Valens-AIO

discord.gg/ahAEzaB

Patreon

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

Zindae

The following options are currently present as of v1.7.0 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

Remove Gear Restrictions

Boolean: True/False

Default: False

Removes all gear restrictions. Enabling the ability to wear both body armor, and armored tactical vests at the same time as well as many other gear/equipment pieces.

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.removeBackpacksRestrictions is also set to True (it also is by default).

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": 40,
"Hard": 30,
"Impossible": 30

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	40	40%
Hard	30	30%
Impossible	30	30%

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 exil 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: 0.0047222222222222
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: 0.001319444444444

Default: 0.001319444444444

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.

Examine Time

Enabled

Boolean: True/False

Default: False

Determines whether or not the function should be enabled, or disabled.

Examine Time

Number: Seconds

Default: 1

Sets the amount of time, in seconds, it takes to examine all items.

Remove Backpacks Restrictions

Boolean: True/False

Default: True

Removes the filters of Backpacks.

Warning‼ Required True for Containers on PMCs.

Remove Containers Restrictions

Boolean: True/False

Default: True

Removes the filters of Containers.

Remove Discard Limit

Boolean: True/False

Default: True

Removes the Discard Limit in raid.

Remove In Raid Item Restrictions

Boolean: True/False

Default: True

Removes the In Raid Item restrictions. 4 GPUs max in inventory for example.

Remove Key Usage Max

Boolean: True/False

Default: True

Will remove the max usage limit on all keys.

Remove Secure Containers Restrictions

Boolean: True/False

Default: True

Removes the filters of Secured Containers.

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.

Traders

UpdateTime

Array: traderId (String), Seconds (Number)

Default: traderId, 3600

Trader ID refers to the TPL ID of the trader. Do not change the traderId.

Sets how often traders refresh their assort in seconds.

    Prapor = 54cb50c76803fa8b248b4571
    Therapist = 54cb57776803fa99248b456e
    Fence = 579dc571d53a0658a154fbec
    Skier = 58330581ace78e27b8b10cee
    Peacekeeper = 5935c25fb3acc3127c3d8cd9
    Mechanic = 5a7c2eca46aef81a7ca2145d
    Ragman = 5ac3b934156ae10c4430e83c
    Jaeger = 5c0647fdd443bc2504c2d371

Trader Price Multiplier

Number

Default: 1

Sets the price multiplier for all traders.

Minimum Durability For Sale

Number

Default: 60

Sets the minimum durability to be able to sell an item to a trader other than Fence.

Fence

Partial Refresh Time
Number (Seconds)
Default: 240

Sets the partial refresh time of Fence (aka the new 4 minute timer that refreshes 15 percent of Fences inventory).

Partial Refresh Change Percent
Number (Percent)
Default: 15

Sets the percent of Fence's inventory that is changed upon the 4 min refresh.

Assort Size
Number
Default: 100

Sets the amount of items Fence will have in his assort.

Max Presets Percent
Number (Percent)
Default: 5

Sets the max amount of weapon presets Fence can have in his assort.

Preset Price Multiplier
Number (Multiplier)
Default: 2.5

Sets the price multiplier of weapon presets listed in Fence's inventory.

Blacklist
Array: String
Default: ["5661632d4bdc2d903d8b456b",
         "543be5e94bdc2df1348b4568",
         "543be6674bdc2df1348b4569",
         "5448bf274bdc2dfc2f8b456a",
         "543be5664bdc2dd4348b4569",
         "5447bedf4bdc2d87278b4568"]

Sets the blacklist of Fence's assort.

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.

Recoil Tweaks

Boolean: True/False

Default: True

Implements some recoil tweaks to make it more realistic compared to shootin' birds in the sky.

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.