

DYNAVERSE II *.gf file DOCUMENTATION

Hi everyone,

I am trying to come to a full understanding of the Dynaverse II single player (and ultimately multiplayer) campaign system. My goal here is to simply explain each of the settings and describe what impact might be realized during a campaign. Don't be overwhelmed; these are just text files that you can edit with Notepad or Wordpad.

Please understand that I am making educated guesses in some places and could be way off. Please Email me at: poland1168@home.com with suggestions and corrections. If you have additions to make, please let me know.

Big thanks to Mowgli for providing a lot of what I have explained within.

Thanks. Poland.
San Mateo, CA.
12/22/2000.

[Poland: This denotes explanations that I believe to be factual]

[Poland: This denotes explanations that are deductions or best guesses]

NOTE:

Please make backups of all files mentioned within so that you may revert back if something goes wrong. Any and all changes made to these files will not affect a campaign in progress. To see results of such changes you will need to begin a new campaign.

All files may be found within your SFC2 install root directory as follows:

MetaAssets\ServerProfiles\Singleplayer

Notes and Errata

v0.01 – 12/22/2000

- First draft
- Basic FAQ

v0.02 – 12/23/2000

- Adjusted tabs and headings for legibility
- Added more FAQs w/ forum comments from Glitch and Mowgli

Quick Start FAQ

Since there is so much ground to cover across all of these many *.gf files, I thought that I would address some of the easier key things that will give you an immediate bang for your buck, as it were. I am constantly scanning the Taldren Forums for commonly asked questions and good solutions. Thanks. Poland.

Q. How can I start off with a better ship than the default frigate?

A. Simple, there are two solutions:

1. In order to begin with more prestige, which will allow you to purchase better ships in spacedock, edit the following line in Character.gf:

StartingPrestige = 50

This is the default setting, increase this as you desire.

2. To begin with a better class of ship edit these lines in Ship.gf:

```
[StartingShip/Misc]
```

```
MinBPV = 65
```

```
MaxBPV = 75
```

This is the default setting. For Light Cruisers try: 100 / 125. For Battleships try: 175 / 250.

Q. Marines, missiles and spare parts are too expensive, how can I get them cheaper?

A. Again, a couple of ways to achieve this:

1. The difficulty level you are playing affects the cost of everything in spacedock. Modify these lines in Economy.gf:

```
[Cost/Difficulty]
```

```
1 = 0.9
```

```
2 = 1.2
```

```
3 = 1.5
```

These are the default settings. 0 – Captain; 1 – Commodore; 2 – Admiral. The values associated with each are multipliers. The cost for each item in spacedock is modified by this base value. A value of 1.0 will result on no change in the base price for any item.

2. Adjust the cost of items directly by editing the following lines in Economy.gf:

```
[Cost/Ship/SupplyDock]
```

```
Repair = 3.0
```

```
TradeIn = 5.0
```

```
Missiles = 5.0
```

```
Fighters = 6.0
```

```
Shuttles = 10.0
```

```
Marines = 5.0
```

```
Mines = 15.0
```

```
SpareParts = 25.0
```

These are the base values for each item. Adjust one or more as desired.

Q. Can I begin the campaign with different alliances and enemies?

A. Absolutely. Each empire has base relationships in the game. Just adjust the following lines in MetaMap.gf:

```
[PoliticalTension/StartingTensions/Federation]
```

```
Federation=0
```

```
Klingon=1000
```

```
Romulan=900
```

```
Lyran=800
```

```
Hydran=0
```

```
Gorn=0
```

```
ISC=300
```

```
Mirak=200
```

```
Orion=200
```

```
Monster=200
```

These are the default settings for the Federation. Zero denotes an alliance, whereas 1000 denotes war. Adjust these values to see effects on starting relationships. Remember, each race has a block like this, you must remember to edit both accordingly.

Example: I want to start a game with the Federation and the Klingons as allies I must ensure

Klingon=0 is set under [PoliticalTension/StartingTensions/Federation] and

Federation=0 is set under [PoliticalTension/StartingTensions/Klingon].

Q. How can I get the AI to put more ships on the battlefield?

A. In MetaMap.gf the engine seems to prefer matching with generated AI ships (i.e. those you can actually see on the map) rather than those which are assumed to be there. So, I upped the number of ships on the map (note, this effects PERFORMANCE!)

```
TargetPopulationToEconomicRatio =0.15
// (0.02 is the default setting) This is the ratio of AI ships to current economy of an empire
```

[\(Contributed by Glitch v2\)](#)

Q. What is MetaMap.war used for?

A. There 3 possible MetaMap files - they are manipulated by the PlayBonus.bat and PlayNormal.bat files in the \assets\scripts\campaigns\conquest bonus directory:

- MetaMap.gf is the file that SFCII will use for the current campaign.
- MetaMap.war is the special 'conquest' file that is copied over the MetaMap.gf file by the bonus mission .bat file
- MetaMap.nor is where the original MetaMap.gf would be saved if you ran the PlayBonus.bat file. The PlayNormal.bat file copies metaMap.gf to MetaMap.war and then MetaMap.nor to MetaMap.gf

You really only need to edit MetaMap.gf and remember that running the either of the .bat files may overwrite your change.

[\(contributed by theSea\)](#)

Q. How can I control or randomize the types of ship hulls the AI creates in the campaign?

A. Modified in Economy.gf

```
// This is the basic chance that a ship will be made by the empire
[Cost/Ship/Build]
Freighter = 0.03 // default setting
Frigate = 0.06 // default setting
Destroyer = 0.10 // (0.08) default setting
LightCruiser = 0.30 // (0.10) default setting
WarDestroyer = 0.50 // (0.15) default setting
HeavyCruiser = 0.60 // (0.20) default setting
NewHeavyCruiser = 0.70 // (0.30) default setting
HeavyBattlecruiser = 0.70 // (0.40) default setting
Carrier = 0.80 // (0.50) default setting
Dreadnought = 0.90 // (0.60) default setting
Battleship = 0.98 // (0.75) default setting
```

Higher values result in LESS chance of this type of ship hull being created by a given empire. In other words, Battleship = 0.98 means a 2% chance of seeing a Battleship.

```
// how often the computer tries to build big ships DN, BB, CV
BuildBigShipFrequency = 6 // (3) default setting
```

Not sure how much effect this setting is having. But certainly with both groups of settings I am seeing WAY less DNs and BBs (Battleships are very, very rare).

```
StandardAIBPV=100 //Default AI BPV
MinFuzzAIBPV=0.7 //Minimum random AI bpv level 0.3 = 30% less
MaxFuzzAIBPV=7.0 //Maximum random AI bpv level 2.0 = twice base
ChanceForTwoShips=0.4 //This is the chance for 2 ships for an AI
ChanceForThreeShips=0.15 //This is the chance for 3 ships for an AI
```

The preceding settings affect the generation of ships that are NOT represented on the map. So, even if there are no AI ships handy there is a decent chance of getting a mismatch battle.

[\(Contributed by Glitch v2\)](#)

Q. How can I play an all-out war, rather than the scripted storyline?

A. I'm sure there are a lot of SFB types and others out there that just want to play a nice 'General War' campaign w/o the story arc missions. Here's how:

In the ...\\Starfleet Command II\\assets\\scripts\\campaigns\\ folder there is a folder called ConquestBonus - this is where the 'secret' conquest campaigns are located.

In this folder are a bunch of .mct campaign files and 2 batch files - PlayBonus.bat and PlayNormal.bat Taldren provided these files to toggle back and forth between the 'normal' story campaigns and the the 'bonus' conquest campaigns.

If you run the PlayBonus.bat batch file it moves the bonus conquest*.mct campaign files into the ...\\Starfleet Command II\\assets\\scripts\\campaigns\\ folder (so now you can play them), but it also changes the MetaMap.gf file to make all of the races hostile to each other. This is nice if you just want to kick all sorts of butt, but not fun for a general war campaign - more like general anarchy!

However, if you just manually copy (**copy** not move - always keep a backup!) the .mct files from ...\\Starfleet Command II\\assets\\scripts\\campaigns\\ConquestBonus to ...\\Starfleet Command II\\assets\\scripts\\campaigns\\ then the campaigns will be available (1 for each race), while the alliance system (which we've come to know and love from SFB) defined in the stock MetaMap.gf file will still be in place.

This in and of itself would be fine - but I was a little peeved to discover that the map that is used for the conquest campaigns is about 50% of the size of the regular campaign maps (probably to allow for more efficient butt kicking). Here is how to fix that:

Use notepad to open the .mct file in ...\\Starfleet Command II\\assets\\scripts\\campaigns\\ for the conquest campaign you want to play. I.E. Conquest Fed.mct for feds etc. Lines 3, 4 and 5 tell what map to use for which era. They are currently all set to conquest.mvm Change them as follows:

```
EarlyMapName="EarlyMap.mvm"  
MidMapName="MiddleMap.mvm"  
LateMapName="LateMap.mvm"
```

Now you'll get the big maps from the canned campaigns, and they are different depending on era chosen.

Now change lines 1 and 2 to something like:

```
Name="General War Fed "  
Description="Play the general war. The winner is the last Empire left  
standing on the map."
```

Save the file as "general fed.mct" (make sure that windows doesn't append a .txt to that file name!). Now open SFCII - go to single player and start a new campaign - General War Fed is on the menu! Repeat for whatever races you wish.

[\(contributed by theSea\)](#)

Assets.gf

The Assets.gf sets the path for the location of files in use by the server. This includes the ship spec file (shiplist.txt), scripts and maps. It also sets the specific files the server will use.

```
Name="Assets"
[Paths]
Maps=".\\Assets\\Maps\\"
Scripts=".\\Assets\\Scripts\\"
Campaigns=".\\Assets\\Scripts\\Campaigns\\"
[Files]
ShipSpecs      = ".\\Assets\\Spec\\shiplist.txt"
FighterSpecs   = ".\\Assets\\Spec\\ftrlist.txt"
CurMap="Map5.mvm"
```

Character.gf

The Character.gf sets the up the initial conditions for players on the server. It also assigns names to AI characters.

```
Name = "Character"
```

```
[General]
//This is the turn frequency
TurnFrequency          = 1
```

[Poland: Adjust this value to increase/decrease the prestige you begin the game with]

```
//This is a character's starting prestige
StartingPrestige       = 50
```

```
// maximum number of human characters in the campaign
PlayersMax             = 320
```

[Poland: This controls how many AI opponents are present in the game]

```
// maximum number of players logged on simultaneously
PlayersLoggedOnMax     = 32
```

[Poland: Change the names of any of the following to display different names for each of the AI players. True for each race.]

```
//These are the names of Federation AI's
```

```
[Create/Federation]
0                      ="Kirk"
1                      ="Sulu"
2                      ="Morris"
3                      ="Bethke"
4                      ="Dumas"
5                      ="Shanahan"
...
20                     ="Chase"
```

```
//Allows 2 players with he same name to log on 1=Yes 0=No
[LogOn]
AllowDuplicateLogOn                = 1 //(1)
```

Database.gf

The [FileDB] section sets the path for the Database, the auto-save frequency and the auto-save on exit (which should be on for Multiplayer Dynaverse).

Please do not change any settings under the SQL portion of the Database.gf as this section is reserved for future expansion.

```
Name=Database
[FileDB]
Path=".\\Assets\\db"
AutoSaveFrequency                = 10 //(10) How many turns will pass before auto-saving
AutoSaveOnExit                   = 1 //(1) Should an autosave be done on exit (Always 0 for
single-player, 1 for MP)
```

```
[SQL]
UseSQL                           = 0 // 0 = use flat file, 1 = use SQL
DSN                              = "SFC2;" // DSN of database to connect to (can be local,
shared, over the internet, whatever!)
```

Debug.gf

The debug.gf sets conditions for logging on a debug version of the server (not available to end users).

```
Name="Debug"

[Exceptions]
CatchAll                         = 0

[Log]
LogToConsole                     = 1
LogToDebugOutput                 = 1
LogToEventViewer                 = 0
EventViewer                      = ""
LogToFile                        = 0

[Callstack]
RecordCallstacks                 = 1
AlwaysCompactCallstacks          = 0
```

Economy.gf

The Economy.gf sets up the basic economy of the Dynaverse II. This includes the behavior of auctions and cost modifiers for items for sale in spacedock.

```
//This is where you can change the universe economy  
Name = "Economy"
```

[General]

[Poland: Adjust this value in order to update the campaign economy. Be aware that turns may take longer to complete.]

```
// This is how often the economy gets run. 10 = 10 turns  
TurnFrequency = 2 //(2)
```

```
//These are the fields to change the ship and auction screen values  
[Auction/Ship]
```

[Poland: This is a multiplier that will affect the cost of ships in spacedock. Lower this value to decrease the cost of ships available.]

```
// The multipleir for the minimum bid for a ship, currently based on BPV  
// note that MinimumBidFactor is similar to TradeIn  
MinimumBidFactor = 6.0
```

[Poland: Pretty self-explanatory. In single player campaign just set this to zero to purchase a ship in spacedock immediately.]

```
// Number of turns before a bid on a ship is closed  
// zero means "no wait" (used for single-player)  
TurnsUntilClose = 0
```

[Poland: I haven't tried to modify this yet. I am not sure if the engine can handle it. However, it would seem that this controls how many ships can be in your personal compliment or fleet.]

```
// This is the maximum number of ships a player can buy  
// should not be more than what game UI can handle  
MaximumOwnedShips = 3
```

[Poland: Decrease this value to cycle the ships available to purchase in spacedock. Raise the number to maintain the list for additional turns.]

```
// This is the number of turns a ship will stay in the auction que before being removed  
MaximumAge = 4
```

```
// ??  
PlayerModifierStep = 20
```

```
// ??  
BuildBaseEconomicThreshold = 0
```

```
// How often bases try to get built  
BuildBaseFrequency = 4
```

[Poland: See Ship.gf file to determine what level of economy each empire begins with. Adjust this value up or down to affect the propensity of large hull ships construction.]

```
// How healthy an empire has to be to try to build a big ship  
BuildBigShipEconomicThreshold = 1
```

[Poland: Adjust this number in order to increase the chances that the Dynaverse will create larger hull types for a given empire.]

```
// how often the computer tries to big big ships DN, BB, CV  
BuildBigShipFrequency = 3
```

// Number of times the AI will try to be placed in a home hex before being placed randomly
NormalBuildTriesBeforeGiveUp = 10

[Poland: 0 – Captain; 1 – Commodore; 2 – Admiral. These values are multipliers that affect the cost of goods in spacedock. A value of 1.0 will have no impact on cost (see [Cost/Ship/Supply Dock] just below for details.)

// The cost multiplier for each difficulty setting

[Cost/Difficulty]

0 = 0.9

1 = 1.0

2 = 1.1

[Poland: Adjust these values lower to increase the chances of that hull type being constructed by a given empire. Bear in mind that the empire in question must have an economy sufficient to construct certain hull types.]

// This is the basic chance that a ship will be made by the empire

[Cost/Ship/Build]

Freighter = 0.03

Frigate = 0.06

Destroyer = 0.08

LightCruiser = 0.10

WarDestroyer = 0.15

HeavyCruiser = 0.20

NewHeavyCruiser = 0.30

HeavyBattlecruiser = 0.40

Carrier = 0.50

Dreadnought = 0.60

Battleship = 0.75

BaseStation = 0.20

BattleStation = 0.50

StarBase = 0.75

[Poland: Pretty obvious here. Adjust the values here to raise or lower costs in spacedock. Please realize that these values are modified based on the difficulty level (Captain/Commodore/Admiral) – see above.]

// This is the cost of supplies in spacedock.

// note that MinimumBidFactor is similar to TradeIn

[Cost/Ship/SupplyDock]

Repair = 3.0

TradeIn = 3.0

Missiles = 9.0

Fighters = 6.0

Shuttles = 12.0

Marines = 15.0

Mines = 18.0

SpareParts = 30.0

[Poland: I haven't messed with this setting yet, but it would seem to be a simple multiplayer against the BPV to determine the cost of a ship in spacedock.]

// This is a modifier per <eClassType> for the price of a ship

// the order must match <enum eClassType>

// all types are included here, but not necessarily used

[Cost/Ship/ClassType]

SHUTTLE = 1.0

PF = 1.0

FREIGHTER = 1.0

FRIGATE = 0.9

DESTROYER	= 1.0
WAR_DESTROYER	= 2.0
LIGHT_CRUISER	= 1.5
HEAVY_CRUISER	= 2.0
NEW_HEAVY_CRUISER	= 2.25
HEAVY_BATTLECRUISER	= 2.5
CARRIER	= 2.0
DREADNOUGHT	= 3.0
BATTLESHIP	= 4.0
LISTENING_POST	= 1.0
BASE_STATION	= 1.3
BATTLE_STATION	= 1.7
STARBASE	= 3.0
MONSTER	= 1.0
PLANET	= 1.0
SPECIAL	= 1.0

HexValues.gf

HexValues.gf sets the relative values of the Hexes. Victory corresponds to Strength and Speed corresponds to Impedance.

[Poland: Really like to get some insight here. Anyone with answers please Email me at: poland1168@home.com]

Name="HexValues"

// These are the 10 levels of economy. You can change what the 10 levels mean
[Economy]

0=10
1=20
2=30
3=40
4=50
5=60
6=70
7=80
8=90
9=100

// These are the 10 levels of defense values. You can change what the 10 levels mean
[Victory]

0=10
1=20
2=30
3=40
4=50
5=60
6=70
7=80
8=90
9=100

```
// This are the 10 levels of speed modifiers. You can change what the 10 levels mean
[Speed]
0=0.2
1=0.4
2=0.6
3=0.8
4=1.0
5=1.2
6=1.4
7=1.6
8=1.8
9=2.0
```

Language.gf

Name = "Language"

```
[Settings]
English = 1
```

MetaMap.gf

Name="MetaMap"

```
[General]
// This is how often the map gets updated 1=1 time a turn
```

```
TurnFrequency                = 3 //This is set to 1 to cause the player to create a turn break by
moving.
CauseTurnBreakOnMove         = 1 // This setting must be 0 on server side!
```

```
[Movement]
```

```
Radius                        =1 //This is the number of hexes the AI looks at to determine
where to move.
```

[Poland: Decreasing this value will determine how long it takes to move your ship(s) to another hex in the campaign map. 1000 milliseconds equals 1 second. Not sure if this delay serves much of a purpose in the campaign logic other than to simulate movement time, as events occur dynamically on the map.]

```
MovementDelayInMilliseconds =750 //This is how long it take to move 1 space on the map in
milliseconds
```

```
[PoliticalTensionInc]
// This is the numbered added every time a battle is fought
// Some races like the Federation are slower to anger
```

[Poland: Adjust these values higher to cause an empire to become provoked more easily. Lower values make the race more passive.]

```
Federation=5
```

Klingon=20
Romulan=10
Lyran=15
Hydran=10
Gorn=15
ISC=25
Mirak=20

//This is the number subtracted when political tension is asked to be decreased.

//The federation is more likely to forgive than other races

[Poland: Opposite of the last settings. Increasing these values will make an empire more likely to avoid conflict.]

[PoliticalTensionDec]

Federation=75

Klingon=15

Romulan=30

Lyran=30

Hydran=45

Gorn=30

ISC=10

Mirak=21

[Poland: These values, adjustable for each race, will determine where hatreds and alliances will lie. Want the Klingons to be allies of the Federation? Reduce this value to 0. Want to make the Gorn your enemy? Increase this value to 1000.]

[PoliticalTension/StartingTensions/Federation]

Federation=0

Klingon=1000

Romulan=900

Lyran=800

Hydran=0

Gorn=0

ISC=300

Mirak=200

Orion=200

Monster=200

[PoliticalTension/StartingTensions/Klingon]

Federation=1000

Klingon=0

Romulan=200

Lyran=100

Hydran=800

Gorn=800

ISC=300

Mirak=950

Orion=200

Monster=200

[PoliticalTension/StartingTensions/Romulan]

Federation=900

Klingon=200

Romulan=0

Lyran=200

Hydran=900

Gorn=1000

ISC=400
Mirak=800
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Lyran]
Federation=800
Klingon=0
Romulan=200
Lyran=0
Hydran=900
Gorn=900
ISC=300
Mirak=1000
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Hydran]
Federation=0
Klingon=1000
Romulan=850
Lyran=1000
Hydran=0
Gorn=150
ISC=300
Mirak=200
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Gorn]
Federation=0
Klingon=900
Romulan=1000
Lyran=900
Hydran=100
Gorn=0
ISC=400
Mirak=200
Orion=200
Monster=200

[PoliticalTension/StartingTensions/ISC]
Federation=1000
Klingon=1000
Romulan=1000
Lyran=1000
Hydran=1000
Gorn=1000
ISC=0
Mirak=1000
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Mirak]
Federation=200
Klingon=900

Romulan=900
Lyrans=1000
Hydrans=200
Gorn=200
ISC=300
Mirak=0
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Orion]

Federation=500
Klingon=600
Romulan=400
Lyrans=600
Hydrans=900
Gorn=900
ISC=200
Mirak=600
Orion=200
Monster=200

[PoliticalTension/StartingTensions/Monster]

Federation=500
Klingon=600
Romulan=400
Lyrans=600
Hydrans=100
Gorn=900
ISC=200
Mirak=600
Orion=200
Monster=200

[Politics]

[Poland: Adjusting this value will determine what the interval is for increasing tensions, based on the modifiers above. To make the game more passive, increase the value. Decrease the value to create a more volatile Dynaverse.]

NumCycleUpTensions =10 // This will add up the increase in tension level every x
number of turns

AllyRatio =0.25 //This number determines what percentage of races are
allies. Calculated vs most hated enemy

NeutralRatio =0.5 //This number determines what percentage of races are
neutral. Calculated vs most hated enemy

DistanceWeight =1.0

TensionWeight =1.5

LowNewsRangeUpTo =0.25

HighNewsRangeNotBelow =0.5

// This section handles the creation of AI ships
[Census]

TargetPopulationToEconomicRatio =0.0025 // (0.0025) This is the ratio of AI ships to current economy of an empire

OrionPopulationRatio =0.1 // (0.1) This is the population ratio for orion pirates.

MonsterPopulationRatio =0.025 // (0.025) This is the population ratio of Monsters.

[Poland: This value appears to determine the base BPV for the AI ships. Lower this value to see more Frigate or Destroyer class ships and raise it to see Heavy Cruisers and Battleships.]
StandardAIBPV =100 //Default AI BPV

[Poland: Lowering this value will result in the AI creating smaller ships for the losing empires. This makes sense when you consider that an empire with its back to the wall cannot afford to make larger ships.]
MaxAIEcoBonusBPV =2.0 // Higher number will make bigger AI ships for losing empires

MinFuzzAIBPV =0.3 //Minimum random AI bpv level 0.3 = 30% less

MaxFuzzAIBPV =3.0 //Maximum random AI bpv level 2.0 = twice base

[Poland: These next two are self-explanatory. Adjust this value to see the results. I suggest lowering it so that you don't see as many lopsided affairs.]

ChanceForTwoShips =0.2 //This is the chance for 2 ships for an AI

ChanceForThreeShips =0.05 //This is the chance for 3 ships for an AI

AttemptsToCreateAllInHomeHex =10 //Maximum AI to create in 1 turn

MaxAIsToCreatePerTurn =3 //How many AIs to try to create before giving up

MaxAIsToKillPerTurn =10 //Maximum AIs to be killed in 1 turn before ending phase

AITurnOverRate =1 //

MaxBattlesPerTurn =50 //Maximum number AI battles in a turn before ending phase

CreateAIFrequency =2 // How many AIs to create a second, untill goal level reached

KillAIFrequency =2 // How many AIs to kill a second, untill goal level reached

[Poland: This value will affect the base number of ships each empire will have at the beginning of the campaign. I do not know if this is modified by economy rating at this time. Anyone? Bueller?]
InitialAILevel =100 // How many AI's to create before game starts

[Poland: Changing this value to other than negative one caps the total number of ships over the lifetime of an empire. I like making this a static amount as it implies that I might be able to beat an empire through attrition rather than going up against all of their bases and planets. But this is just a theory.]

MaxAIsPerEmpire = -1 // (-1) Create a fixed number of AIs per empire. -1 means not to use a fixed number.

[AIMovement]

NumTriesToGetACandidate	=5 //Number of tries to find a target hex to move to
NumCandidateHexes	=7 //Number of hexes to choose from
FriendlyEmpireScore	=100 // (?) weight movement toward Friendly hexes
GoodEconomyScore	=75 // (?) weight movment towards high point value hexes
EnemyDefenseScore	=10.0 // (?) weight movement towards ..
WeakHexScore	=100 // (?) Weight movement towards weak hexes
HighRelativeTensionScore	=75 //??
SupplyLineBonus the dest hex	=10 //Extra points for every hex that the race owns that touches the dest hex

// use this to turn on/off the following behaviors 1=on 0=off

AttractionToEconomy	=1	
AttractionToOwnEmpire	=1	
AttractionToWeakHexes		=1
FearEnemyHexesByStrength	=1	
AttractionToEnemyHexesByTension	=1	
AttractionToSupplyLines	=1	

[Battle]

MinVictoryPointsForPlayerVictory	=0.2
MinVictoryPointsForAIVictory	=0.1
HexHealthResetRatio	=0.5
FriendlyPassThroughHex	=3

[VictoryPointModifier]

Easy	=35
Med	=15
Hard	=5
PureAI	=0.2

[TensionBumps]

Draw	=0.5
SuccessWin	=0.33
FailedWin	=0.66
SuccessDefend	=0.5
FailDefend	=1.0

//This is the full name of the empire displayed in the campaign

[FullEmpireNames]

Federation	="United Federation of Planets"
Klingon	="Klingon Empire"
Romulan	="Romulan Star Empire"
Lyran	="Lyran Star Empire"
Hydran	="Hydran Kingdom"

```

Gorn                ="Gorn Confederacy"
ISC                 ="Interstellar Concordium"
Mirak               ="Mirak Star League"
Orion               ="Orion Pirate Cartels"
NeutralRace         ="Contested Sector"

[RandomNews]
Interval=60          // Every "Interval" turns the random generator is run for news
(heartbeat of news background is ONCE a SECOND!)
Chance=50             // 0-100 Chance at this interval that news will be generated

[EconomicReport]
Interval=1           // Every "Interval" years the report is produced in the news

```

MissionMatching.gf

```
Name="MissionMatching"
```

```
[General]
TurnFrequency=1
```

```
[Turnbreak]
TurnBreakRatio=0.6
Mode=2
```

```
[ScreenForMatch]
BonusForNearbyForeignCharacters=100
EnemyHexBonus=100 // bonus for a mission in enemy territory
NeutralHexBonus=50 // bonus chance in neutral hexes for a mission
ChanceMove=30 // (30) base chance for a mission on move (increase for more missions in home
territory)
ChanceLogon=0
ChanceTurnBreak=0
ChanceMissionComplete=100
ChanceMissionForfeit=0
ChanceGoalExpired=0
ChanceGoalInvalid=0
ChanceGoalComplete=0
```

```
[Environment]
RadiusForMatching=0 //range in hexes for a battle to take place
```

```
[MissionProfiles]
ShowMission          =0 // (0) shows the team's mission title, 1 is true mission title
Move                 =2
Logon                 =0
TurnBreak            =0
MissionComplete      =1
MissionForfeit       =0
GoalExpired           =0
GoalInvalid           =0
GoalComplete         =0
```


[MissionScoring]	
ByMainCharacter	=1.0
ByOtherCharacters	=1.0
MonteCarloMissionSelect	=0
MaxMonteCarloTries	=10
MaxSequenceScore	=1000

//weight to missions matching based on terrain
[TerrainScoring]

PlanetTypeScoreForMatching	=5000
BaseTypeScoreForMatching	=2500
TerrainTypeScoreForMatching	=100

//weight to missions matching based on political tensions
[PoliticsScoring]

BonusForExactPoliticalMatch	=1000
LookingForOwnHexInOwn	=1000
LookingForOwnHexInAlly	=500
LookingForOwnHexInNeutral	=0
LookingForOwnHexInEnemy	=-10000
LookingForEnemyHexInOwn	=-10000
LookingForEnemyHexInAlly	=-10000
LookingForEnemyHexInNeutral	=0
LookingForEnemyHexInEnemy	=1000
LookingForAllyHexInOwn	=0
LookingForAllyHexInAlly	=1000
LookingForAllyHexInNeutral	=0
LookingForAllyHexInEnemy	=-10000

[Poland: Adjusting the values in this section will affect how the Dynaverse II engine will seed a mission with particular hull designs. Changing all values to 1000 balances the weight and the engine will not attempt to “even the score” by matching hull sizes. In other words, it ignores what kind of ship you have. See the FAQ above for recommended settings.]

//weight to missions matching based on ships available
[FleetScoring]

GoodBPVScore	=1000
TooWeakBPVScore	=300
TooStrongBPV	=0
GoodShipCountScore	=1000
TooFewShipCountScore	=300
TooManyShipCountScore	=0
PlaceBaseMissionScore	=50000
BaseScoreBonus	=10000

// weights of catagories
[ScoringWeights]

WeightMissionsLastPlayed	=0.2
WeightPoliticsScore	=1.0
WeightTerrainScore	=1.0
WeightFleetScore	=0.5

[RelationshipScoring]

MaxRelationshipScore	=1000
PoorEnemyOfScore	=100
PoorAllyOfScore	=200
DecentWorstEnemyScore	=300
DecentAllyOfScore	=200
OrionDomesticWeight	=0.7
OrionNeutralWeight	=.3
OrionEnemyWeight	=0.2

[RecentlyPlayedScoring]

MaxLastPlayedScore	=1000
NumMissionsTracked	=5

[MapScoring]

PlanetScore	=20
TerrainScore	=10
BaseScore	=30

[AssignCharactersToSlots]

AllowHumanToHumanMatching	= 0	
MonteCarloSelectPlayer		= 0
MinimumScoreToAssignToSlot		= 300

[Game]

GameSpeed	=7	//default meta game speed
SessionName	= "Dynaversell"	//server name

// Time to wait for missions selection in milliseconds

[Relay]

RequestAllCharactersInterval	=30000
InitialWaitBeforeRequestAll	=300

[SetupProtocol]

ResponseWait	=300000
ReadyWait	=300000

//modifier based difficulty setting

[Diff]

CaptainDiff	=0.85
CommodoreDiff	=1.0
AdmiralDiff	=1.15

//space backgrounds used

[Backgrounds]

0	= "space00.mod"
1	= "space01.mod"
2	= "space02.mod"

```

3      ="space03.mod"
4      ="space04.mod"
5      ="space05.mod"
6      ="space06.mod"
7      ="space07.mod"
8      ="space08.mod"
9      ="space09.mod"
10     ="space10.mod"
11     ="space11.mod"
12     ="space12.mod"
13     ="space13.mod"
14     ="space14.mod"
15     ="space15.mod"

```

[ForfeitModifiers]

```

ForfeitModifyVictoryLevel      =4    // modifier to loss level
ForfeitModifyRegularPrestige  =-100 //prestige lost if forfeit

```

News.gf

```

Name                          = "News" //colors in meta based on priority

```

[General]

```

TurnFrequency                  = 1      // Currently controls how often old news gets removed
from the database

```

[Channel/Color/System/Ultra]

```

Red                            = 0.713
Green                          = 0.717
Blue                           = 0.996

```

[Channel/Color/System/Top]

```

Red                            = 0.662
Green                          = 0.662
Blue                           = 0.945

```

[Channel/Color/System/High]

```

Red                            = 0.584
Green                          = 0.580
Blue                           = 0.878

```

[Channel/Color/System/Med]

```

Red                            = 0.509
Green                          = 0.509
Blue                           = 0.808

```

[Channel/Color/System/Low]

```

Red                            = 0.424
Green                          = 0.424
Blue                           = 0.729

```

[Channel/Color/System/VeryLow]	
Red	= 0.357
Green	= 0.361
Blue	= 0.667

[Channel/Color/Empire/Ultra]	
Red	= 0.922
Green	= 0.529
Blue	= 0.239

[Channel/Color/Empire/Top]	
Red	= 0.871
Green	= 0.439
Blue	= 0.196

[Channel/Color/Empire/High]	
Red	= 0.808
Green	= 0.333
Blue	= 0.141

[Channel/Color/Empire/Med]	
Red	= 0.745
Green	= 0.231
Blue	= 0.094

[Channel/Color/Empire/Low]	
Red	= 0.686
Green	= 0.129
Blue	= 0.043

[Channel/Color/Empire/VeryLow]	
Red	= 0.635
Green	= 0.047
Blue	= 0.004

[Channel/Color/PlayerSpecific/Ultra]	
Red	= 0.0
Green	= 0.921
Blue	= 0.447

[Channel/Color/PlayerSpecific/Top]	
Red	= 0.0
Green	= 0.839
Blue	= 0.408

[Channel/Color/PlayerSpecific/High]	
Red	= 0.0
Green	= 0.737
Blue	= 0.357

[Channel/Color/PlayerSpecific/Med]	
Red	= 0.0
Green	= 0.643
Blue	= 0.31

[Channel/Color/PlayerSpecific/Low]
Red = 0.0
Green = 0.541
Blue = 0.259

[Channel/Color/PlayerSpecific/VeryLow]
Red = 0.0
Green = 0.463
Blue = 0.224

Score.gf

Name="Score"

[Poland: The word from Mowgli is that changes made to this file do not have a discernible impact on the campaign. Just a theory at this time, but I believe him.]

[General]
TurnFrequency=1

[Rank]
//Total lifetime prestige needed to gain rank
Ensign =0
Lieutenant =500
LieutenantCommander =2000
Captain =6000
Commodore =12000
RearAdmiral =16000
Admiral =25000
FleetAdmiral =36000

[Rating]

FermiTemp =1.0
StartingHumanRating =1500
StartingAIRating =1200
StartingAIRatingRange =500
MaximumGain =32

[VictoryLevels]

AstoundingVictory =1.0
Victory =0.8
Draw =0.5
Defeat =0.2
DevastatingDefeat =0.0

[Hex]

WinThreshold =0.5

[RankNames]

//Rank names

Ensign	= "Ensign"
Lieutenant	= "Lieutenant"
LieutenantCommander	= "LieutenantCommander"
Captain	= "Captain"
Commodore	= "Commodore"
RearAdmiral	= "RearAdmiral"
Admiral	= "Admiral"
FleetAdmiral	= "FleetAdmiral"

[RankBonusPrestige]

//This is the bonus prestige gets when they reach a new level

Ensign	=0
Lieutenant	=100
LieutenantCommander	=150
Captain	=250
Commodore	=400
RearAdmiral	=700
Admiral	=1500
FleetAdmiral	=3000

[Misc]

MissionCompletePrestige into a tactical game	=5 //This is the min level of prestige a player can get if they drop
CombatDamageBonus with zero prestige	=15 // This is the bonus players get if they come into space dock

[Base]

PostBattleMinimumRepair	=1
PostBattleRepairRatio	=0.25 // Maximum percentage of remaining damage to repair on a base after a battle - PostBattleMinimumRepair
PostBattleMinimumResupply	=1
PostBattleResupplyRatio	=0.60 // Maximum percentage of missing stores to resupply a base after a battle - PostBattleMinimumResupply

[Base/Transition]

MinimumVictoryPoints after a base transition	=1 // The minimum number of victory points a hex will have
---	--

[StarBase/Transition/VictoryPoints]

Primary	=20 // 20 points added if the a StarBase is added or 20 points removed if StarBase is removed. For the hex the StarBase is placed on
Secondary	=7 // 7 "" "" but for "secondary" hexes. Like the one right next to the primary hex

[BattleStation/Transition/VictoryPoints]

Primary	=14
Secondary	=4

[BaseStation/Transition/VictoryPoints]

Primary	=10
---------	-----

Secondary =2

[ListeningPost/Transition/VictoryPoints]

Primary =2

Secondary =0

Ship.gf

Name="Ship"

[General]

TurnFrequency = 1

[AssignShips]

PrestigeModiferOnShipGrant = -100

EmpireStrengthBonusOrdinal = 0.85

[Poland: The next two settings suggest that you can specify a minimum and maximum ship class size that will be constructed, though these default settings seem way too high for this to be the case. I have experimented, but have not concluded anything yet.]

MinimumClassTypeSize = 3

MaximumClassTypeSize = 11

DeathShipBPVPenalty = .75

[Poland: This setting would seem to suggest that killing an AI ship will immediately result in spawning another. By modifying the values in Economy.gf you can affect what type of hull will be constructed next for a particular empire. Not sure if this had to be a positive integer only or if floating values (decimals) are allowed.]

NumberOfShipsReplaced = 1

EmpireEconomicBonus = 1

[Poland: Adjust these values to affect the range of ships possible upon starting a campaign. Default settings are for Frigates. Raise these to MinBPV = 125 to start with Heavy Cruisers. Make sure that MaxBPV is set higher than MinBPV.]

[StartingShip/Misc]

MinBPV = 65

MaxBPV = 75

EmpireEconomicBonus = 0

[Poland: This affects what the starting ship hull sizes will be. Haven't messed with these settings. Note: see BuildBigShipEconomicThreshold setting in Economy.gf. Default setting there is zero. Not sure yet what will cause these values to increase and to what degree – aside from direct hex-to-hex combat.]

[StartingShip/EmpireDeltas]

Federation = 6

Gorn = -9

Hydran = -4

ISC = 1

Klingon = 6

Lyrn = -2

Mirak = -3

Romulan = 5

Orion = 0

Monster = 0

Time.gf

Name = "Time"

[Clock]

[Poland: Adjust this value to slow or increase the passage of time during a campaign. Haven't tried this one yet so I don't know what the impact might be.]

TurnsPerYear = 5
MilliSecondsPerTurn = 60000 // (60000)
DelayBeforeFirstTurn = 10000
TimeStopWhenInTactical = 1

[Clock/StartingDate]

BaseYear = 2263
0 = 0
1 = 10
2 = 20