Port

```
port=7777
```

Sets the port that the server is hosted on. only required when hosting without relay.

Password

```
password=
```

Server Browser IP

```
serverbrowserip=123.465.78.90
```

Your Ip address. Used when hosting without Relay.

AllowSpectating

```
AllowSpectating=true
```

Untested… disabling may boot players to the main screen with no respawn when they die.

Server Name

```
servername=Default Server Name
```

The name of the server.

Time Before First Ring

```
TimeBeforeFirstRing=70.0
```

After the game starts, the time before the first ring appears

No Ring

`NoRing=false`

Disables the ring in Battle Royale

Game Mode

`GameMode=BattleRoyale`

Enum Types: `BattleRoyale, Brawl, Test, Bomb, Deception`

The gamemode. Affects the server's behavior.
- BattleRoyale - what you would expect
- Brawl - players spawn in a circle around one of two (?) small maps, and can launch pad into the map to fight. A little buggy. Some spawns are broken
- Bomb - this works a LOT better than when i last tried it! Needs more testing but it might be possible to get this gamemode working again. Takes place on a unique (but very poorly-lit) map
- Test - softlocks the player when connecting.
- Deception - the server cannot load this mode as the map no longer exists. The same issue would arise for the player aswell

Min Players To Force Start

`MinPlayersToForceStart=2`

The minimum amount of players required to force-start the game once the force start timer ends.

Allow Respawn Minigame

`AllowRespawnMinigame=true`

…

BaseRingTime

`BaseRingTime=200.0`

The time in seconds for the ring to travel to its desired location once it has started moving

Use Timed Force Start

`UseTimedForceStart=true`

Whether or not the force start timer is enabled.

Strip Loot By Percentage

`StripLootByPercentage=0.1`

Should be a number between zero and one. 0 removes ALL loot. 1 keeps ALL loot. In a vanilla server, the default is 0.1, so, for example, a value of 0.2 would "double" the amount of loot spawned.

Countdown

`Countdown=30.0`

Amount of time before the game starts once enough players have joined or the force start criteria is met.

Players To Start

`PlayersToStart=30`

Amount of players required before starting the normal countdown.

RingSizes

```
RingSizes=4240.0,3450.0,1710.0,830.0,360.0,140.0
```

An array of float values, separated by commas. Sets the size of rings in sequence. The first value is sort of skipped

RingSpeeds

```
RingSpeeds=25.0,3.0,1.5,1.5,2,2
```

The speed of the ring. Essentially, divide BaseRingTime by this value. The first value is sort of skipped

NumberOfLivesPerTeam

```
NumberOfLivesPerTeam=inf
```

Accepts int values, or "inf" for 'infinite' lives. This is the amount of times a team can use the respawn minigame.

ForceStartTime

```
ForceStartTime=10.0
```

Time before the amount of players required to start is lowered to MinPlayersToForceStart

Server Description

```
ServerDescription=Example Description
```

The server description on the server list.

MaxNumberOfTeamsAuto

`MaxNumberOfTeamsAuto=2`

The amount of teams to create when AutoTeam is enabled.

TeamMode

`TeamMode=SQUAD`

Accepts `SOLO, SQUAD, DUO.`
Alters the amount of players that can join in from the lobby, and the (attempted) size of autofilled teams

UseSouls

`UseSouls=0`

When set to 0, players spawn a soul item when they die.

UseKicks

`UseKicks=true`

Whether to allow the server to attempt to kick players for various reasons.

AutoTeam

`AutoTeam=false`

Forces connecting players onto teams equally regardless of how they connected

Relay

```
Relay=true
```

Whether to use Relay when hosting. If disabled, you need to do standard server hosting stuff like port forwarding.

MaxPlayers

```
MaxPlayers=70
```

yeah

Car Spawn Rate

```
CarSpawnRate=1.0
```

A value of one keeps all cars. A value of 0 removes all cars

BOMB

bomb -specific settings

BombTime

```
BombTime=30.0
```

Time before the bomb goes off! In the Bomb gamemode only

RoundTime

```
RoundTime=90
```

Bomb only. Round duration.

Bomb Defuse Time

`BombDefuseTime=5.0`

Probably does what it says

RoundsToWin

`RoundsToWin=?`

Probably used for bomb

BRAWL

Brawl settings

Weapon Disappear Time

`WeaponDissapearTime=10.0`

Sic. Used only in Brawl. Allegedly, the time before a dropped item despawns

Groups To Start

`GroupsToStart=10`

Only used for brawl– minimum groups before starting the countdown

Kills To Win

`KillsToWin=20`

Amount of kills required to win. Only works in the Brawl Gamemode

– IRRELEVANT SETTINGS –

The following settings pretty much don't have any effect on a vanilla server or break stuff when enabled.

DEBUG_DEATHMATCH

`DEBUG_DEATHMATCH=false`

Requires more testing. Possibly allows teams to respawn (at the world center) when they die, if they still have Lives. Also, sets the countdown timer to two seconds.

UsePlayFabStats

`UsePlayFabStats=false`

Does not work. Leave false.

SpawnBots

`SpawnBots=0`

Amount of bots to spawn when the game starts. Bots do not function whatsoever, and have no method of being controlled in the server code.

Allow Rejoins

`AllowRejoins=false`

The server has some stuff in place to try to implement this feature. In a vanilla server, this pretty much changes nothing

AntiCheat

`AntiCheat=false`

Whether to enable the EAC on the custom server. Does not work when enabled and breaks gameplay.

AntiCheatEventLogging

`AntiCheatEventLogging=false`

Log EAC events

LAN

`LAN=false`

This setting is unused in the game code

Admins

`admins=`

Does nothing. Even if it made players admins, the admin status has no functionality in game

Anti Cheat Debug Logging

`AntiCheatDebugLogging=false`

Enables debug logging for EAC