

Game Ini File

Example Config

```
[/script/shootergame.shootergamemode]BabyCuddleLoseImprintQualitySpeedMultiplier=.25
EggHatchSpeedMultiplier=4
ConfigOverrideItemCraftingCosts=( )
BabyCuddleGracePeriodMultiplier=4
BabyMatureSpeedMultiplier=4BabyCuddleIntervalMultiplier=.25
BabyFoodConsumptionSpeedMultiplier=.25MatingIntervalMultiplier=.25
SupplyCrateLootQualityMultiplier=2.5
TreasureGoldMultiplier=1.0
MinPointsPerDiscoveryZone=4
CompanyMaxIslandPointsPlayer=8CompanyMaxIslandPointsAmounts=160
CompanySoloIslandPointsAmount=20CompanyMinIslandPointsAmounts=10
CompanyMinIslandPointsPlayers=1GlobalSpoilingTimeMultiplier=1
GlobalItemDecompositionTimeMultiplier=1GlobalCorpseDecompositionTimeMultiplier=1
SettlementFlagResourceUpkeepMultiplier=2.0NPCReplacements=( )
EnemyBuildPreventionRadiusMultiplier=.5
PerShipMaxStructuresMultiplier=3.002
WhisperRadius=1000
YellingRadius=22000
MaxPersonalTamedDinos=350ProximityRadius=4250
```

Revision #4

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