

# GS.conf

Adding new maps and dungeons requires editing in this section.

This is the world information for Gaap as an example:

```
#-----  
[World_gs01]  
index      = 1  
tag        = 1  
cid        = 0,2,13  
base_path  = x1/  
max_sight_range    = 50  
max_flight_height  = 330  
grid          = {125,125,20.5,-1280.5,-1280.5}  
local_region   = {-1024,-1024.0} , {1024.0,1024.0}  
limit         = allow-root;  
player_capacity = 4096  
  
[Terrain_gs01]  
szMapPath     = map  
nAreaWidth    = 512  
nAreaHeight   = 512  
nNumAreas     = 4  
nNumCols      = 2  
nNumRows      = 2  
vGridSize     = 2.0f  
vHeightMin    = 0.0f  
vHeightMax    = 800.0f  
#-----
```

Index, Tag and Base\_Path are the key identifiers to link it to Gaap files.  
Base\_path = x1 directory folder in configs.

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