```xml
<?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"
      value="REDACTED"/>                            <!-- Password to
gain entry to the server -->
  <property name="ServerMaxPlayerCount"     value="8"/>
                  <!-- Maximum Concurrent Players -->
  <property name="ServerDescription"        value="A 7 Days to
Die server"/> <!-- Whatever you want the description to be. -->
  <property name="ServerWebsiteURL"         value=""/>
            <!-- Website URL for the server -->

  <property name="GameWorld"
      value="Navezgane"/>               <!-- Navezgane, Random
Gen -->
  <property 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 -->
  <property name="GameMode"
      value="GameModeSurvivalMP"/>     <!-- GameModeSurvivalMP,
GameModeSurvivalSP (MP has land protection) -->

  <property 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 -->

  <property 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 -->
  <property name="PlayerSafeZoneHours"     value="5" />
    <!-- Hours in world time this safe zone exists -->

  <property name="ControlPanelEnabled"      value="true"/>
         <!-- Enable/Disable the control panel -->
  <property name="ControlPanelPort"         value="8080"/>
         <!-- Port of the control panel webpage -->
  <property name="ControlPanelPassword"     value="REDACTED"/>
         <!-- 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 -->

  <property name="EnemySenseMemory"              value="60" />
              <!-- Time, in seconds, that a zombie will pursue
something that has been sensed. -->
  <property name="EnemySpawnMode"               value="3" />
              <!-- 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 -->
  <property 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. -->
  <property name="LandClaimOnlineDurabilityModifier"
     value="4"/>             <!-- How much protected claim area
block hardness is increased when a player is online. 0 means
infinite (no damage will ever be taken). Default is 32x -->
  <property name="LandClaimOfflineDurabilityModifier"
     value="4"/>             <!-- How much protected claim area
block hardness is increased when a player is offline. 0 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
map/compass for air drops. -->
  <property 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"
/--> <!-- use this to override the default save game path -->
</ServerSettings>
```