

# Items values

**Warning: If a value contains quotes, then they must be included when it is copied.**

## AllExaminedItems

*Automatically examine all items in the game*

Options	Description
true	Enable the option
false	Disable the option

## WeightOptions

*Lets you change the weight of in-game items*

Options	Description
false	Disable the option
"Perc"	Lets you change the weight by the specified percentage. The number can be negative (to reduce weight) or positive (to increase weight).
"Forced"	Lets you change the weight to a specified amount. Can be positive or negative.
"Mult"	Lets you multiply the weight of items by the specified number. Can be negative or positive.

## WeightChanger

*Specify the number for WeightOptions. **WeightOptions** must be set to "Perc", "Forced" or "Mult" for this field to take effect.*

Options	Description
number	Any number can be put here

## MoreStack

*Increase ammo stacking*

Options	Description
number	Any numeric value enables the option
false	Disable the option

## EquipRigsWithArmors

*Allow rigs to be equipped with armor simultaneously*

Options	Description
true	Enable the option
false	Disable the option

# ForceMoneyStack

Change the maximum amount of money in a stack

Options	Description
number	Any numeric value enables the option
false	Disable the option

# RemoveSecureContainerFilters

Remove the restrictions on secure containers. This allows you to put all kinds of items in Alpha/Beta/Epsilon/Kappa containers.

Options	Description
true	Enable the option
false	Disable the option

# RemoveBackpacksRestrictions

Remove the restrictions on backpacks. This allows stacking certain backpacks which is normally impossible.

Options	Description
true	Enable the option
false	Disable the option

# RemoveContainersRestrictions

Remove the restrictions on cases. This allows you to put any kind of items in magazine cases, grenade cases, ammo cases etc.

Options	Description
true	Enable the option
false	Disable the option

# InRaidModdable

Allows every part of a weapon to be moddable in raid (aka add or remove vital parts in raid).

**Warning: this may cause weird weapons to be generated generation when set to true**

Options	Description
true	Enable the option
false	Disable the option

# IncreaseLootExp

Allows you to increase/decrease the experience gained from looting items by a specified percentage.

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

false	Disable the option
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## 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	Disable the option

## RemoveKeysUsageNumber

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

Options	Description
true	Enable the option
false	Disable the option

## RemoveAllGearPenalties

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

Options	Description
true	Enable the option
false	Disable the option

## StackableBarter

Sets stack sizes for item categories.

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	Enable the option
false	Disable the option

## RemoveBulletsWeaponDurabilityDamage

Ammos don't make weapons loose durability anymore

Options	Description
true	Enable the option
false	Disable the option

# Weapons malfunctions

## Overheat

*Disable the ability for the weapon to overheat (apply to all weapons)*

Options	Description
true	Enable the option
false	Disable the option

## Jam

*Remove the ability for the weapon to jam (apply to all weapons)*

Options	Description
true	Enable the option
false	Disable the option

## Slide

*Remove the ability for the weapon to slide (apply to all weapons)*

Options	Description
true	Enable the option
false	Disable the option

## Misfire

*Remove the ability for the weapon to misfire (apply to all weapons)*

Options	Description
true	Enable the option
false	Disable the option

## Feed

*Remove the ability for the weapon to feed (apply to all weapons)*

Options	Description
true	Enable the option
false	Disable the option

# ChangeIndividualItemProperty

Let you change specific item properties

## activated

Do you want to activate the module?

Options	ption
true	Enable the option
false	Disable the option

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	Disable the option

## FastHideoutConstruction

Change Hideout construction to be faster

Options	Description
true	Enable the option
false	Disable the option

## FastHideoutProduction

Change Hideout productions to be faster

Options	Description
true	Enable the option
false	Disable the option

## FastScavCase

Change scav case to be faster

Options	Description
true	Enable the option
false	Disable the option

## ScavCasePriceReducer

Change Scav case prices to be less pricy

Options	Description
true	Enable the option
false	Disable the option

# RemoveConstructionsRequirements

*Remove all the constructions requirement for every area of the hideout*

Options	Description
true	Enable the option
false	Disable the option

# Player values

## RemoveScavTimer

*Remove the savage play timer*

Options	Description
true	Enable the option
false	Disable the option

## 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	Disable the option

## ChangeWeaponSkillMultiplier

*Do you want to change the weapon skill multiplier?*

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

## 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 DisableSkillFatigue 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 `DisableSkillFatigue` 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 `DisableSkillFatigue` 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 `DisableSkillFatigue` to "Custom". Default: 1

Options	Description
number	Any number can be put here

## SkillPointsBeforeFatigue

Enable setting by setting `DisableSkillFatigue` to "Custom". Default: 1

Options	Description
number	Any number can be put here

## SkillFatigueReset

Enable setting by setting `DisableSkillFatigue` 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	Disable the option

## UnlimitedStamina

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

Options	Description
true	Enable the option
false	Disable the option

## RemoveInRaidsRestrictions

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

Options	Description
true	Enable the option
false	Disable the option

## 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	Enable the option
false	Disable the option

## EnableSkillBotReload

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

Options	Description
true	Enable the option
false	Disable the option

## EnableSkillBotSound

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

Options	Description
true	Enable the option
false	Disable the option

## DisableFallDamage

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

Options	Description
true	Enable the option
false	Disable the option

## RemoveScavKarma

Prevent scav karma gain/lose

Options	Description
true	Enable the option
false	Disable the option

## EnergyDrateRate

Let you change the number of energy points you lose 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	Disable the option

## HydratationDrainRate

Let you change the number of hydration 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

## HydratationDrainTime

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

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

## RegenerationLoopTime

Set the update time of the regeneration of Energy and Hydration in the hideout (Default 3)

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

## EnergyRestoration

*Set the update amount of the Energy regenerated in the hideout (Default 1)*

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

## HydrationRestoration

*Set the update amount of the hydration regenerated in the hideout (Default 1)*

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

# Traders values

## AllQuestsAvailable

Make all quests available to lv11 without any other conditions.

Options	Description
true	Enable the option
false	Disable the option

## AllClothesFree

Remove all requirement to unlock a clothing.

*Might currently be broken with AKI*

Options	Description
true	Enable the option
false	Disable the option



## AllClotheForEverySide

Make all bear and usec clothe cross-side available.

*Might currently be broken with AKI*

Options	Description
true	Enable the option
false	Disable the option

## 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	Disable the option

## 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

<b>min</b>	Any number	Minimum return hour for the insurance
<b>max</b>	Any number	Maximum return hour for the insurance

**Values are in hour.**

## Prapor

Variables	Options	Description
<b>activated</b>	true / false	Let you enable or not Prapor insurance changes
<b>min</b>	Any number	Minimum return hour for the insurance
<b>max</b>	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	Enable the option
false	Disable the option

## PreventFenceMastering

*Prevent Fence from being LL4 using AllTraders4Stars option.*

Options	Description
true	Enable the option
false	Disable the option

## Remove FIR condition on quests

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

Options	Description
true	Enable the option

false	Disable the option
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# Raids values

## NoExtractsRestrictions

*Remove the extractions restrictions for players*

Options	Description
true	Enable the option
false	Disable the option

## AllExtractionsAvailable

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

Options	Description
true	Enable the option
false	Disable the option

## ExtendedRaid

*Extend all raids timers to your desired raid time.*

Options	Description
number	Enable the option and use your number (in minutes)
false	Disable the option

## RemoveLabKeycard

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

Options	Description
true	Enable the option
false	Disable the option

## InsuranceOnAllMaps

*Enables insurance on all maps (e.g. so that insurance works on labs).*

Options	Description
true	Enable the option
false	Disable the option

## 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
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true	Enable the option
false	Disable the option

## IncreasedBossChance

*Make all bosses chance of spawn to 100%*

Options	Description
true	Enable the option
false	Disable the option

# Fixes Values

## Fin's Choke Me Harder

This is a fix to shotguns that don't "have" barrels, when this happens the game uses another value So the spread on a few shotguns is really big and not how it should be.

Options	Description
true	Enable the option
false	Disable the option

## Chomp's Raider Spawn Fix

This is a fix to some raider spawns, D2 switch on reserver, Hermetic Door switch and two switches on Labs

Options	Description
true	Enable the option
false	Disable the option

## JustNu's Even More Open Zones

This is a fix to some openzones in the map files, For some reason BSG's Offline mode has missing zones, so bots wont spawn in them, this adds them.

Options	Description
true	Enable the option
false	Disable the option

# 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 example: `cgm_myCustomStuff` as “`cgm_`” is my custom additions “identity”.

Variables	Options	Description
CardGameMod	true <b>OR</b> false	Activate CardGameMod compatibility
TerragroupSpecialist	true <b>OR</b> false	Activate TerragroupSpecialist mod compatibility
CoD MW - Mil-Sim: CTSFO I	true <b>OR</b> false	Activate CoD MW - Mil-Sim: CTSFO I mod compatibility
Additionnal Gear - Tan	true <b>OR</b> false	Activate Additionnal Gear – Tan mod compatibility
Additionnal Gear - Black	true <b>OR</b> false	Activate Additionnal Gear – Black mod compatibility
Additionnal Gear - Untar	true <b>OR</b> false	Activate Additionnal Gear – Untar mod compatibility
Additionnal Clothing	true <b>OR</b> false	Activate Additionnal Clothing mod compatibility
Andrudis Quest Maniac	true <b>OR</b> 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	Enable the option
false	Disable the option

## ShowModLogs

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

Options	Description
true	Enable the option
false	Disable the option



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Discord yet?  
Create your discord  
account:

<https://discord.com/>

Need help with any of my mods? Join my discord server by clicking on the link above.

Stay updated on <https://discord.gg/zjaSteQjDZ>