiration timer for uploaded survivors.
AutoSavePeriodMinutes	float	15.0	Set interval for automatic saves. Setting this to 0 will cause constant saving, You can however set it to 9000000 to effectively disable it.
NPCNetworkStasisRangeScalePlayerCountStart			
NPCNetworkStasisRangeScalePlayerCountEnd			
NPCNetworkStasisRangeScalePercentEnd	float		
CrossARKAllowForeignDinoDownloads	boolean	false	if set to true, you will be able to tribute download non-native creatures on the Aberration map Introduced in patch 275.0
DisablePvEGamma	boolean	false	Prevents use of console command "gamma" in PvE mode Introduced in patch 207.0
EnablePvPGamma	boolean	false	Allow use of console command "gamma" in PvP mode Introduced in patch 174.3
TribeNameChangeCooldown	integer	15	Cooldown, in minutes, in between tribe name changes Introduced in patch 278.0

Option	Value Type	Default	Effect
AllowHideDamageSourceFromLogs	boolean	false	Allows the hiding of damage sources in tribe logs. <i>Introduced in patch 278.0</i>
RandomSupplyCratePoints	boolean	false	If true, supply drops are in random locations. NOTE: This setting is known to cause artifacts becoming inaccessible on [Ragnarok] if active <i>Introduced in patch 278.0</i>
DisableWeatherFog	boolean	false	If true, disables fog. <i>Introduced in patch 278.0</i>
ActiveMods	integer	ModID	Specifies the order and which mods are loaded, ModIDs need to be comma seperated and in one line <i>Introduced in patch 190.0</i>
AdminLogging	boolean	true	logs all admin commands to ingame chat <i>Introduced in patch 206.0</i>
ClampResourceHarvestDamage	boolean	false	Limit the damage caused by a dino to a resource for harvesting. <i>Introduced in patch 182.0</i>
ItemStackSizeMultiplier	float	1.0	Allow increasing or decreasing global item stack size, this means all default stacksizes will be multiplied by the value given (excluding items that have a stack size of 1 by default). <i>Introduced in patch 291.100</i>
PlatformSaddleBuildAreaBoundsMultiplier	float	1.0	increasing the number allows structures being placed further away from the platform
bForceCanRideFliers	boolean	false	allows flyers to be used on maps where they normally are disabled NOTE: if you set it to false it will disable flyers on any map
AllowTekSuitPowersInGenesis	boolean	false	enable or disable TEK suit powers in Genesis Part 1
EnableCryoSicknessPVE	boolean	true?	Enable/Disable Cryopod cooldown timer when deploying a creature. If <i>false</i> , deployed creatures do not experience cryosickness. <i>Introduced in patch 307.56</i>
EnableCryopodNerf	boolean	false	Enable/Disable Cryosickness when deploying a creature. The following settings need to be set also: CryopodNerfDamageMult & CryopodNerfDuration . If <i>true</i> , there is no Cryopod cooldown timer, and creatures do not become unconscious. <i>Introduced in patch 309.53</i>
CryopodNerfDuration	integer	10	Amount of time, in seconds, Cryosickness lasts after deploying a creature from a Cryopod. If EnableCryoSicknessPVE is enabled, it will override this line. <i>Introduced in patch 309.53</i>
CryopodNerfDamageMult	float	0.01	Reduces the amount of damage delt by the creature after it is deployed from the cryopod, as a percentage of total damage output, and for the length of time set by CryopodNerfDuration . CryopodNerfDuration needs a valid value. CryopodNerfDamageMult=0.01 means 99% of the damage is removed <i>Introduced in patch 309.53</i>
CryopodNerfIncomingDamageMultPercent	float	0.25	Increases the amount of damage taken by the creature after it is deployed from the cryopod, as a percentage of total damage received, and for the length of time set by CryopodNerfDuration . CryopodNerfIncomingDamageMultPercent=0.25 means a released tame takes 25% more damage while the debuff lasts <i>Introduced in patch 310.11</i>
AllowSharedConnections	boolean	false	AllowSharedConnections=False means family sharing is disabled <i>Introduced in patch 312.73</i>
CustomDynamicConfigUrl	string	None	direct link to config file e.g.: http://arkdedicated.com/dynamicconfig.ini ; for more information about this file check the dedicated section currently only the following options are supported to be adjusted dynamically: TamingSpeedMultiplier, HarvestAmountMultiplier, XPMultiplier, MatingIntervalMultiplier, BabyMatureSpeedMultiplier, EggHatchSpeedMultiplier, BabyFoodConsumptionSpeedMultiplier, CropGrowthSpeedMultiplier, MatingSpeedMultiplier, BabyCuddleIntervalMultiplier, BabyImprintAmountMultiplier, CustomRecipeEffectivenessMultiplier, TributeItemExpirationSeconds, TributeDinoExpirationSeconds, EnableFullDump, GUseServerNetSpeedCheck, bUseAlarmNotifications, HexagonRewardMultiplier, NPCReplacements, ActiveEventColors and DynamicColorset. <i>Introduced in patch 307.2</i>
MaxTamedDinos	integer	4000	Sets the maximum number of tamed Dinos on a Server, this is a global cap. <i>Introduced in patch 191.0</i>
NewMaxStructuresInRange	integer	6000	Specifies the maximum number of structures that can be constructed within a certain (currently hard-coded) range. <i>Introduced in patch 188.0 and deprecated with patch 252.1 by TheMaxStructuresInRange</i>
MaxStructuresInRange	integer	1300?	Specifies the maximum number of structures that can be constructed within a certain (currently hard-coded) range. <i>Introduced in patch 173.0 and deprecated with patch 188.0 by NewMaxStructuresInRange</i>
FreezeReaperPregnancy	boolean	false	Freezes the  Reaper King pregnancy timer and experience gain.
bFilterTribeNames	boolean	true	Filters out tribe names based on the badwords/goodwords list.
bFilterCharacterNames	boolean	true	Filters out character names based on the bad words/good words list.
bFilterChat	boolean	true	Filters out character names based on the bad word/good words list
BadWordListURL	string	N/A	add the url to hosting your own bad words list
BadWordWhiteListURL	string	N/A	add the url to hosting your own good words list

Ragnarok

The following options are only available when playing the DLC [Ragnarok](#).

They need to be set in the [Ragnarok] section (if you dont have one you can create it at the bottom) of the `GameUserSettings.ini` file.

NOTE: You don't need to use these settings. The game will use the default values if these settings aren't specified.

Option	Value Type	Default	Effect
--------	------------	---------	--------

Option	Value Type	Default	Effect
AllowMultipleTamedUnicorns	<i>boolean</i>	false	false = one unicorn on the map at a time, true = one wild and unlimited tamed Unicorns on the map. *This setting currently does not seem to work properly
UnicornSpawnInterval	<i>integer</i>	24	How long the game should wait before spawning a new Unicorn if the wild one is killed (or tamed, if AllowMultipleTamedUnicorns is enabled). This value sets the minimum amount of time (in hours), and the maximum is equal to 2x this value.
VolcanoIntensity	<i>float</i>	1	The lower the value, the more intense the volcano's eruption will be. Recommended to leave at 1. The minimum value is 0.25, and for multiplayer games, it should not go below 0.5. Very high numbers will basically disable the flaming rocks flung out of the volcano.
VolcanoInterval	<i>integer</i>	0	0 = 5000 (min) - 15000 (max) seconds between instances of the volcano becoming active. Any number above 0 acts as a multiplier, with a minimum value of .1
EnableVolcano	<i>boolean</i>	true	false = disabled (the volcano will not become active), true = enabled

ARK: Homestead specific

Option	Value Type	Default	Effect
AlwaysAllowStructurePickup	<i>boolean</i>	false	if true disables the timer on the quick-pickup system
StructurePickupTimeAfterPlacement	<i>float</i>	30.0	amount of time in seconds after placement that quick pickup is available
AllowIntegratedSPlusStructures	<i>boolean</i>	true	if false disables all of the new S+ structures (intended mainly for letting unofficials that want to keep using the S+ mod version to keep using that without a ton of extra duplicate structures)
StructurePickupHoldDuration	<i>float</i>	0.5	used to specify the quick-pickup hold duration use 0 to disable and have instant pickup

Fjordur

Option	Value Type	Default	Effect
UseFjordurTraversalBuff	<i>boolean</i>	false	Enable and disable the biome teleport in Fjordur when holding B

Game.ini

The following options can only be set in the [/script/shootergame.shootergamemode] section of `Game.ini`, located in the same folder as `GameUserSettings.ini` (see above for the location for each platform). Specifying them on the command line will have no effect.

Option	Arguments			Effects and Example
ConfigOverrideItemMaxQuantity=(ItemClassString="<Class_Name>",Quantity=(MaxItemQuantity=<n>,bIgnoreMultiplier=<value>))	Class Name	<i>string</i>	Class Name of the item that will be overridden to new stacksize	allow manually overriding item stack size on a per-item basis Example: ConfigOverrideItemMaxQuantity=(ItemClassString="PrimalItemAmmo_ArrowTranq_C",Quantity=(MaxItemQuantity=543,bIgnoreMultiplier=true)) this will make the Tranqarrows stack to 543 items per stack
	n	<i>integer</i>	new stacksize of the specified item	
	value	<i>boolean</i>	if <i>false</i> , that means that the real stack size is <i>ItemStackSizeMultiplier * MaxItemQuantity</i> for that item if <i>true</i> , it uses <i>MaxItemQuantity</i> directly and ignores the multiplier	
bAllowUnlimitedRespecs=<value>	value = <i>boolean (true/false)</i> Default = false			Set to true to allow more than one usage of Mindwipe Tonic without 24 hours cooldown.
bOnlyAllowSpecifiedEngrams=<value>	value = <i>boolean (true/false)</i> Default = false			If true, any Engram not explicitly specified in the OverrideEngramEntries or OverrideNamedEngramEntries list will be hidden. All Items and Blueprints based on hidden Engrams will be removed. <i>Introduced in patch 187.0</i>
LevelExperienceRampOverrides=(ExperiencePointsForLevel[<n>]=<points> [,ExperiencePointsForLevel[<n>]=<points>] ... [,ExperiencePointsForLevel[<n>]=<points>])	n	<i>integer</i>	Level to configure	Configure the total number of levels available to players and dinosaurs and the experience points required to reach each level. This directive can be specified twice in the configuration file. The first time it appears, the values provided will configure player levels. The second time it appears, the values provided will configure dinosaur levels. Because of this, each time the directive is used, it must list <i>all</i> of the levels players (or dinosaurs) can reach on the server. One ExperiencePointsForLevel argument must appear for each desired level. Values for <n> must be sequential, starting from zero. Keep in mind that the last 100 levels are used for ascension, chibi experience, explorer notes and rune rewards, meaning that you have to put 100 extra levels in your configuration file. The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed on a single line. LevelExperienceRampOverrides=(ExperiencePointsForLevel[0]=1, ExperiencePointsForLevel[1]=5, ... ExperiencePointsForLevel[64]=1000) LevelExperienceRampOverrides=(ExperiencePointsForLevel[0]=1, ExperiencePointsForLevel[1]=5, ... ExperiencePointsForLevel[34]=1000) The first example specifies 50 player levels and 15 ascension levels. The second example
	points	<i>integer</i>	Points needed to reach level	

Option	Arguments	Effects and Example						
		(when placed in the configuration file after the first example) specifies 35 dinosaur levels.						
OverridePlayerLevelEngramPoints=<points>	points = <i>integer</i>	<p>Configure the number of engram points granted to players for each level gained. This option must be repeated for each player level configured on the server; if there are 65 player levels available, this option should appear in the configuration file 65 times. The first appearance of the option configures engram points for reaching level 1. The next one configures engram points for level 2, and so on all the way to the 65th appearance, which configures engram points for level 65.</p> <pre>OverridePlayerLevelEngramPoints=5 OverridePlayerLevelEngramPoints=10 ... OverridePlayerLevelEngramPoints=100</pre>						
GlobalSpoilingTimeMultiplier=<value>	value = <i>float</i> Default = 1.0	<p>Scales the spoiling time of perishables globally. Higher values prolong the time. (Note: As of patch 196.0 there is still a bug whereby items moved to the player's inventory have their spoilage times reset to normal (value 1.0) despite what this value is set at. It seems that as of 248.5 this has been fixed.) <i>Introduced in patch 189.0</i></p>						
GlobalItemDecompositionTimeMultiplier=<value>	value = <i>float</i> Default = 1.0	<p>Scales the decomposition time of dropped items, loot bags etc. globally. Higher values prolong the time. <i>Introduced in patch 189.0</i></p>						
GlobalCorpseDecompositionTimeMultiplier=<value>	value = <i>float</i> Default = 1.0	<p>Scales the decomposition time of corpses, (player and dinosaur), globally. Higher values prolong the time. <i>Introduced in patch 189.0</i></p>						
HarvestResourceItemAmountClassMultipliers=(ClassName="<classname>", Multiplier=<value>)	<table border="1"> <tr> <td>classname</td><td><i>string</i></td><td>Class Name of resource, see Item IDs</td></tr> <tr> <td>value</td><td><i>float</i></td><td>Default = 1.0</td></tr> </table>	classname	<i>string</i>	Class Name of resource, see Item IDs	value	<i>float</i>	Default = 1.0	<p>Scales on a per-resource type basis, the amount of resources harvested. Higher values increase the amount per swing/attack. E.g.: HarvestResourceItemAmountClassMultipliers=(ClassName="PrimalItemResource_Thatch_C", Multiplier=2.0) will provide 2x the amount harvested when harvesting thatch from a tree. Resource classnames can be found at Item IDs. Functions in the same way as the global setting HarvestAmountMultiplier but for only the type of resource named on this line. Additional lines can be added with other resource types, such as Wood, Stone etc. <i>Introduced in patch 189.0</i></p>
classname	<i>string</i>	Class Name of resource, see Item IDs						
value	<i>float</i>	Default = 1.0						
OverrideMaxExperiencePointsPlayer=<value> OverrideMaxExperiencePointsDino=<value>	value = <i>integer</i> Default = N/A	<p>Overrides the Max XP cap of players & dinosaur characters, respectively, by exact specified amount. <i>Introduced in patch 189.0</i></p>						
PreventDinoTameClassNames="<classname>"	classname = <i>string</i>	<p>Prevents taming of specific dinosaurs via classname. E.g. PreventDinoTameClassNames="Argent_Character_BP_C" Dino classnames can be found on the Creature IDs page. <i>Introduced in patch 194.0</i></p>						
PreventTransferForClassName="<classname>"	classname = <i>string</i>	<p>Prevents transfer of specific dinosaurs via classname. E.g. PreventTransferForClassName="Argent_Character_BP_C" Dino classnames can be found on the Creature IDs page. <i>Introduced in patch 326.13</i></p>						
DinoClassDamageMultipliers=(ClassName="<classname>", Multiplier=<multiplier>) TamedDinoClassDamageMultipliers=(ClassName="<classname>", Multiplier=<multiplier>)	classname = <i>string</i> multiplier = <i>float</i> Default 1.0	<p>Multiplies damage dealt of specific dinosaurs via classname. Higher values increase the damage dealt. Dino classnames can be found on the Creature IDs page.</p> <p>The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed on a single line. Multiple DinoClassDamageMultipliers and TamedDinoClassDamageMultipliers entries can be specified in the file, but ClassName values should not be repeated across multiple entries.</p> <p>Examples:</p> <pre>DinoClassDamageMultipliers=(ClassName="MegaRex_Character_BP_C", Multiplier=0.1) TamedDinoClassDamageMultipliers=(ClassName="Rex_Character_BP_C", Multiplier=10.0)</pre> <p>Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file. <i>Introduced in patch 194.0</i></p>						
DinoClassResistanceMultipliers=(ClassName="<classname>", Multiplier=<multiplier>) TamedDinoClassResistanceMultipliers=(ClassName="<classname>", Multiplier=<multiplier>)	classname = <i>string</i> multiplier = <i>float</i> Default 1.0	<p>Multiplies resistance of specific dinosaurs via classname. Higher values decrease the damage received. Dino classnames can be found on the Creature IDs page.</p> <p>The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed on a single line. Multiple DinoClassResistanceMultipliers and TamedDinoClassResistanceMultipliers entries can be specified in the file, but ClassName values should not be repeated across multiple entries.</p> <p>Examples:</p> <pre>DinoClassResistanceMultipliers=(ClassName="MegaRex_Character_BP_C", Multiplier=0.1) TamedDinoClassResistanceMultipliers=(ClassName="Rex_Character_BP_C", Multiplier=10.0)</pre>						

























Option	Arguments	Effects and Example												
		Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file. <i>Introduced in patch 194.0</i>												
ResourceNoReplenishRadiusPlayers=<value> ResourceNoReplenishRadiusStructures=<value>	Value = <i>float</i> Default = 1.0	Allow resources to regrow closer or farther away from players & structures. Values higher than 1 increase the distance around players and structures where resources are not allowed to grow back. Values between 0 and 1 will reduce it. <i>Introduced in patch 196.0</i>												
bIncreasePvPRespawnInterval=<Boolean> IncreasePvPRespawnIntervalCheckPeriod=<value1> IncreasePvPRespawnIntervalMultiplier=<value2> IncreasePvPRespawnIntervalBaseAmount=<value3>	<table> <tr> <td>boolean</td><td><i>boolean (true/false)</i></td><td>Default = N/A</td></tr> <tr> <td>value1</td><td><i>float</i></td><td>Default = 300</td></tr> <tr> <td>value2</td><td><i>float</i></td><td>Default = 2</td></tr> <tr> <td>value3</td><td><i>float</i></td><td>Default = 60</td></tr> </table>	boolean	<i>boolean (true/false)</i>	Default = N/A	value1	<i>float</i>	Default = 300	value2	<i>float</i>	Default = 2	value3	<i>float</i>	Default = 60	PvP servers have an optional +1 minute additional respawn (<value3>) that doubles (<value2>) each time if you are killed by a team within 5 minutes (<value1>) of your previous death to that team (timer indicated on Spawn UI). Is enabled in pvp by default, and on all the official pvp servers. Helps prevent PvO ammo-wasting of auto turrets by repeatedly throwing sacrificial players at them. bIncreasePvPRespawnInterval must be set to True for these options to be activated. <i>Introduced in patch 196.0</i>
boolean	<i>boolean (true/false)</i>	Default = N/A												
value1	<i>float</i>	Default = 300												
value2	<i>float</i>	Default = 2												
value3	<i>float</i>	Default = 60												
bAutoPvETimer=<Boolean1> bAutoPvEUseSystemTime=<Boolean2> AutoPvEStartTimeSeconds=<value1> AutoPvEStopTimeSeconds=<value2>	<table> <tr> <td>boolean1</td><td><i>Boolean (true/false)</i></td><td>Default = N/A</td></tr> <tr> <td>boolean2</td><td><i>boolean (true/false)</i></td><td>Default = N/A</td></tr> <tr> <td>value</td><td><i>0 to 86400</i></td><td>Default = N/A</td></tr> <tr> <td>value</td><td><i>0 to 86400</i></td><td>Default = N/A</td></tr> </table>	boolean1	<i>Boolean (true/false)</i>	Default = N/A	boolean2	<i>boolean (true/false)</i>	Default = N/A	value	<i>0 to 86400</i>	Default = N/A	value	<i>0 to 86400</i>	Default = N/A	Allow switching from PvE to PvP mode at pre-specified in-game times OR a pre-specified real-world (server-side) times! For more detailed information regarding using system time vs. in-game time, please see patch notes 196.0 . bAutoPvETimer must be set to True for these options to be activated. <i>Introduced in patch 196.0</i>
boolean1	<i>Boolean (true/false)</i>	Default = N/A												
boolean2	<i>boolean (true/false)</i>	Default = N/A												
value	<i>0 to 86400</i>	Default = N/A												
value	<i>0 to 86400</i>	Default = N/A												
bPvEDisableFriendlyFire=<value>	Value = <i>boolean (true/false)</i> Default = false	Prevent-Friendly-Fire (among tribesmates/tribesdinos/tribesstructures) option for PvE servers <i>Introduced in patch 202.0</i>												
bDisableFriendlyFire=<value>	Value = <i>boolean (true/false)</i> Default =false	Prevent-Friendly-Fire (among tribesmates/tribesdinos/tribesstructures) option for PvP servers <i>Introduced in patch 228.4</i>												
bFlyerPlatformAllowUnalignedDinoBasing=<boolean>	Value = <i>boolean (true/false)</i> Default = false	Quetz platforms will not allow any non-allied dino to base on them when they are flying. If you want your server to allow non-allied dinos to be able to stand on the Quetz platforms set this to true. <i>Introduced in patch 218.3</i>												
bUseCorpseLocator	Value = <i>boolean (true/false)</i> Default = false	If set to true, you will see a green light beam at the location of your death												
MatingIntervalMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (on a percentage scale) interval between which dinosaurs can mate Example: MatingIntervalMultiplier=0.5 would allow dinosaurs to mate 50% sooner <i>Introduced in patch 219.0</i>												
MatingSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) speed at which dinosaurs mate with each other Example: MatingSpeedMultiplier=2.0 would cause dinosaurs to complete mating in half the normal time <i>Introduced in patch ??? (this var is undocumented in patch notes)</i>												
EggHatchSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number decreases (by percentage) time needed for fertilized egg to hatch <i>Introduced in patch 219.0</i>												
BabyMatureSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number decreases (by percentage) time needed for baby dino to mature <i>Introduced in patch 219.0</i>												
BabyFoodConsumptionSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Lower number decreases (by percentage) the speed that baby dinos eat their food <i>Introduced in patch 222.3</i>												
CropGrowthSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) speed of crop growth <i>Introduced in patch 218.0</i>												
LayEggIntervalMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) time between eggs spawning / being laid <i>Introduced in patch 218.0</i>												
PoopIntervalMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number decreases (by percentage) how frequently you can poop <i>Introduced in patch 218.0</i>												
CropDecaySpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number decrease (by percentage) speed of crop decay in plots <i>Introduced in patch 218.0</i>												
HairGrowthSpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increase speed of hair growth. <i>Introduced in patch 254.0</i>												
StructureDamageRepairCooldown=<value>	Value= <i>integer</i> Default = 180	Option for cooldown period on structure repair from the last time damaged. Set to 180 seconds by default, 0 to disable it <i>Introduced in patch 222.0</i>												
bPvEAllowTribeWar=<value>	Value = <i>boolean</i> Default = True	False disables capability for Tribes to officially declare war on each other for mutually-agreed-upon period of time <i>Introduced in patch 223.0</i>												
bPvEAllowTribeWarCancel=<value>	Value = <i>boolean</i> Default = False	True allows cancellation of an agreed-upon war before it has actually started <i>Introduced in patch 223.0</i>												
bPassiveDefensesDamageRiderlessDinos=<value>	Value = <i>boolean</i> Default = False	True allow spike walls to damage wild/riderless Dinos <i>Introduced in patch 224.0</i>												
CustomRecipeEffectivenessMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) the effectiveness of a custom recipe <i>Introduced in patch 226.0</i>												

Option	Arguments	Effects and Example
CustomRecipeSkillMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) the effect of the players crafting speed level that is used as a base for the formula in creating a custom recipe <i>Introduced in patch 226.0</i>
DinoHarvestingDamageMultiplier=<value>	Value = <i>float</i> Default = 3.2	Higher number increases (by percentage) the damage done to a harvestable item/entity by a Dino. The higher number, the faster you collect <i>Introduced in patch 231.1</i>
PlayerHarvestingDamageMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) the damage done to a harvestable item/entity by a Player. The higher number, the faster you collect <i>Introduced in patch 231.1</i>
DinoTurretDamageMultiplier=<value>	Value = <i>float</i> Default = 1.0	Higher number increases (by percentage) the damage done by Turrets towards a Dino <i>Introduced in patch 231.4</i>
bDisableLootCrates=<value>	Value = <i>boolean</i> Default = False	True prevent spawning of Loot crates (artifact creates will still spawn) <i>Introduced in patch 231.7</i>
SupplyCrateLootQualityMultiplier=<value>	Value = <i>float</i> Default = 1.0 Range= 1 to 5	Increases the quality of items that have a quality in the supply crates. The quality also depends on the Difficulty Offset. <i>Introduced in patch 260.0</i>
FishingLootQualityMultiplier=<value>	Value = <i>float</i> Default = 1.0 Range= 1 to 5	Increases the quality of items that have a quality when fishing. <i>Introduced in patch 260.0</i>
KickIdlePlayersPeriod=<value>	Value = <i>integer</i> Default = 3600	Time after which characters that have not moved or interacted will be kicked (if -EnableIdlePlayerKick as command line parameter is set). <i>Introduced in patch 241.5</i>
TribeSlotReuseCooldown=<value>	Value = <i>float</i> Default = 0	Set this to a number > 0 to act as a timer. Locks a tribe slot for the value in seconds, so a value of 3600 would mean that if someone leaves the tribe, their place cannot be taken by another player (or rejoin) for 1 hour. Used on Official Small Tribes Servers. <i>Introduced in patch 280.114</i>
MaxNumberOfPlayersInTribe=<value>	Value = <i>float</i> Default = 0	Set this to a number > 0 to act as a limit. 1 Player Tribes effectively disables Tribes <i>Introduced in patch 242.0</i>
BabyImprintingStatScaleMultiplier=<value>	Value = <i>float</i> Default = 1.0	How much of an effect on stats the Imprinting Quality has. Set it to 0 to effectively disable the system. <i>Introduced in patch 242.0</i>
BabyImprintAmountMultiplier=<value>	Value = <i>float</i> Default = 1.0	Multiplier applied to the percentage each imprints provide. For example, if an imprint usually give 10%, setting this multiplier to 0.5 means they would now give 5% each. While setting it to 2.0 means they would now give 20% each, etc. This multiplier is global, meaning it will affect the imprinting progression of every species. <i>Introduced in patch 312.35</i>
BabyCuddleIntervalMultiplier=<value>	Value = <i>float</i> Default = 1.0	How often Babies wanna cuddle. More often means you'll need to cuddle with them more frequently to gain Imprinting Quality. <i>Introduced in patch 242.0</i>
BabyCuddleGracePeriodMultiplier=<value>	Value = <i>float</i> Default = 1.0	A multiplier on how long after delaying cuddling with the Baby before Imprinting Quality starts to decrease. <i>Introduced in patch 242.0</i>
BabyCuddleLoseImprintQualitySpeedMultiplier=<value>	Value = <i>float</i> Default = 1.0	A multiplier on how fast Imprinting Quality decreases after the grace period if you haven't yet cuddled with the Baby. <i>Introduced in patch 242.0</i>
ConfigOverrideItemCraftingCosts		See section ConfigOverrideItemCraftingCosts for an example. Currently doesn't change repair cost and demolish refund of edited structures. Results in potential exploit for lowered crafting costs and may make structures unrepairable. Note: if using stack mods, refer to the mod new resources instead of vanilla ones (i.e.: PrimalItemResource_Electronics_Child_C instead of PrimalItemResource_Electronics_C) <i>Introduced in patch 242.0</i>
ConfigOverrideSupplyCrateItems		See section ConfigOverrideSupplyCrateItems for an example <i>Introduced in patch 242.0</i>
ExcludeItemIndices=<value>	Value = one Item ID	Exclude an item from supply crates. You can have multiple lines of this option.
MaxTribeLogs=<value>	Value = <i>integer</i> Default = 100	How many Tribe logs are displayed for each tribe. <i>Introduced in patch 224.0</i>
PvPZoneStructureDamageMultiplier=<value>	Value = <i>float</i> Default = 6.0	Specifies the scaling factor for damage structures take within caves. The lower the value, the less damage the structure takes (i.e. setting to 1.0 will make structure built in or near a cave receive the same amount of damage as those built on the surface). <i>Introduced in patch 187.0</i>
bDisableDinoRiding=<value>	Value = <i>boolean (true/false)</i> Default = false	
bDisableDinoTaming=<value>	Value = <i>boolean (true/false)</i> Default = false	
bDisableStructurePlacementCollision=<value>	Value = <i>boolean (true/false)</i> Default = false	If 'true' allows for structures to clip into the terrain.
bAllowCustomRecipes=<value>	Value = <i>boolean (true/false)</i> Default = false	<i>Introduced in patch 224.0</i>

Option	Arguments	Effects and Example						
bAutoUnlockAllEngrams=<value>	Value = <i>boolean(true/false)</i> Default = false	unlocks all Engrams available. -Ignores OverrideEngramEntries and OverrideNamedEngramEntries entries. <i>introduced in patch 273.62</i>						
EngramEntryAutoUnlocks=(EngramClassName="<index>", LevelToAutoUnlock=<value>)	<table border="1"> <tr> <td>index</td><td>text</td><td>Engram Classname</td></tr> <tr> <td>value</td><td>integer</td><td>Level you need to gain to unlock the Engram automatically</td></tr> </table>	index	text	Engram Classname	value	integer	Level you need to gain to unlock the Engram automatically	<p>automatically unlocks the specified Engram when reaching the level specified this example unlocks the Tek Teleporter with level 0:</p> <pre>EngramEntryAutoUnlocks=(EngramClassName="EngramEntry_TekTeleporter_C", LevelToAutoUnlock=0)</pre> <p><i>introduced in patch 273.62</i></p>
index	text	Engram Classname						
value	integer	Level you need to gain to unlock the Engram automatically						
bHardLimitTurretsInRange	Value = <i>boolean(true/false)</i> Default = false	<i>Introduced in patch 278.0</i>						
bShowCreativeMode	Value = <i>boolean(true/false)</i> Default = false	Enables creative mode. <i>Introduced in patch 278.0</i>						
PreventOfflinePvPConnectionInvincibleInterval	Value = <i>float</i> Default = 5.0	<i>Introduced in patch 278.0</i>						
TamedDinoCharacterFoodDrainMultiplier	Value = <i>float</i> Default = 1.0	A multiplier on how fast tame dinos consume food. <i>Introduced in patch 278.0</i>						
WildDinoCharacterFoodDrainMultiplier	Value = <i>float</i> Default = 1.0	A multiplier on how fast wild dinos consume food. <i>Introduced in patch 278.0</i>						
WildDinoTorporDrainMultiplier	Value = <i>float</i> Default = 1.0	A multiplier on how fast wild dinos lose torpor. <i>Introduced in patch 278.0</i>						
PassiveTameIntervalMultiplier	Value = <i>float</i> Default = 1.0	A multiplier on how often you get tame requests for passive tame dinos. <i>Introduced in patch 278.0</i>						
TamedDinoTorporDrainMultiplier	Value = <i>float</i> Default = 1.0	A multiplier on how fast tamed dinos lose torpor. <i>Introduced in patch 278.0</i>						
KillXPMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to scale the amount of XP earned for a kill <i>Introduced in patch 243.0</i>						
HarvestXPMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to scale the amount of XP earned for harvesting <i>Introduced in patch 243.0</i>						
CraftXPMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to scale the amount of XP earned for crafting <i>Introduced in patch 243.0</i>						
GenericXPMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to scale the amount of XP earned for generic XP (automatic over time) <i>Introduced in patch 243.0</i>						
SpecialXPMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to scale the amount of XP earned for SpecialEvents <i>Introduced in patch 243.0</i>						
[ModInstaller] ModIDS=<value> ModIDS=<value> ModIDS=<value>	Value = <i>ModID</i>	specify a manual list of extra Steam Workshop Mods/Maps/TC ID's to download/install/update in your Game.ini via (with the commandline(- automanagedmods) as normal to actually use them in-game) <i>Introduced in patch 244.3</i>						
FastDecayInterval	Value = <i>integer</i> Default = 43200	Enable this option for a fixed constant decay period for "Fast Decay" structures (such as pillars or lone foundations). Value is in seconds.						
MaxAlliancesPerTribe	Value = <i>integer</i> Default = N/A	Define the maximum alliances a tribe can form or be part of.						
MaxTribesPerAlliance	Value = <i>integer</i> Default = N/A	Define the maximum of tribes in an alliance.						
bUseTameLimitForStructuresOnly	Value = <i>boolean</i>	if true will make Tame Units only be applied and used for Platforms with Structures and Rafts effectively disabling Tame Units for Dinosaurs without Platform Structures						
UseCorpseLifeSpanMultiplier	Value = <i>float</i>	modifies corpse AND dropped box lifespan <i>Introduced in patch 275.0</i>						
FuelConsumptionIntervalMultiplier	Value = <i>float</i> Default = 1.0	Define the interval of fuel consumption. <i>Introduced in patch 264.0</i>						
GlobalPoweredBatteryDurabilityDecreasePerSecond	Value = <i>float</i> Default = 3	<i>Introduced in patch 275.0</i>						
DestroyTamesOverLevelClamp	Value = <i>integer</i> Default = 0	Tames that exceed that level will be deleted on server start. Official servers have it set to 449. <i>Introduced in patch 255.0</i>						
LimitNonPlayerDroppedItemsRange	Value = <i>integer</i> Default = 0	Limit the number of droppeditems in an area (together with LimitNonPlayerDroppedItemsCount). Official servers have it set to 1600 <i>Introduced in patch 302.4</i>						
LimitNonPlayerDroppedItemsCount	Value = <i>integer</i> Default = 0	Limit the number of droppeditems in an area(together with LimitNonPlayerDroppedItemsRange). Official servers have it set to 600 <i>Introduced in patch 302.4</i>						
MaxFallSpeedMultiplier	Value = <i>float</i> Default = 1.0	Defines the falling speed multiplier at which players starts taking fall damage. The falling speed is based on the time players spent in the air while having a negated Z axis velocity meaning that the higher this setting is, the longer players can fall without taking fall damage. For example, having it set to 0.1 means players will no longer survive a regular jump while having it set very high such as to 100.0 means players will survive a fall from the sky limit, etc. This setting doesn't affect the gravity scale of the players so there won't be any physics difference to the character movements.						

Option	Arguments	Effects and Example
		Introduced in patch 279.224
bIgnoreStructuresPreventionVolumes	Value = <i>boolean</i> Default = true	Enable building in Mission Volumes on Genesis Part 1
bGenesisUseStructuresPreventionVolumes	Value = <i>boolean</i> Default = true	Disable building in mission areas on Genesis Part 1 if set to true
bAllowFlyerSpeedLeveling	Value = <i>boolean</i> Default = false	Specifies whether flyer creatures can have their Movement Speed leveled up. Introduced in patch 321.1
CraftingSkillBonusMultiplier	Value = <i>float</i> Default = 1.0	A multiplier to modify the bonus received from upgrading the Crafting Skill . Introduced in patch 259.32

Genesis

Option	Value Type	Default	Effect																								
bDisableDefaultMapItemSets	boolean	false	Disable Genesis 2 Tek Suit on Spawn. <i>Introduced in patch 329.7</i>																								
bDisableGenesisMissions	boolean	false	Disables missions on Genesis																								
bDisableWorldBuffs	boolean	false	Disables world effects from Missions (Genesis: Part 2) altogether. <i>Introduced in patch 329.51</i>																								
bEnableWorldBuffScaling	boolean	false	Makes world effects from Missions (Genesis: Part 2) scale from server settings, rather than add/subtract a flat amount to the value at runtime. <i>Introduced in patch 329.25</i>																								
WorldBuffScalingEfficacy	float	1	Makes world effects from Missions (Genesis: Part 2) scaling more or less effective when setting bEnableWorldBuffScaling=true. 1 would be default, 0.5 would be 50% less effective, 100 would be 100x more effective. <i>Introduced in patch 329.51</i>																								
MutagenLevelBoost[stat ID]	integer	5, 5, 0, 0, 0, 0, 0, 5, 5, 0, 0, 0	Number of levels  Mutagen adds to tames with wild ancestry. <i>Introduced in patch 329.51</i> Stat IDs <table><tr><td>0</td><td> Health</td></tr><tr><td>1</td><td> Stamina /  Charge Capacity</td></tr><tr><td>2</td><td> Torpidity</td></tr><tr><td>3</td><td> Oxygen /  Charge Regeneration</td></tr><tr><td>4</td><td> Food</td></tr><tr><td>5</td><td> Water</td></tr><tr><td>6</td><td>Temperature</td></tr><tr><td>7</td><td> Weight</td></tr><tr><td>8</td><td> Melee Damage /  Charge Emission Range</td></tr><tr><td>9</td><td> Movement Speed /  Maewing's Nursing Effectiveness</td></tr><tr><td>10</td><td> Fortitude</td></tr><tr><td>11</td><td> Crafting Speed</td></tr></table>	0	 Health	1	 Stamina /  Charge Capacity	2	 Torpidity	3	 Oxygen /  Charge Regeneration	4	 Food	5	 Water	6	Temperature	7	 Weight	8	 Melee Damage /  Charge Emission Range	9	 Movement Speed /  Maewing's Nursing Effectiveness	10	 Fortitude	11	 Crafting Speed
0	 Health																										
1	 Stamina /  Charge Capacity																										
2	 Torpidity																										
3	 Oxygen /  Charge Regeneration																										
4	 Food																										
5	 Water																										
6	Temperature																										
7	 Weight																										
8	 Melee Damage /  Charge Emission Range																										
9	 Movement Speed /  Maewing's Nursing Effectiveness																										
10	 Fortitude																										
11	 Crafting Speed																										
MutagenLevelBoostBred[stat ID]	integer	1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0	Analogical to MutagenLevelBoost, but for bred dinos. <i>Introduced in patch 329.51</i>																								

bLimitTurretsInRange=<override>

LimitTurretsRange=<range>

LimitTurretsNum=<turrets>

Arguments:

override	boolean	if true enable the Limit
range	integer	determines the area in which turrets are added towards the limit, the value is UE4 units
turrets	integer	determines the maximum number of turrets that are allowed in the area

Limits the maximum allowed automated turrets (including [Plant Species X](#)) in a certain range.

Introduced in patch [274.0](#)

Engram Entries

OverrideEngramEntries=(EngramIndex=<[index](#)>

[,EngramHidden=<**hidden**>]

[,EngramPointsCost=<**cost**>]

[,EngramLevelRequirement=<**level**>]

[,RemoveEngramPreReq=<**remove_prereq**>])

OverrideNamedEngramEntries=(EngramClassName="<[class_name](#)>"


```
[,EngramHidden=<hidden>]
[,EngramPointsCost=<cost>]
[,EngramLevelRequirement=<level>]
[,RemoveEngramPreReq=<remove_prereq>])
```

Arguments:

index <i> integer </i>	Index of the engram	
class_name	<i>integer</i>	Class name of the engram
hidden	<i>false</i>	If true, hide the engram in the players' Engrams panel
cost	<i>integer</i>	Engram points needed to learn engram
level	<i>integer</i>	Minimum level needed to learn engram
remove_prereq	<i>false</i>	Remove the need of prerequisite engrams to learn this engram.

Description:

Configure the status and requirements for learning an engram. For `OverrideEngramEntries` the `EngramIndex` argument is always required, for `OverrideNamedEngramEntries` the `EngramClassName` argument is always required; the rest are optional, but at least one must be provided in order for the option to have any effect. The option may be repeated in `Game.ini` once for each engram to be configured.

The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed entirely on a single line. Multiple `OverrideEngramEntries` and `OverrideNamedEngramEntries` entries can be specified in the file, but `EngramIndex` and `EngramClassName` values should not be repeated across multiple entries.

For the Engram Index and Engram Class Name see [Engram classnames](#).

Examples:

```
OverrideEngramEntries=(EngramIndex=0, EngramHidden=false)

OverrideEngramEntries=(EngramIndex=1, EngramHidden=false, EngramPointsCost=3, EngramLevelRequirement=3, RemoveEngramPreReq=true)

OverrideNamedEngramEntries=(EngramClassName="EngramEntry_Campfire_C", EngramHidden=false)

OverrideNamedEngramEntries=(EngramClassName="EngramEntry_StoneHatchet_C", EngramHidden=false, EngramPointsCost=3, EngramLevelRequirement=3, RemoveEngramPreReq=true)
```

ConfigAddNPCSpawnEntriesContainer

```
ConfigAddNPCSpawnEntriesContainer=(
[NPCSpawnEntriesContainerClassString=<spawn_class>],
[NPCSpawnEntries=((AnEntryName=<spawn_name>],
[EntryWeight=<factor>],
[NPCsToSpawnStrings=(<entity_id>))]),
[NPCSpawnLimits=((NPCClassString=<entity_id>],
[MaxPercentageOfDesiredNumToAllow=<percentage>))])
```

Arguments:

spawn_class	<i>string</i>	Spawn Group Container Class Name, see Spawn entries
spawn_name	<i>string</i>	Spawn Name
factor	<i>float</i>	Weight Factor for this spawn
entity_id	<i>string</i>	Entity ID of the dinosaur or creature to be added, see Creature IDs
percentage	<i>float</i>	Sets the maximum allowed dinosaurs or creatures for this instance

Allows specified dinosaurs/creatures to spawn in specified locations directly through the spawners limited to what is specified.

Examples:

Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file.

Adding 1 Giganotosaurus to the beach spawn area:

```
ConfigAddNPCSpawnEntriesContainer=(
NPCSpawnEntriesContainerClassString="DinoSpawnEntriesBeach_C",
NPCSpawnEntries=((AnEntryName="GigaSpawner", EntryWeight=1000.0, NPCsToSpawnStrings=("Gigant_Character_BP_C"))),
NPCSpawnLimits=((NPCClassString="Gigant_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.01)
)
```

Adding a pack of two Dodos and a Rex to the [Herbivore Island](#):

```
ConfigAddNPCSpawnEntriesContainer=(
NPCSpawnEntriesContainerClassString="DinoSpawnEntriesDamiensAtoll_C",
NPCSpawnEntries=(
(AnEntryName="Dodos (2)", EntryWeight=1.0, NPCsToSpawnStrings=("Dodo_Character_BP_C","Dodo_Character_BP_C")),
(AnEntryName="Rex (1)", EntryWeight=0.5, NPCsToSpawnStrings=("Rex_Character_BP_C"))
),
NPCSpawnLimits=(
(NPCClassString="Dodo_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.5),
(NPCClassString="Rex_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.01)
)
)
```

Introduced in Patch [248.0](#)

ConfigSubtractNPCSpawnEntriesContainer

```
ConfigSubtractNPCSpawnEntriesContainer=(
[NPCSpawnEntriesContainerClassString=<spawn_class>],
[NPCSpawnEntries=((NPCsToSpawnStrings=(<entity_id>)))]),
[NPCSpawnLimits=((NPCClassString=<entity_id>))]
```

Arguments:

Completely removes specified dinosaurs/creatures from specified locations. More than one dinosaur/creature can be specified.

You cannot reference the same Spawn Entry in multiple lines and have them all take effect, even if the Entity ID or Spawn Class referenced is different between each line. If removing multiple dinosaurs/creatures from the same Spawn Entry, use one line to do so.

Example: Removing Trike and Pteros from the Beach.

```
ConfigSubtractNPCSpawnEntriesContainer=(
NPCSpawnEntriesContainerClassString="DinoSpawnEntriesBeach_C",
NPCSpawnEntries=(
(NPCsToSpawnStrings=("Trike_Character_BP_C")),
(NPCsToSpawnStrings=("Ptero_Character_BP_C"))
),
NPCSpawnLimits=(
(NPCClassString="Trike_Character_BP_C"),
(NPCClassString="Ptero_Character_BP_C")
)
)
```

Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file.

Introduced in Patch [248.0](#)

ConfigOverrideNPCSpawnEntriesContainer

```
ConfigOverrideNPCSpawnEntriesContainer=(
[NPCSpawnEntriesContainerClassString=<spawn_class>],
[NPCSpawnEntries=((AnEntryName=<spawn_name>],
[EntryWeight=<factor>],
[NPCsToSpawnStrings=(<entity_id>)))]),
[NPCSpawnLimits=((NPCClassString=<entity_id>],
[MaxPercentageOfDesiredNumToAllow=<percentage>)))]
```

Arguments:

spawn_class	<i>string</i>	Spawn Class String, see Spawn entries
spawn_name	<i>string</i>	Spawn Name
factor	<i>float</i>	Weight Factor for this spawn
entity_id	<i>string</i>	Entity ID of the dino or creature to override other spawns, see Creature IDs
percentage	<i>float</i>	Sets the maximum allowed dinos or creatures for this instance

Overrides all dinosaurs/creatures within a specified area with specified dinos, allows for areas to be dedicated for the spawning of specific dinosaurs/creatures. Does not prevent wanderers from entering said location.

For example: If you want only Rexes and Carnos to spawn in the Mountain Region

```
ConfigOverrideNPCSpawnEntriesContainer=(
NPCSpawnEntriesContainerClassString="DinoSpawnEntriesMountain_C",
NPCSpawnEntries=(
(AnEntryName="CarnoSpawner", EntryWeight=1.0, NPCsToSpawnStrings=("Carno_Character_BP_C")),
(AnEntryName="RexSpawner", EntryWeight=1.0, NPCsToSpawnStrings=("Rex_Character_BP_C"))
),
NPCSpawnLimits=(
(NPCClassString="Carno_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.5),
(NPCClassString="Rex_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.5)
)
)
```

Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file.

Introduced in Patch [248.0](#)

DinoSpawnWeightMultipliers

```
DinoSpawnWeightMultipliers=(
DinoNameTag=<tag>
[,SpawnWeightMultiplier=<factor>]
[,OverrideSpawnLimitPercentage=<override>]
[,SpawnLimitPercentage=<limit>])
```

Arguments:

tag	string	Dinosaur type to adjust, see Creature IDs (column Name Tags)
factor	float	Weight factor for this type
override	false	If true, use the specified SpawnLimitPercentage
limit	float	Maximum percentage (among all spawns) for this type

Customizes the spawning rate for a given dinosaur type (at all dinosaur spawn points). Types with a larger **SpawnWeightMultiplier** are selected more often when spawning new dinosaurs than types with lower multipliers. When **OverrideSpawnLimitPercentage** is specified (and **true**), the type will never be spawned more than **SpawnLimitPercentage * 100** percent of the time, regardless of multiplier. For example, a **SpawnLimitPercentage** of **0.25** specifies that the type will be selected for spawning no more than 25% of the time.

The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed entirely on a single line. Multiple **DinoSpawnWeightMultipliers** entries can be specified in the file, but **DinoNameTag** values should not be repeated across multiple entries.

```
DinoSpawnWeightMultipliers=(
DinoNameTag=Bronto,
SpawnWeightMultiplier=10.0,
OverrideSpawnLimitPercentage=true,
SpawnLimitPercentage=0.5
)
```

Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file.

NPCReplacements

```
NPCReplacements=(FromClassName="<classname>", ToClassName="<classname>")
```

Arguments:

This can be used to disable specific Alpha Creatures, replace the spawns of a particular NPC (NPC=Non-player character, i.e. a dino) with that of a different NPC, or completely disable any specific NPC spawn.

```
NPCReplacements=(FromClassName="MegaRaptor_Character_BP_C", ToClassName="Dodo_Character_BP_C")
```

Dynamic Config:

As of [319.14](#), NPC replacements can be defined through the dynamic config. However, the syntax is slightly different. Rather than having multiple entries each defining a single replacement, it must be a single entry mapping all of them. For example (note the extra brackets):

```
NPCReplacements=((FromClassName="MegaRaptor_Character_BP_C", ToClassName="Dodo_Character_BP_C"))
```

Any additional replacements must be mapped inside that set separated by a comma like so:

```
NPCReplacements=((FromClassName="MegaRaptor_Character_BP_C", ToClassName="Dodo_Character_BP_C"), (FromClassName="Coel_Character_BP_C", ToClassName="Piranha_Character_BP_C"))
```

Introduced in patch [196.0](#)

PlayerBaseStatMultipliers

```
PlayerBaseStatMultipliers[<attribute>]=<multiplier>
```

Arguments:

attribute	integer	0: Health 1: Stamina / Charge Capacity 2: Torpidity 3: Oxygen / Charge Regeneration 4: Food 5: Water 6: Temperature 7: Weight 8: MeleeDamageMultiplier / Charge Emission Range 9: SpeedMultiplier 10: TemperatureFortitude 11: CraftingSpeedMultiplier
multiplier	float	Default = 1.0, see table below for the default value

Changes the base stats of a player by multiplying with the default value. Meaning the start stats of a new spawned character.

Introduced in patch [254.6](#)

Default values:

Attribute	default	output
0 Health	1.0	100.0
1 Stamina	1.0	100.0
2 Torpidity	1.0	200.0 (you still become unconscious at 50 regardless of total amount)
3 Oxygen	1.0	100.0
4 Food	1.0	100.0
5 Water	1.0	100.0
6 Temperature	0.0	0.0 (Unused stat)
7 Weight	1.0	100.0
8 MeleeDamageMultiplier	0.0	100% (Base cannot be increased)
9 SpeedMultiplier	0.0	100% (Base cannot be increased)
10 TemperatureFortitude	0.0	0 (Base cannot be increased)

11 CraftingSpeedMultiplier	0.0	100% (Base cannot be increased)
----------------------------	-----	---------------------------------

PerLevelStatsMultiplier

```
PerLevelStatsMultiplier_Player[<attribute>]=<multiplier>
PerLevelStatsMultiplier_DinoTamed<type>[<attribute>]=<multiplier>
PerLevelStatsMultiplier_DinoWild[<attribute>]=<multiplier>
```

Arguments:

type	text	no type given: Multiplier applied for each tamed level-up point _Add: Multiplier immediately added for tamed dino _Affinity: Multiplier applied dependant on affinity
attribute	integer	0: Health 1: Stamina / Charge Capacity 2: Torpidity 3: Oxygen / Charge Regeneration 4: Food 5: Water 6: Temperature 7: Weight 8: MeleeDamageMultiplier / Charge Emission Range 9: SpeedMultiplier 10: TemperatureFortitude 11: CraftingSpeedMultiplier
multiplier	float	Default = 1.0 or see table below

Allows changing the amount of stats gained for each level.
E.g.: PerLevelStatsMultiplier_Player[7]=2.0 would mean that weight-increase per level is 2x as much as default for players.
PerLevelStatsMultiplier_Player changes the amount for players.
PerLevelStatsMultiplier_DinoTamed changes the amount for tamed dinos.
PerLevelStatsMultiplier_DinoWild changes the amount for wild dinos.
To nearly disable gaining stats use 0.01 because setting the value to 0 makes it default to 1.0

Examples for different types effecting Health of a tamed dino:

```
PerLevelStatsMultiplier_DinoTamed[0]=1.0
PerLevelStatsMultiplier_DinoTamed_Add[0]=1.0
PerLevelStatsMultiplier_DinoTamed_Affinity[0]=1.0
```

Introduced in patch [202.0](#)

Default Values:

Attribute	Wild	Tamed	Tamed_Add	Tamed_Affinity
0 Health	1	0.2	0.14	0.44
1 Stamina	1	1	1	1
2 Torpidity	1	1	1	1
3 Oxygen	1	1	1	1
4 Food	1	1	1	1
7 Weight	1	1	1	1
8 Damage	1	0.17	0.14	0.44
9 Speed	1	1	1	1

If bUseSingleplayerSettings=true then the following multipliers are applied additionally to the configured (or default) values.

Attribute	Tamed	Tamed_Add	Tamed_Affinity
0 Health	× 2.125	× 3.571	× 2.273
8 Damage	× 2.353	× 3.571	× 2.273

ConfigOverrideItemCraftingCosts

```
ConfigOverrideItemCraftingCosts=(ItemClassString="PrimalItem_WeaponStoneHatchet_C",BaseCraftingResourceRequirements=
((ResourceItemTimeString="PrimalItemResource_Thatch_C",BaseResourceRequirement=1.0,bCraftingRequireExactResourceType=false),
(ResourceItemTimeString="PrimalItemAmmo_ArrowStone_C",BaseResourceRequirement=2.0,bCraftingRequireExactResourceType=false)))
```

```
ConfigOverrideItemCraftingCosts=(ItemClassString="PrimalItem_WeaponTorch_C",BaseCraftingResourceRequirements=
((ResourceItemTimeString="PrimalItemConsumable_RawMeat_C",BaseResourceRequirement=3.0,bCraftingRequireExactResourceType=false),
(ResourceItemTimeString="PrimalItemConsumable_CookedMeat_C",BaseResourceRequirement=2.0,bCraftingRequireExactResourceType=false)))
```

That's an example of how to make the Hatchet require 1 thatch and 2 stone arrows to craft. And to make the torch require 3 raw meat and 2 cooked meat to craft (because ya know, Meat Torches are the best torches!)

Every Item Class String can be found in the Dev Kit.

ConfigOverrideSupplyCrateItems

```
ConfigOverrideSupplyCrateItems=(SupplyCrateClassString="SupplyCrate_Level03_C",MinItemSets=1,MaxItemSets=1,NumItemSetsPower=1.0,bSetsRandomWithoutReplacement=true,ItemSets=
```

```
((MinNumItems=2,MaxNumItems=2,NumItemsPower=1.0,SetWeight=1.0,bItemsRandomWithoutReplacement=true,ItemEntries=((EntryWeight=1.0,ItemClassStrings=
("PrimalItemResource_Stone_C"),ItemsWeights=(1.0),MinQuantity=10.0,MaxQuantity=10.0,MinQuality=1.0,MaxQuality=1.0,bForceBlueprint=false,ChanceToBeBlueprintOverride=0.0),
(EntryWeight=1.0,ItemClassStrings=("PrimalItemResource_Thatch_C"),ItemsWeights=
(1.0),MinQuantity=10.0,MaxQuantity=10.0,MinQuality=1.0,MaxQuality=1.0,bForceBlueprint=false,ChanceToBeBlueprintOverride=0.0))))))
```

That's an example of how to completely override the items contained in the regular Level 3 supply crate, to contain just some stone and thatch for example.

Since [v273.7](#) the SupplyCrateClassString also takes a part of the class name. E.g. "SupplyCrate" will override all supply crates. You can also set `bAppendItemSets=true` to add item sets to supply crates, rather than totally overriding all their items. And you can set `bAppendPreventIncreasingMinMaxItemSets=true` to dynamically increase the amount of items dropped by however many additional itemsets you add (only applies when `bAppendItemSets=true`).

All of the Item class strings and Supply Crate names can, of course, be found in the ARK Dev Kit and on page [Beacon IDs!](#)

[Tutorial: Modify loot crate contents \(v242\)](#)

ItemStatClamps

NOTE: The command line argument `ClampItemStats` need to be set to `true` for the clamping to be enabled on your server. See [Command Line Syntax](#).

```
ItemStatClamps[<attribute>]=<value>
```

Arguments:

attribute	integer	0: Generic Quality 1: Armor 2: Max Durability 3: Weapon Damage Percent 4: Weapon Clip Ammo 5: Hypothermal Insulation 6: Weight 7: Hyperthermal Insulation
value	integer	The algorithm used appears to be the following: <Initial Value Constant> + ((<ItemStatClamps[<attribute>]> * <State Modifier Scale>) * (<Randomizer Range Multiplier> * <Initial Value Constant>)) Each items have their own specific data which can be found in the Dev Kit.

For example, here are the values needed to have the same clamping as official servers for **Armor** and **Weapon Damage Percent**:

```
ItemStatClamps[1]=19800
ItemStatClamps[3]=19800
```

This would clamp [Saddles](#) to 124.0 armor (74.5 for the 'tank' creatures such as [Doedicurus](#), [Rock Elemental](#), etc.), [Flak Armor](#) pieces to 496.0 armor, [Longneck Rifle](#) to 298.0% damage, etc.

WARNING: This will permanently change the stats of any existing items so make sure to backup your current save before modifying and playing with the clamping values.

Administrator Whitelisting

Players can be whitelisted as administrators on the server via their SteamID. These players can use cheat commands on the server automatically, as if they had authenticated themselves via the `enablecheats` command (described below).


To whitelist administrators, create the file `ShooterGame/Saved/AllowedCheaterSteamIDs.txt`. In the file, list each player's SteamID, one per line.

SteamIDs for all connected players can be listed in-game via the `cheat ListPlayers` command. Players can be kicked from the server (using their SteamIDs) via the `cheat KickPlayer` command. Refer to the following section for details.

Note: When this method is used, it is not necessary to specify a server administrator password. A password can still be specified, and can be used by players not on the whitelist to gain administrator privileges, but the server will function without it and will still automatically grant privileges to whitelisted administrators.

Cross-ARK Data Transfer

How Cross-ARK Data Transfer works ^[2]

For **Officials**, you can 'upload' Survivors from any map via the "ARK Tribute" option available at any Supply Crate, Terminal and  [Tek Transmitter](#). You can then 'download' these Survivors onto any Official Server of that same game mode. When transferring a Survivor between ARKs using this method. Tribes should be retained, however Alliances will not and will need to be re-setup on the other side.

For **Unofficial Servers**, if they wish to allow dynamic Cross-ARK Travel, they will need to run two Servers from the same directory and then launch with similar command lines:

```
ShooterGameServer ScorchedEarth_P?SessionName=MySession1?AltSaveDirectoryName=Save1 -clusterid=mycluster123
ShooterGameServer TheIsland?SessionName=MySession2?AltSaveDirectoryName=Save2 -clusterid=mycluster123
```

The 'upload' button will be replaced with a 'Travel to Another Server' one which will then list all the servers with the same `clusterid`. The Survivor will then be automatically downloaded onto the server selected. The `clusterid` should be the same between the servers, otherwise they won't be found in the server listing!

You also have options to control what uploads/downloads are allowed in tributes with:

```
?PreventDownloadSurvivors=False
?PreventDownloadItems=False
?PreventDownloadDinos=False
?PreventUploadSurvivors=False
?PreventUploadItems=False
?PreventUploadDinos=False
?noTributeDownloads=False
```

[247.85](#) added the ability to specify cross-server storage location by adding the following launch parameter, normally the server defaults to `ShooterGame\Saved\clusters`:
`-ClusterDirOverride=C:\TestStorage`

For **Singleplayer**, you can just use the "ARK Tribute" option and then go back to the main menu and host on the other map and download your data accordingly.

More Information About Cluster Files and Running Multiple Servers

As detailed above, when the `clusterid` option is used, it will trigger the 'download' button to be changed to the "Transfer to another server" effect on the server. Also, the cluster files will always be saved under the `<ClusterDirOverride>\<clusterid>` directory. This implies a few things:

Remember that for a specific player, downloading (thus, also, transferring) a Survivor onto a server always overwrites whatever Survivor data was previously there. Inversely, there can only one Survivor 'Uploaded'.

If you select a `clusterid` that is common, there is a high chance that your server list eventually becomes "polluted" by other servers that are configured to use the same `clusterid` which can confuse players since the data is not shared with those other servers. Given this is never displayed to the players, there is no reason to "reserve" a specific name.

You can use a shared location between physical or virtual machines to use a common `clusterid` between them. The files - at least with default settings and without mods - are small. Though this might slightly increase the chance of failing transfers given network issues, which typically ends with the player losing the entire data.

You can use the same copy of the installation to run a server (note that if you do so, they will also share the `ini` settings unless they are updated dynamically. If you wish to have them differ, you'll also need to be careful not to load them at the same time. Note that the vanilla game no longer loads any `ini` data once the `PID` of the process is displayed in the console (or RCON). Or you can force most options through the command line. This can also be combined with `?AltSaveDirectoryName` to run the same map. Also remember that, when quitting the server normally, the process overwrites some of the `ini` files with it's current settings.

If you do NOT use the `clusterid`, you could still use the 'download'/'upload' option much like **Official Servers** (or **Single Player** though without the server stopping), however it would then be difficult to find the servers on which you can transfer onto unless your players are quite knowledgeable. Also because the cluster information is then stored in the save directory you could not host the same map within that "group".

Another obscure thing possible is to use directory junctions or links to "join" several `clusterids` together or non-clustered servers.

DynamicConfig

The following options are available to dynamically configure:

Option	value	Description										
TamingSpeedMultiplier	float	Specifies the scaling factor for dinosaur taming speed. Higher values make taming faster. Default: 1.0										
HarvestAmountMultiplier	float	Specifies the scaling factor for yields from all harvesting activities. Higher values increase the amount of materials harvested with each strike. Default: 1.0										
XPMultiplier	float	Specifies the scaling factor for the experience received by players, tribes and dinosaurs for various actions. Higher values increase XP amounts awarded for various actions; lower values decrease it. Default: 1.0										
MatingIntervalMultiplier	float	Higher number increases (on a percentage scale) interval between which dinosaurs can mate Default: 1.0										
BabyMatureSpeedMultiplier	float	Higher number decreases (by percentage) time needed for baby dino to mature Default: 1.0										
EggHatchSpeedMultiplier	float	Higher number decreases (by percentage) time needed for fertilized egg to hatch Default: 1.0										
BabyFoodConsumptionSpeedMultiplier	float	Lower number decreases (by percentage) the speed that baby dinos eat their food Default: 1.0										
CropGrowthSpeedMultiplier	float	Higher number increases (by percentage) speed of crop growth Default: 1.0										
MatingSpeedMultiplier	float	Higher number increases (by percentage) speed at which dinosaurs mate with each other Default: 1.0										
BabyCuddleIntervalMultiplier	float	How often Babies wanna cuddle. More often means you'll need to cuddle with them more frequently to gain Imprinting Quality. Default: 1.0										
BabyImprintAmountMultiplier	float	Multiplier applied to the percentage each imprints provide. Default: 1.0										
CustomRecipeEffectivenessMultiplier	float	Higher number increases (by percentage) the effectiveness of a custom recipe Default: 1.0										
TributeItemExpirationSeconds	integer	Set the expiration timer for uploaded items. Default: 86400										
TributeDinoExpirationSeconds	integer	Set the expiration timer for uploaded dinos. Default: 86400										
EnableFullDump	N/A	N/A This settings use is unknown, its included here as it was seen previously on the official DynamicConfig										
GUseServerNetSpeedCheck	N/A	N/A This settings use is unknown, its included here as it was seen previously on the official DynamicConfig										
bUseAlarmNotifications	N/A	N/A This settings use is unknown, its included here as it was seen previously on the official DynamicConfig										
HexagonRewardMultiplier	float	Specifies the scaling factor for Hexagon Reward. Higher values make reward more Hexagons from missions. Default: 1.0										
NPCReplacements	string	check the corrsponding section in Creature spawn related configs										
DisableWorldBuff	string	Allows the disabling of specific world buffs on Genesis: Part 2 . Usefull if you run Multiplier and they mess with your intend. Known Buff names: MATINGINTERVAL_DOWN_HARD,MATINGINTERVAL_DOWN_MEDIUM,MATINGINTERVAL_DOWN_EASY,BABYMATURE_BOON_EASY,BABYMATURE_BOON_MEDIUM,BABYMATURE_BOON_HARD										
ActiveEventColors	string	2 options: <ul style="list-style-type: none">1. name of event <table><tr><th>eventname</th><th>Description</th></tr><tr><td>Easter</td><td>Allows for ARK: Eggcellent Adventure 7 colors to be activated.</td></tr><tr><td>Arkaeology</td><td>Allows for ARK: ARKaeology colors to be activated.</td></tr><tr><td>ExtinctionChronicles</td><td>Allows for Extinction Chronicles colors to be activated.</td></tr><tr><td>WinterWonderland</td><td>Allows for ARK: Winter Wonderland 7 colors to be activated.</td></tr></table>	eventname	Description	Easter	Allows for ARK: Eggcellent Adventure 7 colors to be activated.	Arkaeology	Allows for ARK: ARKaeology colors to be activated.	ExtinctionChronicles	Allows for Extinction Chronicles colors to be activated.	WinterWonderland	Allows for ARK: Winter Wonderland 7 colors to be activated.
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Easter	Allows for ARK: Eggcellent Adventure 7 colors to be activated.											
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ExtinctionChronicles	Allows for Extinction Chronicles colors to be activated.											
WinterWonderland	Allows for ARK: Winter Wonderland 7 colors to be activated.											

		<table><tr><td>vday</td><td>Allows for ARK: Love Evolved 3 colors to be activated.</td></tr><tr><td>Summer</td><td>Allows for ARK: Summer Bash 2021 colors to be activated.</td></tr><tr><td>FearEvolved</td><td>Allows for ARK: Fear Evolved 6 colors to be activated.</td></tr><tr><td>TurkeyTrial</td><td>Allows for ARK: Turkey Trial 5 colors to be activated.</td></tr><tr><td>birthday</td><td>Allows for ARK: 5th Anniversary colors to be activated.</td></tr><tr><td>ark7th</td><td>Allows for ARK: 7th Anniversary colors to be activated.</td></tr><tr><td>PAX</td><td>Allows for ARK: PAX Party colors to be activated.</td></tr></table> <p>this will activate the associated colors of that event</p> <ul style="list-style-type: none">2. custom, if specifying custom you have to provide the colors in DynamicColorset	vday	Allows for ARK: Love Evolved 3 colors to be activated.	Summer	Allows for ARK: Summer Bash 2021 colors to be activated.	FearEvolved	Allows for ARK: Fear Evolved 6 colors to be activated.	TurkeyTrial	Allows for ARK: Turkey Trial 5 colors to be activated.	birthday	Allows for ARK: 5th Anniversary colors to be activated.	ark7th	Allows for ARK: 7th Anniversary colors to be activated.	PAX	Allows for ARK: PAX Party colors to be activated.
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ark7th	Allows for ARK: 7th Anniversary colors to be activated.															
PAX	Allows for ARK: PAX Party colors to be activated.															
DynamicColorset	string	comma-separated list of color names , the color names must be **exact* , accounting for special characters and spaces. DynamicColorset will only be used if using ActiveEventColors=custom														

The Survival of the Fittest

[The Survival of the Fittest](#) currently supports the below server options officially, aside from those settings and options from above should work if applicable to the gamemode.

GameUserSettings.ini

put the following Settings below the [TSOTF] tag or add the tag if not present in the file

Option	Value Type	Default	Effect
PreventTribes	boolean	0	set to 1 disables tribes
PreventSpectator	boolean	0	set to 1 disables spectator as an eliminated player
MinTribesToStartMatch	integer	5	how many tribes you need to start the normal timer
MinPlayersToQuickStartMatch	integer	32	how many players you need to start the quick timer
TimeToStartMatch	integer	600	normal timer to auto start the match in seconds
TimeToQuickStartMatch	integer	120	quick timer to auto start the match in seconds
PreventBosses	boolean	0	set to 1 to disable bosses
MaxPlayersPerTribe	integer	4	sets the maximum players allowed per tribe
PreventDinoSupplyCrates	boolean	0	Set to 1 to disable the Dino Crate POI system.
PreventRetameBoss	boolean	1	Set to 0 to enable the retaming of Bosses.

put the following Settings below the [ServerSettings] tag or add the tag if not present in the file

Option	Value Type	Default	Effect
bEnablePlayerMoveThroughAlly	boolean	false	if set to true allows players to walk through ally dinos
bEnablePlayerMoveThroughSleeping	boolean	false	if set to true allows players to walk through unconscious dinos
AutoCreateTribes	boolean	true	force players into a tribe automatically (good for prevent tribe servers (1 player))
RiderDinoCollision	boolean	false	This is a new config that has been added to the game mode to minimize some pain of creatures stacking together when having follow armies, therefore making them easier to kill -- however this also means that they won't follow as easily due to having collision with their allies -- hence why we're tinkering to find the best/optimal way. For now we are not planning on enabling this on our official servers. If enabled the following occurs: <ul style="list-style-type: none"> Ridden and Possessed creatures can go through corpses, unconscious creatures, and ally tames AI driven creatures (so commander mode, unridden, and unpossessed) cannot go through ally tames AI driven creatures (so commander mode, unridden, and unpossessed) can go through sleeping creatures and corpses.
bFilterTribeNames	boolean	true	Filters out tribe names based on the badwords/goodwords list.
bFilterCharacterNames	boolean	true	Filters out character names based on the bad words/good words list.
bFilterChat	boolean	true	Filters out character names based on the bad word/good words list
BadWordListURL	string	N/A	add the url to hosting your own bad words list
BadWordWhiteListURL	string	N/A	add the url to hosting your own good words list

Game.ini

put the following Settings below the [/script/shootergame.shootergamemode] tag or add the tag if not present in the file

Option	Arguments	Effects
TamedDinoClassStaminaMultipliers=(ClassName="<classname>",Multiplier=<value>)	classname = string multiplier = float Default 1.0	allows overriding a tamed dino's stamina Dino classnames can be found on the Creature IDs page.
TamedDinoClassSpeedMultipliers=(ClassName="<classname>",Multiplier=<value>)	classname = string multiplier = float Default 1.0	allows overriding a tamed dino's speed Dino classnames can be found on the Creature IDs page.
DinoClassSpeedMultipliers=(ClassName="<classname>",Multiplier=<value>)	classname = string multiplier =	allows overriding a wild dino's speed. Dino classnames can be found on the Creature IDs page.

	<i>float</i> Default 1.0	
PreventDinoTameClassNames=<<classname>	classname = <i>string</i>	prevent dinos from being spawned E.g PreventDinoTameClassNames=Yutyranus_Character_BP_TS0TF_C Dino classnames can be found on the Creature IDs page.
DinoClassDamageMultipliers=(ClassName="<classname>" Multiplier=<multiplier>) TamedDinoClassDamageMultipliers=(ClassName="<classname>" Multiplier=<multiplier>)	classname = <i>string</i> multiplier = <i>float</i> Default 1.0	Multiplies damage dealt of specific dinosaurs via classname. Higher values increase the damage dealt. Dino classnames can be found on the Creature IDs page. The examples provided here are split into multiple lines for space considerations. In the configuration file, an entry must be placed on a single line. Multiple DinoClassDamageMultipliers and TamedDinoClassDamageMultipliers entries can be specified in the file, but ClassName values should not be repeated across multiple entries. Examples: DinoClassDamageMultipliers=(ClassName="MegaRex_Character_BP_C", Multiplier=0.1) TamedDinoClassDamageMultipliers=(ClassName="Rex_Character_BP_C", Multiplier=10.0) Line breaks and spaces are here for better readability of the example. Keep it as one line in your configuration file.

References

↑ [Jump up to: 1.0 1.1](#) Drake (23 June 2015). "[Extended Game Options: How to Configure your Custom ARK server](#)". *Server Hosting & Advertisement*. Steam Community :: ARK: Survival Evolved. Retrieved 19 July 2015.
1 <https://survivetheark.com/index.php?/forums/topic/85463-scorched-earth-technicaldetail-faq-ongoing>