Dungeon Timers

Need to add setting in gs.conf for each dungeon

life_time = (number in seconds here)
Example 300 (this would be 3 minutes)

Refer to [Tutorial] Perfect World: Change Dungeon Timers on by qwename for more specifics
Do not add idle_time as this is in elements.data "Instance" settings. Thanks to Ashborn for bringing that to attention