

File Location

Windows C:\Users\youruser\AppData\LocalLow\Innersloth\Among Us

Android ...\Android\data\com.innersloth.spacemafia\files

Remember to make a backup of any modified file(s).

gameHostOptions

gameHostOptions (cont)

gameHostOptions (cont)

0x40	Scientist Count	UInt8
0x41	Scientist Chance	UInt8
0x42	Leave Shapeshifting Evidence	UInt8
0x43	Shapeshift Cooldown	UInt8
0x44	Shapeshift Duration	UInt8
0x45	Vitals Display Cooldown	UInt8
0x46	Protect Cooldown	UInt8
0x47	Vent Use Cooldown	UInt8
0x48	Max. Time In Vents	UInt8
0x49	Battery Duration	UInt8
0x4A	Protection Duration	UInt8
0x4B	Protect Visible to Impostors	UInt8

playerStats3

Offset	Statistic	Data Type	Comment(s)
0x00 to 0x04			
0x05 to 0x08	Bodies Reported	int32	
0x09 to 0x0C	Emergencies Called	int32	
0x0D to 0x10	Tasks Completed	int32	
0x11 to 0x14	All Tasks Completed	int32	
0x15 to 0x18	Sabotages Fixed	int32	
0x19 to 0x1C	Impostor Kills	int32	

Offset	Setting	Data Type	Comment(s)
0x00			
0x01	Max. Players	UInt8	
0x02	Chat Language		
to			
0x05			
0x06	Map	UInt8	00 - The Skeld 01 - Mira HQ 02 - Polus 03 - Airship
0x07	Player Speed	float32	
to			
0x0A			
0x0B	Crewmate Vision	float32	
to			
0x0E			
0x0F	Impostor Vision	float32	
to			
0x12			
0x13	Kill Cooldown	float32	
to			
0x16			
0x17	Common Tasks	UInt8	
0x18	Long Tasks	UInt8	
0x19	Short Tasks	UInt8	
0x1A	Emergency Meetings	int32	
to			
0x1D			
0x1E	Impostor Count	UInt8	
0x1F	Kill Distance	UInt8	00 - Short 01 - Medium 02 - Long
0x20	Discussion Time	int32	Negative values subtract from voting time
to			
0x23			

0x24	Voting Time	int32	Negative values are displayed as infinity
to			
0x27			
0x28	Recommended Settings	UInt8	
0x29	Emergency Cooldown	UInt8	The emergency meeting in the first round will always have a cooldown of at least 10 seconds.
0x2A	Confirm Ejects	UInt8	
0x2B	Visual Tasks	UInt8	
0x2C	Anonymous Votes	UInt8	
0x2D	Task Bar Updates	UInt8	00 - Always 01 - Meetings 02 - Never
0x2E to 0x33			
0x34	Shapeshifter Count	UInt8	
0x35	Shapeshifter Chance	UInt8	
0x36			
0x37			
0x38	Engineer Count	UInt8	
0x39	Engineer Chance	UInt8	
0x3A			
0x3B			
0x3C	Guardian Angel Count	UInt8	
0x3D	Guardian Angel Chance	UInt8	
0x3E		UInt8	
0x3F		UInt8	



playerStats3 (cont)		
0x1D to 0x20	Times Murdered	int32
0x21 to 0x24	Times Ejected	int32
0x25 to 0x28	Crewmate Streak	int32
0x29 to 0x2C	Times Impostor	int32
0x2D to 0x30	Times Crewmate	int32
0x31 to 0x34	Games Started	int32
0x35 to 0x38	Games Finished	int32
0x39 to 0x3C		int32
0x3D to 0x40		int32
0x41 to 0x44		int32
0x45 to 0x48		int32
0x49 to 0x4C		int32
0x4D to 0x50	Crewmate Vote Wins	int32
0x51 to 0x54	Crewmate Task Wins	int32
0x55 to 0x58	Impostor Vote Wins	int32
0x59 to 0x5C	Impostor Kill Wins	int32
0x5D to 0x60	Impostor Sabotage Wins	int32
0x61 to 0x64		int32
0x65 to 0x68		int32
0x69 to 0x6C		int32
0x6D to 0x70		int32

playerStats3 (cont)		
0x71 to 0x74		int32
0x75 to 0x78		int32
0x79 to 0x7C		int32
0x7D to 0x80		int32
0x81 to 0x84		int32
0x85 to 0x88		int32
0x89 to 0x8C		int32
0x8D to 0x90		int32
0x91 to 0x94		int32
0x95 to 0x98		int32
0x99 to 0x9C		int32
0x9D to 0xA0		int32
0xA1 to 0xA4		int32
0xA5 to 0xA8		int32
0xA9 to 0xAC		int32
0xAD to 0xB0		int32
0xB1 to 0xB4		int32
0xB5 to 0xB8		int32
0xB9 to 0xBC		int32
0xBD to 0xC0		int32
0xC1 to 0xC4		int32

playerStats3 (cont)		
0xC5 to 0xC8	Crewmate Role Wins	int32
0xC9 to 0xCC		int32
0xCD to 0xD0		int32
0xD1 to 0xD4		int32
0xD5 to 0xD8		int32
0xD9 to 0xDC		int32

