

# Editing Palworld World Settings

## Copying the Example Configuration

1. Navigate to the Files Tab; In the Root Directory (/home/container) Open "DefaultPalWorldSettings.ini"
2. Copy the entire example configuration (CTRL + A > CTRL + C)
3. Navigate to: /home/container/Pal/Saved/Config/LinuxServer; open "PalWorldSetting.ini" Paste; Save content
4. (Optional) Save content and hit back on your browser. Right click "PalWorldSetting.ini" and click Copy
5. (Optional) Rename "PalWorldSetting.ini copy.ini" to "PalWorldSetting.ini.backup" (or similar)

It is good practice to keep a backup of your last working config. If you update your settings, don't forget to make a backup!

## Editing Palworld Settings

1. Stop your Palworld Server
2. Navigate to /home/container/Pal/Saved/Config/LinuxServer/
3. Open "PalWorldSetting.ini"
4. Search for the setting you would like to change, Click inside the text editor and search (CTRL + F)
5. Once Finished Save Content, and restart your Palworld Server

Be sure to keep the format of the config file; Else Some settings may not work correctly. Make a backup of your settings!

Game Setting Descriptions table

Setting	Description
Difficulty	Adjusts the overall difficulty of the game (Casual, Normal, Hard)

DayTimeSpeedRate	Modifies the speed of time during the Day (lower = Longer)
NightTimeSpeedRate	Modifies the speed of time during the Night (Higher = Shorter)
ExpRate	Modifies EXP Gain rate for Creatures & Players
PalCaptureRate	Modifies the Chance of successful capture
PalCaptureRate	Modifies the Spawn Rate of Pals (Higher = More) (More = Lag)
PalDamageRateAttack	Modifier for amount of damage Pals can deal (Higher = More)
PalDamageRateDefense	Modifier for Damage Received by Pals (Higher = More)
PlayerDamageRateAttack	Modifier for amount of damage Players can deal (Higher = More)
PlayerDamageRateDefense	Modifier for Damage Received by Players (Higher = More)
PlayerStomachDecreaseRate	Modifier for Hunger Depletion (Lower = Food lasts longer)
PlayerStaminaDecreaseRate	Modifier for Player Stamina loss (Lower = More Stamina)
PlayerAutoHPRegeneRate	Speed Modifier for Player Auto HP Regeneration (Higher = More)
PlayerAutoHpRegeneRateInSleep	Speed Modifier for Player HP Regeneration while sleeping (Higher = More)
PalStomachDecreaseRate	Modifier for Pal Hunger Depletion (Lower = Food lasts longer)
PalStaminaDecreaseRate	Modifier for Pal Stamina Loss (Lower = More Stamina)
PalAutoHPRegeneRate	Speed Modifier for Pal Auto HP Regeneration (Higher = More)
PalAutoHpRegeneRateInSleep	Speed Modifier for Pal HP Regeneration while sleeping (Higher = More)
BuildObjectDamageRate	Modifier for Friendly Structure/Building Damage taken (Lower = Less)
BuildObjectDeteriorationDamageRate	Modifier for Deterioration rate of structures outside of Base (0 = None)
CollectionDropRate	Modifier for drop rate of items collected (Higher = More)

CollectionObjectHpRate	Modifier for health of collected objects (Higher = More)
CollectionObjectRespawnSpeedRate	Modifier for object respawn rate (Higher = Faster)
EnemyDropItemRate	Modifier for drop rate of defeated enemies (Higher = More)
DeathPenalty	Defines the penalty upon player death (Item, All, None)
bEnablePlayerToPlayerDamage	Option to enable / disable PvP Combat (True / False)
bEnableFriendlyFire	Option to enable / disable PvP Combat (True / False)
bEnableInvaderEnemy	Option to enable / disable Invader Enemies (True / False)
bActiveUNKO	Option to enable / disable UNKO (True / False)
bEnableAimAssistPad	Option to enable / disable aim assist for controllers (True / False)
bEnableAimAssistKeyboard	Option to enable / disable aim assist for keyboards True / False)
DropItemMaxNum	Defines the max amount of dropped items in the world (Higher = Lag)
DropItemMaxNum_UNKO	Defines the max amount of dropped UNKO items in the world (Higher = Lag)
BaseCampMaxNum	Defines the max amount of bases camps that can be built in the world
BaseCampWorkerMaxNum	Defines the max amount of workers in a base camp
DropItemAliveMaxHours	Defines the max amount of time a dropped item can exist for (Higher = Lag)
bAutoResetGuildNoOnlinePlayers	Automatically resets guilds with no online players
AutoResetGuildTimeNoOnlinePlayers	Defines how long guilds with no online players are automatically reset
GuildPlayerMaxNum	Define the max amount of players per guild
PalEggDefaultHatchingTime	Define the Default hatching rate for Pal eggs
WorkSpeedRate	Define the overall work speed in the game
bIsMultiplay	Option to enable / disable multiplayer (?)

bIsPvP	Option to enable Player vs Player Combat (True / False)
bCanPickupOtherGuildDeathPenaltyDrop	Option to enable picking up other guilds dropped items from death penalty
bEnableNonLoginPenalty	Option to enable / disable the Non Login Penalty (True / False)
bEnableFastTravel	Option to enable / disable fast travel
bIsStartLocationSelectByMap	Option to enable / disable selecting the starting location (True / False)
bExistPlayerAfterLogout	Option to enable / disable if player exists when logged out (True / False)
bEnableDefenseOtherGuildPlayer	Option to enable / disable protecting other guilds (True / False)
CoopPlayerMaxNum	Defines the max amount of players to a guild
ServerPlayerMaxNum	Change this option in the Startup Tab
ServerName	Change this option in the Startup Tab
ServerDescription	Defines the description of your Palworld Server
AdminPassword	Defines the Admin Password of your Palworld Server
ServerPassword	Defines the Server Password of your Palworld Server
PublicPort	This option is not player changeable
PublicIP	This option is not player changeable
RCONEnabled	This option is not player changeable
RCONPort	This option is not player changeable
Region	Defines the region of the Palworld server
bUseAuth	Option to enable / disable Server Authentication (True / False)
BanListURL	Defines the URL For the Server's Banlist

