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Ark server manager

Last server manager is 1.1.394InstallersLatest version:Windows Installer: Latest.exe - Download and install. Windows Binaries: Latest.zip - Download, unzip and run Ark Server Manager.exe.Previous versions:You can download older versions (back to 1.0.300) from the github site. Gamedata FilesThis files add additional information for different mods. Here's a post for more informationRelease Notes1.1.394 (1.1.394.2)NEW Server Settings - Added peer port field to the Administration section. It's set to be read only because it can't be changed, but shows the extra port required by the server. In the event of a disability, public intellectual property must be manually updated. Change - Updated Translation Files.1.1.393 (1.1.393.1)NEW Server Settings - Added MaxHexagonsPerCharacter and HexagonRewardMultiplier at the bottom of the Rules section. CHANGE ru-RU Translation file updated.1.1.392 (1.1.392.2)CHANGE Removed the Output Steamcmd to progress window setting.1.1.391 (1.1.391.4)NEW - Adding public ip controls to all server departures. CHANGE - After profile sync, if the auto-management section is selected, it will run the calendar update. CHANGE Translation Files Updated.1.1.389 (1.1.389.1)CHANGE- Updated Translation Files.1.1.388 (1.1.388.1) NEW Allow Shared Connections - Added to Administration Section. Group server settings. MaxGateFrameOnSaddles (Max Steps on Saddles) setting - added to the Rules section, up. CHANGE - DinoCountMultiplier (Dino Spawns) setting - moved to the Environment section, at the top. en-US updated.1.386 (1.1.386.2)CHANGE changed the Difficulty offset slider, so it doesn't have a maximum value. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. (thanks shouke)1.1.385 (1.1.385.10) NEW Added a new Enable Dino Level Progressions checkbox. Allows the ability to activate only player levels, or activate player and dino levels. Running a server manager upgrade. CHANGE - Adding a filter button to filter boxes. By tapping into the filter box no longer filters automatically, you need to click the filter button to. ini The filter. This section is hidden by default, and can be displayed using a new option in the global settings. (thanks maxiel) NOTE: A new discorded plugin version is available (1.0.17).1.1.384 (1.1.384.2)CHANGE- Change of the shutdown timer alert interval by 5 minutes, at a variable scale base over the remaining time. Eg. 60-minute shutdown timer will only alert at these times - 60, 30, 15, 10, 5, 4, 3, 2, 1.1.1.383 (1.1.383.1)BUGFIX - Solved a problem where the alert message for the status of the server sent by English only. It has changed so that it will send the translated status instead. CHANGE - Adding Flame Arrow object to Scorched Earth.1.1.382 (1.1.382.4) NEW Dino Section - Dino Printing Group - Added new box to check BabyImprintAmountMultiplier.1.1.381 (1.1.381.1)NEW checkbox added for a new setting - PublicIPForEpic, when checked, it will add the server arg, and uses your public IP address.1.1.380 (1.1.380.1)BUGFIX Custom Resource Grid - Fixed Custom Harvest Amount Checkbox so that it is only verified when one or more resource items are in the config file. CHANGE ClampResourceHarvestDamage setting changed to always write to file ini.1.379 (1.1.379.13)BUGFIX Engrams Grid - sets engrams being written to the config file, when selected only is verified. NEW Global Settings - Stop Options - Have added a new setting to the disable online player control when the server is shut down. so that you can filter the grid with matching the text. - Engram Grid - added a new filter text box, so that you can filter the grid with corresponding text. CHANGE - Raw socket settings have been removed - will need to manually start/save/stop your servers for the effects to take. Adding Crystal Islands to the official mod list in the gamedata file. Steam-related features of PlayerList/Rcon windows. (thanks AngeMyMy) - pt-BR Translation file updated. (thank you (thank you) Ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. (thanks shouke)1.1.378 (1.1.378.1)BUGFIXMod Window Details - fixed bug by clicking button save. CHANGEEngrams Grid - Select All/Nonselect All buttons - will use the current filter to select/deselect only the engrams visible in the grid.1.1.377 (1.1.377.6) NEW Crystal Isles gamedata file added. NOTE: This gamedata file contains only the map and can only be used once the DLC has been released. CHANGE - Change the logic when playing the config files, when there is a missing parameter expected in the config file - Globalization - adding a few extra strings to the updated globalization files. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. (thanks shouke)1.1.376 (1.1.376.1)CHANGE Added additional logging when the server is started. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. (thanks shouke)1.1.375 (1.1.375.5)NEW Server Settings - Administration Section - has added a new field for active events. This list is filled from gamedata files, and can be entered manually if the event does not exist in the list. Have included only the main events. MODIFICATION - Profile sync - deleting ports and password from the calendar sync section. When set zero, it will disable the automatic update, and must be done manually. (thanks depth) - pt-BR Translation file updated. (thanks bruno5011)1.1.374 (1.1.374.7)BUGFIX - Aberration - added Tek Sleeping Pod engram and article. NEW Server Settings - Rules Section - Addition of Missing TribeSlotReuseCooldown settings. - Global settings - Adding a new alert message for outdated mods to the discorded plugin. detects an outdated mod. Change - Profile sync window - have changed the way this window works. You now open on the profile you want to copy, and you can now select one or more profiles to copy at. -FR Updated Translation File. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec)1.1.373 (1.1.373.1)BUGFIX - Server Setting Resets - added all the missing settings to each reset method. Sync methods. CHANGE pt-BR Translation file added. (thanks bruno5011)1.1.371 (1.1.371.6)BUGFIX - Delete profiles - added the elimination call to prevent the crash when updating the status of the server. because of the new server manager name. NEW Server Settings - Have added a new section .ini game. This will allow you to add custom sections to the .ini file using the server manager. CHANGE - Adding ToolTip to the profile label and profile tab that displays the profile name and profile id. - Windows Firewall Management - have replaced the command line code to create the firewall rules with an appropriate library to create them. it will now attempt to remove the firewall rules. (thanks varlonec)1.1.370 (1.1.370.1)BUGFIX- Fixing a bug that caused the server manager to crash when creating server file observers.1.1.1.369 (1.1.369.1)BUGFIX - Fixing a bug that caused the server manager to crash when opening the RCON window or the player list. CHANGE en-FR Updated translation file. (thanks AngeMyMy) - pt-BR Translation file added. (thanks bruno5011)1.1.368 (1.1.368.4)BUGFIX Server Settings - fixed the bug that continues to erase the setting EnableAutoDestroyStructures. NEW Section Rules - added a new CryopodNerflincomngDamtPercent setting. CHANGE - Server Manager Profiles - Have changed the name of profile files to be profile id. This is to avoid the clash of profile names. These files have never been used and a pain to maintain. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec) WARNING: When you start the server manager, it will start renaming your profile file names. Once put to the Please check that your server settings are set correctly.1.0.367 (1.0.367.1)BUGFIXDino Multipliers - Tamed/Add/Affinity - fixed a bug when setting up some of these values to 1, would remove them from the config files. WARNING: Please check your Dino multipliers (Dinos section) to make sure they are set correctly.1.0.366 (1.0.366.3)BugFIX - Server Settings - Override Difficulty - Fixed Bug that would erase the difficulty settings. CHANGE - Main window - changed the width min to 1024 1024 Main Window - rearranged the header section and the buttons. (thanks bruno5011) WARNING: Please check your difficulty replacement (rules section) to make sure it is set correctly.1.0.365 (1.0.365.5)BUGFIX - RCON Window - Fix the overlay, so that it can be used again. (thanks jutka) NEW Rules Section - Tribute Upload Options - have added to new settings - MaxTributeDinos and MaxTributeItems.Both by default of 50 and maximum limit of 200, anything that is more than 200 can cause the corruption of cluster. CryopodNerfDuration, and CryopodNerfDamageMod.They are located at the bottom of the rules section. Floating settings. - General changes to the server setting - When the current setting value - default and the WriteIfNotDefault flag are set, the property will no longer be written to ini. CHANGE - New cursor control - includes checkbox. Have selected four properties for testing - Enable Idle wait times, MOTD Interval, Player Max XP, Dino Max XP. Values are only written to config files when the checkbox is enabled, which should allow the server defects to be used. Previously, the checkbox was a separate check. Previously, checkbox was a separate check. / time as tooltip for the status field. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec)1.0.364 (1.0.364.1)BUGFIX FIXES the logic of self-reboot grace interval. It should work properly now. CHANGE Global Settings - Auto Restart Section - Adding a note and correcting the updated ru-RU translation file. (thanks varlonec)1.0.363 (1.0.363.1)NEW Server Settings - Section Dino - added added Server setting Mating Speed Multiplier. This was added to the Dino reproductive multiplier group near the bottom of the section. (thanks norlinn) CHANGE ru-RU Translation file updated. (thanks varlonec)1.0.362 (1.0.362.10)NEW Global Setting - Added a new automatic restart section with options to turn on/off the automatic restart grace time. it now records the last start time in your profiles. otherwise, it will restart as usual. CHANGE RCON Window - added adjustable player list, retained width. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec)1.0.361 (1.0.361.2)BUGFIX Players and Dino Levels - fix bug when resetting and updating MAX level values. NEW Section Rules - Added Setting EnableCryoSicknessPVE. CHANGE Server Monitor Window - added backup buttons and open folder. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec)1.0.360 (1.0.360.1)BUGFIX ru-RU Fixed Translation File. CHANGE pt-BR Translation file updated. (thanks bruno5011)1.0.359 (1.0.359.8)BUGFIX Game Data - fixed a crash when loading with an invalid gamedata file. no level 2.- Environment section - Resource grid - tooltip fixed on the save button. NEW Main Window - The main window now stores the height and width of the window. Lets you start, stop, update/check and open the list of players or RCON Windows. to the game's client via RCON. - Stop process - have added logic to send the stop message to the game client via RCON, only if the setting is enabled. CHANGE Game Data Window - Adding a validated button to validate the user's game data files. (thank you AngeMyMy) Updated translation file. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec)1.0.358 (1.0.358.2)BUGFIX - Dialog Forms - solved a problem where the dialogue forms would open behind the current window. spawner card replaces and provide cash replacements.ini). CHANGE - Server settings (Dino section) - changing the sorting operation for the dino grid. (Engrams section) - changes to how sorting works for the engram grid. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011)1.0.357 (1.0.357.1)BUGFIX - Dialogue forms - have solved a problem where dialogue forms would open behind the current window. CHANGE - Server Settings (Engrams section) - Adding two additional columns to the engram grid to allow each engram to be automatically unlocked. It will create the folder and open it. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec)1.0.356 (1.0.356.6)NEW Main Window - Added Game Data Window button to open a new game data window. Button is at the top right next to the plugins button. For those of you who use other backup methods. - Global Settings (Advanced) - added an option to turn on/off server verification after the automatic update is complete. If enabled, add extra time when the automatic update runs and your server is updated. Change - Server settings (Dinos section) - have divided the bForceCanRideFliers setting into two settings - Change Flyer Riding and Enable Flyer Riding. This will allow you to use the setting default cards, or turn around/disable flyer riding on your server. Using the default card will remove the bForceCanRideFliers setting from your config file, otherwise it will be defined at TRUE or FALSE. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec varlonec (1.0.355.2) BugFIX Stack Size Section - fixed stop button on item lines to record only this item, not all items. NEW Server Settings (Rules) - Adding a new Genesis group with the settings bDisableGenesisMissions and AllowTekSuitPowersInGenesis. CHANGE Server Settings (Structures) - Put GenesisUseStructuresPreventionVolumes updated in the Genesis group for clarity. (thanks AngeMyMy) - pt-BR Translation file updated. (thanks bruno5011) ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated.1.0.354 (1.0.354.2)BUGFIX-Server Settings (Dinos section) - fixes the bForceCanRideFliers (Flyer Riding (Genesis)) setting, so that it erases the value in gameusersettings.ini file if uncontrolled. NOTE: This should fix the bug when players can't mount flyers on other cards. NEW Server Settings (stack sizes) - a new section that lets you handle your individual item stack sizes. Has an option in the global setting to turn on/off.1.0.353 (1.0.353.1)NewServer Settings (Section Administration - Server Options) -structurememopts (Structure Memory Optimizations) - -noundermeshchecking (No Under Mesh Checking) - -noundermeshkilling (No Under Mesh Killing)/Server Settings (Rules Section) - FuelConsumptionIntervalMultiplier - LimitNonPlayerDropped enabledMultiplierServer Settings (Dinos section) - bForceCanRideFliers (Genesis)Server Settings (Structure section) - AlwaysAllowStructurePickup - StructurePickupTimePlaceMent - StructurePickupHoldDuration - AllowIntegratedPlusStructures bGenesisUsesPreventionVolumes (Building Disable in Mission Areas (Genesis)1.0.352 (1.3521.0.352.1)BUGFIX Solve the problem with the player/tribe link in the RCON window for maps other than Genesis, introduced in v351.1.0.351 (1.0.351.2)BUGFIX fixed problem with the player/tribe link in the RCON player list. NEW Added valguero gamedata file to installation. CHANGE - Add new levels of player ascent to the gamedata file. These are reserved spaces at the moment. Player levels will now use this value to highlight the latest set of player-level file lines.1.0.350 (1.0.350.1)BUGFIX Server File Details - Fixing a crashing bug caused by a steamid that is not available or does not exist. (thanks bastogne) CHANGE en-FR Translation file updated. (thank you) pt-BR Translation file added. (thanks bruno5011)1.0.349 (1.0.349.1)CHANGE - Mod Details Window - Added a new button at the top to open the server mod folder. Download from this link.1.0.348 (1.0.348.1)BUGFIX - Crash Correction with Ark Server Manager when validating mods.1.0.347 (1.0.347.1)BUGFIX Mod Details Window - fixed fixed mod button to use the new official mods of the gamedata, will no longer remove Valguero card DLC.CHANGE - Official Mods - moved the official mods to the gamedata files, for future easy updates.1.0.345 (1.0.345.1)BUGFIX - Dino Grid - fix a bug that would stop saving some dinos to the GAME.ini file. CHANGE - Extinction game data file update - updated DINONAMETAG values, so spawning changes should now be possible (thanks Baradine Allowa).1.0.344 (1.0.344.1)CHANGE Game Map droplist - moved the map from island to gamedata file. WARNING: Before restarting your servers, check that the card name is set correctly.1.0.343 (1.0.343.1)CHANGE en-FR Updated translation file. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec)1.0.342 (1.0.342.1)BUGFIX Dino, Engram and resource grids - fixed bug where the Mod column would not be updated when changing languages. NEW Automatic Update - Have added a delay settings to the automatic update for sequential processing. The delay is in seconds (default 0) and will wait that number of seconds between each server update. CHANGE en-FR Translation file updated. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec) - Main Window - Start position changed to 50.50. - Window settings - changed the filter drop lists to show the name Mod. The list is now dynamic and will display the mods of your own custom game data files.)CHANGE- Dinos - Craft skill has been re-activated. Update extinction gamedata file - contains all DLC content. NOTE: You can't change the dino extinction spawns at this time. The DEVKIT needs to be updated for these changes.1.0.339 (1.0.339.1) NEW file gamedata extinction added - contains only the name of the map for now. NOTE: I'll be working on adding the Dinos, Engrams, Articles, etc. over the next two days.1.0.338 (1.0.338.1)CHANGE en-FR Updated Translation File. (thanks AngeMyMy) NOTE: A new discorded plugin version is available.1.0.337 (1.0.337.6)BUGFIX MotD Interval - fixes the bug when activating the MotD interval. Profile Import - Correction of the dialogue window opening twice. CHANGE en-FR Translation file updated. (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec) - Dino Inventory - Added medium and hard variants of Spider and Gorilla Bosses. Server Files - File watcher disabled when recording server files. Prevents double loading. NOTE: A new discord plugin version is available.1.0.336 (1.0.336.5)CHANGE Mod Details - when steam back and forth fails, the basic mod details are read from the cache file of the local workshop, if one exists. Private mods and mods that have been removed from the steam shop. 'order of server status and the list of players is started. ' Rcon Window - adding zero reference check to send command results.1.0.335 (1.0.335.2)BUGFIX - File name Planned tasks - Fixed the name of the folder to ArkServerManager.NOTE: This change will require you to remove all of your existing tasks under the 'ServerManager' folder in Windows Task Scheduler. Then you can use ASM to recreate them. Then click save on all your profiles. Once completed, all scheduled tasks will be recreated. CHANGE ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. (thanks shouke) translation file in-US - modified PerPlatformStructuresMultiplier tooltip to include 'Raft'.1.0.334 (1.0.334.2)BUGFIX - Affinity processor - fixed bug with machines that have more than 32 processors. Affinity can be set using the Affinity window, or the LauncherArgs. CHANGE en-FR Translation file updated. (thanks AngeMyMy)1.0.333 (1.0.333.1)BUGFIX - Fixing a bug that prevented the asm from opening. NOTE: If you have updated to 1.0.332, you need to update to 1.0.333 manually. Just download the latest zip file and unzip to your INSTALLATION folder ASM.1.0.332 (1.0.332.5)BUGFIX's Message of the Day - fixed the record of the day's message. NEW profile tabs - adding buttons Server status to profile tabs for quick reference and the ability to start/stop the server. Enable server status actions - will /deactivate the ability to perform an action by clicking on the server status icon.2. View confirmation of the server's status action - will disable the display of a confirmation dialogue when an action is performed. CHANGE en-FR Translation file (thanks AngeMyMy) ru-RU Translation file updated. (thanks varlonec) - zh-CN Translation file updated. MotD Duration Label - fixed motd term label format. This means that Windows OS versions of Vista and sooner will no longer work. This means that the Windows Server operating system versions of 2008 and earlier will no longer work. NOTE: There is a new version of the Discord bug plugin - 1.0.12.1.1.0.331 (1.0.331.1)BUGFIXDuplic comgule bug (1.0.330 (1.0.330.2) BUGFIXDlicated comma bug - fixed the comgule bug in double. NEWProcess Priority and Processor Affinity - adding new priority input and affinity fields.1.0.329 (1.0.329.4)BUGFIX Server Status spamming - attempt to correct the server status spam sent to the discordous plugin. CHANGE - Server shutdown process - changes to the way the server shutdown process is carried out. It is now well threaded and should now close the server within 30 seconds. This will also keep the update and start buttons off. NOTE: There is a new version of the discord plugin, the old version does not work with this new version ASM. You have to download it manually to update it - link. In the plugin folder is a contention config (_asmdiscordplugin.cfg), you'll need to rename it in _discordplugin.cfg.1.0.328 (1.0.328.7)BUGFIX Dino Spawns - fixed the bug that didn't set the dino spawn values correctly when playing the INI. - fixed bug that would prevent loading the list of players if steam seek caused a problem. NEW User Settings - Adding a backup of user settings to the backup folder. CHANGE EN Updated translation file. (thanks AngeMyMy) - ArkData - some code settings1.0.327 (1.0.327.4)BUGFIX SteamCMD - added a bug fix to reduce the steamcmd error when modifying/removing branches. CHANGE - Icons - all icons have been cleaned and updated. Moving mods up and down, it no longer updates mod details. Only the addition of new mods will update the details. You'll know how many lines the MotD is, and will turn red when you've passed the visible space in the game. (thanks varlonec) NOTE: A new discorded plugin version is available with Icon.1.0.326 updates (1.0.326.5)BUGFIX Engrams - fixed bug that would erase the selected selected Dinos - fixed bug that would erase spawning dino multipliers. CHANGE PROFILS - Adding global options to enable/disable PGM and SoT asm control settings (deactivated by default). NOTE: This change affects the server cache and will force your server to update when the next automatic update is updated.1.0.325 (1.0.325.5)CHANGE FR Translation file updated. (thanks AngeMyMy) RU Translation file updated. (thanks varlonec) - RCON Window - the text is now colored to load on what type of message is displayed. If hidden, the images are also not downloaded. The first part will only load online players and display only basic information (Steam Name and Steam Id). The second part will read the player and tribe profile files and request player data from steam. Then they are merged. - RCON Player List - removed players from the list when the player's profile no longer exists (e.g., cluster transfer). This list will take longer to view the results because it is not able to view players online. NOTE: Images of player avatars will only load if you have less than 300 player profiles. If you have more than 300 player profiles then you will only see the? Image. The reason is that player avatar images are what is causing the shift and freeze. 300 profiles is about the limit when performance begins to degrade.1.0.324 (1.0.324.0)SKIPPED1.0.323 (1.0.323.19)BUGFIXm Correction of some duplicate stop messages introduced with the reason for stop show always in the latest version (322). NEW Version Detail Window - a new window to display

updates to the version - a new window only available when RCON is disabled, replaces the RCON button with a Players button. The player list only reads the FILES of the ARK player and the tribe and displays them in a list. Without RCON, I am not able to determine which player is online, so online status is never posted here. Click right on a player to get some options. This is only designed to give server owners without RCON, the ability to see who connects to their server. It will only call the update one at a time - should remove the ListPlayers spam. It should not freeze ASM when the profiles are now loading. (thanks varlonec) (thanks AngeMyMy) - The automatic update now has a new attempt to fail a file copy. If the file doesn't copy, it will try 3 times with a 5-second delay between the two. The valid range is 0 - 65535. - Adding .arktributetribe files to backup and restoration functions. so that the display values can be globalized.1.0.322 (1.0.322.7)NEW Mod Details Window - A new 'Timestamp' column has been added to display the humidity of the time of the last time the mod was updated. This value is returned from the steam servers. This button will allow you to manually set the value in LastUpdatedASM.txt files. This should only be used if you need to update a mod by manually copying the files. - Shutdown Reason Broadcast - A new option has been added to global settings, which will broadcast the stop reason to each stop message. In the event of a disability, the reason for the termination is not released until the beginning of the judgment.1.0.321 (1.0.321.2) NEW Added the Aberrant Direbear and Bigfoot versions. (thanks spikekeydragon) - Update of the translation file Ban Uri.CHANGED UK updated. (thanks varlonec) - Updated translation file. (Thanks AngeMyMy)1.0.320 (1.0.320.8) NEW Added Translation File. (thanks AngeMyMy) MODIFICATION UK Translation file updated. (thanks varlonec) - Updated CN Translation File. (thanks acme) - ARK 278.0 options added. ServerAllowAnsel - Administration sectionAllowHideDamageSourceDeLogs -jurisdictional section -TribeNameChangeCooldown -section rules - RandomSupplyCratePoints -rules section - disableWeatherFog - Sectionb EnvironmentbHardLimitTurretsInRange - Structures sectionTamedDinoCharacterFoodDrainMultiplier - Section DinoTamedDinoTorporDrainMultiplier - section DinoWildDinoCharacterFoodDrainMultiplier - Section DinoWildDinoTorporDrainMultiplier section - section DinoPassiveTameIntervalMultiplier - Section DinoPreventOfflinePv Insect's TargetInterval - Rules section1.0.319 (1.0.319.2)BugFIX - Profile and server backups have been corrected. Mod Details window. NEW- Adding a new backup folder option to global settings. This allows you to set the location of profile and server backups. If left empty, will default to the DATA.1.0.318 (1.0.318.4)CHANGETM Set the DinoNameTag values of Aberration dinos. They should all work properly when changing spawning values. dinos that are tamed by eggs only. You can now change the tame status. Beta and Gamma Manticore. If it is not found, then it will check for a temp (.tmp) file. If the temporary file is found, it will rename it .ark. NOTE: The discordant plugin has been updated with some minor bugfixes and code cleaning.1.0.317 (1.0.317.1)CHANGE- Correction of Container Names Cunning and Brute Artefact.1.0.316 (1.0.316.2) - ARK 275 Changes - Aberration1. Added all the elements Aberration, dinos, progenitors and engrams. NOTE: The spawning details of the new Aberration dinos are not 100% correct and may not work. This cannot be corrected until Wildcad has released a new version of kit DEV with Aberration.2 content. Added 15 new levels of aberration ascent. NOTE: These new levels are not automatically added to your server, you need to reset custom levels, to get the new ones and increase the player's experience value max.1.0.315 (1.0.315.2)NEW ARK 275 Changes1. Added the name of the Aberration card to the map drop list.2. CrossARKAllowForeignDinoDownloads added to the Rules section - Tribute Options group.3. UseCorpseLifeSpanMultiplier and GlobalPoweredBatteryDurabilityDecreasePerSecond added at the bottom of the Rules section.1.0.314 (1.0.314.2) NEW Added a new global option to activate /Deactivate the download of player avatar images in the RCON.1.0.313 (1.0.313.2) CHANGE settings bLimitTurretsInRange are now ALWAYS written in the Game.ini file. NEWArk 274 Changes - Added new turret options (LimitTurretsRange and LimitTurretsNum) to section structures.1.0.312 (1.0.312.5)CHANGE Globalization to the Task Status section. NEWArk 273 Changes - Added bAutoUnlockAllEngrams to the Engrams section. ARK 273.7 Changes - Added bAppendItemSets and bAppendPreventIncreasingMinMaxItemSets to Supply Crate Overrides.1.0.311 (1.0.311.2)CHANGE Updated Russian (thank you varlonec). NEW Added Activate/Deactivate buttons to the Task State section.1.0.310 (1.0.310.1)BUGFIX - Removing double the 'Ice Wyvern' line in the dino grid. 1.0.309 (1.0.309.3)BUGFIX- Bug correction when reading ini file tekgrams, when onlyAllowSelectedEngrams option activated. CHANGE - Removing RawSockets NoNetThreading. NEW - Adding The Rawsockets ForceNetThreading option.- Adding server setting - NoHangDetection.- Added offset difficulty cursor.1.0.308 difficulty.1.0.308 Tekgrams - added all Tekgrams to the grid of engrams, they are colored blue and you can not hide / Unhide them. NEW ARK 271 Changes1. Added TEK light, shield and sword.1. Added the new RawSockets (nonethtreading) setting to the administration.2 section. Added the new tame limit setting (bUseTameLimitForStructuresOnly) to the dino.1.0.307 (1.0.307.1) CHANGETM Change to the default Steam WEB API key used by ASM, as the old one was overused. NOTE: To protect yourself from what's happening in the future, use the Get the WEB API key button in global settings and create your own WEB API key. Then, stick the key in the global asM settings.1.0.306 (1.0.306.1)BUGFIX fixed problem with WEB API calls, the servers must now solve correctly. CHANGE - Updated Discord Plugin.1.0.305 Download Location (1.0.305.8)CHANGE When the manager starts, the PUBLIC IP ADDRESS is ALWAYS requested. RCON windows contain references and prevent the modified ASM from restoring. Try to prevent spam from the rcon reader. NEW- Added a reset button at the top of the global settings form to reset all user settings. It becomes RED if the account is 1000. It won't stop you from exceeding 1000. Added ARK 266, 267 and 268 Changes1. Added otter, EndDrone, EndTank, EndBoss, EndBossDragon, EndBossGorilla and EndBossSpiderL2. Added Phoenix3. Added Ragnarok Dragon and Manticore Bosses4. Added article skins AberrationHelmet and AberrationSwords5. Added DinoSpawnEntriesPhoenix_C6. Added Ragnarok DinospawnEntries7. Added EndBossMinion DinoDropInventoryComponent1.0.304 (1.0.304.5)BUGFIX - Fixing a bug with Reading ArkData of player and tribal files, when duplicate files have been found. CHANGE - Updated Russian translation file (thanks varlonec) - Removing the Wildcard version of the mod update. Select all/not selected buttons in the Engrams section. NEW ArkServerManager.exe is now code-signed. A new type of alert has been added ServerStatusUpdate. so you can customize.1.0.303 (1.0.303.3)BUGFIX - Bug fix when closing the RCON window, when it's opened using the Open Remote Console button (not the RCON button). UPDATE - Updated Russian translation file varlonec) - Change Tinanoboa to tame. NEW - Added a new global option to turn on/off the use of the DoExit command to shut down the server. Currently doexit causes file problems around the world with large file sizes. Activate Auto Force Respawn Dinosaurs - Administration Section2. Auto Force Respawn Dinosaurs Interval - Administration Section3. Max Alliances by Tribe - Rules Section4. Max Tribes by marriage - Rules Section5. Tamed cost of the Dino saddle structure - Section Dino1.0.302 (1.0.302.1) NEW Added a new global setting that defines the delay period to be expected after sending the saveworld command. NOTE: This is for the server with larger global backups that take longer to complete the record.1.0.301 (1.0.301.2)BUGFIXTM Fixed Alert Messages sent to plugin discord. When adding 'r' or 't' they work properly. NOTE: The discord plugin has not been changed. CHANGE - Changing the name of magenta's magenta coloring purple coloring dye. They are now stored in the SavedArks folder, not the TEMP folder. TLS1.1 and TLS1.2 when downloading files. NOTE: This is not a guaranteed fix because I am unable to repeat the error, so I'm just guessing what might be the cause. If you suffer from the RCON problem, can you please update and provide feedback if this has solved your problem or not.

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