Palworld Server

Palworld Server Specific Setup

Minumium container prerequisites.

• 4 cores, 30 gigs space, 16 gigs ram.

Execute steamcmd and run. Run update 1007 also to prevent issues.

- ./steamcmd.sh +force_install_dir ./palworldserver +login anonymous +app_update 2394010 +quit
- ./steamcmd.sh +force_install_dir ./palworldserver +login anonymous +app_update 1007 +quit
- There is an issue when running it on the container. Follow the steps to deploy from here: R Introduction | Palworld Server Guide |

Run server

• ./PalServer.sh -useperfthreads -UseMultithreadForDS

Game Settings

Fix this up later.

I guess that maybe you didn't saved file maybe? Anyway you need to stop server, stop auto updates, edit config file in Pal/Saved/Config/LinuxServer/PalWorldSettings.ini . Then backup it right away on your PC and start your server.

For server world backup

Prior to any server update, performing a comprehensive backup is critical. Backups should include all configuration files, especially PalWorldSettings.ini, and all player and world data typically located at /Pal/Saved/SaveGames.

Restoring Progress: Identifying and Applying Save Data

Identify Server Version ID:

After locating the server files within /Pal/Saved/SaveGames/0, take note of the random string of characters in the folder name, which represents the server version ID. If multiples exist, use the last modified date to discern which is relevant.

Modify the GameUserSettings.ini File:

Edit /Pal/Saved/Config/LinuxServer/GameUserSettings.ini by updating the DedicatedServerName entry with the server version ID identified previously. This file must accurately reflect the ID to point the server to the correct data.

[/Script/Pal.PalGameWorldSettings]

OptionSettings=

(Difficulty=None,DayTimeSpeedRate=1.000000,NightTimeSpeedRate=1.000000,ExpRate=1.000000,PalCaptureRate=1.000000,PalSpawn NumRate=1.000000,PalDamageRateAttack=1.000000,PalDamageRateDefense=1.000000,PlayerDamageRateAttack=1.000000,PlayerDa mageRateDefense=1.000000,PlayerStomachDecreaceRate=1.000000,PlayerStaminaDecreaceRate=1.000000,PlayerAutoHPRegeneRate =1.000000,PlayerAutoHPRegeneRate =1.000000,PalStomachDecreaceRate=1.000000,PalStaminaDecreaceRate=1.000000,PalAutoHPRegeneRate=1.000000,PalAutoHPRegeneRate=1.000000,PalAutoHPRegeneRateInSleep=1.000000,BuildObjectDamageRate=1.000000,BuildObjectDeteriorationDamageRate=1.000000,CollectionDropRate=1.000000,CollectionObjectHpRate=1.000000,CollectionObjectRespawnSpeedRate=1.000000,EnemyDropItemRate=1.000000,DeathPenalty=Item,bEnablePlayerToPlayerDamage=False,bEnableFriendlyFire=False,bEnableInvaderEnemy=True,bActiveUNKO=False,bEnableAimAssistPad=True,bEnableAimAssistKeyboard=False,DropItemMaxNum=3000,DropItemMaxNum_UNKO=100,BaseCampMaxNum=128,BaseCampWorkerMaxNum=15,DropItemAliveMaxHours=1.000000,bAutoResetGuildNoOnlinePlayers=False,AutoResetGuildTimeNoOnlinePlayers=72.000000,GuildPlayerMaxNum=20,BaseCampMaxNumInGuild=4,PalEggDefaultHatchingTime=24.000000,WorkSpeedRate=1.000000,AutoSaveSpan=30.000000,bIsMultiplay=False,bIsPvP=False,bCanPickupOtherGuildDeathPenaltyDrop=False,bEnableNonLoginPenalty=True,bEnableFastTravel=True,bIsStartLocationSelectByMap=True,bExistPlayerAfterLogout=False,bE

nableDefenseOtherGuildPlayer=False,bInvisibleOtherGuildBaseCampAreaFX=False,CoopPlayerMaxNum=4,ServerPlayerMaxNum=10,ServerName="Sparda88's Server",ServerDescription="Latest update with a fresh

world",AdminPassword="Scorpion\$88",ServerPassword="Magikarp\$88",PublicPort=8211,PublicIP="",RCONEnabled=False,RCONPort=25 575,Region="",bUseAuth=True,BanListURL="https://api.palworldgame.com/api/banlist.txt",RESTAPIEnabled=False,RESTAPIPort=8212,bS howPlayerList=False,AllowConnectPlatform=Steam,blsUseBackupSaveData=True,LogFormatType=Text)

Xbox Server

Setup a regular server and as per jeeves:

i mean, that worked yesterday. Right now, its just "spin up regular server, change AllowConnectPlatform to xbox, make sure you have -publiclobby on(xboxers can't type IPs)