

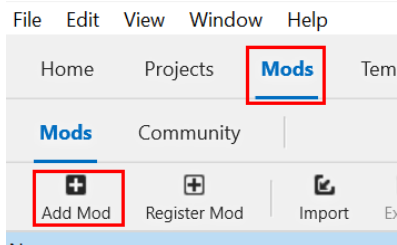
There are three main tasks:

- Create loot set(s).
- Add loot set(s) to your Ark game. This task requires you to edit your Game.ini file.
- Assign loot set(s) to creatures. Can be completed in game or by editing the GameUserSettings.ini file.

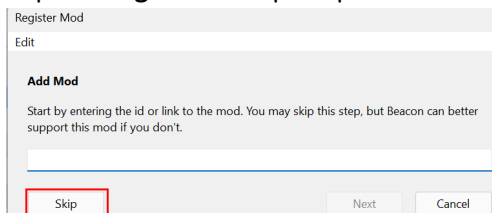
CREATE LOOT SET(S)

Note: I suggest creating just one Loot Drop at first. Add it to your game, assign it to a dino, and test to make sure it's working as you expected.

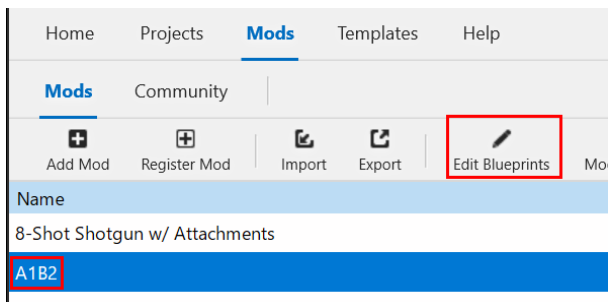
1. Launch Beacon
2. Select to create a **New Project** so we don't risk breaking any projects you have already have.
3. Select **Ark: Survival Ascended** and click **OK**.
4. At the top select the **Mod** tab and click **Add Mod**.



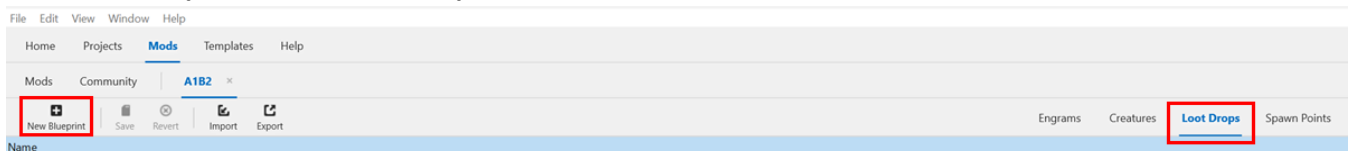
5. Select **Ark: Survival Ascended** and click **OK**.
6. Skip the **Register Mod** prompt.



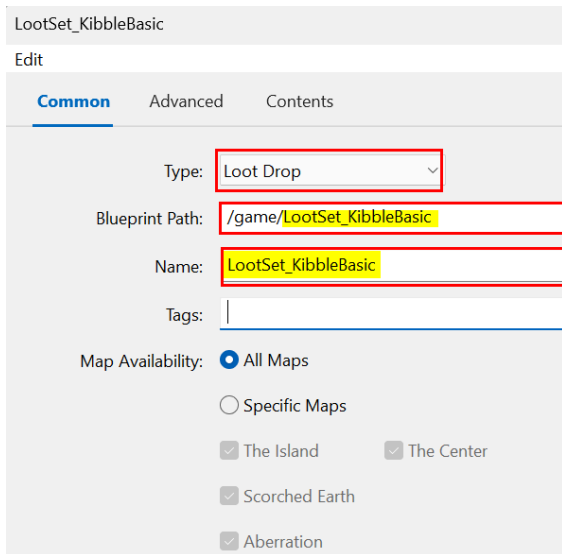
7. Name the mod A1B2 and click OK.
8. Note: You can use any name, but this name will make it easier to find the mod for the next steps.
9. Select the new mod from the list and click Edit Blueprints.



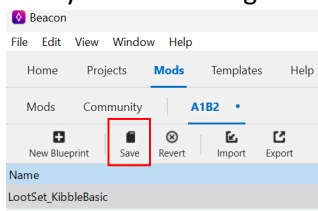
10. Select **Loot Drops** then click **New Blueprint**.



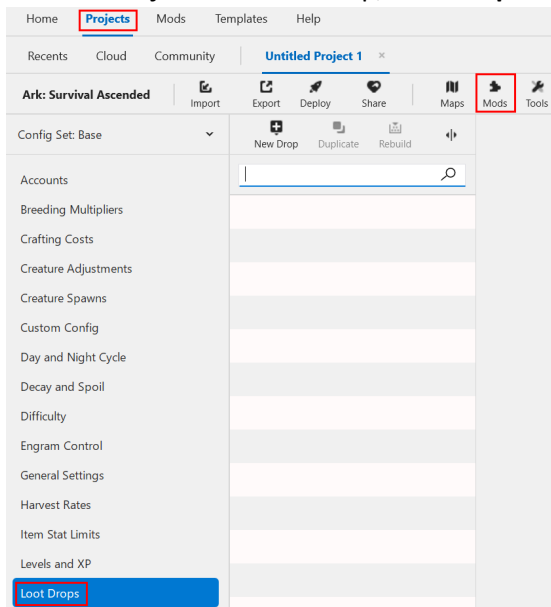
11. Select **Loot Drop** from the **Type** drop down.
12. Fill in **Blueprint Path**. It must start with /game/. After the second slash choose name of this loot set. To be safe do not se any spaces or special characters other than underscore “_”.
13. Fill in the **Name**. This must match exactly the name you added after the second slash.
14. Click **OK** to create the loot set. Do not make any changes in the **Advanced** or **Contents** tabs



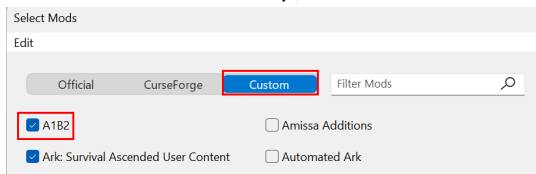
15. Save your mod changes.



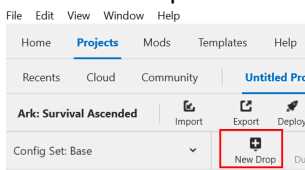
16. Click the **Projects** tab at the top, **Loot Drops** on the left, then the **Mods** sub-tab.



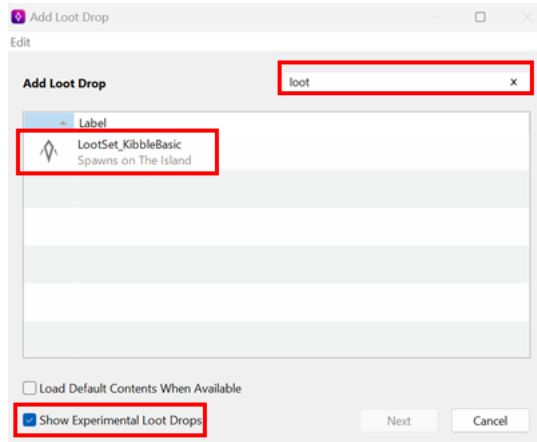
17. Select **Custom** at the top, check the box in front of the mod you just created, then click **OK**.



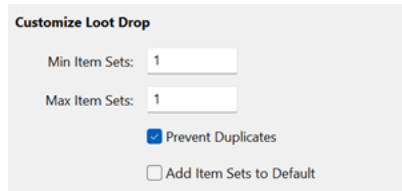
18. With **Loot Drops** selected on the left, click **New Drop**.



- Check the **Show Experimental Loot Drops** option at the bottom, type the name of your loot set in the upper right, select the loot set from the list, then click **Next**.

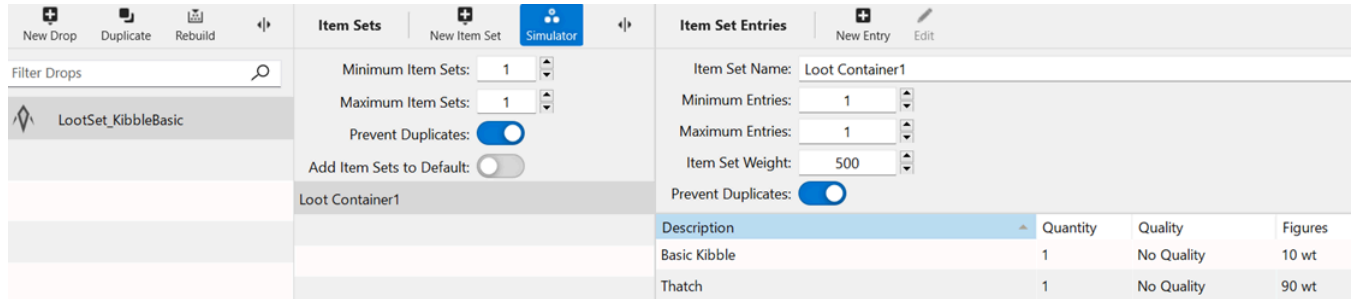


- Click **Done** on the **Customize Loot Drop** window.



- Now we define what will / can be in the Loot Set or Loot Drop. Beacon has an in depth [guide](#) on customizing Loot Drops. Or you can check youtube for Ark videos on how to edit or customize loot. If you want elaborate custom drops from dinos, you will be spending some time on this.

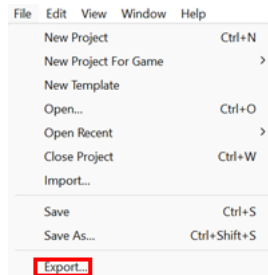
Note: Because we are using Loot Drops, you cannot have a chance for loot to drop or nothing to drop. Something must always been in the Loot Drop. But you can use an inconsequential item (e.g. fiber, a berry, charcoal, coloring, etc) in place of nothing. This means any dino that is assigned a custom loot set, and dies within range of a player more than 5 seconds, will drop some kind of loot. In this Loot Drop I have only one Item Set that will have a 10% chance of dropping a Basic Kibble and a 90% chance of dropping 1 thatch.



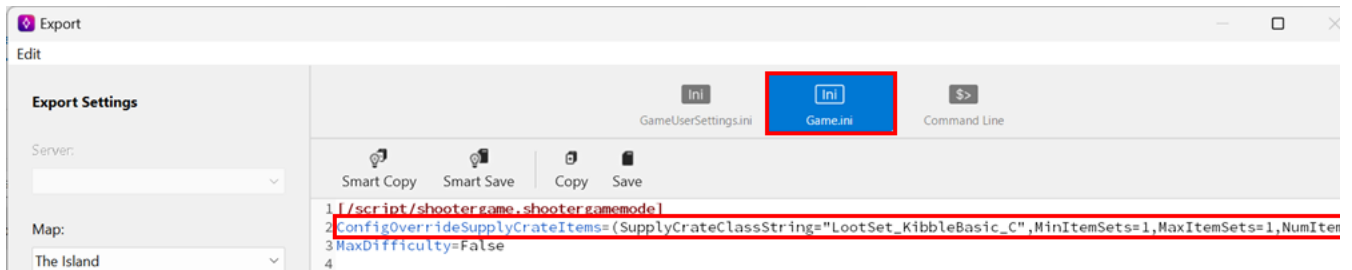
- Be sure to save your project so you don't lose your work.
- After you have created your Loot Drops in Beacon we are going to copy text from Beacon into your Game.ini file.

ADD LOOT SETS/LOOT DROPS TO YOUR ARK GAME

- With Beacon open and your loot project opened, click the **File** menu in the upper left and select **Export**.



- Click the Game.ini button at the top and find the ConfigOverrideSupplyCrateltems line of text. You will have one line for every Loot Drop you create in Beacon.



- Copy this line (or lines if you made multiple Loot Drops) of text. Be sure to copy the entire length, they can be VERY long. Easily over 1,000 characters.
Note: If you will be editing your GameUserSettings.ini to assign loot sets/drops to dinos, record the loot set/drop blueprint name ending in _C. There will be a different blueprint name for each line.

```
1 [/script/shootergame.shootergamemode]
2 ConfigOverrideSupplyCrateItems=(SupplyCrateClassString="LootSet_KibbleBasic_C",MinItemSets=1,MaxI
```

- Make sure your Ark game is not running.
- Find your Game.ini file. This is the path of a single player / local Ark game.
`C:\Program Files (x86)\Steam\steamapps\common\ARK Survival Ascended\ShooterGame\Saved\Config\Windows`
WARNING: Always create a copy of a file before you edit it. That way if you accidentally edit the file or add something that makes your game not run, you can put the copy back in place of the bad file.
- Open the Game.ini file with a simple text editor like Notepad or Notepad++. Do not use word processing programs like Microsoft Word.
- Creating a new line, paste the ConfigOverrideSupplyCrateItems line(s) of text under the [/Script/ShooterGame.ShooterGameMode] header. I typically paste them after all of the existing settings under this header. Make sure you don't paste under a different header (e.g. [ShooterGameMode_TEMPOverrides]).
- Save your Game.ini file.
- The Loot Set or Loot Drops are now available to be assigned to creatures.

ASSIGN LOOT SET / DROPS TO CREATURES

This can be done in game or by editing the games GameUserSettings.ini file.

- Adding via in game interface can be slower, but doesn't require you to learn how to add configuration text to your GameUserSettings.ini file.
- Adding via the GameUserSettings.ini is much more powerful, and much better chance to screw up and break your ini file. 😊

NOTE: You cannot use both methods. If you started using the in-game option it will create a folder and file(s) within your Ark data that will prevent Ark from reading any [CustomDinoLoot] settings from your GameUserSettings.ini file. To use the settings in your GameUserSettings.ini you must shutdown your game then delete the CustomDinoLoot folder in:

`C:\Program Files (x86)\Steam\steamapps\common\ARK Survival Ascended\ShooterGame\Saved\SaveGames`

Adding via game interface

- Start your Ark game and load into the game.
- Enable admin permissions / cheats.
 - In single player you may not need to do anything. But just in case, press the tilde key in the upper left of your keyboard to open the command console at the bottom of your screen, then type enablecheats and press the Enter key. The command console should close. If not, press Esc.

```
> enablecheats_
```

- If you are a server admin, press the tilde key in the upper left of your keyboard to open the command console. Type enablecheats, a space, your servers admin password, then press the Enter key on your keyboard. The command console should close. If not, press Esc.

```
enablecheats MyServerPassword_
```

- Now press and hold your reload key (default for PC is R) and select the treasure chest from the radial menu.



Note: Position on the radial menu will vary. If you don't see this option you may need to go back to step one and try to enable admin permissions.

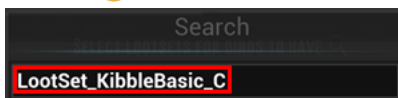
- From the second radial menu select Improved Dino Loot



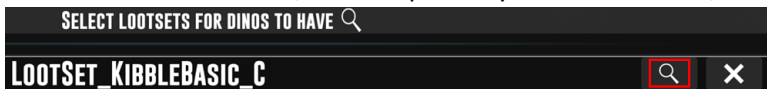
- Click on **Lootsets** and then **SELECT LOOTSETS FOR DINOS TO HAVE**.



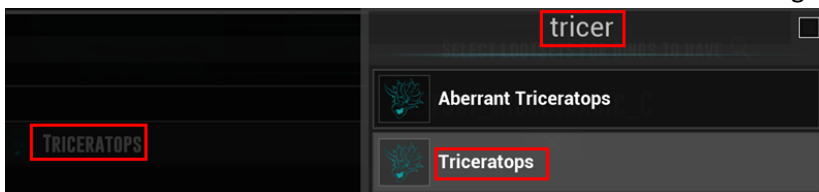
- Use Search at the top to find the loot set / drop you created.
- Click on the loot set / drop you created then click the check box at the bottom to add it to your custom list. You can select and add more loot sets / loot drops at this time or click the X at the bottom to go to the next step.
Note: You will also see all of the default Ark loot drops... yes, you could assign a red dungeon drop when you kill a dodo. 😊



- From the list of loot sets / loot drops that you have selected, click the magnifying glass on the right.



- Use Search at the top to find the creature that should drop the loot set / drop.
- Click on the creature then click the check box at the bottom to assign the loot set / drop to the creature.



- Click the X at the bottom when done assigning creatures to the selected loot set / drop.

12. When done creating your Custom Dino Loot click Save & Close at the bottom.
13. Creatures will now start dropping your custom loot sets when you kill them.

Adding via GameUserSettings.ini

1. Make sure your Ark game is not running.

WARNING: Always create a copy of a file before you edit it. That way if you accidentally edit the file or add something that makes your game not run, you can put the copy back in place of the bad file.

2. Open your GameUserSettings.ini file using a simple text editor like Notepad or Notepad++. Default location on local game install is:

`C:\Program Files (x86)\Steam\steamapps\common\ARK Survival Ascended\ShooterGame\Saved\Config\Windows`

3. Go to the bottom of the file and create a new header for this mod's settings.

```
[CustomDinoLoot]
```

4. Under this header add the two configuration settings for Improved Dino Loot

```
[CustomDinoLoot]
CustomLootEntries=
DinoFuzzyBlacklist=
```

5. CustomLootEntries is where you assign your customer loot sets to creatures.
6. For each assignment start with an [asterisk](#), the creature's [Entity ID](#), a [colon](#), and then the loot set/drop blueprint name recorded earlier when copying the loot set/drop from Beacon.
 - Always verify the Entity ID. Often times Wildcard uses a different name for the Entity ID. For example, "Thorny dragon" is SpineyLizard, and most of the Alphas actually have mega in the Entity ID instead of alpha.
 - The loot set name is typically the name you assigned the Loot Drop with `_C` after it (e.g., LootSet_KibbleBasic_C).
7. In this example a parasaur will drop the LootSet_KibbleBasic_C loot set when killed.


```
CustomLootEntries=*Para_Character_BP_C:LootSet_KibbleBasic_C
```
8. You can use the asterisk as a wildcard at the front and end of the Entity ID.


```
*Para_Ch* will match *Para_Character_BP_C
```
9. But you must be careful with this because `*Para*` will match the parasaur, all variations of the parasaur, all variations of the paraceratherium, and the parakeet fish school.
10. This can be useful in other ways. If you want all aberrant creatures associated with a loot set you can use


```
*abberant*:LootSet_KibbleBasic_C
```
11. All create to loot assignments must be in the one CustomLootEntries= line. An [ampersand](#) must be used to separate multiple assignments.


```
CustomLootEntries=*Para_Ch*:LootSet_KibbleBasic_C&*ankylo*:LootSet_KibbleSimple_C
```
12. Depending on how granular your loot set assignments are, the CustomLootEntries line can be very long (e.g. 4175 characters). It's OK if the text wraps, but there should be NO line breaks/carriage returns.
13. You can also use the DinoFuzzyBlacklist= setting to exclude creatures from all Improved Dino Loot.
14. Using these two configurations, parasaur will drop the LootSet_KibbleBasic_C loot set, but aberrant and tek variations will not. With this DinoFuzzyBlacklisting all aberrant or tek dinos will be excluded from the Improved Dino Loot sets.


```
CustomLootEntries=*Para_Ch*:LootSet_KibbleBasic_C
DinoFuzzyBlacklist=*abberant*,*tek*
```
15. If a dino is added to both configurations, the DinoFuzzyBlacklist overrides the CustomLootEntries list.
16. When done creating your CustomLootEntries= and the optional DinoFuzzyBlacklist= settings, save your GameUserSettings.ini file and launch your Ark game.

You do not need to run a DestroyWildDinos command. Every 5 seconds the Improved Dino Loot mod looks for creatures within 50 foundations of any player. Any creature found gets a temporary buff that makes them drop the loot if killed. This does mean that if a creature is killed further away than 50 foundations it will not drop the loot. And if a creature dies before the mod has detected it, the creature will not drop loot. But, this logic allows this mod to work with any and all creature types. Vanilla or from mods. Other loot mods often times create new replacement creatures in order to have a loot table. Even creatures that look and are named like the vanilla creature may be a variant from the mod. If you stop

using the mod all players lose those pets because the mods variant of the creature is not a legitimate creature after the mod is removed.