Game Ini File

Example Config

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

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