Edit Palworld server settings safely

Change Palworld settings in small, recorded steps. A malformed configuration can prevent startup, while a valid gameplay change can still have unwanted effects on an established world. Keep the previous file and a verified world backup before changing the rules your players rely on.

Find the active configuration

Within the dedicated server's installation, Windows uses `Pal/Saved/Config/WindowsServer/PalWorldSettings.ini` and Linux uses `Pal/Saved/Config/LinuxServer/PalWorldSettings.ini`. These directories are generated after an initial startup. The file named `DefaultPalWorldSettings.ini` is a template; editing that template alone does not update the active server.

If your service exposes a setting through the game panel, check with support whether startup regenerates the file. A value written by the startup process can replace a manual edit. Do not keep editing both locations and assume that the most recent one will win.

Save, stop and keep a rollback copy

1. Tell players which setting will change and when. Record the current value and your intended value.
2. Use the normal save and shutdown process. Wait for the server to finish stopping; avoid changing files while it can still write them.
3. Verify a complete backup and download a separate copy of the active configuration. Keep passwords out of public tickets, chat and screenshots.
4. Edit only the setting you intend to change. Preserve the existing section, `OptionSettings` structure, commas, parentheses and quotation marks. Do not replace the whole file with an old example from another server.

Choose changes that are easy to test

For a simple first test, change the displayed server name and check it after a restart. Then make gameplay adjustments individually. Write down what you changed so you can return to the previous value without reconstructing a large pasted configuration.

Treat population, spawn and base limits as capacity decisions. Raising them may increase resource use; test with a few players before advertising higher limits. Settings that remove abandoned guild assets, change death penalties or enable permanent losses need explicit agreement from your community. Reversing a setting later may not recreate objects or characters already removed while it was active.

Keep the joining password separate from the administrator password. Share the joining credential only with intended players and give administrative access only to trusted operators. Do not change assigned ports as part of a gameplay edit. In particular, an advertised community-server port is not necessarily the listening-port setting.

Confirm the result

Start the server and watch its output for configuration errors. Confirm that it loads the expected existing world, then test the changed behaviour in game. If startup fails immediately after the edit, stop the server and restore the saved configuration before investigating additional changes.

If the value keeps reverting, send support its name, the file path and a redacted before-and-after excerpt. Include whether it reverts at startup or after saving. A world restore is a separate recovery decision; changing a setting does not normally require reinstalling the server.

Further reading: Pocketpair's current configuration reference and administrator command reference.

Revision #2
Created 2026-11-08 21:28:53 UTC by CloudExa Hosting Admin
Updated 2026-11-08 21:28:53 UTC by CloudExa Hosting Admin