

Project Zomboid Server Configs

Listed on this page are all our config files for Zomboid, sanitized for security.



Spoiler alert! Reading server settings will betray some aspects and mechanics of the game before discovering them. Tread carefully!

SandboxVars.lua

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SandboxVars.lua

```
SandboxVars = {
    VERSION = 6,
    -- Changing this also sets the "Population Multiplier" in Advanced
    -- Zombie Options. Default = Normal
    -- 1 = Insane
    -- 2 = Very High
    -- 3 = High
    -- 4 = Normal
    -- 5 = Low
    -- 6 = None
    Zombies = 4,
    -- How zombies are distributed across the map. Default = Urban
    -- Focused
    -- 1 = Urban Focused
    -- 2 = Uniform
    Distribution = 1,
    -- Controls whether some randomization is applied to zombie
    -- distribution.
    ZombieVoronoiNoise = true,
    -- How frequently new zombies are added to the world. Default =
    -- Normal
    -- 1 = High
    -- 2 = Normal
    -- 3 = Low
    -- 4 = None
    ZombieRespawn = 2,
    -- Zombie allowed to migrate to empty cells.
    ZombieMigrate = true,
    -- Default = 1 Hour, 30 Minutes
    -- 1 = 15 Minutes
```

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-- 2 = 30 Minutes
-- 3 = 1 Hour
-- 4 = 1 Hour, 30 Minutes
-- 5 = 2 Hours
-- 6 = 3 Hours
-- 7 = 4 Hours
-- 8 = 5 Hours
-- 9 = 6 Hours
-- 10 = 7 Hours
-- 11 = 8 Hours
-- 12 = 9 Hours
-- 13 = 10 Hours
-- 14 = 11 Hours
-- 15 = 12 Hours
-- 16 = 13 Hours
-- 17 = 14 Hours
-- 18 = 15 Hours
-- 19 = 16 Hours
-- 20 = 17 Hours
-- 21 = 18 Hours
-- 22 = 19 Hours
-- 23 = 20 Hours
-- 24 = 21 Hours
-- 25 = 22 Hours
-- 26 = 23 Hours
-- 27 = Real-time
DayLength = 3,
StartYear = 1,
-- Month in which the game starts. Default = July
-- 1 = January
-- 2 = February
-- 3 = March
-- 4 = April
-- 5 = May
-- 6 = June
-- 7 = July
-- 8 = August
-- 9 = September
-- 10 = October
-- 11 = November
-- 12 = December
StartMonth = 7,
-- Day of the month in which the games starts.
StartDay = 9,
-- Hour of the day in which the game starts. Default = 9 AM
-- 1 = 7 AM
-- 2 = 9 AM
-- 3 = 12 PM
-- 4 = 2 PM
-- 5 = 5 PM
```

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-- 6 = 9 PM
-- 7 = 12 AM
-- 8 = 2 AM
-- 9 = 5 AM
StartTime = 2,
-- Whether the time of day changes naturally, or it's always
day/night. Default = Normal
-- 1 = Normal
-- 2 = Endless Day
-- 3 = Endless Night
DayNightCycle = 1,
-- Whether weather changes or remains at a single state. Default =
Normal
-- 1 = Normal
-- 2 = No Weather
-- 3 = Endless Rain
-- 4 = Endless Storm
-- 5 = Endless Snow
-- 6 = Endless Blizzard
ClimateCycle = 1,
-- Whether fog occurs naturally, never occurs, or is always
present. Default = Normal
-- 1 = Normal
-- 2 = No Fog
-- 3 = Endless Fog
FogCycle = 1,
-- How long after the default start date (July 9, 1993) that
plumbing fixtures (eg. sinks) stop being infinite sources of water.
Default = 0-30 Days
-- 1 = Instant
-- 2 = 0-30 Days
-- 3 = 0-2 Months
-- 4 = 0-6 Months
-- 5 = 0-1 Year
-- 6 = 0-5 Years
-- 7 = 2-6 Months
-- 8 = 6-12 Months
-- 9 = Disabled
WaterShut = 3,
-- How long after the default start date (July 9, 1993) that the
world's electricity turns off for good. Default = 0-30 Days
-- 1 = Instant
-- 2 = 0-30 Days
-- 3 = 0-2 Months
-- 4 = 0-6 Months
-- 5 = 0-1 Year
-- 6 = 0-5 Years
-- 7 = 2-6 Months
-- 8 = 6-12 Months
-- 9 = Disabled
ElecShut = 3,
```

```
-- How long alarm batteries can last for after the power shuts off.  
Default = 0-30 Days  
-- 1 = Instant  
-- 2 = 0-30 Days  
-- 3 = 0-2 Months  
-- 4 = 0-6 Months  
-- 5 = 0-1 Year  
-- 6 = 0-5 Years  
AlarmDecay = 2,  
-- How long after the default start date (July 9, 1993) that  
plumbing fixtures (eg. sinks) stop being infinite sources of water.  
Min: -1 Max: 2147483647 Default: 14  
WaterShutModifier = 30,  
-- How long after the default start date (July 9, 1993) that the  
world's electricity turns off for good. Min: -1 Max: 2147483647  
Default: 14  
ElecShutModifier = 30,  
-- How long alarm batteries can last for after the power shuts off.  
Min: -1 Max: 2147483647 Default: 14  
AlarmDecayModifier = 14,  
-- Any food that can rot or spoil. Min: 0.00 Max: 4.00 Default:  
0.60  
FoodLootNew = 0.6,  
-- All items that can be read, includes fliers Min: 0.00 Max: 4.00  
Default: 0.60  
LiteratureLootNew = 0.6,  
-- Medicine, bandages and first aid tools. Min: 0.00 Max: 4.00  
Default: 0.60  
MedicalLootNew = 0.6,  
-- Fishing Rods, Tents, camping gear etc. Min: 0.00 Max: 4.00  
Default: 0.60  
SurvivalGearsLootNew = 0.6,  
-- Canned and dried food, beverages. Min: 0.00 Max: 4.00 Default:  
0.60  
CannedFoodLootNew = 0.6,  
-- Weapons that are not tools in other categories. Min: 0.00 Max:  
4.00 Default: 0.60  
WeaponLootNew = 0.6,  
-- Also includes weapon attachments. Min: 0.00 Max: 4.00 Default:  
0.60  
RangedWeaponLootNew = 0.6,  
-- Loose ammo, boxes and magazines. Min: 0.00 Max: 4.00 Default:  
0.60  
AmmoLootNew = 0.6,  
-- Vehicle parts and the tools needed to install them. Min: 0.00  
Max: 4.00 Default: 0.60  
MechanicsLootNew = 0.6,  
-- Everything else. Also affects foraging for all items in  
Town/Road zones. Min: 0.00 Max: 4.00 Default: 0.60  
OtherLootNew = 0.6,
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-- All wearable items that are not containers. Min: 0.00 Max: 4.00
Default: 0.60
ClothingLootNew = 0.6,
-- Backpacks and other wearable/equippable containers, eg. cases.
Min: 0.00 Max: 4.00 Default: 0.60
ContainerLootNew = 0.6,
-- Keys for buildings/cars, key rings, and locks. Min: 0.00 Max:
4.00 Default: 0.60
KeyLootNew = 0.6,
-- VHS tapes and CDs. Min: 0.00 Max: 4.00 Default: 0.60
MediaLootNew = 0.6,
-- Spiffo items, plushies, and other collectible keepsake items eg.
Photos. Min: 0.00 Max: 4.00 Default: 0.60
MementoLootNew = 0.6,
-- Items that are used in cooking, including those (eg. knives)
which can be weapons. Does not include food. Includes both usable and
unusable items. Min: 0.00 Max: 4.00 Default: 0.60
CookwareLootNew = 0.6,
-- Items and weapons that are used as ingredients for crafting or
building. This is a general category that does not include items
belonging to other categories such as Cookware or Medical. Does not
include Tools. Min: 0.00 Max: 4.00 Default: 0.60
MaterialLootNew = 0.6,
-- Items and weapons which are used in both animal and plant
agriculture, such as Seeds, Trowels, or Shovels. Min: 0.00 Max: 4.00
Default: 0.60
FarmingLootNew = 0.6,
-- Items and weapons which are Tools but don't fit in other
categories such as Mechanics or Farming. Min: 0.00 Max: 4.00 Default:
0.60
ToolLootNew = 0.6,
-- <BHC> [!] It is recommended that you DO NOT change this. [!]
<RGB:1,1,1> Can be used to adjust the number of rolls made on loot
tables when spawning loot. Will not reduce the number of rolls below 1.
Can negatively affect performance if set to high values. It is highly
recommended that this not be changed. Min: 0.10 Max: 100.00 Default:
1.00
RollsMultiplier = 1.0,
-- A comma-separated list of item types that won't spawn as
ordinary loot.
LootItemRemovalList = "",
-- If enabled, items on the Loot Item Removal List, or that have
their rarity set to 'None', will not spawn in randomised world stories.
RemoveStoryLoot = false,
-- If enabled, items on the Loot Item Removal List, or that have
their rarity set to 'None', will not spawn worn by, or attached to,
zombies.
RemoveZombieLoot = false,
-- If greater than 0, the spawn of loot is increased relative to
the number of nearby zombies, with the effect multiplied by this
number. Min: 0 Max: 20 Default: 10
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ZombiePopLootEffect = 10,  
-- Min: 0.00 Max: 0.20 Default: 0.05  
InsaneLootFactor = 0.05,  
-- Min: 0.05 Max: 0.60 Default: 0.20  
ExtremeLootFactor = 0.2,  
-- Min: 0.20 Max: 1.00 Default: 0.60  
RareLootFactor = 0.6,  
-- Min: 0.60 Max: 2.00 Default: 1.00  
NormalLootFactor = 1.0,  
-- Min: 1.00 Max: 3.00 Default: 2.00  
CommonLootFactor = 2.0,  
-- Min: 2.00 Max: 4.00 Default: 3.00  
AbundantLootFactor = 3.0,  
-- The global temperature. Default = Normal  
-- 1 = Very Cold  
-- 2 = Cold  
-- 3 = Normal  
-- 4 = Hot  
-- 5 = Very Hot  
Temperature = 3,  
-- How often it rains. Default = Normal  
-- 1 = Very Dry  
-- 2 = Dry  
-- 3 = Normal  
-- 4 = Rainy  
-- 5 = Very Rainy  
Rain = 3,  
-- Number of days until the erosion system (which adds vines, long  
grass, new trees etc. to the world) will reach 100% growth. Default =  
Normal (100 Days)  
-- 1 = Very Fast (20 Days)  
-- 2 = Fast (50 Days)  
-- 3 = Normal (100 Days)  
-- 4 = Slow (200 Days)  
-- 5 = Very Slow (500 Days)  
ErosionSpeed = 3,  
-- For a custom Erosion Speed. Zero means use the Erosion Speed  
option. Maximum is 36,500 days (approximately 100 years). Min: -1 Max:  
36500 Default: 0  
ErosionDays = 0,  
-- The speed of plant growth. Default = Normal  
-- 1 = Very Fast  
-- 2 = Fast  
-- 3 = Normal  
-- 4 = Slow  
-- 5 = Very Slow  
Farming = 3,  
-- How long it takes for food to break down in a composter. Default  
= 2 Weeks  
-- 1 = 1 Week
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-- 2 = 2 Weeks
-- 3 = 3 Weeks
-- 4 = 4 Weeks
-- 5 = 6 Weeks
-- 6 = 8 Weeks
-- 7 = 10 Weeks
-- 8 = 12 Weeks
CompostTime = 1,
-- How fast the player's hunger, thirst, and fatigue will decrease.
Default = Normal
-- 1 = Very Fast
-- 2 = Fast
-- 3 = Normal
-- 4 = Slow
-- 5 = Very Slow
StatsDecrease = 4,
-- The abundance of items found in Foraging mode. Default = Normal
-- 1 = Very Poor
-- 2 = Poor
-- 3 = Normal
-- 4 = Abundant
-- 5 = Very Abundant
NatureAbundance = 3,
-- How likely the player is to activate a house alarm when breaking
into a new house. Default = Sometimes
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
Alarm = 4,
-- How frequently the doors of homes and buildings will be locked
when discovered. Default = Very Often
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
LockedHouses = 4,
-- Spawn with Chips, a Water Bottle, a Small Backpack, a Baseball
Bat, and a Hammer.
StarterKit = true,
-- Nutritional value of food affects the player's condition.
Turning this off will stop the player gaining or losing weight.
Nutrition = true,
-- How fast that food will spoil, inside or outside of a fridge.
Default = Normal
-- 1 = Very Fast
-- 2 = Fast
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-- 3 = Normal
-- 4 = Slow
-- 5 = Very Slow
FoodRotSpeed = 3,
-- How effective a fridge will be at keeping food fresh for longer.
Default = Normal
-- 1 = Very Low
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
-- 6 = No decay
FridgeFactor = 4,
-- When greater than 0, loot will not respawn in zones that have
been visited within this number of in-game hours. Min: 0 Max:
2147483647 Default: 0
SeenHoursPreventLootRespawn = 0,
-- When greater than 0, after X hours, all containers in towns and
trailer parks in the world will respawn loot. To spawn loot a container
must have been looted at least once. Loot respawn is not impacted by
visibility or subsequent looting. Min: 0 Max: 2147483647 Default: 0
HoursForLootRespawn = 0,
-- Containers with a number of items greater, or equal to, this
setting will not respawn. Min: 0 Max: 2147483647 Default: 5
MaxItemsForLootRespawn = 5,
-- Items will not respawn in buildings that players have barricaded
or built in.
ConstructionPreventsLootRespawn = true,
-- A comma-separated list of item types that will be removed after
HoursForWorldItemRemoval hours.
WorldItemRemovalList =
"Base.Hat,Base.Glasses,Base.Maggots,Base.Slug,Base.Slug2,Base.Snail,Base.Worm,Base.Dung_Mouse,Base.Dung_Rat",
-- Number of hours since an item was dropped on the ground before
it is removed. Items are removed the next time that part of the map is
loaded. Zero means items are not removed. Min: 0.00 Max:
2147483647.00 Default: 24.00
HoursForWorldItemRemoval = 24.0,
-- If true, any items *not* in WorldItemRemovalList will be
removed.
ItemRemovalListBlacklistToggle = false,
-- How long after the end of the world to begin. This will affect
starting world erosion and food spoilage. Does not affect the starting
date. Default = 0
-- 1 = 0
-- 2 = 1
-- 3 = 2
-- 4 = 3
-- 5 = 4
-- 6 = 5
```

```
-- 7 = 6
-- 8 = 7
-- 9 = 8
-- 10 = 9
-- 11 = 10
-- 12 = 11
-- 13 = 12
TimeSinceApo = 1,
-- How much water plants will lose per day, and their ability to
avoid disease. Default = Normal
-- 1 = Very High
-- 2 = High
-- 3 = Normal
-- 4 = Low
-- 5 = Very Low
PlantResilience = 3,
-- The yield of plants when harvested. Default = Normal
-- 1 = Very Poor
-- 2 = Poor
-- 3 = Normal
-- 4 = Abundant
-- 5 = Very Abundant
PlantAbundance = 3,
-- Recovery from being tired after performing actions. Default =
Normal
-- 1 = Very Fast
-- 2 = Fast
-- 3 = Normal
-- 4 = Slow
-- 5 = Very Slow
EndRegen = 3,
-- How regularly a helicopter passes over the Event Zone. Default =
Once
-- 1 = Never
-- 2 = Once
-- 3 = Sometimes
-- 4 = Often
Helicopter = 2,
-- How often zombie-attracting metagame events like distant
gunshots will occur. Default = Sometimes
-- 1 = Never
-- 2 = Sometimes
-- 3 = Often
MetaEvent = 2,
-- How often events during the player's sleep, like nightmares,
occur. Default = Never
-- 1 = Never
-- 2 = Sometimes
-- 3 = Often
SleepingEvent = 1,
-- How much fuel is consumed by generators per in-game hour. Min:
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0.00 Max: 100.00 Default: 0.10
GeneratorFuelConsumption = 0.1,
-- The chance of electrical generators spawning on the map. Default
= Rare
-- 1 = None (not recommended)
-- 2 = Insanely Rare
-- 3 = Extremely Rare
-- 4 = Rare
-- 5 = Normal
-- 6 = Common
-- 7 = Abundant
GeneratorSpawning = 4,
-- How often a looted map will have notes on it, written by a
deceased survivor. Default = Sometimes
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
AnnotatedMapChance = 4,
-- Adds free points during character creation. Min: -100 Max: 100
Default: 0
CharacterFreePoints = 10,
-- Gives player-built constructions extra hit points so they are
more resistant to zombie damage. Default = Normal
-- 1 = Very Low
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
ConstructionBonusPoints = 3,
-- The level of ambient lighting at night. Default = Normal
-- 1 = Pitch Black
-- 2 = Dark
-- 3 = Normal
-- 4 = Bright
NightDarkness = 3,
-- The time from dusk to dawn. Default = Normal
-- 1 = Always Night
-- 2 = Long
-- 3 = Normal
-- 4 = Short
-- 5 = Always Day
NightLength = 3,
-- If survivors can get broken limbs from impacts, zombie damage,
falls etc.
BoneFracture = true,
-- The impact that injuries have on your body, and their healing
time. Default = Normal
```

```
-- 1 = Low
-- 2 = Normal
-- 3 = High
InjurySeverity = 2,
-- How long, in hours, before dead zombie bodies disappear from the
world. If 0, maggots will not spawn on corpses. Min: -1.00 Max:
2147483647.00 Default: 216.00
HoursForCorpseRemoval = 216.0,
-- The impact that nearby decaying bodies has on the player's
health and emotions. Default = Normal
-- 1 = None
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Insane
DecayingCorpseHealthImpact = 3,
-- Whether nearby "living" zombies have the same impact on the
player's health and emotions.
ZombieHealthImpact = false,
-- How much blood is sprayed on floors and walls by injuries.
Default = Normal
-- 1 = None
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Ultra Gore
BloodLevel = 3,
-- How quickly clothing degrades, becomes dirty, and bloodied.
Default = Normal
-- 1 = Disabled
-- 2 = Slow
-- 3 = Normal
-- 4 = Fast
ClothingDegradation = 3,
-- If fires spread when started.
FireSpread = false,
-- Number of in-game days before rotten food is removed from the
map. -1 means rotten food is never removed. Min: -1 Max: 2147483647
Default: -1
DaysForRottenFoodRemoval = -1,
-- If enabled, generators will work on exterior tiles. This will
allow, for example, the powering of gas pumps.
AllowExteriorGenerator = true,
-- Maximum intensity of fog. Default = Normal
-- 1 = Normal
-- 2 = Moderate
-- 3 = Low
-- 4 = None
MaxFogIntensity = 1,
-- Maximum intensity of rain. Default = Normal
-- 1 = Normal
```

```
-- 2 = Moderate
-- 3 = Low
MaxRainFxIntensity = 1,
-- If snow will accumulate on the ground. If disabled, snow will
still show on vegetation and rooftops.
EnableSnowOnGround = true,
-- If melee attacking slows you down.
AttackBlockMovements = true,
-- The chance of finding randomized buildings on the map (eg. burnt
out houses, ones containing loot stashes or dead bodies). Default =
Rare
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always Tries
SurvivorHouseChance = 3,
-- The chance of road stories (eg. police roadblocks) spawning.
Default = Rare
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always Tries
VehicleStoryChance = 3,
-- The chance of stories specific to map zones (eg. a campsite in a
forest) spawning. Default = Rare
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always Tries
ZoneStoryChance = 3,
-- Allows you to select from every piece of clothing in the game
when customizing your character
AllClothesUnlocked = false,
-- If tainted water will show a warning marking it as such.
EnableTaintedWaterText = true,
-- If vehicles will spawn.
EnableVehicles = true,
-- How frequently vehicles can be discovered on the map. Default =
Low
-- 1 = None
-- 2 = Very Low
```

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-- 3 = Low
-- 4 = Normal
-- 5 = High
CarSpawnRate = 4,
-- General engine loudness to zombies. Min: 0.00 Max: 100.00
Default: 1.00
ZombieAttractionMultiplier = 1.0,
-- Whether found vehicles are locked, need keys to start etc.
VehicleEasyUse = false,
-- How full the gas tank of discovered vehicles will be. Default =
Low
-- 1 = Very Low
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
-- 6 = Full
InitialGas = 3,
-- If enabled, gas pumps will never run out of fuel
FuelStationGasInfinite = true,
-- The minimum amount of gasoline that can spawn in gas pumps.
Check the "Advanced" box below to use a custom amount. Min: 0.00 Max:
1.00 Default: 0.00
FuelStationGasMin = 0.0,
-- The maximum amount of gasoline that can spawn in gas pumps.
Check the "Advanced" box below to use a custom amount. Min: 0.00 Max:
1.00 Default: 0.70
FuelStationGasMax = 0.7,
-- The chance, as a percentage, that individual gas pumps will
initially have no fuel. Min: 0 Max: 100 Default: 20
FuelStationGasEmptyChance = 20,
-- How likely cars will be locked Default = Rare
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
LockedCar = 3,
-- How gas-hungry vehicles are. Min: 0.00 Max: 100.00 Default: 1.00
CarGasConsumption = 0.5,
-- General condition discovered vehicles will be in. Default = Low
-- 1 = Very Low
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
CarGeneralCondition = 3,
-- The amount of damage dealt to vehicles that crash. Default =
Normal
-- 1 = Very Low
```

```
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
CarDamageOnImpact = 2,
-- Damage received by the player from being crashed into. Default =
None
-- 1 = None
-- 2 = Low
-- 3 = Normal
-- 4 = High
-- 5 = Very High
DamageToPlayerFromHitByACar = 1,
-- If traffic jams consisting of wrecked cars will appear on main
roads.
TrafficJam = true,
-- How frequently discovered vehicles have active alarms. Default =
Extremely Rare
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
CarAlarm = 2,
-- If the player can get injured from being in a car accident.
PlayerDamageFromCrash = false,
-- How many in-game hours before a wailing siren shuts off. Min:
0.00 Max: 168.00 Default: 0.00
SirenShutoffHours = 0.0,
-- The chance of finding a vehicle with gas in its tank. Default =
Low
-- 1 = Low
-- 2 = Normal
-- 3 = High
ChanceHasGas = 1,
-- Whether a player can discover a car that has been cared for
after the Knox infection struck. Default = Low
-- 1 = None
-- 2 = Low
-- 3 = Normal
-- 4 = High
RecentlySurvivorVehicles = 2,
-- If certain melee weapons will be able to strike multiple zombies
in one hit.
MultiHitZombies = true,
-- Chance of being bitten when a zombie attacks from behind.
Default = High
-- 1 = Low
-- 2 = Medium
```

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-- 3 = High
RearVulnerability = 3,
-- If zombies will head towards the sound of vehicle sirens.
SirenEffectsZombies = true,
-- Speed at which animals stats (hunger, thirst etc.) reduce.
Default = Normal
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalStatsModifier = 4,
-- Speed at which animals stats (hunger, thirst etc.) reduce while
in meta. Default = Normal
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalMetaStatsModifier = 4,
-- How long animals will be pregnant for before giving birth.
Default = Very Fast
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalPregnancyTime = 2,
-- Speed at which animals age. Default = Fast
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalAgeModifier = 3,
-- Default = Fast
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalMilkIncModifier = 3,
-- Default = Fast
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
```

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-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalWoolIncModifier = 3,
-- The chance of finding animals in farm. Default = Always
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always
AnimalRanchChance = 7,
-- The number of hours grass will regrow after being eaten by an
animal or cut by the player. Min: 1 Max: 9999 Default: 240
AnimalGrassRegrowTime = 240,
-- If a meta (ie. not actually visible in-game) fox may attack
your chickens if the hutch's door is left open at night.
AnimalMetaPredator = false,
-- If animals with a mating season will respect it. Otherwise they
can reproduce/lay eggs all year round.
AnimalMatingSeason = true,
-- How long before baby animals will hatch from eggs. Default =
Fast
-- 1 = Ultra Fast
-- 2 = Very Fast
-- 3 = Fast
-- 4 = Normal
-- 5 = Slow
-- 6 = Very Slow
AnimalEggHatch = 3,
-- If true, animal calls will attract nearby zombies.
AnimalSoundAttractZombies = false,
-- The chance of animals leaving tracks. Default = Sometimes
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
AnimalTrackChance = 4,
-- The chance of creating a path for animals to be hunted. Default
= Sometimes
-- 1 = Never
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
AnimalPathChance = 4,
```

```
-- The frequency and intensity of eg. rats in infested buildings.
Min: 0 Max: 50 Default: 25
MaximumRatIndex = 25,
-- How long it takes for the Maximum Vermin Index to be reached.
Min: 0 Max: 365 Default: 90
DaysUntilMaximumRatIndex = 90,
-- If a piece of media hasn't been fully seen or read, this setting
determines whether it's displayed fully, displayed as "???", or hidden
completely. Default = Completely hidden
-- 1 = Fully revealed
-- 2 = Shown as ???
-- 3 = Completely hidden
MetaKnowledge = 3,
-- If true, you will be able to see any recipes that can be done
with a station, even if you haven't learnt them yet.
SeeNotLearntRecipe = true,
-- If a building has more than this amount of rooms it will not be
looted. Min: 0 Max: 200 Default: 50
MaximumLootedBuildingRooms = 50,
-- If poison can be added to food. Default = True
-- 1 = True
-- 2 = False
-- 3 = Only bleach poisoning is disabled
EnablePoisoning = 1,
-- If/when maggots can spawn in corpses. Default = In and Around
Bodies
-- 1 = In and Around Bodies
-- 2 = In Bodies Only
-- 3 = Never
MaggotSpawn = 1,
-- The higher the value, the longer lightbulbs last before
breaking. If 0, lightbulbs will never break. Does not affect vehicle
headlights. Min: 0.00 Max: 1000.00 Default: 1.00
LightBulbLifespan = 1.0,
-- The abundance of fish in rivers and lakes. Default = Normal
-- 1 = Very Poor
-- 2 = Poor
-- 3 = Normal
-- 4 = Abundant
-- 5 = Very Abundant
FishAbundance = 3,
-- When a skill is at this level or above, television/VHS/other
media will not provide XP for it. Min: 0 Max: 10 Default: 3
LevelForMediaXPCutoff = 3,
-- When a skill is at this level or above, scrapping furniture does
not provide XP for the relevant skill. Does not apply to Electrical.
Min: 0 Max: 10 Default: 0
LevelForDismantleXPCutoff = 0,
-- Number of days before old blood splats are removed. Removal
happens when map chunks are loaded. 0 means they will never disappear.
Min: 0 Max: 365 Default: 0
```

```
BloodSplatLifespanDays = 0,  
-- Number of days before one can benefit from reading previously  
read literature items. Min: 1 Max: 365 Default: 90  
LiteratureCooldown = 90,  
-- If there are diminishing returns on bonus trait points provided  
from selecting multiple negative traits. Default = None  
-- 1 = None  
-- 2 = 1 point penalty for every 3 negative traits selected  
-- 3 = 1 point penalty for every 2 negative traits selected  
-- 4 = 1 point penalty for every negative trait selected after the  
first  
NegativeTraitsPenalty = 1,  
-- The number of in-game minutes it takes to read one page of a  
skill book. Min: 0.00 Max: 60.00 Default: 2.00  
MinutesPerPage = 0.05,  
-- When enabled, crops and herbs grown inside buildings will die.  
Does not affect houseplants.  
KillInsideCrops = true,  
-- When enabled, the growth of plants is affected by seasons.  
PlantGrowingSeasons = true,  
-- <BHC> [!] It is recommended that you DO NOT change this.  
Changing this can result in performance issues. [!] <RGB:1,1,1> When  
enabled, dirt can be placed, and farming performed on other than the  
ground level.  
PlaceDirtAboveground = false,  
-- The speed of plant growth. Min: 0.10 Max: 100.00 Default: 1.00  
FarmingSpeedNew = 1.0,  
-- The abundance of harvested crops. Min: 0.10 Max: 10.00 Default:  
1.00  
FarmingAmountNew = 1.0,  
-- The chance that any building will already be looted when found.  
Check the "Advanced" box below to use a custom number. Min: 0 Max: 200  
Default: 50  
MaximumLooted = 50,  
-- How long it takes for Maximum Looted Building Chance to be  
reached. Min: 0 Max: 3650 Default: 90  
DaysUntilMaximumLooted = 90,  
-- The chance that any rural building will already be looted when  
found. Check the "Advanced" box below to use a custom number. Min: 0.00  
Max: 2.00 Default: 0.50  
RuralLooted = 0.5,  
-- The maximum loot that won't spawn when Days Until Maximum  
Diminished Loot is reached. Check the "Advanced" box below to use an  
exact percentage. Min: 0 Max: 100 Default: 0  
MaximumDiminishedLoot = 0,  
-- How long it takes for Maximum Diminished Loot Percentage to be  
reached. Min: 0 Max: 3650 Default: 3650  
DaysUntilMaximumDiminishedLoot = 3650,  
-- Functions as a multiplier when applying muscle strain from  
swinging weapons or carrying heavy loads. Min: 0.00 Max: 10.00 Default:
```

```
1.00
MuscleStrainFactor = 1.0,
-- Functions as a multiplier when applying discomfort from worn
items. Min: 0.00 Max: 10.00 Default: 1.00
DiscomfortFactor = 1.0,
-- If greater than zero damage can be taken from serious wound
infections. Min: 0.00 Max: 10.00 Default: 0.00
WoundInfectionFactor = 0.0,
-- If true clothing with randomized tints will not be so dark to be
virtually black.
NoBlackClothes = true,
-- Disables the failure chances when climbing sheet ropes or over
walls.
EasyClimbing = false,
-- The maximum hours of fuel that can be placed in a campfire, wood
stove etc. Min: 1 Max: 168 Default: 8
MaximumFireFuelHours = 8,
-- Replaces Chance-To-Hit mechanics with Chance-To-Damage
calculations. This mode prioritizes player aiming.
FirearmUseDamageChance = true,
-- A multiplier for the distance at which zombies can hear
gunshots. Min: 0.20 Max: 2.00 Default: 1.00
FirearmNoiseMultiplier = 1.0,
-- Multiplier for firearm jamming chance. 0 disables jamming. Min:
0.00 Max: 10.00 Default: 0.00
FirearmJamMultiplier = 0.0,
-- Multiplier for Moodle effects on hit chance. 0 disables Moodle
penalty. Min: 0.00 Max: 10.00 Default: 1.00
FirearmMoodleMultiplier = 1.0,
-- Multiplier for the effects of weather (wind, rain and fog) on
hit chance. 0 disables weather effect. Min: 0.00 Max: 10.00 Default:
1.00
FirearmWeatherMultiplier = 1.0,
-- Enable to have headgear like welding masks affect hit chance
FirearmHeadGearEffect = true,
-- Chance to turn a dirt floor into a clay floor. Applies to lakes.
Min: 0.00 Max: 1.00 Default: 0.05
ClayLakeChance = 0.05,
-- Chance to turn a dirt floor into a clay floor. Applies to
rivers. Min: 0.00 Max: 1.00 Default: 0.05
ClayRiverChance = 0.05,
-- Min: 1 Max: 100 Default: 20
GeneratorTileRange = 20,
-- How many levels both above and below a generator it can provide
with electricity. Min: 1 Max: 15 Default: 3
GeneratorVerticalPowerRange = 3,
Basement = {
-- How frequently basements spawn at random locations. Default
= Sometimes
-- 1 = Never
-- 2 = Extremely Rare
```

```
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always
SpawnFrequency = 4,
},
Map = {
  -- If enabled, a mini-map window will be available.
  AllowMiniMap = true,
  -- If enabled, the world map can be accessed.
  AllowWorldMap = true,
  -- If enabled, the world map will be completely filled in on
starting the game.
  MapAllKnown = false,
  -- If enabled, maps can't be read unless there's a source of
light available.
  MapNeedsLight = true,
},
ZombieLore = {
  -- How fast zombies move. Default = Random
  -- 1 = Sprinters
  -- 2 = Fast Shamblers
  -- 3 = Shamblers
  -- 4 = Random
  Speed = 2,
  -- If Random Speed is enabled, this controls what percentage of
zombies are Sprinters. Check the "Advanced" box below to use a custom
percentage. Min: 0 Max: 100 Default: 0
  SprinterPercentage = 0,
  -- The damage zombies inflict per attack. Default = Normal
  -- 1 = Superhuman
  -- 2 = Normal
  -- 3 = Weak
  -- 4 = Random
  Strength = 2,
  -- The difficulty of killing a zombie. Default = Random
  -- 1 = Tough
  -- 2 = Normal
  -- 3 = Fragile
  -- 4 = Random
  Toughness = 2,
  -- How the Knox Virus spreads. Default = Blood and Saliva
  -- 1 = Blood and Saliva
  -- 2 = Saliva Only
  -- 3 = Everyone's Infected
  -- 4 = None
  Transmission = 2,
  -- How quickly the infection takes effect. Default = 2-3 Days
  -- 1 = Instant
```

```
-- 2 = 0-30 Seconds
-- 3 = 0-1 Minutes
-- 4 = 0-12 Hours
-- 5 = 2-3 Days
-- 6 = 1-2 Weeks
-- 7 = Never
Mortality = 5,
-- How quickly infected corpses rise as zombies. Default = 0-1
Minutes
-- 1 = Instant
-- 2 = 0-30 Seconds
-- 3 = 0-1 Minutes
-- 4 = 0-12 Hours
-- 5 = 2-3 Days
-- 6 = 1-2 Weeks
Reanimate = 3,
-- Zombie intelligence. Default = Basic Navigation
-- 1 = Navigate and Use Doors
-- 2 = Navigate
-- 3 = Basic Navigation
-- 4 = Random
Cognition = 3,
-- How often zombies can crawl under parked vehicles. Default =
Often
-- 1 = Crawlers Only
-- 2 = Extremely Rare
-- 3 = Rare
-- 4 = Sometimes
-- 5 = Often
-- 6 = Very Often
-- 7 = Always
CrawlUnderVehicle = 5,
-- How long zombies remember a player after seeing or hearing
them. Default = Normal
-- 1 = Long
-- 2 = Normal
-- 3 = Short
-- 4 = None
-- 5 = Random
-- 6 = Random between Normal and None
Memory = 2,
-- Zombie vision radius. Default = Random between Normal and
Poor
-- 1 = Eagle
-- 2 = Normal
-- 3 = Poor
-- 4 = Random
-- 5 = Random between Normal and Poor
Sight = 2,
-- Zombie hearing radius. Default = Random between Normal and
Poor
```

```
-- 1 = Pinpoint
-- 2 = Normal
-- 3 = Poor
-- 4 = Random
-- 5 = Random between Normal and Poor
Hearing = 2,
-- Activates the new advanced stealth mechanics, which allows
you to hide from zombies behind cars, takes traits and weather into
account, and much more.
SpottedLogic = true,
-- If zombies that have not seen/heard player can attack doors
and constructions while roaming.
ThumpNoChasing = false,
-- If zombies can destroy player constructions and defenses.
ThumpOnConstruction = false,
-- Whether zombies are more "active" during the day or night.
"Active" zombies will use the speed set in the "Speed" setting.
"Inactive" zombies will be slower, and tend not to give chase. Default
= Both
-- 1 = Both
-- 2 = Night
-- 3 = Day
ActiveOnly = 1,
-- If zombies trigger house alarms when breaking through
windows or doors.
TriggerHouseAlarm = false,
-- If multiple attacking zombies can drag you down and kill
you. Dependent on zombie strength.
ZombiesDragDown = true,
-- If crawler zombies beside a player contribute to the chance
of being dragged down and killed by a group of zombies.
ZombiesCrawlersDragDown = false,
-- If zombies have a chance to lunge at you after climbing over
a fence or through a window if you're too close.
ZombiesFenceLunge = true,
-- Serves as a multiplier when determining the effectiveness of
armor worn by zombies. Min: 0.00 Max: 100.00 Default: 2.00
ZombiesArmorFactor = 2.0,
-- The maximum defense percentage that any worn protective
garments can provide to a zombie. Min: 0 Max: 100 Default: 85
ZombiesMaxDefense = 85,
-- Percentage chance of having a random attached weapon. Min: 0
Max: 100 Default: 6
ChanceOfAttachedWeapon = 6,
-- How much damage zombies take when falling from height. Min:
0.00 Max: 100.00 Default: 1.00
ZombiesFallDamage = 1.0,
-- Whether some dead-looking zombies will reanimate and attack
the player. Default = World Zombies
-- 1 = World Zombies
```

```
-- 2 = World and Combat Zombies
-- 3 = Never
DisableFakeDead = 1,
-- Zombies will not spawn where players spawn. Default = Inside
the building and around it
-- 1 = Inside the building and around it
-- 2 = Inside the building
-- 3 = Inside the room
-- 4 = Zombies can spawn anywhere
PlayerSpawnZombieRemoval = 1,
-- How many zombies it takes to damage a tall fence. Min: -1
Max: 100 Default: 50
FenceThumpersRequired = 50,
-- How quickly zombies damage tall fences. Min: 0.01 Max:
100.00 Default: 1.00
FenceDamageMultiplier = 1.0,
},
ZombieConfig = {
-- Set by the "Zombie Count" population option, or by a custom
number here. Insane = 2.5, Very High = 1.6, High = 1.2, Normal = 0.65,
Low = 0.15, None = 0.0. Min: 0.00 Max: 4.00 Default: 0.65
PopulationMultiplier = 0.65,
-- A multiplier for the desired zombie population at the start
of the game. Insane = 3.0, Very High = 2.0, High = 1.5, Normal = 1.0,
Low = 0.5, None = 0.0. Min: 0.00 Max: 4.00 Default: 1.00
PopulationStartMultiplier = 1.0,
-- A multiplier for the desired zombie population on the peak
day. Insane = 3.0, Very High = 2.0, High = 1.5, Normal = 1.0, Low =
0.5, None = 0.0. Min: 0.00 Max: 4.00 Default: 1.50
PopulationPeakMultiplier = 1.5,
-- The day when the population reaches its peak. Min: 1 Max:
365 Default: 28
PopulationPeakDay = 28,
-- The number of hours that must pass before zombies may
respawn in a cell. If 0, spawning is disabled. Min: 0.00 Max: 8760.00
Default: 72.00
RespawnHours = 72.0,
-- The number of hours that a chunk must be unseen before
zombies may respawn in it. Min: 0.00 Max: 8760.00 Default: 16.00
RespawnUnseenHours = 16.0,
-- The fraction of a cell's desired population that may respawn
every RespawnHours. Min: 0.00 Max: 1.00 Default: 0.10
RespawnMultiplier = 0.1,
-- The number of hours that must pass before zombies migrate
to empty parts of the same cell. If 0, migration is disabled. Min: 0.00
Max: 8760.00 Default: 12.00
RedistributeHours = 12.0,
-- The distance a zombie will try to walk towards the last
sound it heard. Min: 10 Max: 1000 Default: 100
FollowSoundDistance = 100,
-- The size of groups real zombies form when idle. 0 means
```

```
zombies don't form groups. Groups don't form inside buildings or forest
zones. Min: 0 Max: 1000 Default: 20
  RallyGroupSize = 20,
  -- The amount, as a percentage, that zombie groups can vary in
size from the default (both larger and smaller). For example, at 50%
variance with a default group size of 20, groups will vary in size from
10-30. Min: 0 Max: 100 Default: 50
  RallyGroupSizeVariance = 50,
  -- The distance real zombies travel to form groups when idle.
Min: 5 Max: 50 Default: 20
  RallyTravelDistance = 20,
  -- The distance between zombie groups. Min: 5 Max: 25 Default:
15
  RallyGroupSeparation = 15,
  -- How close members of a zombie group stay to the group's
"leader". Min: 1 Max: 10 Default: 3
  RallyGroupRadius = 3,
  -- Min: 10 Max: 500 Default: 300
  ZombiesCountBeforeDelete = 300,
},
MultiplierConfig = {
  -- The rate at which all skills level up. Min: 0.00 Max:
1000.00 Default: 1.00
  Global = 2.0,
  -- When enabled, all skills will use the Global Multiplier.
  GlobalToggle = true,
  -- Rate at which Fitness skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Fitness = 1.0,
  -- Rate at which Strength skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Strength = 1.0,
  -- Rate at which Sprinting skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Sprinting = 1.0,
  -- Rate at which Lightfooted skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Lightfoot = 1.0,
  -- Rate at which Nimble skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
  Nimble = 1.0,
  -- Rate at which Sneaking skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Sneak = 1.0,
  -- Rate at which Axe skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
  Axe = 1.0,
  -- Rate at which Long Blunt skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
  Blunt = 1.0,
```

```
-- Rate at which Short Blunt skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
SmallBlunt = 1.0,
-- Rate at which Long Blade skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
LongBlade = 1.0,
-- Rate at which Short Blade skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
SmallBlade = 1.0,
-- Rate at which Spear skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
Spear = 1.0,
-- Rate at which Maintenance skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Maintenance = 1.0,
-- Rate at which Carpentry skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Woodwork = 1.0,
-- Rate at which Cooking skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Cooking = 1.0,
-- Rate at which Agriculture skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Farming = 1.0,
-- Rate at which First Aid skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Doctor = 1.0,
-- Rate at which Electrical skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Electricity = 1.0,
-- Rate at which Welding skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
MetalWelding = 1.0,
-- Rate at which Mechanics skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Mechanics = 1.0,
-- Rate at which Tailoring skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Tailoring = 1.0,
-- Rate at which Aiming skill levels up. Min: 0.00 Max: 1000.00
Default: 1.00
Aiming = 1.0,
-- Rate at which Reloading skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Reloading = 1.0,
-- Rate at which Fishing skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Fishing = 1.0,
-- Rate at which Trapping skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Trapping = 1.0,
```

```
-- Rate at which Foraging skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
PlantScavenging = 1.0,
-- Rate at which Knapping skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
FlintKnapping = 1.0,
-- Rate at which Masonry skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Masonry = 1.0,
-- Rate at which Pottery skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Pottery = 1.0,
-- Rate at which Carving skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Carving = 1.0,
-- Rate at which Animal Care skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Husbandry = 1.0,
-- Rate at which Tracking skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Tracking = 1.0,
-- Rate at which Blacksmithing skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Blacksmith = 1.0,
-- Rate at which Butchering skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Butchering = 1.0,
-- Rate at which Glassmaking skill levels up. Min: 0.00 Max:
1000.00 Default: 1.00
Glassmaking = 1.0,
},
}
```

ServerSettings.ini

[Click here to expand](#)

ServerSettings.ini

```
# Players can hurt and kill other players
PVP=false

# PVP is logged to admin chat
PVPLogToolChat=true

# PVP is logged to file
```

```
PVPLogToolFile=true

# Game time stops when there are no players online
PauseEmpty=true

# Toggles global chat on or off.
GlobalChat=true

ChatStreams=s,r,a,w,y,sh,f,all

# Clients may join without already having an account in the whitelist.
If set to false, administrators must manually create username/password
combos.
Open=true

# The first welcome message visible in the chat panel. This will be
displayed immediately after player login. you can use RGB colours to
change the colour of the welcome message. You can also use <LINE>,
without the space, to create a separate lines within your text. Use:
\<RGB:1,0,0> This message will show up red!
ServerWelcomeMessage=<RGB:255,153,0>Welcome to TCGC: Necropolis!<LINE>
<LINE> To interact with the Chat panel: press Tab, T, or Enter. <LINE>
<LINE> The Tab key will change the target stream of the message. <LINE>
<LINE> Global Streams: /all <LINE> Local Streams: /say, /yell <LINE>
Special Steams: /whisper, /safehouse, /faction. <LINE> <LINE> Press the
Up arrow to cycle through your message history. Click the Gear icon to
customize chat. <LINE> <LINE> Get your server at GTXGaming.co.uk

ServerImageLoginScreen=

ServerImageLoadingScreen=

ServerImageIcon=

# Add unknown usernames to the whitelist when players join. Clients
will supply their own username/password on joining. (This is for
Open=true servers)
AutoCreateUserInWhiteList=true

# Display usernames above player's heads in-game.
DisplayUserName=true

# Display first & last name above player's heads.
ShowFirstAndLastName=false

UsernameDisguises=false

HideDisguisedUserName=false

SwitchZombiesOwnershipEachUpdate=false
```

```
# Force every new player to spawn at these set x,y,z world coordinates.  
Find desired coordinates at map.projectzomboid.com. (Ignored when  
0,0,0)  
SpawnPoint=0,0,0  
  
# Players can enter and leave PVP on an individual basis. A player can  
only hurt another player when at least one of them is in PVP mode - as  
shown by the unobscured skull and crossbones on the left of the screen.  
When SafetySystem=false, players are free to hurt each other at any  
time if PVP is enabled.  
SafetySystem=true  
  
# Display a skull icon over the head of players who have entered PVP  
mode  
ShowSafety=true  
  
# The time it takes for a player to enter and leave PVP mode Min:  
Max: 1000 Default: 2  
SafetyToggleTimer=2  
  
# The delay before a player can enter or leave PVP mode again, having  
recently done so Min: 0 Max: 1000 Default: 3  
SafetyCooldownTimer=3  
  
# Min: 0 Max: 60 Default: 60  
SafetyDisconnectDelay=60  
  
# Item types new players spawn with. Separate multiple item types with  
commas. Example: Base.Axe,Base.Bag_BigHikingBag  
SpawnItems=  
  
# Default starting port for player data. If UDP, this is this one of  
two ports used. Min: 0 Max: 65535 Default: 16261  
DefaultPort=17200  
  
# Min: 0 Max: 65535 Default: 16262  
UDPPort=17300  
  
# Reset ID determines if the server has undergone a soft-reset. If this  
number does match the client, the client must create a new character.  
Used in conjunction with PlayerServerID. It is strongly advised that  
you backup these IDs somewhere Min: 0 Max: 2147483647 Default: 99654781  
ResetID=905010  
  
# Enter the mod loading ID here. It can be found in  
\Steam\steamapps\workshop\modID\mods\modName\info.txt  
Mods=  
  
# Enter the foldername of the mod found in  
\Steam\steamapps\workshop\modID\mods\modName\media\maps\
```

```
Map=Muldraugh, KY

# Kick clients whose game files don't match the server's.
DoLuaChecksum=true

DenyLoginOnOverloadedServer=true

# Shows the server on the in-game browser. (Note: Steam-enabled servers
are always visible in the Steam server browser)
Public=true

# Name of the server displayed in the in-game browser and, if
applicable, the Steam browser
PublicName=TCGC: Necropolis

# Description displayed in the in-game public server browser. Typing
will create a new line in your description
PublicDescription=Powered by The Collective Gaming Community

# Maximum number of players that can be on the server at one time. This
excludes admins.
# WARNING: Server player counts above 32 will potentially result in
poor map streaming and desync. Please advance with caution. Min: 1 Max:
100 Default: 32
MaxPlayers=10

# Ping limit, in milliseconds, before a player is kicked from the
server. (Set to 0 to disable) Min: 0 Max: 2147483647 Default: 0
PingLimit=0

# Items will not respawn in buildings that players have claimed as a
safehouse
SafehousePreventsLootRespawn=true

# Remove player accounts from the whitelist after death. This prevents
players creating a new character after death on Open=false servers
DropOffWhiteListAfterDeath=false

# All forms of fire are disabled - except for campfires
NoFire=true

# If checked, every time a player dies a global message will be
displayed in the chat
AnnounceDeath=true

# Loaded parts of the map are saved after this set number of real-world
minutes have passed. (The map is usually saved only after clients leave
a loaded area) Min: 0 Max: 2147483647 Default: 0
SaveWorldEveryMinutes=30

# Both admins and players can claim safehouses
```

```
PlayerSafehouse=true

# Only admins can claim safehouses
AdminSafehouse=false

# Allow non-members to enter a safehouse without being invited
SafehouseAllowTrepass=false

# Allow fire to damage safehouses
SafehouseAllowFire=false

# Allow non-members to take items from safehouses
SafehouseAllowLoot=false

# Players will respawn in a safehouse that they were a member of before
they died
SafehouseAllowRespawn=true

# Players must have survived this number of in-game days before they
are allowed to claim a safehouse Min: 0 Max: 2147483647 Default: 0
SafehouseDaySurvivedToClaim=0

# Players are automatically removed from a safehouse they have not
visited for this many real-world hours Min: 0 Max: 2147483647 Default:
144
SafeHouseRemovalTime=144

# Governs whether players can claim non-residential buildings.
SafehouseAllowNonResidential=true

SafehouseDisableDisguises=true

# Min: 0 Max: 2147483647 Default: 20000
MaxSafezoneSize=20000

# Allow players to destroy world objects with sledgehammers
AllowDestructionBySledgehammer=true

# Allow players to destroy world objects only in their safehouse
(require AllowDestructionBySledgehammer to true).
SledgehammerOnlyInSafehouse=false

# Time in seconds before the war starts. Min: 60 Max: 2147483647
Default: 600
WarStartDelay=600

# War duration in seconds. Min: 60 Max: 2147483647 Default: 3600
WarDuration=3600

# Safehouse hit points limit. Min: 0 Max: 2147483647 Default: 3
```

```
WarSafehouseHitPoints=3

# ServerPlayerID determines if a character is from another server, or
# single player. This value may be changed by soft resets. If this number
# does match the client, the client must create a new character. This is
# used in conjunction with ResetID. It is strongly advised that you
# backup these IDs somewhere
ServerPlayerID=<REDACTED>

# The port for the RCON (Remote Console) Min: 0 Max: 65535 Default:
# 27015
RCONPort=<REDACTED>

# RCON password (Pick a strong password)
RCONPassword=<REDACTED>

# Enables global text chat integration with a Discord channel
DiscordEnable=false

# Discord bot access token
DiscordToken=

# The Discord channel name. (Try the separate channel ID option if
# having difficulties)
DiscordChannel=

# The Discord channel ID. (Use if having difficulties with Discord
# channel name option)
DiscordChannelID=

# The Slack incoming webhook URL
WebhookAddress=

# Clients must know this password to join the server. (Ignored when
# hosting a server via the Host button)
Password=<REDACTED>

# Limits the number of different accounts a single Steam user may
# create on this server. Ignored when using the Hosts button. Min: 0 Max:
# 2147483647 Default: 0
MaxAccountsPerUser=0

# Allow co-op/splitscreen players
AllowCoop=true

# Players are allowed to sleep when their survivor becomes tired, but
# they do not NEED to sleep
SleepAllowed=true

# Players get tired and need to sleep. (Ignored if SleepAllowed=false)
SleepNeeded=false
```

```
# WIP: Activating this setting may cause visual desynchronization of
player positions.
KnockedDownAllowed=false

SneakModeHideFromOtherPlayers=true

UltraSpeedDoesnotAffectToAnimals=false

# List Workshop Mod IDs for the server to download. Each must be
separated by a semicolon. Example: WorkshopItems=514427485;513111049
WorkshopItems=

# Show Steam usernames and avatars in the Players list.
SteamScoreboard=false

# Enable the Steam VAC system
SteamVAC=true

# Attempt to configure a UPnP-enabled internet gateway to automatically
setup port forwarding rules. The server will fall back to default ports
if this fails
UPnP=true

# VOIP is enabled when checked
VoiceEnable=true

# The minimum tile distance over which VOIP sounds can be heard. Min:
0.00 Max: 100000.00 Default: 10.00
VoiceMinDistance=10.0

# The maximum tile distance over which VOIP sounds can be heard. Min:
0.00 Max: 100000.00 Default: 100.00
VoiceMaxDistance=100.0

# Toggle directional audio for VOIP
Voice3D=true

# Min: 10.00 Max: 150.00 Default: 70.00
SpeedLimit=70.0

LoginQueueEnabled=false

# Min: 20 Max: 1200 Default: 60
LoginQueueConnectTimeout=60

# Set the IP from which the server is broadcast. This is for network
configurations with multiple IP addresses, such as server farms
server_browser_announced_ip=
```

```
# Players can respawn in-game at the coordinates where they died
PlayerRespawnWithSelf=false

# Players can respawn in-game at a split screen / Remote Play player's
location
PlayerRespawnWithOther=false

# Governs how fast time passes while players sleep. Value multiplies
the speed of the time that passes during sleeping. Min: 1.00 Max:
100.00 Default: 40.00
FastForwardMultiplier=40.0

# Safehouse acts like a normal house if a member of the safehouse is
connected (so secure when players are offline)
DisableSafehouseWhenPlayerConnected=false

# Players can create factions when true
Faction=true

# Players must survive this number of in-game days before being allowed
to create a faction Min: 0 Max: 2147483647 Default: 0
FactionDaySurvivedToCreate=0

# Number of players required as faction members before the faction
owner can create a group tag Min: 1 Max: 2147483647 Default: 1
FactionPlayersRequiredForTag=1

# Disables radio transmissions from players with an access level
DisableRadioStaff=false

# Disables radio transmissions from players with 'admin' access level
DisableRadioAdmin=true

# Disables radio transmissions from players with 'gm' access level
DisableRadioGM=true

# Disables radio transmissions from players with 'overseer' access
level
DisableRadioOverseer=false

# Disables radio transmissions from players with 'moderator' access
level
DisableRadioModerator=false

# Disables radio transmissions from invisible players
DisableRadioInvisible=true

# Semicolon-separated list of commands that will not be written to the
cmd.txt server log. For example: -vehicle. Inputting * means do NOT
write any vehicle command. Inputting: +vehicle.installPart means DO
write that command
```



```
PVPFirearmDamageModifier=50.0

# Modify the range of zombie attraction to cars. (Lower values can help
with lag.) Min: 0.00 Max: 10.00 Default: 0.50
CarEngineAttractionModifier=0.5

# Governs whether players bump (and knock over) other players when
running through them.
PlayerBumpPlayer=false

# Controls display of remote players on the in-game map. 1=Hidden
2=Friends 3=Everyone Min: 1 Max: 3 Default: 1
MapRemotePlayerVisibility=1

# Min: 1 Max: 300 Default: 5
BackupsCount=20

BackupsOnStart=true

BackupsOnVersionChange=true

# Min: 0 Max: 1500 Default: 0
BackupsPeriod=0

# Disables vehicle towing
DisableVehicleTowing=false

# Disables trailer towing
DisableTrailerTowing=false

# Disables burnt vehicle towing
DisableBurntTowing=false

# Path to the file with the list of words to be prohibited. Each word
must be on a separate line
BadWordListFile=

# Path to the file with the list of words that should be allowed, even
if they contain bad word. Each word should be on a separate line.
GoodWordListFile=

# What to do with the sender of a bad word in the chat: 1 - ban, 2 -
kick, 3 - record the violation in the database, 4 - mute
BadWordPolicy=3

# The symbol or piece of text that will replace the bad word
BadWordReplacement=[HIDDEN]

# Disables safety system anti-cheat protection.
AntiCheatSafety=4
```

```
AntiCheatMovement=4

# Disables character hit anti-cheat protection.
AntiCheatHit=4

# Disables packet checks anti-cheat protection.
AntiCheatPacket=4

# Disables player permissions anti-cheat protection.
AntiCheatPermission=4

# Disables player XP anti-cheat protection.
AntiCheatXP=4

# Disables fire checks anti-cheat protection.
AntiCheatFire=4

# Disables safehouse anti-cheat protection.
AntiCheatSafeHouse=4

# Disables recipe checks anti-cheat protection.
AntiCheatRecipe=4

AntiCheatPlayer=4

# Disables checksum anti-cheat protection.
AntiCheatChecksum=4

# Disables item checks anti-cheat protection.
AntiCheatItem=4

AntiCheatServerCustomization=4

# Sets the multiplayer update period in seconds. Statistics is disabled
if value is 0. Min: 0 Max: 10 Default: 1
MultiplayerStatisticsPeriod=1

# Disables scoreboard.
DisableScoreboard=false

# Hides admins in the player list.
HideAdminsInPlayerList=false

# The worldgen seed used to generate the world.
# If you want to change this, put a new value in and delete
map_worldgen.bin in your save directory.
Seed=UwwcCJmRdilwJyGc

UsePhysicsHitReaction=false
```

```
# Min: 64 Max: 1024 Default: 200
ChatMessageCharacterLimit=200

# Min: 1 Max: 30 Default: 3
ChatMessageSlowModeTime=3
```

Spawnpoints.lua

[Click here to expand](#)

```
function SpawnPoints()
    return {
        unemployed = {
            { worldX = 40, worldY = 22, posX = 67, posY = 201 }
        }
    }
end
```

SpawnRegions.lua

[Click here to expand](#)

```
function SpawnRegions()
```

```
    return {
        { name = "Muldraugh, KY", file = "media/maps/Muldraugh,
        KY/spawnpoints.lua" },
        { name = "West Point, KY", file = "media/maps/West Point,
        KY/spawnpoints.lua" },
        { name = "Rosewood, KY", file = "media/maps/Rosewood,
        KY/spawnpoints.lua" },
        { name = "Riverside, KY", file = "media/maps/Riverside,
        KY/spawnpoints.lua" },
        -- Uncomment the line below to add a custom spawnpoint for this server.
```

```
- { name = "Twiggy's Bar", serverfile = "GTXGaming_spawnpoints.lua" },
```

```
}
```

```
end
```

From:
<https://thecollectivegc.com/wiki/> - **The Collective Gaming Community**

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