

DM  
7/11/19



# Valens-AIO

[discord.gg/ahAEzaB](https://discord.gg/ahAEzaB)

Big thanks to those who helped assist in not only coding this whole fucking thing but also in debugging.

You guys are the real fucking heroes.

## Alex/Clodan

### Chomp

### CWX

### Fin

### JustNU

### Lua

The following options are currently present as of v1.4.1 in Valens-AIO.

## DebugMode

Boolean: True/False

Default: False

Enables logging in the server. By Default is False.

**!!Warning!!** Will fill the server with a log for *everything* you've changed from default.

## Ammo

### Stacks

Number: Amount

### Grenades

Default: 1

Sets the Max Stacks of Grenades (shot from GL40 or M32A1).

**.338 Lapua Magnum**

**Default: 30**

**Sets the Max Stacks of .338 Lapua Magnum rounds.**

**12.7×55mm**

**Default: 30**

**Sets the Max Stacks of 12.7×5mm rounds.**

**7.62×54mm**

**Default: 40**

**Sets the Max Stacks of 7.62×54Rmm rounds.**

**7.62×51mm**

**Default: 40**

**Sets the Max Stacks of 7.62×51mm rounds.**

**9×39mm**

**Default: 50**

**Sets the Max Stacks of 9×39mm rounds.**

**.366 TKM**

**Default: 50**

**Sets the Max Stacks of .366 TKM rounds.**

**7.62×39mm**

**Default: 60**

Sets the Max Stacks of 7.62×39mm rounds.

7.62×35mm (.300 BLK)

Default: 60

Sets the Max Stacks of 7.62×35mm (.300 BLK) rounds.

5.56×45mm

Default: 60

Sets the Max Stacks of 5.56×45mm rounds.

5.45×39mm

Default: 60

Sets the Max Stacks of 5.45×39mm rounds.

5.7×28mm

Default: 60

Sets the Max Stacks of 5.7×28mm rounds.

4.6×30mm

Default: 70

Sets the Max Stacks of 4.6×30mm rounds.

9×33R (.357 Mag)

Default: 30

Sets the Max Stacks of .357 Mag rounds.

**1143×23ACP (.45 ACP)**

**Default: 50**

**Sets the Max Stacks of .45 ACP rounds.**

**7.62×25mm**

**Default: 50**

**Sets the Max Stacks of 7.62×25mm rounds.**

**9×21mm**

**Default: 50**

**Sets the Max Stacks of 9×21mm rounds.**

**9×19mm**

**Default: 50**

**Sets the Max Stacks of 9×19mm rounds.**

**9×18mm**

**Default: 50**

**Sets the Max Stacks of 9×18mm rounds.**

**23×75mm**

**Default: 15**

**Sets the Max Stacks of 23×75mm (KS-23) shotgun shells.**

## 12 Gauge

Default: 20

Sets the Max Stacks of 12 Gauge shotgun shells.

## 20 Gauge

Default: 20

Sets the Max Stacks of 20 Gauge shotgun shells.

## 30×29mm VOG

Default: 1

Sets the Max Stacks of 30×29mm VOG grenades which are shot from VOG-30 launchers.

## 26×75mm Flare

Default: 1

Sets the Max Stacks of the Pistol caliber flares cartridges (red, white, yellow, green).

# Armor

## Armor Materials

See the wiki [here](#) for more info and how to calculate, and adjust these values.

## UHMWPE

"destructibility": 0.45,

```
"minRepairDegradation": 0.01,  
"maxRepairDegradation": 0.03,  
"explosionDestructibility": 0.4,  
"minRepairKitDegradation": 0.005,  
"maxRepairKitDegradation": 0.025
```

## Aramid

```
"destructibility": 0.25,  
"minRepairDegradation": 0.03,  
"maxRepairDegradation": 0.07,  
"explosionDestructibility": 0.2,  
"minRepairKitDegradation": 0.025,  
"maxRepairKitDegradation": 0.065
```

## Combined

```
"destructibility": 0.5,  
"minRepairDegradation": 0.1,  
"maxRepairDegradation": 0.15,  
"explosionDestructibility": 0.4,  
"minRepairKitDegradation": 0.09,  
"maxRepairKitDegradation": 0.14
```

## Titan

```
"destructibility": 0.55,  
"minRepairDegradation": 0.06,  
"maxRepairDegradation": 0.1,
```



```
"explosionDestructibility": 0.5,  
"minRepairKitDegradation": 0.055,  
"maxRepairKitDegradation": 0.09
```

## Aluminium

```
"destructibility": 0.6,  
"minRepairDegradation": 0.06,  
"maxRepairDegradation": 0.1,  
"explosionDestructibility": 0.6,  
"minRepairKitDegradation": 0.055,  
"maxRepairKitDegradation": 0.09
```

## Armored Steel

```
"destructibility": 0.7,  
"minRepairDegradation": 0.01,  
"maxRepairDegradation": 0.03,  
"explosionDestructibility": 0.6,  
"minRepairKitDegradation": 0.005,  
"maxRepairKitDegradation": 0.025
```

## Ceramic

```
"destructibility": 0.8,  
"minRepairDegradation": 0.17,  
"maxRepairDegradation": 0.22,  
"explosionDestructibility": 0.7,  
"minRepairKitDegradation": 0.155,
```

```
"maxRepairKitDegradation": 0.2
```

## Glass

```
"destructibility": 0.8,  
"minRepairDegradation": 0.23,  
"maxRepairDegradation": 0.42,  
"explosionDestructibility": 0.8,  
"minRepairKitDegradation": 0.21,  
"maxRepairKitDegradation": 0.38
```

## Bots

### Boss Chance

#### Activated

Boolean: True/False

Default: False

Sets Boss Chance to be enabled with True or disabled with False

### Chance

Number: 0-100 | Percent

Default: 100

Sets the chance% that boss(es) will spawn on any given map. Loops through \*ALL\* bosses.

## Max Bot Cap

Number: Amount

Default: 20

Sets the maximum amount of bots that are able to spawn at any given time.

## PMC

Chance Same Side Is Hostile

Number: 0-100 | Percent

Default: 50

Chance that the same PMC side as you (BEAR/USEC) will be hostile to you in-raid.

## Containers On PMCs

Boolean: True/False

Default: True

Enables [common](#) and [secure](#) containers to spawn on PMC bots.

You can adjust the likelihood of them spawning by increasing the `pmc.lootNValue`. 1.1 nValue on pmc would be the “best” loot you could find.

Higher values = worse loot. Use this [tool](#) to find out more by adjusting 4 in `const n =4;`

**Warning:** If set to True (it is by default) then you will also need to ensure that `Items.removeBackpackFilter` is also set to True.

### Is USEC

Number: 1-100 | Percent

Default: 50

Chance that when a PMC is spawned they will be USEC. Live statistics have USEC at about 63% so 63 would be “live-like” spawning more USEC than BEAR. Default is 50.

### PMC lootNValue

Number: 1-?

Default: 3

NValue determines what spawns when you loot a corpse.

The function sets the lootNValue of PMCs to the value configured. Higher numbers skew towards worse loot, while lower numbers skew towards an even distribution. Decimals skew towards both (1.1 for example would skew towards rare/expensive loot being common).

Use this [tool](#) for your own perusal regarding how NValue works.

### Max Backpack Loot Total Rub Value

Number: 1-?

Default: 150,000

Sets the max loot value, in rubles, that can spawn in a backpack for PMC bots. It can spawn any item in the game including REAP-IR, etc. however, once that total value is reached it will no longer spawn anything and must fit in whatever inventory slot it is trying to spawn in. It also does NOT have to spawn the Ruble value every time you loot a PMCs backpack.

### Max Pockets Loot Total Rub Value

Number: 1-?

Default: 50,000

Same as the Backpack.

### Max Vest Loot Total Rub Value

Number: 1-?

Default: 50,000

Same as Pockets/Backpack.

## Difficulty Weights

### Difficulty

String: "easy", "normal", "hard", "impossible", "asonline"

Default: "asonline"

Sets the difficulty of *every* PMC bot that is generated to the value set. As Online is "Random".

### Use Weights

Boolean: True/False

Default: False

Enables the use of the Weights function for difficulty. You can view the weighting system [here](#) and copy the code for your own use if you desire.

### Weights

Number: 1-?

Defaults ||

"Easy": 0,

"Normal": 60,

"Hard": 20,

"Impossible": 20

Refer to this [chart](#) for the percentages that the weighting system equates to and use the code if you desire to have your own sheet to manipulate.

By Default it equates to the following

Difficulty	Weight	Percentile Chance
------------	--------	-------------------

Easy	0	0%
------	---	----

Normal	60	60%
--------	----	-----

Hard	20	20%
------	----	-----

Impossible	20	20%
------------	----	-----

Convert Into PMC Chance: BotType : min/max

Number: 1-100 | Percent

Assault: 15/40

CursedAssault: 15/40

PMCBot: 15/30

exUsec: 5/20

Sets the chance that botType will convert into a PMC bot. Can be set for Assault (Scav), CursedAssault (Scav when Cursed/Tagged), PMCBot (Raider), and ExUSEC (Rogue).

## Loose Weapon In Backpack

### Chance

Number: 1-100 | Percent

Default: 15

Chance that a PMC will spawn with a weapon as backpack loot.

### Min/Max

Number: 1-?

Default: 1,1

Minimum and Maximum number of weapons that will spawn in a PMC backpack.

## Scav

### Scav lootNValue

Number: 1-?

Default: 4

NValue determines what spawns when you loot a corpse.

The function sets the lootNValue of Scavs to the value configured. Higher numbers skew towards worse loot, while lower numbers skew towards an even distribution. Decimals skew towards both (1.1 for example would skew towards rare/expensive loot being common).



Use this [tool](#) for your own perusal regarding how NValue works.

## Containers

### Common Containers

Enabled

Boolean: True/False

Default: False

“Container”:

```
{
```

```
    Width: Width of the Container.
```

```
    Height: Height of the Container.
```

```
    CellsH: Width of the inside of the Container.
```

```
    CellsV: Height of the inside of the
```

```
Container.
```

```
}
```

You can see the default values for all Containers [here](#).

### Secured Containers

Enabled

Boolean: True/False

Default: False

“SecuredContainer”:

```
{  
    Width: Width of the Container.  
    Height: Height of the Container.  
    CellsH: Width of the inside of the Container.  
    CellsV: Height of the inside of the  
Container.  
}
```

You can see the default values for all Secured Containers [here](#).

## Flea

### Min User Level

Number: 1-Max level

Default: 15

Sets the user level required to access the flea market.

### Blacklist

#### Enable BSG List

Boolean: True/False

Default: True

Enables the BSG Blacklist for the Flea market.

#### Enable Quest List

Boolean: True/False

Default: True

Enables the BSG Blacklist for Quests.

## Condition

### Condition Chance

Decimal: 0.0-1.0

Default: 0.2 (or 20%)

Sets the chance that an item listed on the Flea Market will have a degraded condition.

### Min

Decimal: 0.0-1.0

Default: 0.6 (or 60%)

Sets the minimum condition an offer can be generated/listed with on the Flea market for you to buy.

### Max

Decimal: 0.0-1.0

Default: 1.0 (or 100%)

Sets the maximum condition an offer can be generated/listed with on the Flea market for you to buy.

## Currencies

### Roubles

Number: 1-100 | Percent

Default: 78

The chance that offers generated for you to buy on Flea Market will be in Roubles. All 3 (Roubles, Dollars, and Euros) should equal up to 100%.

### Dollars

Number: 1-100 | Percent

Default: 20

The chance that offers generated for you to buy on Flea Market will be in Dollars. All 3 (Roubles, Dollars, and Euros) should equal up to 100%.

### Euros

Number: 1-100 | Percent

Default: 2

The chance that offers generated for you to buy on Flea Market will be in Euros. All 3 (Roubles, Dollars, and Euros) should equal up to 100%.

### Offer Item Count

Min

Number: 1-100

Default: 8

Minimum amount of offers per item on flea.

## Max

Number: 1-100

Default: 15

Maximum amount of offers per item on flea.

## Reputation

### Gain

Decimal: 0.002

Default: 0.0000002

Rep gain per item sold on flea.

### Loss

Decimal: 0.002

Default: 0.0000002

Rep loss per item not sold on flea.

## Time

### Base Sell Time

Number: 1-? | Minutes

Default: 15

Base time to sell an item on the flea market. A setting of 0 on all 3 will sell items instantly.

### Minimum Sell Time

Number: 1-? | Minutes

Default: 5

Minimum time to sell an item on flea.

Maximum Sell Time

Number: 1-? | Minutes

Default: 15

Maximum time to sell an item on flea.

## Globals

Damage Per Meter

Number: 1-?

Default: 9

Sets the damage per meter when falling.

Safe Height

Number: 1-?

Default: 3

Sets the safe height with which falling from will result in no damage.

Max Loyalty Traders

Boolean: True/False

Default: False

Sets traders to max loyalty level.

## Time Before Deploy Local

Number: 1-100 | Seconds

Default: 10

The amount of time it takes to deploy on the Raid Found screen.

## Match End Settings

### Survived EXP Requirement

Number: 1-?

Default: 200

Sets the amount of EXP requirement to have Survived status.

### Survived Seconds Requirement

Number: 1-? | Seconds

Default: 420

Sets the amount of time required to have survived in Raid before extracting to not have Run Through status.

### Survived EXP Reward

Number: 1-?

Default: 300

The EXP reward for having Survived status upon successful exfil from a Raid.

### MIA EXP Reward

Number: 1-?

Default: 200

The EXP reward for having failed to exit from a Raid but haven't died.

### Runner EXP Reward

Number: 1-?

Default: 200

The EXP reward for having ran through a Raid.

### Left Multiplier

Decimal: 0-?

Default: 0

The EXP Multiplier for having Left/Disconnect status from a Raid.

### MIA Multiplier

Decimal: 0-?

Default: 1

The EXP Multiplier for having gone MIA in a raid.

### Survived Multiplier

Decimal: 0-?



Default: 1.3

The EXP Multiplier for having survived a raid.

### Runner Multiplier

Decimal: 0-?

Default: 0.5

The EXP Multiplier for having run through a raid.

### Killed Multiplier

Decimal: 0-?

Default: 1

The EXP Multiplier for dying in a raid.

### Headshot Multiplier

Decimal: 0-?

Default: 1.2

The EXP Multiplier for a headshot completed in a raid.

### EXP On Damage All Health

Number: 1-?

Default: 50

The EXP Reward for dealing damage to all health in a raid.

## Hideout

### Air Filter Flow Rate

Decimal: 0-?

Default: 0.004722222222222222

Sets the Air Filter consumption rate.

### Construction Time Multiplier

Decimal: 0-?

Default: 1

Multiplier for the time it takes to construct a piece of the hideout (Workbench for example). 1 is 100%, 0.5 is 50%, etc.

### Generator Fuel Flow Rate

Decimal: 0.001319444444444444

Default: 0.001319444444444444

Sets the Generator Fuel Consumption rate.

### GPU Boost Rate

Decimal: 0.015

Default: 0.015

Sets the rate at which Bitcoin farm pumps out Bitties.

## Production Time Multiplier

Decimal: 0.0-?

Default: 1

Sets the hideout production multiplier for time required when crafting item(s).

## Scav Case Time Multiplier

Decimal: 0.0-?

Default: 1

Sets the return time of the Scav Case.

# Insurance

## Blacklisted Equipment

String

Default: ["Scabbard", "SecuredContainer", "Compass", "ArmBand"],

Allows you to configure the blacklist for equipment that cannot be insured. The following categories are allowed.

"ArmBand"

"ArmorVest"

"Backpack"

"Earpiece"

"Eyewear"

"FaceCover"

"FirstPrimaryWeapon"  
"Headwear"  
"Holster"  
"Scabbard"  
"SecondPrimaryWeapon"  
"TacticalVest"

For example:

["ArmorVest", "TacticalVest",  
"FirstPrimaryWeapon"],

would allow you to insure Scabbard, Secure Container, Compass, and Armband but disallow you from insuring Armor vests, Tactical vests, and your primary weapons.

## Prapor

minHr

Number

Default: 24

The minimum amount of hours before insurance is returned from the specific trader.

maxHr

Number

**Default: 36**

The maximum amount of hours before insurance is returned from the specific trader.

**storageMaxHr**

**Number**

**Default: 96**

The maximum of hours before retrieved, and available to collect, insurance is discarded by the trader.

**priceCoef**

**Number**

**Default: 0.16**

The price coefficient of the traders insurance cost.

**returnChance**

**Number**

**Default: 80**

The % chance that your insurance will be returned by the trader.

**Therapist**

**minHr**

**Number**

**Default: 10**

The minimum amount of hours before insurance is returned from the specific trader.

**maxHr**

**Number**

**Default: 20**

The maximum amount of hours before insurance is returned from the specific trader.

**storageMaxHr**

**Number**

**Default: 144**

The maximum of hours before retrieved, and available to collect, insurance is discarded by the trader.

**priceCoef**

**Number**

**Default: 0.25**

The price coefficient of the traders insurance cost.

**returnChance**

**Number**

**Default: 85**

The % chance that your insurance will be returned by the trader.

## Items

### Standard Stash

Vertical: 28

Horizontal: 10

Sets the vertical and horizontal cell size of the Standard edition stash or Stash level 1. Both Vertical and Horizontal work however, you will need to use the scroll bar to the left/right for horizontal changes.

### Left Behind Stash

Vertical: 38

Horizontal: 10

Sets the vertical and horizontal cell size of the Left Behind or Stash level 2. Default is vert 38, hori 10.

### Escape Stash

Vertical: 48

Horizontal: 10

Sets the vertical and horizontal cell size of the Stash level 3. Default is vert 48, hori 10.

## EOD Stash

Vertical: 68

Horizontal: 10

Sets the vertical and horizontal cell size of the Stash level 4. Default is vert 68, hori 10.

## Examined By Default

Boolean: True/False

Default: False

Whether or not items should be examined by default. If set to True you will not receive any EXP for the items.

## Remove Backpack Filter

Boolean: True/False

Default: True

Will remove the common container excluded filter for all backpacks and thus enable the ability for containers to spawn on bots as well as fit in your backpacks.

**Warning!!** Required True for Containers on PMCs.

## Remove Discard Limit

Boolean: True/False



**Default: True**

Removes the Discard Limit in raid.

## **Remove Item Restrictions**

**Boolean: True/False**

**Default: False**

Removes the item restrictions/excludedfilter (like the Remove Backpack Filter) from every item in the game. So you can put backpacks in backpacks, containers in containers, etc.

## **Remove Key Usage Max**

**Boolean: True/False**

**Default: False**

Will remove the max usage limit on all keys.

## **Weight Modifier**

**Decimal: 0.0-?**

**Default: 1**

Sets weight modifier for all items. 1 is 100%, 0.5 is 50%, etc.

## **Roubles Max Stack**

**Number: 1-1,000,000,000**

**Default: 500,000**

Sets the max stack for rubles.

## Dollars Max Stack

Number: 1-1,000,000,000

Default: 50,000

Sets the max stack for dollars.

## Euros Max Stack

Number: 1-1,000,000,000

Default: 50,000

Sets the max stack for euros.

## Locations

### All Extracts Available

Boolean: True/False

Default: False

Sets all extracts to be 100% chance of spawning.

### Exfil Time

Number: 1-? | Seconds

Default: 8

Sets all extracts to extract in 8 seconds.

### Extractions Extended

Boolean: True/False

Default: False

Allows you to extract at any extract regardless of where you spawned on the map.

## No Extract Restrictions

Boolean: True/False

Default: False

Removes all restrictions from extracts.

V-Extracts you can extract without rubles, and coop extracts can extract without Scavs.

## Loot

### Containers In Marked Room

Boolean: True/False

Default: True

Adds [containers](#) to the marked room stash for Customs, and Reserve only.

### Loose Loot Multiplier

Number: 1-?

Default: 1

Sets the multiplier of all loose loot which spawns in the world.

## Static Loot Multiplier

Number: 1-?

Default: 1

Sets the multiplier of all static loot which spawns in containers.

## Quests

### Only Found In Raid

Boolean: True/False

Default: True

If False removes the requirement for items to be Found In Raid to turn in for quests.

## Raid

### Car Extract Base Standing Gain

Number/Decimal: 0-?

Default: 0.25

Sets the amount of Fence rep you get for the first (base) car extract. It will “degrade” for every extract after the first.

### Chompies Boss Fix

Boolean: True/False

Default: True

Fixes raider and boss spawns from switches (like D2 pwr switch on Reserve.)

### Fix Open Zones

Boolean: True/False

Default: True

Fixes those zones which currently do not spawn bots and enables bots to spawn. Zone examples are Office in Factory, ZB-013/Scav Base/Fortress on Customs.

### Scav Extract Gain

Number: 0.0-?

Default: 0.01

Sets the amount of Fence rep you get for every successful scav extract.

### Time Limit

Number: 1-? | Minutes

Default: 60

Set the raid time limit to 60 minutes or whatever value you dictate.

### Difficulty Settings

(Variable)

Set the default difficulty settings on the Enable Pve screen so you don't have to adjust them every raid.

By default they are as follows.  
As Online simply equates to Random.

aiAmount: "AsOnline", Low, Medium, High  
aiDifficulty: "AsOnline", Easy, Medium, Hard, Impossible  
bossEnabled: true, false  
scavWars: false, true  
taggedAndCursed: false, true  
enablePve: true, false

## Skills

### Skill Endurance Weight Threshold

Number

Default: 0.65

The threshold at which you can level Endurance (as a multiplier) so 0.65 or 65% of weight means you'll be leveling strength at default.

### Skill Fatigue Per Point

Number

Default: 0.6

How much skill fatigue per point leveled.

## Skill Fresh Effectiveness

Number

Default: 1.3

How fast a skill levels up when “fresh” and not fatigued.

## Skill Fatigue Reset

Number

Default: 200

How fast a skill resets from fatigued to fresh.

## Skill Fresh Points

Number

Default: 1

The number of skill points achieved when fresh, and not fatigued.

## Skill Min Effectiveness

Number

Default: 0.0001

The minimum effectiveness of a skill through fatigue.

## Skill Points Before Fatigue

Number

Default: 1

The number of skill points needed before a skill fatigues.

## Skill Progress Rate

Number

Default: 0.4

The rate at which a skill progresses.

## Weapon Skill Progress Rate

Number

Default: 1

The rate at which weapon skills progress.

## Prewipe Events

### All Bosses On Reserve

Boolean: True/False

Default: False

Activates the All Bosses on Reserve Prewipe Event.



## All Traders Sell Cheap Items

Boolean: True/False

Default: False

Activates the All Traders Sell Cheap Items Prewipe Event.

## Glukhar On Labs

Boolean: True/False

Default: False

Activates the Glukhar On Labs Prewipe Event.

## Killa On Factory

Boolean: True/False

Default: False

Activates the Killa On Factory Prewipe Event.

## Make Obdolbos Powerful

Boolean: True/False

Default: False

Activates the Obdolbos Prewipe Event.

## Weapons

### Jam

Boolean: True/False

**Default: False**

When set to True will disable the ability for weapons to Jam.

## **Misfeed**

**Boolean: True/False**

**Default: False**

When set to True will disable the ability for weapons to misfeed.

## **Misfire**

**Boolean: True/False**

**Default: False**

When set to True will disable the ability for weapons to misfire.

## **Overheat**

**Boolean: True/False**

**Default: False**

When set to True will disable the ability for weapons to overheat.

## **Slide**

**Boolean: True/False**

**Default: False**

When set to True will disable the ability for weapons to slide.

### SMG In Holsters

Boolean: True/False

Default: False

When set to True will enable the ability for SMGs to also occupy the Holster slot as well as Primary Weapon.