

AKI CONFIGURATOR

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MAINTAINED BY CWX & VALENS

SERVER VALUES:

- **“ENABLE CHRISTMAS GIFTS”:**

Lets you set if the christmas items should be included in the loot and bot generation.
For example the xmas hats and ornaments.

OPTIONS:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“HTTP”:**
“IP”:

Lets you change the server IP used,
I recommend leaving this default.
The IP needs to be in quotes.

OPTION:	DESCRIPTION:
NUMBER AS AN IP	CHANGES THE IP THE SERVER USES

- **“HTTP”:**
“PORT”:

Lets you change the server PORT used,
I recommend leaving this default.

OPTION:	DESCRIPTION:
NUMBER AS A PORT	CHANGES THE PORT THE SERVER USES

- **“HEALTH”**
“HEALTHMULTIPLIERS”
“DEATH”:

How much to reduce your overall health by when you die.

OPTIONS:	DESCRIPTIONS:
NUMBER	FROM 0.1 TO 1.0

- **“HEALTH”**
“HEALTHMULTIPLIERS”:
“BLACKED”:

For each blacked limb, how much to reduce your health by for that limb.

OPTIONS:	DESCRIPTIONS:
NUMBER	FROM 0.1 TO 1.0

- **“SAVE”**
“HEALTH”:

Lets you decide if your health is saved at the end of a raid.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“SAVE”**
“EFFECTS”:

Lets you decide if blacked limbs for example are saved for the after raid screen.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

RAID VALUES:

- "LOOT VALUES":
 "ALLOWLOOTOVERLAY":

This option decides if loot is allowed to spawn on top of each other in loose loot.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- "LOOT VALUES":
 "LOOSELOOTMULTIPLIER":
 "STATICLOOTMULTIPLIER":

This section is where you will set your multiplier per map, higher multi is more loot.

This is the same for Static and loose loot.

OPTIONS:	DESCRIPTION:	NAME:
NUMBER	THIS IS CUSTOMS	BIGMAP
NUMBER	THIS IS THE ARENA MAP (UNUSED)	DEVELOP
NUMBER	THIS IS FACTORY DAY	FACTORY4_DAY
NUMBER	THIS IS FACTORY NIGHT	FACTORY4_NIGHT
NUMBER	THIS IS INTERCHANGE	INTERCHANGE
NUMBER	THIS IS LABS	LABORATORY
NUMBER	THIS IS RESERVE	REZERVBASE
NUMBER	THIS IS SHORELINE	SHORELINE
NUMBER	THIS IS WOODS	WOODS
NUMBER	THIS IS THE HIDEOUT (UNUSED)	HIDEOUT
NUMBER	THIS IS LIGHTHOUSE	LIGHTHOUSE
NUMBER	THIS IS PRIVATE AREA (UNUSED)	PRIVATEAREA
NUMBER	THIS IS SUBURBS (UNUSED)	SUBURBS
NUMBER	THIS IS STREETS OF TARKOV (UNUSED)	TARKOVSTREETS
NUMBER	THIS IS TERMINAL (UNUSED)	TERMINAL
NUMBER	THIS IS TOWN (UNUSED)	TOWN

- **“LOOT VALUES”:**
“LIMITS”:

This decides how much maximum potential loot a map can have spawned. It doesn't mean that's the guaranteed number of loots spawned but the maximum number of loots the script is choosing to see if it decides to spawn it or not.

Using the table above as its the same.

- **“MIAONRAIDEND”:**

This decides if the MIA status is given on raids when the time runs out.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“RAIDMENUMESSAGES”:**
“AIAMOUNT”:

Can set default Ai Amount to be any of the below options.

Unsure if the option in the menu works at all as we have “MaxBotCap” now, might be how often they spawn.

OPTIONS:	DESCRIPTION:
“AsOnline”	SETS THE AMOUNT IN MENU TO ASONLINE
“Low”	SETS THE AMOUNT TO LOW
“Medium”	SETS THE AMOUNT TO MEDIUM
“High”	SETS THE AMOUNT TO HIGH
“Horde”	SETS THE AMOUNT TO HORDE

- **“AIDIFFICULTY”:**

Can set the default Ai Difficulty to be any of the below options.

PMC difficulty is set separately in Bots-PMC-difficulty.

OPTIONS:	DESCRIPTION:
“AsOnline”	SETS THE DIFFICULTY TO SAME AS ONLINE (RANDOM)
“Easy”	SETS THE DIFFICULTY TO EASY
“Medium”	SETS THE DIFFICULTY TO MEDIUM
“Hard”	SETS THE DIFFICULTY TO HARD
“Impossible”	SETS THE DIFFICULTY TO IMPOSSIBLE
“Random”	SETS THE DIFFICULTY TO RANDOM

- **“BOSSENABLED”:**

This option is for allowing bosses on maps or not.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“SCAVWARS”:**

This option is for making all scavs fight each other.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“TAGGEDANDCURSED”:**

This option allows you to start tagged and cursed, which should mean scavs are more aggro to you.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“SAVE”:**

“LOOT”:

This option decides if your loot is saved at the end of the raid.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“DURABILITY”:**

This option decides if your durability or armor and weapons are saved at the end of the raid.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“CARETRACTS”:**

This is used for the game to know what car extracts give Scav Karma.

I would recommend not touching these.

- **“CARETRACTBASESTANDINGGAIN”:**

This sets the amount you gain for Scav Karma from exiting through a car extract.

OPTIONS:	DESCRIPTION:
NUMBER	SCAV KARMA GIVEN PER CAR EXTRACT

- **“SCAVEXTRACTGAIN”:**

This decides the scav karma gain for extracting as a scav.

OPTIONS:	DESCRIPTION:
NUMBER	SCAV KARMA GIVEN PER EXTRACT AS A SCAV

TRADER VALUES:

- **“TRADERS”:**

“UPDATETIME”:

This is the refresh time for traders.

OPTIONS:	DESCRIPTION:
NUMBER	TIME IN SECONDS FOR REFRESH

- **“FENCEASSORTSIZE”:**

This sets how many items appear in the trader screen for Fence.

OPTIONS:	DESCRIPTION:
NUMBER	AMOUNT OF ITEMS

- **“FENCEMAXPRESETCOUNT”:**

This sets the max amount of prebuilt guns for sale.

OPTIONS:	DESCRIPTION:
NUMBER	AMOUNT OF ITEMS

- **“FENCEPRESETPRICEMULTI”:**

This sets the price multiplier for the available prebuilt weapons on the trader window for Fence.

OPTIONS:	DESCRIPTION:
NUMBER	MULTIPLY THE VALUE OF THE ITEM

- **“MINDURABILITYFORSALE”:**

This sets what durability is min to sell to traders before it needs to be sold to Fence.

OPTIONS:	DESCRIPTION:
NUMBER	MIN PERCENT BEFORE IT NEEDS TO BE SOLD TO FENCE

- **“FENCEITEMIGNORELIST”:**

This sets the items for Fence to ignore and not sell.

OPTIONS:	DESCRIPTION:
ITEM ID	INCLUDING AN ID PREVENTS IT FROM SHOWING

- **“REPAIR”**

“PRICEMULTIPLIER”

This sets the price multiplier for how expensive repairs are at traders.

OPTIONS:	DESCRIPTION:
NUMBER	MULTIPLIES THE PRICE OF REPAIR

- **“INSURANCES”**

“INSURANCEMULTIPLIER

PRAPOR

THERAPIST

This sets the price multiplier for the insurance prices for each trader.

OPTIONS:	DESCRIPTION:
NUMBER	MULTIPLIES THE PRICE OF INSURANCE

- **“RETURNCHANCE”**

This sets the return chance of **each item** of insured items lost in raid

OPTIONS:	DESCRIPTION:
NUMBER	PERCENT CHANCE TO BE RETURNED

- **“TRADING”**
“NEWITEMSMARKEDFOUND”

This sets if items brought from traders or flea for example are FiR when they are put into your inventory

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

FLEAMARKET CONFIGURATION:

- **“SELL”**
“FEES”

This sets if items sold will have the fees taken from your money

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **“CHANCE”**
“BASE”
“OVERPRICES”
“UNDERPRICED”

Base is where your chance to sell starts before multipliers are added.

If you sell an item overpriced, the “overprices” value is applied - by default “BASE” times “OVERPRICES” this will result in a lower chance by default.

If you sell an item underpriced, the “underpriced” value is applied - by default “BASE” times “underpriced” this will result in a higher chance by default.

OPTIONS:	DESCRIPTION:
NUMBER	PERCENT CHANCE AND A MULTIPLIER

- **“TIME”**
“BASE”
“MIN”
“MAX”

Base is time for your offer to be listed to the flea.

Min is the minimum time for your offer to be sold

Max is the maximum time for your offer to be sold

OPTIONS:	DESCRIPTION:
NUMBER	NUMBER AS TIME

- "REPUTATION"
 - "GAIN"
 - "LOSS"

This is how you set how much rep is gained for selling and failing to sell.

By default its like this in the config "2e-7" this is a scientific value for 0.0000002 javascript understands this, so don't think something is broken.

OPTIONS:	DESCRIPTION:
NUMBER	REP IN A NUMBER GAINED OR LOST

- "TRADERS"
 - "ENABLEPRAPOROFFERS"
 - "ENABLETHERAPISTOFFERS"
 - "ENABLEFENCEOFFERS"
 - "ENABLESKIEROFFERS"
 - "ENABLEPEACEKEEPEROFFERS"
 - "ENABLEMECHANICOFFERS"
 - "ENBLERAGMANOFFERS"
 - "ENABLEJAEGEROFFERS"
 - "ENABLEALLAVAILABLEOFFERS"

These are for each trader to be shown as possible offers on the flea,

"EnableAllAvailableOffers" just adds an "unknown" trader to the flea for each item that can be sold.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- "DYNAMIC"
 - "OFFERITEMCOUNT"
 - "PRICE"
 - "ENDTIMESECONDS"
 - "CONDITION"
 - "STACKABLEPERCENT"
 - "NONSTACKABLECOUNT"
 - "RATING"
 - "MIN"
 - "MAX"

These all use min and max with the addition of "condition chance" for condition.

"OfferItemCount" decides the min and max for how many offers are shown for an item.

"Price" decides the min and max for price using a multiplier 0.8 of a normal price for min and 1.2 of a normal price for max.

"endTimeSeconds" decides how much time is left on the offers. (in seconds)

"Condition" decides the range of conditions that are being sold, 0.6 multiplier of max durability as the min that can be sold, max is full durability by default and conditionChance is the chance it's not max durability 0 to 1 times by 100 so 0.2 is a 20% chance by default.

"StackablePercent" decides how big the stack can be, higher numbers = more in stack

"nonStackableCount" decides how big the stack can be for items that normally cant be stacked

"Rating" decides the Sellers rating on the flea

OPTIONS:	DESCRIPTION:
NUMBER	TURNED INTO SECONDS OR PERCENTAGE, DEPENDING ON THE ABOVE OPTION

- **“CURRENCIES”**

“5449016a4bdc2d6f028b456f” (ROUBLES)

“5696686a4bdc2da3298b456a” (DOLLARS)

“569668774bdc2da2298b4568” (EUROS)

This decides how much the offers show up in each type of money

Having Roubles higher means offers will show up in Roubles more often.

OPTIONS:	DESCRIPTION:
NUMBER	PERCENTAGE TO BE THIS TYPE OF MONEY

- **“SHOWASSINGLESTACK”**

This defines what items will be shown as a single stack on the flea, for example weapons will show as a single item in the offer

“5422acb9af1c889c16000029” = all weapons

OPTIONS:	DESCRIPTION:
ID IN “”	SINGLE ITEM ID OR TYPE OF ITEM

- **“BLACKLIST**

“CUSTOMS”

This is where you would define specific items to blacklist from the market

Things currently defined are generally game breaking items/ items that are not usually obtainable.

OPTIONS:	DESCRIPTION:
ID IN “”	SINGLE ITEM ID OR TYPE OF ITEM

- **“ENABLEBSGLIST”**

BSG defines in the items what are unable to be obtained from the market

M61, RSASS, 7.62 BP, disabling this would allow you to buy these.

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- "ENABLEQUESTLIST"

This is to block quest items showing as obtainable on the flea

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

BOTS CONFIGURATION:

- "PRESETBATCH"

"assault"
"bossBully"
"bossGluhar"
"bossKilla"
"bossKojaniy"
"bossSanitar"
"bossTagilla"
"bossTest"
"cursedAssault"
"followerBully"
"followerGluharAssault"
"followerGluharScout"
"followerGluharSecurity"
"followerGluharSnipe"
"followerKojaniy"
"followerSanitar"
"followerTagilla"
"followerTest"
"marksman"
"pmcBot"
"sectantPriest"
"sectantWarrior"
"gifter"
"test"
"exUsec"

These set how many bots of that type can be generated if asked for

OPTIONS:	DESCRIPTION:
NUMBER	NUMBER OF BOTS

- "DURABILITY"
 - "DEFAULT"
 - "PMC"
 - "BOSS"
 - "FOLLOWER"
 - "ASSAULT"
 - "CURSEDASSAULT"
 - "MARKSMAN"
 - "PMCBOT"
 - "EXUSEC"
 - "SECTANTPRIEST"
 - "SECTANTWARRIOR"
 - "ARMOR"
 - "MINDELTA"
 - "MAXDELTA"
 - "WEAPON"
 - "LOWESTMAX"
 - "HIGHESTMAX"
 - "MINDELTA"
 - "MAXDELTA"

lowestMax and highestMax decides how much has been removed from the items original Max Durability
 minDelta and MaxDelta decides how much has been removed as unRepaired damage

This gives you the ability to set maxDurability loss and durability loss per bot type.

OPTIONS:	DESCRIPTION:
NUMBER	PERCENT OF DAMAGE

PMC'S ARE BEAR AND USEC

BOSS IS ALL BOSSES NOT INCLUDING GUARDS

FOLLOWER IS GUARDS (GLUHAR FOLLOWERS OR RESHALA GUARDS)

ASSAULT ARE NORMAL SCAVS

CURSEDASSAULT ARE TAGGED AND CURSED SCAVS

MARKSMAN ARE SNIPERS ON CUSTOMS OR SHORELINE FOR EXAMPLE

PMCBOT IS RAIDERS ON LABS OR RESERVE FOR EXAMPLE

EXUSEC ARE ROGUES ON LIGHTHOUSE

SECTANTPRIEST IS THE LEADER OF CULTISTS

SECTANTWARRIORS ARE THE PRIESTS FOLLOWERS

- "LOOTNVALUE"
 - "SCAV"
 - "PMC"

This decides the curve of the type of loot spawning on Scavs and PMC's

OPTIONS:	DESCRIPTION:
NUMBER	PERCENT OF DAMAGE

- "PMC"

"DYNAMICLOOT"

"WHITELIST"

"BLACKLIST"

Whitelist decides what can spawn on a PMC

Blacklist decides what cant spawn on a PMC

OPTIONS:	DESCRIPTION:
ID	ID OF ITEM OR TYPES OF ITEMS

- "SPAWNLIMIT"

This decides the max amount of an Item if its defined

OPTIONS:	DESCRIPTION:
ID	ID OF ITEM OR TYPES OF ITEMS

- "MONEYSTACKLIMITS"

Roubles = [5449016a4bdc2d6f028b456f](#)

Dollars = [5696686a4bdc2da3298b456a](#)

Euro's = [569668774bdc2da2298b4568](#)

This defines the max of that type of money, that can spawn on a PMC

OPTIONS:	DESCRIPTION:
NUMBER	AMOUNT OF MONEY

- "CARTRIDGEBLACKLIST"

This defines what ammo is blacklisted from PMC's

OPTIONS:	DESCRIPTION:
ID	ID OF ITEM OR TYPES OF ITEMS

- **“DIFFICULTY**

This defines the PMC difficulty that spawns in raid

OPTIONS:	DESCRIPTION:
“AsOnline”	SETS THE DIFFICULTY TO SAME AS ONLINE (RANDOM)
“Easy”	SETS THE DIFFICULTY TO EASY
“Medium”	SETS THE DIFFICULTY TO MEDIUM
“Hard”	SETS THE DIFFICULTY TO HARD
“Impossible”	SETS THE DIFFICULTY TO IMPOSSIBLE
“Random”	SETS THE DIFFICULTY TO RANDOM

- **“ISUSEC”**

This defines the percentage of PMC’s are USEC, higher % is more USEC’s

OPTIONS:	DESCRIPTION:
NUMBER	% is USEC

- **“CHANCESAMESIDEISHOSTILEPERCENT”**

This defines chance for PMC’s on the same side as you to be hostile against you - USEC VS USEC for example

OPTIONS:	DESCRIPTION:
NUMBER	% chance to be hostile

- **“USECTYPE”**

- **“BEARTYPE”**

This defines what type of bot the PMC’s will use.

PMC’s use test and bosstest as this gives us the ability to have scav raids working and correct aggroing I’d recommend not touching these.

- **“MAXBACKPACKLOOTTOTALRUB”**

- **“MAXPOCKETLOOTTOTALRUB”**

- **“MAXVESTLOOTTOTALRUB”**

These define the max value of items that can spawn in backpack, pockets and vests in total value

OPTIONS:	DESCRIPTION:
NUMBER	TOTAL VALUE OF LOOT

- **"TYPES"**
 - "ASSAULT"**
 - "CURSEDASSAULT"**
 - "PMCBOT"**
 - "EXUSEC"**

This defines the % chance of these bot types to turn into PMC's

OPTIONS:	DESCRIPTION:
NUMBER	% CHANCE TO CONVERT TO PMC

- **"SHOWTYPEINNICKNAME"**

This is more of a debugging feature, it shows their bot type in the dogtag name

OPTION:	DESCRIPTION:
TRUE	ENABLES THE OPTION
FALSE	DISABLES THE OPTION

- **"MAXBOTCAP"**

This is where to define the max bots that can be on a map at once

OPTIONS:	DESCRIPTION:
NUMBER	MAX NUMBER OF BOTS

Weather values

Acceleration

Set the time acceleration in raid.

Options	Description
number	Any number

Weather generation

clouds

Set the clouds intensity of the weather

Options	Range
min	-1
max	2

windSpeed

Set the wind speed of the weather

Options	Range
min	0
max	4

windDirection

Set the wind direction of the weather

Options	Range
min	0
max	8

windGustiness

Set the wind gustiness of the weather

Options	Range
min	??
max	??

rain

Set the rain intensity of the weather

Options	Range
min	0
max	4

rainIntensity

Set the rain intensity of the weather

Options	Range
min	0
max	1

fog

Set the fog intensity of the weather

Options	Range
min	0
max	1

temp

Set the temp of the weather

Options	Range
min	???
max	???

pressure

Set the pressure of the weather

Options	Range
min	???
max	???

2.3.1 Additions

New HideoutConfig options:

scavCase -

rewardParentBlacklist -

If the item rewarded is Ammo or Money,

It gives a multiple of Ten to stop the scav case giving 1 rouble of 1 round

If you want to change anything i would only touch

AmmoReward - minAmount (default 10) - min amount of ammo that can be given

MoneyReward -

“Rub” (rouble)

“Min” (default is 1000)

“Max” (default is 200000)

“Usd” (dollars)

“Min” (default is 100)

“Max” (default is 2000)

“Eur” (euros)

“Min” (default is 100)

“Max” (default is 2000)

TraderConfig.updateTime has been turned into an array. Each trader gets their own updateTime value (TraderConfig.updateTimeDefault exists if you need it, value is 3600) If no trader is found the default is used and a warning shown in console

This option you can edit the refresh time for each trader, as the config says this is in seconds