

Ark Survival Ascended Setting Notes

Breeding Multipliers

Mature Speed Multiplier:
Greater than 1.0 matures faster

Mating Interval Multiplier:
Less than 1.0 mates more often

Imprint Loss Speed Multiplier:
Less than 1.0 reduces imprint decay

Incubation Speed Multiplier:
Greater than 1.0 incubates faster

Imprint Period Multiplier:
Less than 1.0 imprints more frequently

Imprint Amount Multiplier:
Greater than 1.0 imprints more per cuddle

Egg Lay Period Multiplier:
Less than 1.0 produces more eggs

Imprint Period:
The amount of real time between imprint events

Anyone Can Imprint:

Baby Food Consumption Multiplier:
Greater than 1.0 eats more often

Imprint Stat Scale Multiplier:
Greater than 1.0 increases imprinting stat bonuses

Disable Imprint Buff:
Turn on to disable stat bonuses on imprinted creatures

Mating Speed Multiplier:
Greater than 1.0 mates faster

Imprint Grace Period Multiplier:
Greater than 1.0 increases time before decay

Creature	Incubation Time	Mature Time	Mating Cooldown	Imprints	% Per Imprint	Max Imprint %
Allosaurus	1h 40m	1d 22h 17m 47s	18h to 48h	5	20%	100%
Angler	4h 59m 59s	1d 13h 2m 13s	18h to 48h	4	25%	100%

Crafting Costs

Ability to edit any crafting item (food, weapons, armor, etc.)

Creature Adjustments

Adjust Create Stuff:

Wild Damage percentages (over 1 will increase damage BY creature, lower will decrease it)

Wild Resistance

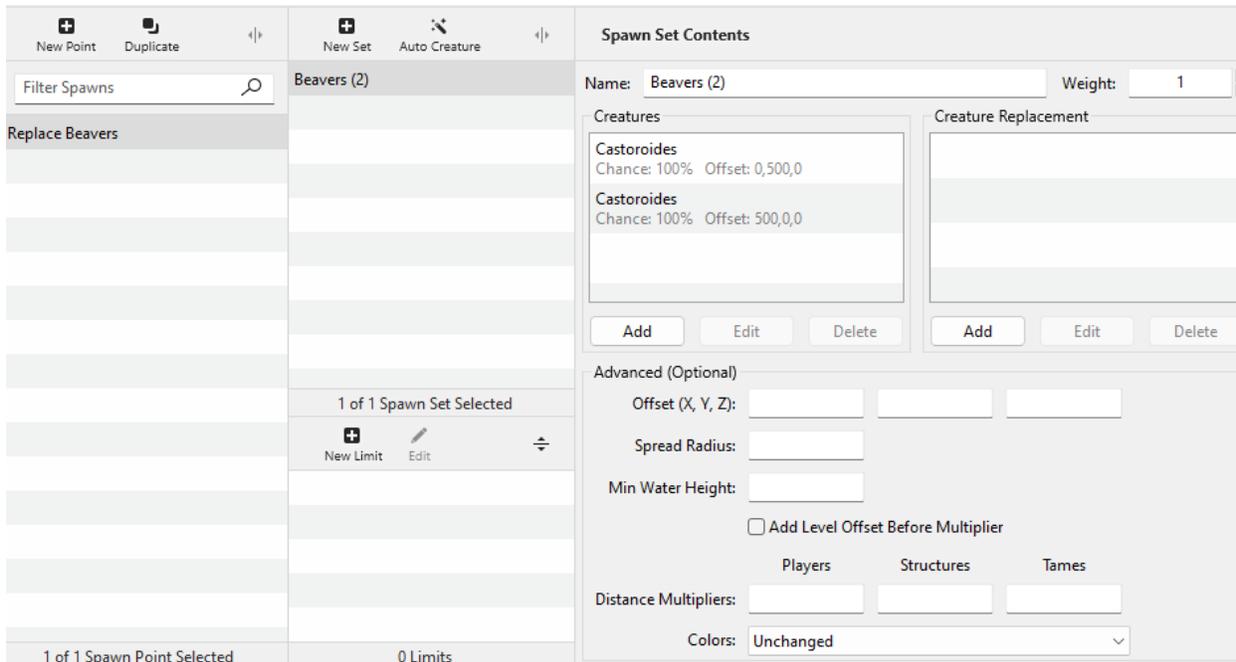
Tame Damage (tamed creature damage)

Tame Resistance (amount of damage taken)

On/off for Prevent Taming, Prevent Transfer

Creature Spawns

Determine what creatures will spawn in a named Spawn Group



Determine what Spawn Groups will load in a default Spawn Location

Custom Config

Shows the ini files (GameUserSettings.ini & Game.ini)

Day and Night Cycle

How long each last during a full day

Decay and Spoil

Decay and Spoil | **Decay** | Spoil

Decay

	PvE	PvP
Enable Structure Decay:	<input type="checkbox"/>	<input type="checkbox"/>
Enable Creature Decay:	<input type="checkbox"/>	<input type="checkbox"/>

Structure Decay Multiplier:

Creature Decay Multiplier:

Crop Decay Speed Multiplier:

Only Decay Unsnapped Core Structures:

Fast Decay Unsnapped Core Structures:

Fast Decay Period:

Auto Destroy

Auto Destroy Structures:

Auto Destroy Structures Multiplier:

Only Auto Destroy Core Structures:

Auto Destroy Creatures:

Times

Class	PvE Decay Ti...	PvE Destroy T...	PvP Decay Ti...	PvP Destroy T...
Thatch	N/A	N/A	N/A	N/A
Wood	N/A	N/A	N/A	N/A
Adobe	N/A	N/A	N/A	N/A
Stone	N/A	N/A	N/A	N/A
Metal	N/A	N/A	N/A	N/A
Greenhouse	N/A	N/A	N/A	N/A

Difficulty

Change Maximum Create Level – changing this automatically changes:

- Loot Scale
- Difficulty Value
- Difficulty Offset
- Override Official Difficulty
- Max Tek Level
- Max Wyvern Level
- Max Crystal Wyvern Level

Engram Control

Points given at each level (can set individually)

What Level is required for an engram and how many points (or just remove Prerequisites)

General Settings

1. Use Auto PvETimer: When on server switches between PVE and PVP at specified intervals.
2. Bad Language Filter (bad words url, good word url)
 - a. On/Off for Chat, Player Names & Tribe Names)
3. Build Restrictions

Build Restrictions

Ignore "No Building" Zones: ×
 Allows building in many locations that are normally restricted. Those locations are map-specific.

Cave Building in PvE:
 Allow players to build in caves when PvE mode is also enabled.

Cave Building in PvP:
 Allow players to build in caves when PvP mode is also enabled.

Max Structures in Range: ×
 Specifies the maximum number of structures that can be constructed within a hard-coded radius.

No Building in Genesis Mission Areas:
 Prevents players from building in areas of the map reserved for missions.

No Building in Resource Rich Areas: ×
 Completely disables building inside resource rich areas, such as the major mountains on The Island.

No Simple Structure Range Limit:
 Removes the limit of simple structures like cables, taxidermy bases, canvases, incubators, and cliff platforms.

No Structure Collision: ×
 Structures will be allowed to intersect the terrain.

Structures at Supply Drops in PvE: ×
 Structures can be built at supply drop locations.

Allow Supply Crates on Structures:
 Supply crates will descend until they rest on top of structures instead of not spawning.

4. Clustering

- a. Max limits for: Creatures, Items & Min Creature Reupload Interval
- b. On/Offs
 - i. Create Downloads
 - ii. Creature Uploads
 - iii. No Downloads
 - iv. No Item Downloads
 - v. No Item Uploads
 - vi. No Player Downloads
 - vii. No Player Uploads
 - viii. Non-Native Creatures on Abberation
- c. Uploaded Character Expiration (amount of time before uploaded items expire)

5. Creature Wipe

- a. Fore Respawn Creatures (on/off) Currently **On**
- b. Respawn Creatures Interval (currently **172800 [48 hours]**)

6. Cryopods

- a. Cryopod Debuff (on/off) - reduces creature stats for a period after being released
- b. Damage Multiplier
- c. Debuff Duration
- d. Debuff Resistance Multiplier (how much damage they take while 'waking')
- e. Cryosickness in PvE (currently **On**) - **Recommend we turn this off**

7. Custom Recipes (on/off), Effectiveness of recipe, Crafting Skill Multiplier (how much crafting skill effects the effectiveness)
8. Diseases
 - a. No Diseases (Currently Off, Recommend **On**)
 - b. Non Permanent Diseases
9. Dropped Items
 - a. Max # of Dropped items (in a defined range) Currently 600
 - b. Range to Limit Dropped Items (one foundation = 300x300 Units)
10. Dynamic Config (use config from outside URL)
11. Flyers:
 - a. Flyer Speed Leveling (on/off)
 - b. Flyers can Carry Players in PVE (Currently OFF)
 - c. Flyers cannot Fly with Attached C4 (currently OFF)
 - d. Flyers Rideable: (currently OFF)
 - i. On = flyers rideable on ALL maps
 - ii. Off = Flyers not rideable at all
 - iii. Default = Let map decide
 - e. Flyers Rideable in Caves (on/off) Flyers can enter caves without dismounting the player
 - f. Stamina Recovers while Flying (Quetzals will regenerate stamin while flying if they are not mounted)
12. Fuel Consumption
 - a. Battery CONsumption Multiplier
 - b. Fuel Consupsion Interval Multiplier (NOTE: reducing fuel will decrease byproducts such as charcoal as well)
13. Generators
 - a. Maximum Generators in Range (Currently 3)
 - b. Range of Generators Limit (Currently 15000 cm)
14. Genesis Part 2
 - a. Multiply World Buffs (on/off)
 - b. No World Buffs (on/off)
 - c. World Buff Multiplier
15. Hex Store
 - a. No Hexagon Store
 - b. No Buying from Hex Store (allows only selling engrams in the store)
 - c. Hexagon Cost Multiplier
 - d. Hexagon Reward Multiplier
 - e. Max Hexagons (currently set at 200M)
16. Idle PLayers
 - a. Kick Idle PLayers (on/off)
 - b. Idle Player Timeout
17. Logging:
 - a. Log Admin Commands to Chat (**Will change to ON**)
 - b. Log Admin Commnds to Files (**Currently On**)
 - c. SOTF Gample Logging (off)

18. Loot Quality
 - a. Fish Loot Quality Multiplier
 - b. Supply Crate Loot Quality Multiplier
19. Map Stasis – has to do with server permance and large bases.
20. Mesh Protection (**Recommend we turn both on**)
 - a. No ANTi-Mesh Protection (currently Off)
 - b. No Anti-Mesh Kill Protection (currently Off)
21. Mods
 - a. Active Mod IDs (we set through Nitrado)
22. New Year's
 - a. Enable New Year's Event
 - b. Set time of first drop & second drop
 - c. NOTE: I'll need to remember to set these each year as they use Unix Epoch Timestamps
23. Photo Mode
 - a. Disable Photo Mode (currently Off)
 - b. Photo Mode Range (currently 3000, so about 10 foundations)
24. Platforms
 - a. Max Platform Saddle Structure Limit
 - b. Multi-Floor Platform Saddles (on/off)
 - c. Per Platform Max Structures
 - d. Platform Saddle Build Area Bounds (currently 1)
25. Player Communication
 - a. Global Voice Chat (currently Off)
 - b. Proximity Chat Only (currently Off)
26. Raid Protection
 - a. Offline Raid Protection (currently On)
 - b. Disconnect Delay (# of seconds to wait after last tribe member leaves to enable raid protection)
 - c. Invincible Period (seconds that Players are invincible after connecting (Currently 5)
27. Resource Respawn (I believe this is all PVP related)
 - a. Use Respawn Cooldown in PVP Mode (Currently On)
 - b. Respawn Cooldown Time
 - c. Respawn Cooldown Time Multiplier
 - d. Respawn Reset Time: 300
28. Stats
 - a. Cave Structure Damage Multiplier (amount of damage structures in caves receive)
 - b. Creature Multipliers
 - i. Creature Damage Multiplier (Damage dealt by creatures)
 - ii. Creature Food Drain Multiplier (changes the rate creatures lose food)
 - iii. Creature Health Recovery Multiplier (how fast they heal)
 - iv. Creature Resistance Multiplier
 - v. Creature Stamina Drain Multiplier
 - c. Player Mutipliers
 - i. Same as players

- ii. Water Drain
 - d. Raid Dino Food Drain (Titanosaur and Titans)
 - e. Swim Speed Multiplier (amount that Oxygen affects swim speed)
 - f. Tamed Creatures
 - i. Food Drain
 - ii. Torpor Drain
 - g. Wild Creatures
 - i. Food Drain
 - ii. Torpor Drain
- 29. Structure Damage
 - a. Structure Damage Multiplier (amount of damage passive defenses (like spikes) do to victims)
 - b. Structure Damage Repair Cooldown
 - i. # of seconds before a structure can be repaired
 - c. Structure Resistance Multiplier
- 30. Structure Pickup
 - a. Always Allow Structure Pickup (On by default for ASA)
 - b. Structure Pickup Hold Duration (0.5 seconds before pickup is complete)
 - c. Structure Pickup Tem after Placement (if a was Off)
- 31. SOFT
 - a. Who cares – we don't use it.. LOL
- 32. Tame Limits
 - a. Limit Only Platformed Creatures (on/off). Only counts for rafts and creatures with platform saddles (on/off)
 - b. Max Personal Tamed Creatures (per Tribe Limit) 500
 - c. Max Tamed Creatures (for entire server) 5000
 - d. Platform Saddle Slot Cost (Currently 19) - cost against tribe limit
- 33. Taming
 - a. Passive Tame Interval Multiplier (amount of time between passive tame events)
 - b. Taming Speed Multiplier (amount of taming per passive event)
- 34. Tribes
 - a. Hide Damage Source from Tribe Logs (currently on) - Sources of damage will not be included in the tribe logs
 - b. Max # of players in a tribe (no limit)
 - c. Max Tribe Logs (# of lines)
 - d. Show Structure Destruction in Tribe Logs (currently off)
 - e. Tribe Name Change Cooldown
 - f. Tribe Slot Reuse Cooldown
 - g. No Tribe Alliances (Currently Off)
 - h. Max Alliances per Tribe
 - i. Max Tribers Per Alliance
 - j. Tribe Wars (Currently OFF)
- 35. Turrets
 - a. Turret Creature Damage Multiplier

- b. Limit Number of Turrets in Range (currently On)
- c. Max Turrets in Range: 100
- d. Range of Turret Limit: 10000
- e. Turn Off Turrets Over Limit (Currently On)
- f. Turrets on Platform Saddles (Currently On)

36. XP Multipliers

- a. All Kill XP
- b. Boss Kill XP
- c. Cave Kill XP
- d. Explorer Note XP
- e. Tamed Kill XP
- f. Unclaimed Kill XP
- g. Wild Kill XP
- h. XP Multiplier (for ALL sources)
- i. Crafting XP
- j. Harvest XP
- k. Kill XP
- l. Passive XP
- m. Special XP (from opening explorer notes)

37. Everything Else

- a. Active Event
- b. Allow Speed Leveling (on/off)
- c. Auto Save Period (15 minutes)
- d. Ban List URL
- e. Corpse Life Span Multiplier (time before corpse is removed if not harvested)
- f. Crafting Skill Multiplier
- g. Creature Count Multiplier (total # of creatures spawned at each point)
- h. Crop Growth Speed Multiplier
- i. Crosshairs (Currently On)
- j. Culture (server language)
- k. Destroy Tames over the Level Limit (currently 0)
- l. Disable Gamma in PvE (currently Off)
- m. Enable Creative Mode (Off)
- n. Exclusive Join (does not work with Nitrado)
- o. Extinction Interval (# of seconds before meteor hits and wipes the map – currently disabled with value of 0)
- p. Fjordhawk Retrieval Cooldown (in seconds)
- q. **Force All Structure Locking** (Currently Off – All structures will be locked by default) - [maybe we should turn this on?](#)
- r. Hardcore Mode
- s. Highlight Point of Death (currently On)
- t. Hit Markers (currently On)
- u. IItem Duplication Checking (off)
- v. Low Memory Mode (off) - reduces graphics and audio

- w. Max Gates on Platform Saddles
- x. Max Players: 20 (host overrides this)
- y. Max Safe Fall Distance Multiplier
- z. Multiple Attached C4 (off – allows attaching more than 1 c4 to a creature)
- aa. No BattlEye (Off)
- bb. No Creature Riding (Off)
- cc. No Creature Spawning (off)
- dd. No Creature Taming
- ee. No Default Spawn Items (such as Tek Suit on Gen2)
- ff. No Fishing Loot
- gg. No Fog
- hh. No Friendly Fire in PvE (same tribe cannot hurt each other)
- ii. No Friendly Fire in PvP
- jj. No Genesis Missions
- kk. No HUD
- ll. No Loot Crates
- mm. No Mate Boost
- nn. No Player Movement Optimizations
- oo. No Sky Effects (clouds & stars)
- pp. No Spawn Animations (wake up animation when spawning in)
- qq. No Speed Hack Detection
- rr. Player Join Messages (Currently Off – [Recommend On](#))
- ss. Player Leave Messages (Currently Off – [Recommend On](#))
- tt. Poop Interval Multiplier
- uu. Prevent Hibernation (single player/non-dedicated)
- vv. Public Landing on Quetz Platform Saddles
- ww. PvE Mode (Currently **On**)
- xx. PvP Gamma Changes
- yy. Random Supply Crate Locations (known to cause artifacts becoming inaccessible on Rag)
- zz. Secure Send Ark Payload (defends against creature upload exploit)
- aaa. Show Floating Damage Tex (Currently On)
- bbb. Show Integrated S+ Structures (Currently On) - Recommended on unless using S+
- ccc. Show Player Locations on Map (On – shows your own position on your map)
- ddd. Spike Walls Damage All Creatures (On – will damage wild & tamed creatures without riders)
- eee. Structure Memory Optimization
- fff. Tek Suit Powers on Genesis – allow Tek Suit Powers in Genesis 1 (On)
- ggg. Third Person Camera (On)
- hhh. Titanosaur Feeding
- iii. Unlimited Respects (Turns off 24 hour cooldown on Mindwipe Tonics) Currently On
- jjj. Use Single Player Settings (Off)
- kkk. Web Alarms

Harvest Rates

1. Global Harvest Rate Multiplier (Checkbox to Use Optimized Harvest Rates [Off])
2. Global Harvest Health Multiplier (Checkbox to clamp Harvesting Damage is off)
3. Player Harvest Damage
4. Creature Harvest Damage

Item Stat Limits

Ability to limit Armor, Durability, Damage, Ammo, Hypothermal, Hyperthermal Generical QQuality and weight limits for all items

Levels and XP

Manually override XP requirements

Loot Drops

Any drop, artifact reward, boss reward, creature kill drops, etc. Can be changed here

Project Settings – for me only

Servers –

for me only (but can change displayed message if desired and the time it displays when joining)

Stack Sizes

Self Explanatory

Stat Multipliers -

Adjust how many points are received on each level up of the player and/or creature for each Stat (I.e. Health, Stamina, etc.)

Stat Multipliers

Players

Creatures

	Base Value		Per Level	
Health:	100	10 x	1	= 10
Stamina:	100	10 x	1	= 10
Torpor:	200	0 x	1	= 0
Oxygen:	100	20 x	1	= 20
Food:	100	10 x	1	= 10
Water:	100	10 x	1	= 10
Weight:	100	10 x	1	= 10
Melee:	100	5% x	1	= 5%
Speed:	100	1.5% x	1	= 1.5%
Fortitude:	0	2 x	1	= 2
Crafting:	100	10% x	1	= 10%

Preview with Creature:

	Wild Per-Level	Tamed Per-Level	Taming Reward	Max Effectiveness Reward
Health:	40 x 1 = 40	0.2% x 0.2 = 0.04%	-63,0... 0.14 = -8,820	0% x 0.44 = 0%
Stamina:	0.2 x 1 = 0.2	1% x 1 = 1%	0 x 1 = 0	0% x 1 = 0%
Torpor:	0 x 1 = 0	0% x 1 = 0%	0 x 1 = 0	0% x 1 = 0%
Oxygen:	0.38 x 1 = 0.38	2.5% x 1 = 2.5%	0 x 1 = 0	0% x 1 = 0%
Food:	10 x 1 = 10	2.5% x 1 = 2.5%	0 x 1 = 0	0% x 1 = 0%
Weight:	7 x 1 = 7	1% x 1 = 1%	0 x 1 = 0	0% x 1 = 0%
Damage:	1% x 1 = 1%	1% x 0.17 = 0.17%	-80% x 0.14 = -11.2%	0% x 0.44 = 0%
Speed:	0% x 1 = 0%	0.31% x 1 = 0.31%	0% x 1 = 0%	0% x 1 = 0%