

# ARK: Survival Evolved

If dinosaurs, scifi and survival sound like a good combination, this is the place for you.

- [ARK Mods and Settings](#)

# ARK Mods and Settings

Currently online ARK servers: <https://www.ldsgamers.com/game-servers>

The mods can be pre-downloaded by subscribing to them here:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2351741175>

## Mod list

We use the following mods on our ARK servers, in the following load order:

1. HG Element Fix (Genesis2 only)
2. [HG Stacking Mod 2500-90](#)
3. [Structures Plus](#)
4. [Castles, Keeps and Forts: Remastered](#)
5. [Castles, Keeps and Forts: Science Fiction](#)
6. [eco Trees](#)
7. [Awesome Spyglass!](#)
8. [Homing Pigeon](#)
9. [XP Kibble](#)
10. [Dino Tracker](#)
11. [Custom Dino Levels](#) (server-side only, non-Ragnarok maps only)
12. [Dino Storage v2](#)
13. [Death Recovery Mod](#)

## Server settings summary

- PvE only
- Wild dinos are up to level 150
- Faster taming: 3x
- Faster breeding: 8x egg hatching and maturation, 1/8 mating cooldown
- Faster harvesting: 2x overall + another 1.25x for dinos
- Faster experience gain: 3x + 1.25x for kills
- Death bags last much longer

- Reduced food and water drain, including tamed dinos
- Fuel lasts twice as long
- Flyer speed leveling
- Nights are half duration (except Aberration)
- Minor stat boosts to some stats for players and dinos
- All maps have a Ragnarok-like distribution of wild dino levels
- Character, dino and item transfers enabled between all LDSG servers
- Transfer up to 100 items at a time

## Mod settings summary

- Awesome spyglass does not show outlines
- Range of most S+ structures increased to 50 foundations
- S+ engrams replace vanilla engrams (Use S+ Converter to get vanilla parts)
- S+ Root Beer Barrel crafts at twice the speed
- S+ Industrial Forge and Tek Replicator are smaller
- Nanny feeds dinos more often
- Element lasts 48 hours in the Tek Generator
- Death Recovery Mod gravestone will not recover resources and consumables
- Dino Tracker can only track tamed dinos and tribe members
- Dino Storage v2 Terminal can collect and incubate fertilized eggs if powered by a Tek Generator

## Detailed settings

This list includes only settings not at their defaults and that are meaningful to list. The complete list can be found on the official ARK wiki: [https://ark.fandom.com/wiki/Server\\_configuration](https://ark.fandom.com/wiki/Server_configuration)

### Game.ini

```
[ /Script/ShooterGame.ShooterGameMode]
bAllowFlyerSpeedLeveling=True
BabyCuddleIntervalMultiplier=0.4
BabyMatureSpeedMultiplier=8.0
CropDecaySpeedMultiplier=1.25
DinoHarvestingDamageMultiplier=1.25
bDisableStructurePlacementCollision=True
```

```
EggHatchSpeedMultiplier=8.0
FuelConsumptionIntervalMultiplier=2.0
GlobalItemDecompositionTimeMultiplier=3.0
KillXPMultiplier=1.25
LayEggIntervalMultiplier=1.25
MatingIntervalMultiplier=0.125
MaxAlliancesPerTribe=20
MaxTribesPerAlliance=20
# 0: Health 1: Stamina 4: Food 5: Water 7: Weight
# 8: MeeleDamageMultiplier / Charge Emission Range 9: Speed
PerLevelStatsMultiplier_DinoTamed[0]=0.3
PerLevelStatsMultiplier_DinoTamed[1]=1.1
PerLevelStatsMultiplier_DinoTamed[7]=1.1
PerLevelStatsMultiplier_DinoTamed[8]=0.25
PerLevelStatsMultiplier_DinoTamed_Add[0]=0.24
PerLevelStatsMultiplier_DinoTamed_Add[1]=1.4
PerLevelStatsMultiplier_DinoTamed_Add[7]=1.1
PerLevelStatsMultiplier_DinoTamed_Add[8]=0.22
PerLevelStatsMultiplier_DinoTamed_Add[9]=1.4
PerLevelStatsMultiplier_DinoTamed_Affinity[0]=0.54
PerLevelStatsMultiplier_DinoTamed_Affinity[1]=1.1
PerLevelStatsMultiplier_DinoTamed_Affinity[7]=1.1
PerLevelStatsMultiplier_DinoTamed_Affinity[8]=0.54
PerLevelStatsMultiplier_Player_Add[0]=1.2
PerLevelStatsMultiplier_Player_Add[4]=1.25
PerLevelStatsMultiplier_Player_Add[5]=1.25
PerLevelStatsMultiplier_Player_Add[7]=1.2
PerLevelStatsMultiplier_Player_Add[9]=1.2
bPvEDisableFriendlyFire=True
StructureDamageRepairCooldown=180
SupplyCrateLootQualityMultiplier=3.0
TamedDinoCharacterFoodDrainMultiplier=0.5
UseCorpseLifeSpanMultiplier=32.0
bUseCorpseLocator=True
```

## GameUserSettings.ini

```
[ServerSettings]
AllowCaveBuildingPvE=False
```

AllowFlyerCarryPvE=True  
AutoSavePeriodMinutes=7  
CrossARKAllowForeignDinoDownloads=True  
DifficultyOffset=1.0  
HarvestAmountMultiplier=2.0  
MaxGateFrameOnSaddles=8  
MaxTamedDinos=5000.000000  
MaxTributeItems=100  
NightTimeSpeedScale=1.5  
OverrideOfficialDifficulty=5.0  
PerPlatformMaxStructuresMultiplier=10.0  
PlayerCharacterFoodDrainMultiplier=0.75  
PlayerCharacterWaterDrainMultiplier=0.5  
PreventDownloadDinos=False  
PreventDownloadItems=False  
PreventDownloadSurvivors=False  
PreventUploadDinos=False  
PreventUploadItems=False  
PreventUploadSurvivors=False  
serverPVE=True  
ShowFloatingDamageText=True  
ShowMapPlayerLocation=True  
StructurePickupHoldDuration=0.500000  
TamingSpeedMultiplier=3.0  
XPMultiplier=3.0

#### [AwesomeSpyGlass]

AllowOutline=False

#### [DeathRecovery]

DelayTimer=15  
DisableDecay=True  
DecayMultiplier=1  
DisablePickup=False  
UseOnce=False  
ThereCanOnlyBeOne=False  
UseGlobalTimer=False  
ExclusionList=PrimalItemResource, Thatch., Consum.

#### [DinoStorage2]

EnableFertEggCollection=True

EnableIncubation=True

TerminalNeedsPower=True

VaultTerminal=True

[ DinoTracker]

DisableWildTracking=True

DisableWildFindButton=True

DisableTribememberTracking=False

DisableDeathTracking=True

DisableAllyTracking=True

DisableWildCoordinates=True

[ StructuresPlus]

BeeHiveWateringRangeInFoundations=50

BeerBarrelCraftingSpeed=2

DisableSmoothBuild=True

EnableEngramOverride=True

FarmerRangeInFoundations=50

GardenerRangeInFoundations=50

HatcheryRangeInFoundations=50

IndustrialForgeScaleMultiplier=0.5

ItemAggregatorRangeInFoundations=50

ItemCollectorRangeInFoundations=50

NannyIntervalInSeconds=25

NannyRangeInFoundations=50

RemoveLearnedEngramRequirementFromConverter=false

ReplicatorScaleMultiplier=0.8

ResourcePullRangeInFoundations=50

ResourceTransferCooldown=0.2

TekGeneratorFuelUseIntervalInSeconds=172800