Items values

AllExaminedItems

Automatically examine all items available in the game

Options	Description
true	Turn the option to enable
false	Turn the option to disable

WeightOptions

Let you change the in-game items weight to your liking

Options	Description
false	Turn the option to disable
"Perc"	Let you change the weight with a percentage number. The number can be negative(for reducing weight) or positive(for increasing weight)
"Forced"	Let you change the weight to a fixed, defined number of you choice. Can be positive or negative.
"Mult"	Let you multiply items weight by a number. The number can be negative or positive.

WeightChanger

*Set the weight number according to the option you enable. | It requires **WeightOptions** being enable.*

Options	Description
number	Any number can be put here

MoreStack

Do you want to increase ammo stacking ?

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

EquipRigsWithArmors

Allow rigs to be equipped at the same time as armors

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ForceMoneyStack

Do you want to change money maximum stacks?

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

RemoveSecureContainerFilters

Remove the secure containers restrictions when you can't put x items in it.

Options	Description

true	Turn the option to enable
false	Turn the option to disable

RemoveBackpacksRestrictions

Remove the restriction on what can be carried into your backpacks.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveContainersRestrictions

Remove the restriction on what can be put in your containers cases.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

InRaidModdable

Allow every mods part of a weapon to be moddable in raid(aka remove it or add it) | Warning: this can cause weird weapons generation when set to true

Options	Description
true	Turn the option to enable
false	Turn the option to disable

IncreaseLootExp

Allow you to increase/decrease by a percentage the Loot experience from items

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

IncreaseExamineExp

Allow you to increase/decrease by a percentage the Examine experience from items

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

RemoveKeysUsageNumber

Remove all the usage numbers on every key, meaning the factory key will be unlimited for exemple.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveAllGearPenalties

Remove all the armored stuff penalties that are given to your PMC.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

StackableBarters

Let you decide stacks size of mutliples categories of items.

Name	Option	Description
activated	True/false	Enable/disable the option
Categories	0/false	Number	Disable the category change	Change the category stacks

RemoveItemsDurabilityBurn

Remove the Durability Burn multipliers on weapons mods

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveBulletsWeaponDurabilityDamage

Ammos don't make weapons loose durability anymore

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ChangeIndividualItemProperty

Let you change specific item properties

activated

Do you want to activate the module?

Options	Description
true	Turn the option to enable
false	Turn the option to disable

How to use the field:

```
"ItemList": { //This is the list of items you want to change. Follow the exact same syntax as following:
    "REPLACEMEBY_ITEMID": { //This is the item ID. Can be found here: https://items.sp-tarkov.com | Replace itemId1 by the item
ID
        "propertyName": //This is the property you want to change, it needs to be the exact same as wrote on the item file property.
Can't edit objects/array values.
    },// Only put a comma here if there's something after it!! If it's the last item, don't put the comma
    "REPLACEMEBY_ITEMID": {
        "SpawnChance": 1
    }
}
```

Hideout values

ChangeFuelConsumptionRate

Let you decide if you want to change the generator fuel consumption rate
Default value: 0.0011527777777778

Options	Description
integer	Any numbers (ex: 0.5)
false	Turn the option to disable

FastHideoutConstruction

Change Hideout construction to be faster

Options	Description
true	Turn the option to enable
false	Turn the option to disable

FastHideoutProduction

Change Hideout productions to be faster

Options	Description
true	Turn the option to enable
false	Turn the option to disable

FastScavCase

Change scav case to be faster

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ScavCasePriceReducer

Change Scav case prices to be less pricy

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveConstructionsRequirements

Remove all the constructions requirement for every area of the hideout

Options	Description
true	Turn the option to enable
false	Turn the option to disable

Player values

RemoveScavTimer

Remove the savage play timer

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ChangeSkillProgressionMultiplier

Let you decide if you want to change default skill xp rate

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

ChangeWeaponSkillMultiplier

Do you want to change the weapon skill multiplier?

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

DisableSkillFatigue

Choose to disable the skill fatigue

Options	Description
True	Let you enable the option
False	Disable the option
"Custom"	Let you use custom values defined in the following variables.

SkillMinEffectiveness

Enable setting by setting DisableSkillatigue to "Custom". Lowest level of exhaustion on skills. Example 1.0: 100%, 0.5: 50% Default: 0.00001

Options	Description
number	Any number can be put here

SkillFatiguePerPoint

Enable setting by setting DisableSkillatigue to "Custom". How much fatigue acquired per point. Default: 0.5

Options	Description
number	Any number can be put here

SkillFreshEffectiveness

Enable setting by setting DisableSkillatigue to "Custom". Start value of skill effectiveness. 1.3: 130% Default: 1.3

Options	Description
number	Any number can be put here

SkillFreshPoints

Enable setting by setting DisableSkillatigue to "Custom". Default: 1

Options	Description
number	Any number can be put here

SkillPointsBeforeFatigue

Enable setting by setting DisableSkillatigue to "Custom". Default: 1

Options	Description
number	Any number can be put here

SkillFatigueReset

Enable setting by setting DisableSkillatigue to "Custom". Default: 300

Options	Description
number	Any number can be put here

ChangeMaxStamina

Do you want to change the maximum stamina of your pmc? | Need "UnlimitedStamina" to false.

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

UnlimitedStamina

Do you want to have unlimited stamina? | Need "ChangeMaxStamina" to false.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveInRaidsRestrictions

Remove all the in raids restrictions like money max amount in character and bag stacking in character inventory

Options	Description
true	Turn the option to enable
false	Turn the option to disable

AllSkillsMaster

Let you master all your character skills (not weapons skill). ***This will make them master permanently without being able to revert to your previous skill progression. Your profile needs to be already created for using this option.***

Options	Description
true	Turn the option to enable
false	Turn the option to disable

EnableSkillBotReload

Let you set the BotReload skill to maximum. It makes you reload really really fast. | Need AllSkillsMaster activated

Options	Description
true	Turn the option to enable
false	Turn the option to disable

EnableSkillBotSound

Let you set the BotSound skill to maximum. It makes you not hear your footsteps | Need AllSkillsMaster activated

Options	Description
true	Turn the option to enable
false	Turn the option to disable

DisableFallDamage

Remove the fall damage of your character while in a raid.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveScavKarma

*Prevent scav karma gain/lose (**Does not work yet, still in WIP**)*

Options	Description
true	Turn the option to enable
false	Turn the option to disable

EnergyDrateRate

Let you change the number of energy points you loose each time your health update (by default, 60 secs)

Options	Description
number	Enable the option with any number
false	Disable the option

EnergyDrainTime

Set the the update time of the energy points, value in seconds. (Default 60) => Means energy will drain every x seconds

Options	Description
number	Enable the option with any number
false	Turn the option to disable

HydratationDrainRate

Let you change the number of hydratation points you loose each time your health update (by default, 60 secs)

Options	Description
number	Enable the option with any number
false	Turn the option to disable

HydratationDrainTime

Set the the update time of the hydratation points, value in seconds. (Default 60) => Means hydratation will drain every x seconds

Options	Description
number	Enable the option with any number
false	Turn the option to disable

Traders values

AllQuestsAvailable

Make all quests available to lvl1 without any other conditions

Options	Description
true	Turn the option to enable
false	Turn the option to disable

AllClothesFree

Remove all requirement to unlock a clothing

Options	Description
true	Turn the option to enable
false	Turn the option to disable

AllClotheForEverySide

Make all bear and usec clothe cross-side available

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ChangeFleaMarketLvl

Decide if you want to change the minimum level for using Flea Market

Options	Description
number	Any number can be put here to enable the option
false	Turn the option to disable

InsuranceTime

Let you change the various insurance timers of traders.

Therapist

Variables	Options	Description
activated	true / false	Let you enable or not Therapist insurance changes
min	Any number	Minimum return hour for the insurance
max	Any number	Maximum return hour for the insurance

Values are in hour.

Prapor

Variables	Options	Description
activated	true / false	Let you enable or not Prapor insurance changes
min	Any number	Minimum return hour for the insurance
max	Any number	Maximum return hour for the insurance

Values are in hour.

MaxInsuranceStorageTime

Change the maximum insurance mail storage time

Options	Description
number	Any number can be put here
false	Disable the option

AllTraders4Stars

*By enabling this you can make all traders be LL4. This will make them LL4 on your account**. After activation you need to buy something at the traders to update the assort.** Same when you disable it.*

Options	Description
true	Turn the option to enable
false	Turn the option to disable

PreventFenceMastering

*Prevent Fence from being LL4 (**Only works for 12.11, still in WIP**).*

Options	Description
true	Turn the option to enable
false	Turn the option to disable

Remove FIR condition on quests

Remove all the FIR conditions on the quests requirements, that will make all quests possible to turn in with bought items..

Options	Description
true	Turn the option to enable
false	Turn the option to disable

Raids values

Change Map Loot Spawn Chances

Do you want to change maps specific spawn chances multipliers?

Variables	Options	Description
globalsMul	Any number **OR** false	Change the loot spawn chance on **all maps**.
bigmap	Any number **OR** false	Change the loot spawn chance on **Customs** map
factory4_day	Any number **OR** false	Change the loot spawn chance on **Factory(day)** map
factory4_night	Any number **OR** false	Change the loot spawn chance on **Factory(night)** map
interchange	Any number **OR** false	Change the loot spawn chance on **Interchange** map
laboratory	Any number **OR** false	Change the loot spawn chance on **Laboratory** map
shoreline	Any number **OR** false	Change the loot spawn chance on **Shoreline** map
woods	Any number **OR** false	Change the loot spawn chance on **Woods** map
reserve	Any number **OR** false	Change the loot spawn chance on **Reserve** map

Important

This option doesn't change the quantity of loot, but the chance of rare loot to spawn. Explanation:

> *The values we can tweak in AIO Mod just affect chance for rarer loot to be spawned(spawnChances), which indirectly gives more loot to be spawned*

So, it will indirectly increase loot amount, but will mostly increase quantity of rare, and very rare items to spawn.

How the loot is spawned?

The loot is spawned with two things:
1. The loot is randomly picked in a list of all the loot(Number of picks decided in AkiConfigurator).
2. Each picked loot rolls a number and compare the item SpawnChance with the rolled number.
3. If the SpawnChance is higher than the rolled number, the loot is spawned.

NoExtractsRestrictions

Remove the extractions restrictions for players

Options	Description
true	Turn the option to enable
false	Turn the option to disable

AllExtractionsAvailable

Make all extractions chances to 100% which means they will always be available.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ExtendedRaid

Extend all raids timers to around 16hour of raid time.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

RemoveLabKeycard

Let you remove the needs of using a keycard for entering labs.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ExtractionsExtended

Make all extractions of the map you play on available to you, regardless of the side you spawned on. Which means you can extract at tunnel on shoreline, if you spawn at tunnel.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

IncreasedBossChance

Make all bosses chance of spawn to 100%

Options	Description
true	Turn the option to enable
false	Turn the option to disable

Other values

CompatibilityMods

Let you define which compatibility mod you want to activate. Enable it will make the mod changes untouched by my mod.
Modders are free to contact me to ask if their mod can get a compatibility option in my AIO mod.
For this to happen, your mod should contain consistent names for your items/quests or whatever you have in it. Which means, I should be able to identify all of your custom stuff with a simple word, like for exemple: cgm_myCustomStuff as "cgm_" is my custom additions "identity".

Variables	Options	Description
CardGameMod	true **OR** false	Activate CardGameMod compatibility
TerragroupSpecialist	true **OR** false	Activate TerragroupSpecialist mod compatibility
CoD MW - Mil-Sim: CTSFO I	true **OR** false	Activate CoD MW - Mil-Sim: CTSFO I mod compatibility
Additionnal Gear - Tan	true **OR** false	Activate Additionnal Gear – Tan mod compatibility
Additionnal Gear - Black	true **OR** false	Activate Additionnal Gear – Black mod compatibility
Additionnal Gear - Untar	true **OR** false	Activate Additionnal Gear – Untar mod compatibility
Additionnal Clothing	true **OR** false	Activate Additionnal Clothing mod compatibility
Andrudis Quest Maniac	true **OR** false	Activate Andrudis Quest Maniac mod compatibility

Pre-wipe events

Let you enable some of the pre-wipes events that happened on live servers.

Name	Options	Description
Raiders on all maps	True/false	Make all raiders spawn on every maps
Killa on factory	True/false	Make Killa spawn on factory
All bosses on reserve	True/false	Make all bosses to spawn on reserve
All traders sells cheap items	True/false	Make all traders sells their item very very cheap
Make Obdolbos Powerfull	True/false	Make the obdolbos buff powerfull
Gluhkar on labs	True/false	Make Gluhkar spawn onlabs

Putting any of these options to "false" WON'T disable existing, built-in server events. It only disables the action of my mod (aka adding them).
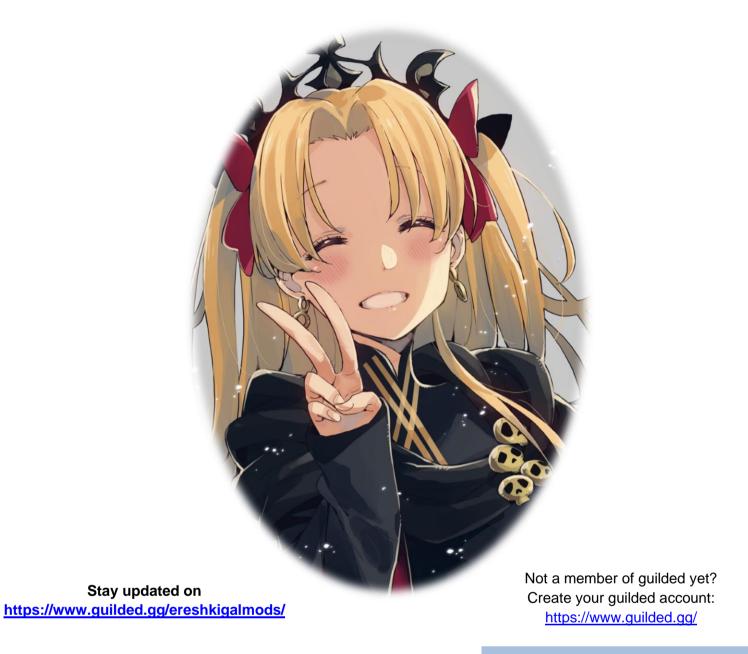
HideWarningMessage

Put this to true if you have taken account all the informations above and it will hide the warning message on the server screen.

Options	Description
true	Turn the option to enable
false	Turn the option to disable

ShowModLogs

Let you disable all shown logs in the console from the mod.

Options	Description
true	Turn the option to enable
false	Turn the option to disable