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<?xml version="1.0"?>
<ServerSettings>
 property name="ServerPort"
                                            value="26900"/>
              <!-- Port you want the server to listen on. -->
 property name="ServerIsPublic"
                                           value="true"/>
              <!-- Should this server register to master
server -->
 property name="ServerName"
    value="REDACTED"/> <!-- Whatever you want the name
to be. -->
  property name="ServerPassword"
                                           <!-- Password to
    value="REDACTED"/>
gain entry to the server -->
 <!-- Maximum Concurrent Players -->
 Die server"/> <!-- Whatever you want the description to be. -->
 <!-- Website URL for the server -->
 property name="GameWorld"
    value="Navezgane"/>
                                  <!-- Navezgane, Random
Gen -->
 cproperty name="GameName"
                                            value="Game1"/>
          <!-- Whatever you want the game name to be THIS
CONTROLS THE RANDOM GENERATION SEED -->
 property name="GameDifficulty"
                                            value="2"/>
              <!-- 0 - 5, 0=easiest, 5=hardest -->
 cproperty name="GameMode"
    value="GameModeSurvivalMP"/> <!-- GameModeSurvivalMP,</pre>
GameModeSurvivalSP (MP has land protection) -->
 cproperty name="ZombiesRun"
                                            value="0" />
               <!-- 0 = default day/night walk/run, 1 = never
run, 2 = always run -->
 property name="BuildCreate"
                                            value="false" />
              <!-- cheat mode on/off -->
 property name="DayNightLength"
                                            value="50" />
              <!-- real time minutes per in game day: 50
minutes -->
 property name="DayLightLength"
                                           value="18" />
              <!-- in game hours the sun shines per day: 18
hours day light per day-->
 property name="PlayerKillingMode" value="3" />
          <!-- Player Killing Settings (0 = No Killing, 1 = Kill
Allies Only, 2 = Kill Strangers Only, 3 = Kill Everyone) -->
 property name="PersistentPlayerProfiles" value="true" />
     <!-- If disabled a player can join with any selected
profile. If true they will join with the last profile they joined
with -->
 cproperty name="PlayerSafeZoneLevel" value="5" />
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<!-- If a player is less or equal this level he will create
a safe zone (no enemies) when spawned -->
  cproperty name="PlayerSafeZoneHours" value="5" />
     <!-- Hours in world time this safe zone exists -->
  property name="ControlPanelEnabled"
                                       value="true"/>
          <!-- Enable/Disable the control panel -->
  value="8080"/>
          <!-- Port of the control panel webpage -->
  <!-- Password to gain entry to the control panel -->
 property name="TelnetEnabled"
                                         value="true"/>
          <!-- Enable/Disable the telnet -->
 property name="TelnetPort"
                                               value="8081"/>
               <!-- Port of the telnet server -->
 property name="TelnetPassword"
     value="REDACTED"/>
                                   <!-- Password to gain entry
to telnet interface -->
 property name="AdminFileName"
     value="serveradmin.xml"/> <!-- Server admin file name -->
 property name="DropOnDeath"
                                               value="0" />
               <!-- 0 = everything, 1 = toolbelt only, 2 =
backpack only, 3 = delete all -->
 property name="DropOnQuit"
                                               value="0" />
               <!-- 0 = nothing, 1 = everything, 2 = toolbelt
only, 3 = backpack only -->
                                               value="60" />
 cproperty name="EnemySenseMemory"
               <!-- Time, in seconds, that a zombie will pursue
something that has been sensed. -->
                                               value="3" />
 property name="EnemySpawnMode"
               <!-- 0 = Disabled 0%, 1 = Very Low 50%, 2 = Low
75%, 3 = Medium 100%, 4 = High 125%, 5 = Very High 150% -->
  property name="EnemyDifficulty"
                                               value="0" />
               <!-- 0 = Normal, 1 = Feral -->
  property name="BlockDurabilityModifier" value="100" />
          <!-- percentage in whole numbers -->
  property name="LootAbundance"
                                               value="100" />
               <!-- percentage in whole numbers -->
 property name="LootRespawnDays"
                                              value="30" />
               <!-- days in whole numbers -->
  property name="LandClaimSize"
     value="7"/>
                         <!-- Size in blocks that is protected
by a keystone -->
  property name="LandClaimDeadZone"
     value="30"/> <!-- Keystones must be this many blocks
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apart (unless you are friends with the other player) -->
  property name="LandClaimExpiryTime"
     value="3"/>
                           <!-- The number of days a player can
be offline before their claims expire and are no longer
protected -->
  cproperty name="LandClaimDecayMode"
     value="0"/>
                           <!-- Controls how offline players land
claims decay. All claims have full protection for the first
24hrs. 0=Linear, 1=Exponential, 2=Full protection until claim is
expired. -->
  cproperty name="LandClaimOnlineDurabilityModifier"
     value="4"/>
                           <!-- How much protected claim area
block hardness is increased when a player is online. O means
infinite (no damage will ever be taken). Default is 32x \longrightarrow
  property name="LandClaimOfflineDurabilityModifier"
     value="4"/>
                           <!-- How much protected claim area
block hardness is increased when a player is offline. O means
infinite (no damage will ever be taken). Default is 32x -->
  property name="AirDropFrequency"
     value="72"/> <!-- How often airdrop occur in game-hours,
0 == never -->
  property name="AirDropMarker"
     value="false"/> <!-- Sets if a marker is added to</pre>
map/compass for air drops. -->
  cproperty name="MaxSpawnedZombies"
     value="60"/>
                     <!-- Making this number too large (more than
about 80) may cause servers to run at poor framerates which will
effect lag and play quality for clients. -->
  If your server has a large number of players you can increase
this limit to add more wildlife. Animals don't consume as much
CPU as zombies.
  NOTE: That this doesn't cause more animals to spawn
arbitrarily: The biome spawning system only spawns a certain
number of animals in a given
  area, but if you have lots of players that are all spread out
then you may be hitting the limit and can increase it.
  property name="MaxSpawnedAnimals"
     value="50"/>
  property name="EACEnabled"
     value="true"/> <!-- Enables/Disables EasyAntiCheat -->
  <!--property name="SaveGameFolder" value="absolute path"</pre>
/--> <!-- use this to override the default save game path -->
</serverSettings>
```