Plan a Squad Workshop mod setup without losing server configuration

Squad mods can replace maps, factions or substantial parts of a match. Installing one is a coordinated change to server content, map rotation and player downloads. Choose the exact Workshop item and its current instructions before changing an active service.

Establish the supported content set

Start from the Squad Steam Workshop and the selected author's own item page. Record its numeric item ID, current update date, dependencies, supported game release and installation notes. A Workshop collection groups items; it does not establish that every included item works together on your server.

Identify whether the project supplies server content and which hosting platforms it supports. A client subscription confirms neither the server's downloaded files nor the active rotation. Do not copy another game's Workshop directory layout or assume a generic plugin installer can manage Squad packages.

Prepare before the maintenance window

1. Record the current server build, rotation, administration configuration and any existing Workshop items.
2. Keep a downloadable copy of configuration and any persistent data used by your current extensions. Retain the previous working rotation separately.

3. Read the mod author's required-item list and exact layer names. Do not infer a layer identifier from its friendly display name.
4. Confirm with CloudExa how the current Squad template downloads and exposes Workshop content. Supply the item ID rather than requesting an unspecified mod pack.

Where a template has no documented Workshop integration, ask for a supported installation procedure before uploading executable content. This guide does not assume a particular panel field, filesystem root or automatic subscription mechanism.

Check the CloudExa template

The current Squad template exposes **Download Workshops Items**, which accepts comma-separated Workshop item IDs. Its installer downloads those items; editing the list alone does not establish that a running server has received them. The field description refers to a reinstall. Do not trigger a reinstall on an established service to follow this guide: give support the item IDs and ask for a content deployment that preserves your files, settings and existing data. A different or updated template may expose another supported workflow.

Trial the mod and rotation together

Use an isolated test instance where possible. Stop it cleanly, apply the documented content installation, wait for downloads to finish, then add one author-documented modded layer to the test rotation. Preserve the unmodified configuration so it can be restored without reconstructing it from memory.

Start the instance and read startup output for missing packages or unknown layers. A running process does not prove the selected modded map loaded. Join using a prepared client, let its required downloads complete and confirm the expected map, factions and match behavior. Test a map transition as well as the initial join.

Understand browser placement and licensing

Offworld's current hosting policies distinguish licensed servers in the primary browser from unlicensed servers in Custom Servers. Licensing has separate hardware, ownership and administration requirements; installing a mod does not grant a license or guarantee browser placement. In particular, the current policy excludes VM/VPS/VDS hosting from licensing. Check your intended service with support before advertising a primary-browser listing.

Validate and keep rollback simple

Ask a second prepared player to connect and verify the selected layer before announcing the change. Record the successful game build and Workshop versions so future updates can be compared against a real baseline.

If startup fails after adding the layer, restore the saved working rotation and investigate the mod installation separately. Preserve downloaded packages and logs for diagnosis rather than deleting the entire server directory. Reinstallation is not needed to answer whether a layer name or dependency is wrong.

Related: Prepare a Squad server for its first match and back up game files.

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