Update FiveM listing details and artwork using current Portal settings

Use this guide when your FiveM listing has outdated text or artwork while players can otherwise connect. The current Cfx documentation directs several presentation settings to Portal, so older tutorials that only edit `server.cfg` may no longer describe your server's behaviour. Keep your licence key and account recovery codes private throughout this change.

Identify the right project

Record your server's connection address, current public name and existing artwork. Save the active configuration and take a screenshot of the listing. Sign in to Cfx Portal with the authorised account and identify the project associated with this service. If you cannot establish ownership, ask the account owner to make the change; do not create replacement keys simply to edit a label.

The current server command reference marks `sv_hostname`, `sets sv_projectName`, `sets sv_projectDesc` and `load_server_icon` as deprecated in favour of Portal. Follow the controls available for your project. An older runtime may retain legacy behaviour, so record the installed artifact and confirm its supported path with support before removing working configuration.

Make a small presentation change

1. Prepare a recognisable project name and a plain sentence describing the community. Keep keyword lists, payment information and private staff details out of the name.
2. Update only the intended Portal fields, preserving unrelated ownership and service settings. Keep a copy of the previous values for rollback.
3. For a configuration-managed banner, use `sets banner_detail "https://YOUR-IMAGE-HOST/banner-v2.png"` with your own public URL. The placeholder is not an upload destination.
4. Prepare the documented 73:8 banner ratio; Cfx currently recommends 2560 by 280 pixels. Keep important text legible when scaled down and use artwork you have

permission to publish.
5. Open the image address in a private browser window. It must display the image without a login, expiring token or sharing-page button. Keep the previous image hosted until verification is complete.

Verify from outside your account

Refresh the public listing and check it from a second browser or player's client. Confirm the name, description, icon and banner independently. The documented `banner_detail` is used for both listing details and the connection modal; `banner_connecting` is deprecated and has no effect in the current reference.

Join through the unchanged address and verify the expected server still loads. Presentation edits should not require changing endpoints, database credentials or resource start order. If the image remains stale, check the public URL and distinguish an image cache from a configuration value that never applied. Avoid rapid unrelated edits while waiting for listing refreshes.

Rollback and support evidence

Restore the saved text or previous image URL if the result is unreadable or belongs to the wrong project. Supply support with the public listing URL, artifact version, changed field and timestamp if values refuse to update. Redact authentication information. A listing that looks correct does not establish access control; maintain your normal whitelist and permission rules separately.

Related help

- Set up a FiveM server licence key in Cfx Portal
- Diagnose FiveM joining problems on the assigned TCP and UDP port

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