

# CONAN<sup>®</sup> EXILES



## TECHNICAL MANUAL



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## Welcome to Conan Exiles

Hello and welcome to Conan Exiles!

This is a technical manual to help you set up and administrate your own server. In the game, you will find information in the settings about controls configuration to get you started.

## Setting Up a Server

### Dedicated server system requirements

	<b>Small</b>	<b>Medium</b>	<b>Large</b>
Number of Players	10-player	35-player	70-player
Operating System	Win 7/8.1/10 64 bit	Win 7/8.1/10 64 bit	Win 7/8.1/10 64 bit
CPU	Intel Core2Duo 6850	Intel Core i5 2400	Intel Core i7 6700
CPU(GHz)	3.0 GHz	3.1/3.4 GHz (Turbo)	3.4/4.0 GHz (Turbo)
System RAM	8GB	8GB	12GB
Diskspace	35GB	35GB	35GB

### How to setup a server

#### 1. Get SteamCMD

<https://steamcdn-a.akamaihd.net/client/installer/steamcmd.zip>

2. Extract the contents of the steamcmd.zip to some folder of your choosing.

3. Open a terminal window on the folder you chose.

4. Create a different folder to install the server into. (for example C:\Exiles)

5. To get the server, run this command:

```
steamcmd +login anonymous +force_install_dir C:\Exiles +app_update 443030 +quit
```

(On the first run, and occasionally, SteamCMD will patch itself before running)

6. Running the server:

Please make sure you do not have a steam client running. If you do, you will see some error message boxes regarding steam DLLs (which you can ignore).

From C:\Exiles, run:

ConanSandboxServer.exe

By default it will listen on UDP ports 27015 and 7777. You might need to add an exception in your firewall to get the server to show up in the Steam server browser.

You can then use the following comand line parameters, for example: ConanSandboxServer.exe -log -MaxPlayers=16

Some useful server parameters:

-log

MaxPlayers=70

MULTIHOME=aaa.bbb.ccc.ddd (select network interface by ip)

QueryPort=27015 (steam queryport)

Settings set in ConanSandbox\Saved\Config\WindowsServer\Engine.ini

some settings need to be specified in the Engine.ini file listed above, such as:

```
[/Script/OnlineSubsystemUtils.IpNetDriver]
```

```
NetServerMaxTickRate=30
```

```
[OnlineSubsystemSteam]
```

```
ServerName=YOUR_SERVER_NAME_HERE
```

```
ServerPassword=YOUR_DESIRED_PASSWORD_HERE
```

Settings set in ConanSandbox\Saved\Config\WindowsServer\Game.ini

Others can be set in the Game.ini file, as such:

```
[/Script/Engine.GameSession]
```

```
MaxPlayers=70
```

Note:

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Currently if you try to start the dedicated server build from the steam client, you will get some error messages about steam DLLs. This is not the recommended way to start your server, but it should still work if you skip past the error messages.

## Admin Commands

The admin command panel can be accessed in the game by pressing CTRL-SHIFT-C. This gives access to a great variety of functions that admins will use in the game, from spawning items to setting times of day, to cloaking etc.

There are several additional commands that can be run from the command line (insert or tilde to open) which we think admins may find useful for day to day activities.

SummonPlayer [Playername] – This will summon a player to your location which is useful for situations where they are stuck etc.

Fly – Will allow your player to fly around the world. Extremely immersion breaking...

God – Makes you invulnerable to all damage, but also prevents knockbacks and other secondary effects from being applied to your character.

ToggleDebugHUD – This shows server performance and number of players in the top right and your location co-ordinates in the bottom left. (Note – not as cool as ToggleDebugHug command!)

Ctrl-Alt-Shift-L – Will open a small window that shows your location in a format that can be copy pasted easily. Use this for bugfixing and teleporting to help stranded players.

## Server Settings

### Exposed Server Settings

These settings are available from the server settings menu accessed from the main menu in the game.

The settings highlighted in red in this document are deprecated and may not do anything when used. These may be removed during the Early Access launch cycle.

### General

Server Password – The server password can be changed here.

Admin Password – This password gives administration rights.

Battleeye enabled – This enables battleeye cheat protection on the server. Funcom highly recommends this to avoid cheaters from affecting your gameplay.

PvP Enabled – When this is flagged, Player vs Player is enabled on the server.

Community – Selecting a community from the drop down list will affect how your server is filtered in the server list. Please set up your community responsibly, in order to help players find a server that matches their playstyle.

Server Region – Selecting a server region will affect how your server is filtered in the list. Please select your region to help players find a server that is close to them.

No Ownership – Flagging this means that the ownership rules on the server do not exist. This means that all players can loot all chests, use all machines, dismantle all buildings etc.

Can Damage player owned structures – If this is flagged, players can attack and destroy other player's structures.

Enable Sandstorm – Flagging this allows sandstorms to periodically sweep across the Exiled Lands.

Clan Max Size – This sets the maximum allowable size of clans on the server. Once a clan reaches the limit, no new members can join.

Maximum Nudity – This setting determines the maximum amount of nudity on the server. This overrides the client preference, so if a server is set to no nudity, even if a player sets their client to full nudity, they will not be able to see nudity on this server. However, if a server allows full nudity, and a player sets their client to partial nudity, the client will correctly show only partial nudity.

### Progression

Player XP Rate Multiplier – This multiplier affects all types of XP that players receive. You can use this to speed up player progression in all activities.

Player XP Time Multiplier – In Conan Exiles, players receive XP passively over time, simply for surviving. This multiplies the speed at which players receive this XP.

Player XP Kill Multiplier – This multiplies the amount of XP that players receive for killing monsters and players in Conan Exiles.

Player XP Harvest Multiplier – This multiplies the amount of XP that players receive for harvesting in Conan Exiles

Player XP Craft Multiplier – This multiplies the amount of XP that players receive for crafting in Conan Exiles

### Day/Night Cycle

Day Cycle Speed – This multiplies the entire 24hr day cycle speed. Individual parts of the day can be tweaked in the settings below. Note, this multiplier is applied in addition to any settings changes below.

Day Time Speed – Daytime hours in Conan Exiles are between 7:00 and 16:59 ingame time. Changing this multiplier will multiply the time spent between these hours of the day.

Night Time Speed – Nighttime hours in Conan Exiles are between 19:00 and 4:59 ingame time. Changing this multiplier will multiply the time spent between these hours of the night.

Dawn/Dusk Time Speed – Dawn in Conan Exiles is between 5:00 and 6:59. Dusk is between 17:00 and 18:59. Changing this multiplier will multiply the time spent in the period of both dawn and dusk.

Catch Up Time – In order to create a smooth starting experience for new players, Conan Exiles has the ability to force a client PC to start at a certain time of day, regardless of the server time. If this setting is applied, new characters will start at the specified time, and then play at that time of day until the server “catches up” to them. We recommend not setting this to the darkest hours of the night, unless you are a sadistic person.

## Survival

**Player Health Multiplier** – This directly multiplies the player health amount.

**Player Health Regen Speed Scale** – Directly multiplies the player’s health regeneration speed.

**Player Stamina Multiplier** - This directly multiplies the player stamina amount.

**Stamina Cost Multiplier** – This increases or decreases the amount of stamina players use per action.

**Player Stamina Regen Speed Scale** – Directly multiplies the player’s stamina regeneration speed.

**Player Active Thirst Multiplier** – Scales the speed at which a player gains or loses water.

**Player Active Hunger Multiplier** – Scales the speed at which a player gains or loses food.

**Logged out characters remain in world** – If flagged, player bodies remain in the world in an unconscious state. If unflagged, player bodies are gone from the world when offline.

**Drop Equipment on Death** – If flagged, players who are killed lose their equipment when they respawn. If not flagged, players who kill will respawn with all of their equipment.

**Everybody can loot corpse** – If flagged, anybody can loot the corpse of a dead player. If not flagged, only the player can recover items from their corpse.

## Combat

**Player Damage multiplier** – Multiplies the amount of damage that a player does.

**Player Damager Taken Multiplier** – Multiplies the amount of damage that a player receives

**Minion Damage Multiplier** – Multiplies the amount of damage that thralls and pets do.

**Minion damage taken multiplier** – Multiplies the amount of damage that thralls and pets receive.

**NPC damage multiplier** – Multiplies the amount of damage that NPCs and Monsters do.

**NPC damage taken multiplier** - Multiplies the amount of damage that NPCs and Monsters receive.

**NPC Health Multiplier** – Multiplies the health of all NPCs

**NPC Respawn Multiplier** – Multiplies the speed at which NPCs respawn in the world after dying.

**Durability Damage Multiplier** – Modifies the amount of durability damage that an item takes when used or damaged. Increasing or decreasing this directly affects how long weapons, tools and armor will last.

**Shield Durability Multiplier** - Modifies the amount of durability damage that a shield takes when blocking. Increasing or decreasing this directly affects how shields will last.

**Thrall Wakeup Time** – This determines the length of time that a Thrall will remain unconscious.

Avatar Lifetime – This determines the length of time that an Avatar can remain alive in the world.

Disable Avatars – If flagged, Avatars cannot be summoned on this server.

### Harvesting

Item Spoil Rate Scale – Affects the length of time that foods will last before spoiling.

Harvest Amount Multiplier – Multiplies the amount of resources gathered when harvesting.

Resource Respawn Multiplier – Multiplies the speed at which resources respawn after being harvested.

Land Claim Radius Multiplier – This increases and decreases the radius at which land claim is applied. This affects the respawn of resources and NPCs as well as the ability of other players to claim nearby land.

### Crafting

Crafting Cost Multiplier – This multiplies the number of materials required for each crafting recipe.

Crafting Speed Multiplier – This multiplies the speed at which items can be crafted.

Structure Damage Multiplier –

Structure Damage Taken Multiplier –

Structure Health Multiplier –

Player Encumbrance Multiplier – This multiplies the amount of encumbrance that an item adds to the player.

Player Encumbrance Penalty Multiplier – This multiplies the penalties that a player suffers when they are encumbered.

### Chat

Chat Local Radius – Determines how far local chat will broadcast around a player

Max Message Length – Sets the max number of characters in a chat message

### Region Access Control

These settings use an IP lookup to determine the connection country of origin and prevent those regions not flagged for access from connection. Country codes can also be manually added, using the two letter codes from the list here - [https://en.wikipedia.org/wiki/ISO\\_3166-1\\_alpha-2](https://en.wikipedia.org/wiki/ISO_3166-1_alpha-2)

Separate country codes with a space in the input field

### Unexposed Server Settings

There are many server settings that are not exposed in the server setting ui. To view a full list, open the console (insert or tilde) and type GetAllServerSettings.

CAUTION – These settings remain hidden for a reason. These can have an extremely negative impact on your gameplay experience. Use with caution (but have fun, because this is a sandbox, after all!)

AvatarSummonTime



bCanBeDamaged  
BlueprintConfigVersion  
BuildingRadialDestructionForceMultiplier  
ClipVelocityOnNavmeshBoundary  
ConciousnessDamageMultiplier  
ConfigVersion  
CrossDesertOnce  
DogsOfTheDesertSpawnWithDogs  
EnforceRotationRateInCombat\_2  
EnforceRotationRateWhenRoaming\_2  
LocalNavMeshVisualizationFrequency  
LQAVPFadeTime  
LQAVPMethod  
LQAVPUseTime  
MaxAggroRange  
NetworkSimulatedSmoothRotationTimeWithLQAVP  
NPCKnockbackMultiplier  
NPCMindReadingMode  
NPCRespawnMultiplier  
PathFollowingAvoidanceMode  
PathFollowingSendsAngularVelocity  
PlayerIdleHungerMultiplier  
PlayerIdleThirstMultiplier  
PlayerKnockbackMultiplier  
PlayerMovementSpeedScale  
PlayerOfflineHungerMultiplier  
PlayerOfflineThirstMultiplier  
PlayerSprintSpeedScale  
PlayerStaminaCostMultiplier

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PlayerStaminaCostSprintMultiplier  
PVPBlitzServer  
RotateToTargetSendsAngularVelocity  
TargetPredictionAllowSecondsForAttack  
TargetPredictionMaxSeconds  
UnarmedNPCStepBackDistance  
UnconsciousTimeSeconds  
UseClientCatchUpTime  
UseLocalQuadraticAngularVelocityPrediction  
ValidatePhysNavWalkWithRaycast  
WeaponEffectBoundsShorteningFraction

## Creating Mods for Conan Exiles

### Introduction

The mod devkit is a work in progress and there are many rough edges still. Some things to be aware of:

- It takes a long time to start up, especially the first few times.
- You have to restart it when you want to work on a new mod. (This might not get fixed any time soon, since flushing/reloading assets seems problematic.)
- Renaming mods is not trivial, so choose good unique names.
- Building the mod for distribution (cooking) takes a long time, and sometimes fails. Trying again usually works.
- The feedback for users when joining a server that has mods is very bare bones right now. It currently requires people to look for the mods manually, but this will be improved.

We will be focusing on fixing these issues and generally improving the modding experience over the coming weeks. Thanks for your patience!

### Mods – A Short Introduction

A mod in Conan Exiles is a single archive file. This file is built from the Dreamworld DevKit and used by the game to load a mod.

To use a mod, you have two options. The first option is to use the Steam Workshop. Simply subscribe to mods, and once they are downloaded you can find them in the "Mods" menu from the Main Menu. You can also use mods that you get outside of the Steam Workshop. Just put the mod file you receive under "<Game install folder>\Conan Exiles\ConanSandbox\Mods" and it will be available in the in-game mods menu.

To create mods, you must use the Dreamworld DevKit and build the mod to generate a mod file. With this mod file you can either distribute the mod through the Steam Workshop by uploading it from the DevKit, or simply share the file with your friends directly.

## Mods – A detailed explanation

### Game

To get a mod simply subscribe to a mod from on the workshop page

(<http://steamcommunity.com/workshop/browse/?appid=440900&browsesort=trend&section=readytouseitems>)

Choose which mods to use with the mod menu, accessed from the main menu of the game. After selecting a mod, you can press the left/right arrows to activate/deactivate a mod. Use the up/down arrows to change the load order of the selected mod. The higher up, the earlier the mod will be loaded.

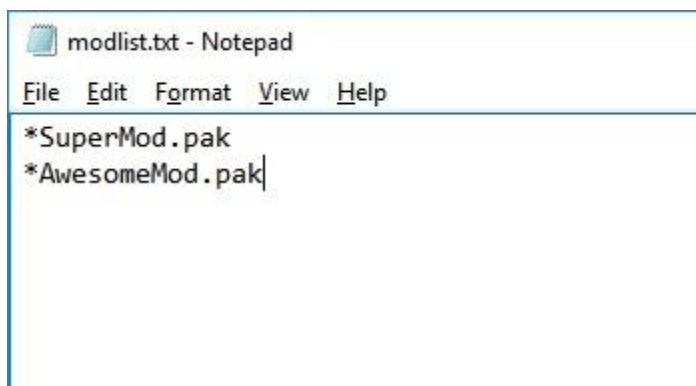
By moving a mod above or below the "On Startup" label, you change when the mod will be loaded. Above "On Startup" means the mod will be loaded when the game is first opened (**NOTE:** requires game restart). Below "On Startup" means the mod will be loaded when starting/joining a game. Some mods might require loading on startup.

### Multiplayer

**Note:** The process for running mods outside single player is very crude and manual right now. We are working on making this more automatic and user friendly.

**Client side:** To join a server with mods, you must first have the same mods the server is running. When joining a server, you will get a message box telling you which mods you are missing. You cannot connect to the server unless you have those mods installed and activated.

**Server side:** To start a server with mods you must put the mod file (<mod name>.pak) in "<dedicated server folder>/ConanSandbox/Mods/" and add a text file with the paths to those .pak files. One path per line, with an \*(asterisk) before the path like this:



```
modlist.txt - Notepad
File Edit Format View Help
*SuperMod.pak
*AwesomeMod.pak
```

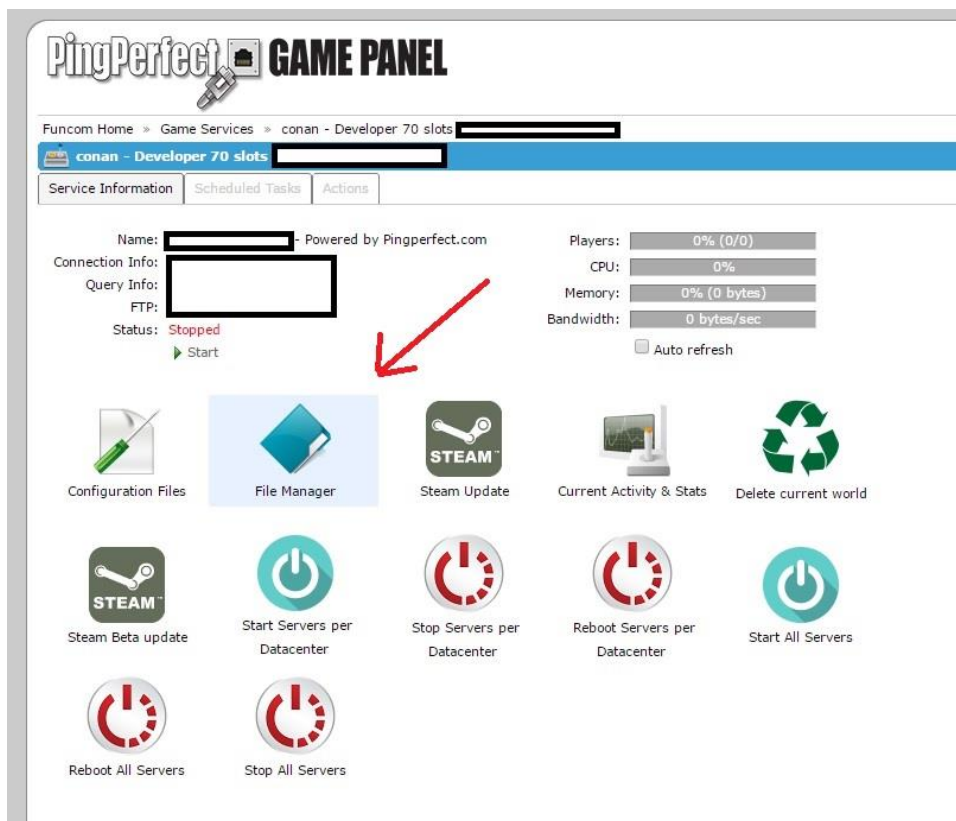
**NOTE:** The paths are relative to the "Mods" folder, and the asterisk is required to make the mods load properly!

You can set the mods up in your game client, then copy the "<game folder>/ConanSandbox/Mods/modlist.txt" to "<dedicated server folder>/ConanSandbox/Mods/" if you don't want to write the paths yourself.

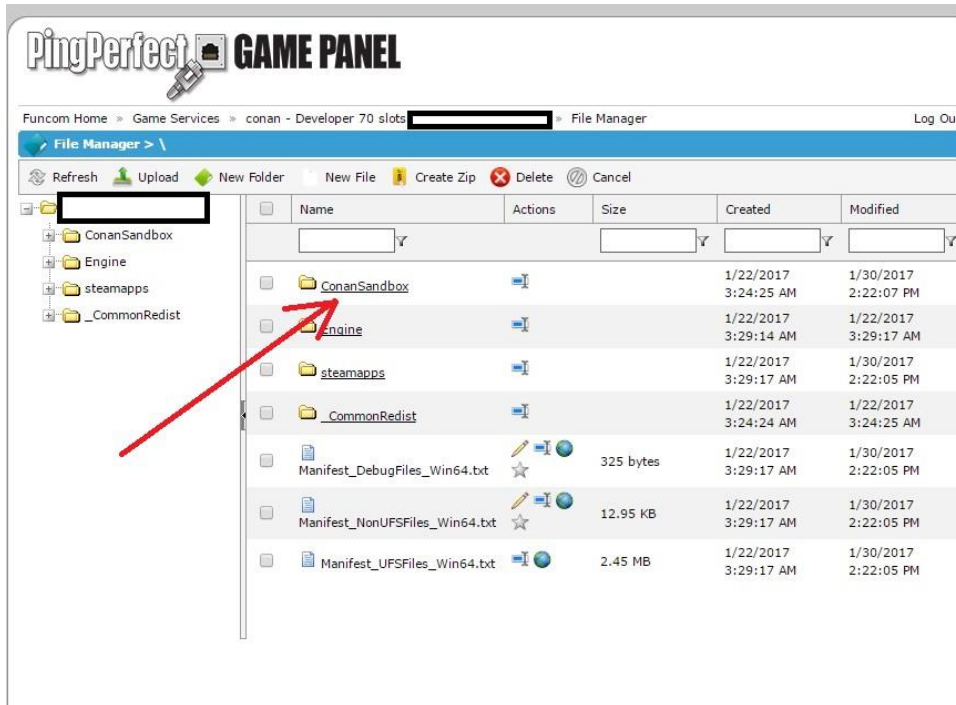
Then when clients try to connect to the server, we will first check to make sure the clients have those mods downloaded. If not the clients won't be able to connect.

### Setting up a PingPerfect server with mods:

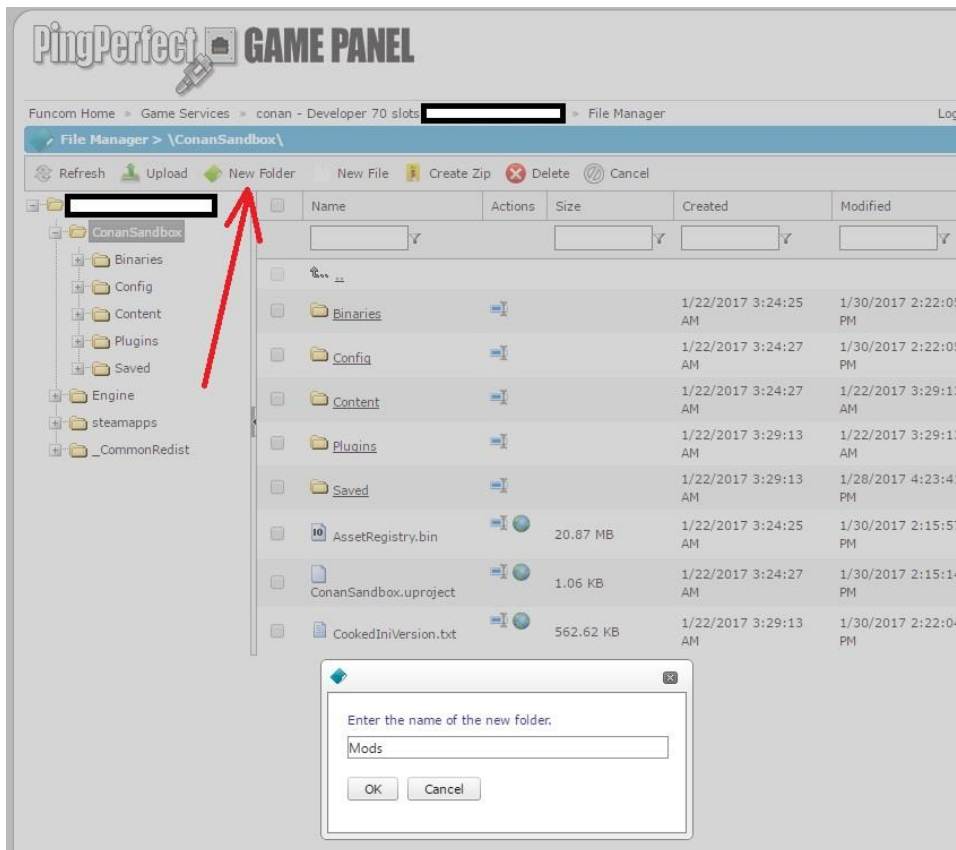
1. Go to File Manager



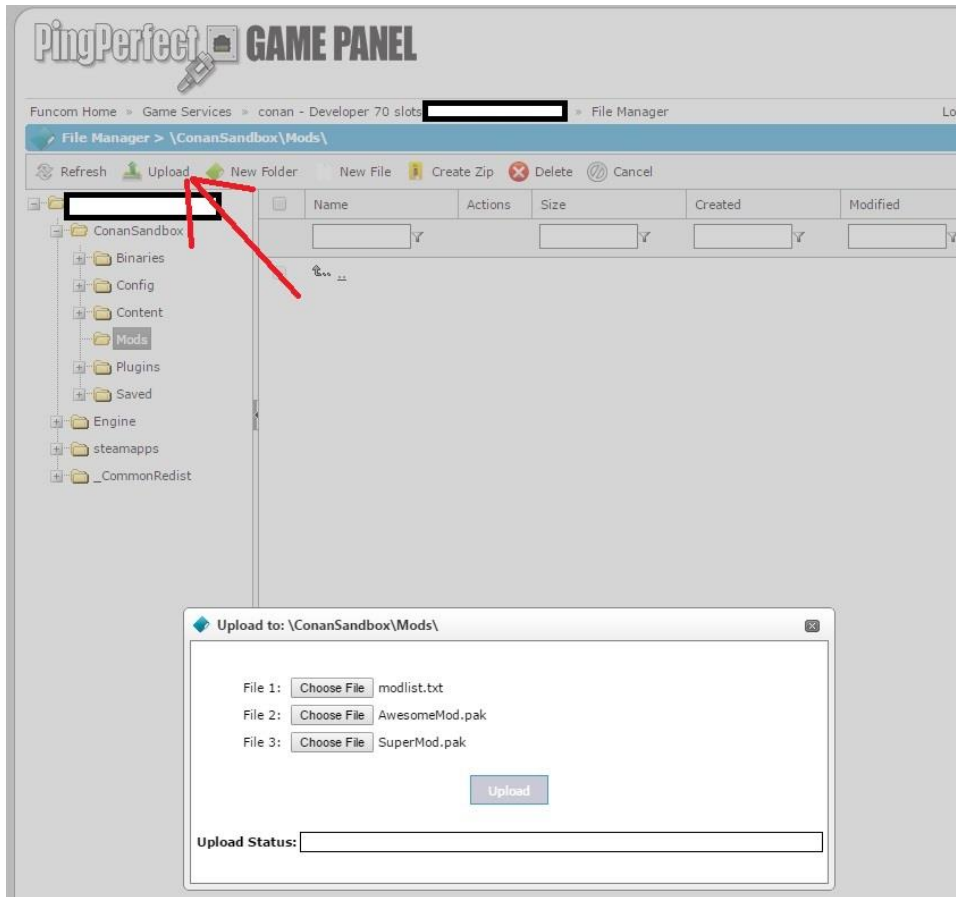
2. Enter folder "ConanSandbox"



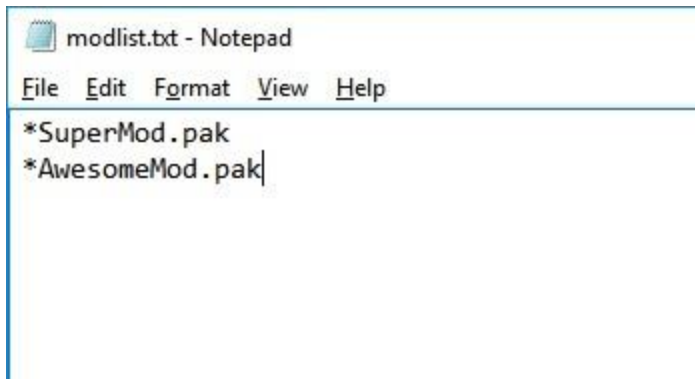
3. Create a folder named "Mods"



4. Upload your mod files (.pak files) and the "modlist.txt" file.



"modlist.txt" example contents:



5. Finally, restart your server to make the server use the mods.

Devkit

**Launching:**

Download through the Epic launcher when it becomes available there.

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## Usage:

The first time opening the DevKit you will be prompted to create a new mod. See the section "Dreamworld DevKit menu" --> "Create new mod" below for more details.

*Note:* The folders in "<devkit folder>/Games/ConanSandbox/Mods/" are used by the DevKit to edit the mod, so deleting a folder here means you can no longer edit that mod. These are the folder you want to backup or have under version control!

Editing existing assets: Modify assets normally. Note that you can't rename, move or delete existing game assets.

To create new assets: Browse to "Content/Mods/<mod name>" and create the asset here.

Use "Play in current viewport" to test with the mod content loaded.

## Sharing mods:

When you have a mod you want to share with others, you must first Build the mod. Then you can either upload the mod to the Steam Workshop or share the .pak file generated from the Build with your friends.

## Dreamworld DevKit menu:

- Select active mod: Switch which mod you are currently editing. Will restart the editor.
- Create new mod: Allows you to create a new mod.
  - The name you enter here will be used to create a folder (<devkit folder>/Games/ConanSandbox/Content/Mods/<mod name>). Any new assets you add will end up here so make sure the name is descriptive of your mod and not too generic so it ends up conflicting with other people's mods.
  - You can change the display name of the mod to something more user friendly before building/uploading to Steam.

## DevKit window:

- Name: Name of mod as it appears in the in-game mod menu and in the Steam Workshop.
  - Can't be empty and must be less than 128 characters.
- Steam file ID: The Steam Workshop item ID used to identify the mod in the Workshop. This is automatically managed when uploading to Steam. You can find your mod on <http://steamcommunity.com/sharedfiles/filedetails/?id=<workshop id here>>
  - Open workshop page: Opens a browser window with the Workshop page of the current mod. *Note:* It might take a few seconds before the page is updated after uploading.
- Steam visibility: Visibility of the mod in the Steam Workshop.
  - Public: Visible to everyone

- Friends: Visible to you, your friends and admins
- Private: Visible to you, admins and users marked as creator
- Author: Name shown as author in the in-game mod menu
- Author URL: Shown in the in-game mod menu
- Version major, minor, build: Show in the in-game mod menu
- Description: Shown in the in-game mod menu and on the Steam Workshop.
  - Max length is 8000 characters.
- Change notes: Shown in Change Notes on the Steam Workshop page
- Preview image: A .png image that must be less than 1MB. Used on the Steam Workshop page.
- Upload to Steam: Uploads the current mod to Steam. You must Build the mod first.
- Build mod: This will cook the mod and pak it so it can be used/uploaded to Steam.
  - The first build can take a while (up to an hour), but subsequent builds should be faster.
  - The "<mod name>.pak" file that is saved to "<devkit folder>/Games/ConanSandbox/Saved/Mods/ModFiles/<mod name>" is what the game uses to load the mod.
    - This is the only file needed to load the mod. You can share this both with and without Steam.
- Open mod in explorer: Opens the local folder of the active mod that the DevKit uses when editing the mod.

## Steam

You can upload a mod to Steam through the DevKit so others can subscribe to the mod.

*Note:* Changes made to the mod on the Steam Workshop website to the following fields (name, description, visibility, preview image) will **NOT** be reflected in the DevKit. These will be overridden the next time you upload your mod from the DevKit. Make sure you update these fields only through the DevKit. Changes to the other fields will not be affected.