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Ark dino spawn locations valguero

A full list of all creature IDs in the Ark Valguero map.To use our more advanced 'spawn dino' command generator, click the More Information button for your desired creature.Click the copy button to copy the admin spawn command for a creature to your clipboard. Valguero is a new map, released for PC in June 2019, and July 2019 for consoles. It introduced only one dinosaur - the Deinonychus. All Creature IDs Mrgreaper Nov 26th 2019 Thread is marked as Resolved. Become part of a great team that has nothing less as its goal than to be the world's best game server provider. Keep facing new, challenging and exciting tasks at a company that values your opinion. open positions @ Nitrado Only managed to find 2 dinos: ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntries_Valguero_SnowForest_C",NPCSpawnEntries=((AnEntryName="snowSpawner", EntryWeight=0.10, NPCsToSpawnStrings=("Owl_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Owl_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.01)))ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntriesTundra_C",NPCSpawnEntries=((AnEntryName="GriffSpawner", EntryWeight=0.10, NPCsToSpawnStrings=("Griffin_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Griffin_Character_BP_C", MaxPercentageOfDesiredNumToAllow=0.01))) I remember on ragnarok i had a huge ini that allowed extinction and aberration dino's to spawn (with a slight bug on one island that had a tad too many crabs lol) but cant seem to find one for the new map The code is all the same. Just need to change the dino and the region. You can find the region's codes online and the dino codes as well. Everything is will be exactly the same. I was hoping someone may have a ready made one to save me having to reinvent the wheel... a tad lazy I know look through the forums posts they're everywhere under ark. You should be able to find them pretty quickly. Also I would suggest always keeping a backup of your ini file in notepad look through the forums posts they're everywhere under ark. You should be able to find them pretty quickly. Also I would suggest always keeping a backup of your ini file in notepad I did lookon the forum but "valgeuro" only shows 6 results so I assumed no one had asked the question before. Configuring this on a tablet at work at mo so I have about 12 tabs open (and dealing with a wierd game.ini issue where I see some variables with out definitions at the end of the file O.o but will look through the forum page by page later. So far I have this info: ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="SPAWNENTRY",NPCSpawnEntries=((AnEntryName="ENTRYNAME",EntryWeight=1.0,NPCsToSpawnStrings=("ENTITTYID")),NPCSpawnLimits=((NPCClassString="ENTITTYID",MaxPercentageOfDesiredNumToAllow=1.0))) SPAWNENTRY is the name of the spawn node you want to edit. They can be found here: ENTRYNAME is just an identifier for server admins to distinguish between multiple spawn configs. It can be anything you like. ENTITTYID is the identification code to define which creature you want to add. Those can be found on this page: The EntryWeight field is how likely the creature is to be picked to spawn, versus all the other creatures which can spawn in an area. By default all weights are 1.0, but increasing it to 2.0 would make that creature twice as likely to be picked over other creatures. While reducing it to 0.5 would make that creature half as likely to be picked, meaning they will be more rare. And finally the MaxPercentage line is a limit on how many of that dino can spawn in an area, compared to the maximum number of creatures in the area. It is used to prevent overspawning, where one creature with a high spawn weight is picked over and over again and squeezes all other creatures out. 1.0 is 100%, effectively no limit. 0.5 is 50%, which means the game will pick any creature to spawn in the area until the number of that creature equals 50% of the maximum number of creatures which can spawn. At that point it will stop spawning that creature and fill up the remaining slots with other creatures on it's spawn list instead. The SPAWNENTRY and ENTITTYID fields need you to add an C to the end of them, in order for the game to read them properly. So for example, the SPAWNENTRY 'DinoSpawnEntriesBeach' needs to be input as 'DinoSpawnEntriesBeach C'. As an overall example, here's a code which adds Aberration Ravagers to the canyon area in Ragnarok, as quite a rare spawn: ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntries_Ragnarok_Center_C",NPCSpawnEntries=((AnEntryName="Ravager",EntryWeight=0.02,NPCsToSpawnStrings=("CaveWolf_Character_BP_C")),NPCSpawnLimits=((NPCClassString="CaveWolf_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.1))) When adding multiple creatures to the same spawn point, it's important to remember that you can only have one config for each SPAWNENTRY in your file. It you have multiple, the game will operate the first one and ignore the rest. So you have to add multiple creatures into the same config to make it recognise them all. This is done in this way: ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="SPAWNENTRY",NPCSpawnEntries=((AnEntryName="ENTRYNAME1",EntryWeight=1.0,NPCsToSpawnStrings=("ENTITTYID1")), (AnEntryName="ENTRYNAME2",EntryWeight=1.0,NPCsToSpawnStrings=("ENTITTYID2")),NPCSpawnLimits=((NPCClassString="ENTITTYID1",MaxPercentageOfDesiredNumToAllow=1.0),(NPCClassString="ENTITTYID2",MaxPercentageOfDesiredNumToAllow=1.0))) So for example, to add the creatures you mentioned above to the beach spawn node: ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntriesBeach_C",NPCSpawnEntries=((AnEntryName="BulldogBeach",EntryWeight=1.0,NPCsToSpawnStrings=("LanternPug_Character_BP_C")), (AnEntryName="ShinehornBeach",EntryWeight=1.0,NPCsToSpawnStrings=("LanternGoat_Character_BP_C")), (AnEntryName="JerboaBeach",EntryWeight=1.0,NPCsToSpawnStrings=("Jerboa_Character_BP_C")), (AnEntryName="MorellaBeach",EntryWeight=1.0,NPCsToSpawnStrings=("camelsaurus_Character_BP_C")),NPCSpawnLimits=((NPCClassString="LanternPug_Character_BP_C",MaxPercentageOfDesiredNumToAllow=1.0),(NPCClassString="LanternGoat_Character_BP_C",MaxPercentageOfDesiredNumToAllow=1.0),(NPCClassString="Jerboa_Character_BP_C",MaxPercentageOfDesiredNumToAllow=1.0),(NPCClassString="camelsaurus_Character_BP_C",MaxPercentageOfDesiredNumToAllow=1.0)) Cant believe no one has already one an ini file for this lol. Just waiting for work to finishso I can actually create the code (tried a few times but with this tablets annoying habit of missing spaces and low ram it was too much lol) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="VAL_DinoSpawnEntries_TwitchFertileLand_C",NPCSpawnEntries=((AnEntryName="Gacha",EntryWeight=0.03,NPCsToSpawnStrings=("Gacha_Character_BP_C")), (AnEntryName="AbAnkylo",EntryWeight=0.1,NPCsToSpawnStrings=("Ankylo_Character_BP_Aberrant_C")),NPCSpawnLimits=((NPCClassString="Gacha_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.03),(NPCClassString="Ankylo_Character_BP_Aberrant_C",MaxPercentageOfDesiredNumToAllow=0.075))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="VAL_DinoSpawnEntries_TwitchFertileLand_Mix_C",NPCSpawnEntries=((AnEntryName="Gacha",EntryWeight=0.03,NPCsToSpawnStrings=("Gacha_Character_BP_C")), (AnEntryName="AbAnkylo",EntryWeight=0.1,NPCsToSpawnStrings=("Ankylo_Character_BP_Aberrant_C")),NPCSpawnLimits=((NPCClassString="Gacha_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.03),(NPCClassString="Ankylo_Character_BP_Aberrant_C",MaxPercentageOfDesiredNumToAllow=0.075))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="VAL_DinoSpawnEntries_TwitchFertileLand_Easy_C",NPCSpawnEntries=((AnEntryName="Shinehorn",EntryWeight=0.05,NPCsToSpawnStrings=("LanternGoat_Character_BP_C")), (AnEntryName="AbAnkylo",EntryWeight=0.1,NPCsToSpawnStrings=("Ankylo_Character_BP_Aberrant_C")),NPCSpawnLimits=((NPCClassString="LanternGoat_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.05),(NPCClassString="Ankylo_Character_BP_Aberrant_C",MaxPercentageOfDesiredNumToAllow=0.075))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntries_Valguero_SnowForest_C",NPCSpawnEntries=((AnEntryName="SnowOwl",EntryWeight=0.04,NPCsToSpawnStrings=("Owl_Character_BP_C")), (AnEntryName="Mana",EntryWeight=0.01,NPCsToSpawnStrings=("IceJumper_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Owl_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.04),(NPCClassString="IceJumper_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.02))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntries_Valguero_IceDesert_C",NPCSpawnEntries=((AnEntryName="SnowOwl",EntryWeight=0.04,NPCsToSpawnStrings=("Owl_Character_BP_C")), (AnEntryName="Velona",EntryWeight=0.125,NPCsToSpawnStrings=("Spindles_Character_BP_C")), (AnEntryName="BionicPara",EntryWeight=0.125,NPCsToSpawnStrings=("BionicPara_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Gasbags_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.05),(NPCClassString="BionicPara_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.05),(NPCClassString="Spindles_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.125))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="Val_DinoSpawnEntries_DrakeTrench_C",NPCSpawnEntries=((AnEntryName="Featherlight",EntryWeight=0.07,NPCsToSpawnStrings=("LanternBird_Character_BP_C")), (AnEntryName="ReaperQueen",EntryWeight=0.01,NPCsToSpawnStrings=("Xenomorph_Character_BP_Female_C")), (AnEntryName="Nameless",EntryWeight=0.01,NPCsToSpawnStrings=("ChupaCabra_Character_BP_C")),NPCSpawnLimits=((NPCClassString="LanternBird_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.1),(NPCClassString="Xenomorph_Character_BP_Female_C",MaxPercentageOfDesiredNumToAllow=0.01),(NPCClassString="ChupaCabra_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.01))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="DinoSpawnEntries_ChalkHills_Golem_C",NPCSpawnEntries=((AnEntryName="Griffin",EntryWeight=0.03,NPCsToSpawnStrings=("Griffin_Character_BP_C")), (AnEntryName="SantaGacha",EntryWeight=0.03,NPCsToSpawnStrings=("Gacha_Claus_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Enforcer_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.03),(AnEntryName="Enforcers",EntryWeight=0.03,NPCsToSpawnStrings=("Enforcer_Character_BP_C")), (AnEntryName="SantaGacha",EntryWeight=0.03,NPCsToSpawnStrings=("Gacha_Claus_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Enforcer_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.03),(AnEntryName="BionicPara",EntryWeight=0.125,NPCsToSpawnStrings=("BionicPara_Character_BP_C")),NPCSpawnLimits=((NPCClassString="Gasbags_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.05),(NPCClassString="BionicPara_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.05),(NPCClassString="Spindles_Character_BP_C",MaxPercentageOfDesiredNumToAllow=0.125))) ConfigAddNPCSpawnEntriesContainer=(NPCSpawnEntriesContainerClassString="Val_DinoSpawnEntriesWyvernTrench_C",NPCSpawnEntries=((AnEntryName="LWyvern",EntryWeight=0.01,NPCsToSpawnStrings=("Wyvern_Character_BP_Lighting_C")), (AnEntryName="WYvern",EntryWeight=0.01,NPCsToSpawnStrings=("Wyvern_Character_BP_Poison_C")),NPCSpawnLimits=((NPCClassString="Wyvern_Character_BP_Lighting_C",MaxPercentageOfDesiredNumToAllow=0.01),(NPCClassString="WYvern_Character_BP_Poison_C",MaxPercentageOfDesiredNumToAllow=0.01))) Display More So far this is my code*, not tested fully and more needs to be added. Its a really long and slow process. Best advice to anyone that wants to edit (or even better help) use notepad++ to edit your game.ini, and set the language to json, the syntax highlighting makes it easier to read and if you add an incorrect) it will add a + as it thinks its a new section...that is not a guarantee but better than nought.My current ini is attached, word of warning, My config may not be to your tastes lol but should allow anyone who wants to get a headstart and not have to re-invent the wheel...that said, feel free to use it, share it what ever. Never understood why some server admins choose not to share stuff that would save others hours \ (ಠ_ಠ) / *some of it is from another server admin. bad.PNG good.PNG Game.txt (2.17 MB, downloaded 50 times, last: Jul 8th 2021) This may helped you a wee bit faster... Most use ASM (Ark Server Manager), then export the code. And yes, you can use ASM on a PC. They copy that code to the console ini. NOTE: On consoles they have a limit on how many lines they may add. What that limit is, I do not know. This may helped you a wee bit faster... Most use ASM (Ark Server Manager), then export the code. And yes, you can use ASM on a PC. They copy that code to the console ini. NOTE: On consoles they have a limit on how many lines they may add. What that limit is, I do not know. Used that before on pc, it kept resetting values....but that was a long time ago. looks like its been upgraded since. Should make creating the spawn list easier :).Thank you ark survival evolved valguero dino spawn locations. ark valguero map dino spawn locations. where to spawn valguero. where does the giga spawn on valguero

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