Change Rust server description and header without changing the world

Use this procedure when players can join but your Rust listing has the wrong description, website or image. These are presentation changes. They should not require a new identity, seed, map or installation. Have game-panel file and startup access before beginning; if those settings are locked, ask support to update only the named presentation fields.

Record what is running

Save a private copy of the current startup values and active `server.cfg`. Note the server identity, connection address and map name so you can confirm they remain unchanged. Take a screenshot of the current public listing without exposing your RCON password. Check whether the panel provides separate name, description, website and header fields. Use that supported editor rather than adding competing overrides.

Facepunch documents `server.hostname`, `server.description`, `server.url` and `server.headerimage` as the relevant settings. The location that wins can depend on your startup template. Editing an unused configuration file will not change the visible listing.

Prepare the public information

1. Write a short, accurate name and description. Put important rules near the beginning: language, group limit and whether the server is modded. Keep access passwords and private staff contacts out of these public fields.
2. Use a website address you control. Open it in a private browser window and confirm that a player can read it without signing in.
3. Host the header image at a stable public HTTPS address that returns the image itself. A sharing page, expiring upload link or authenticated dashboard is unsuitable.
4. Keep the old image and URL available until you have verified the replacement. Use a new filename when changing artwork, so you can distinguish the versions during checks.

5. Change only the presentation fields in the supported panel editor or active configuration. Preserve quoting around text containing spaces. Review the diff before saving.

Check the result

If the hosting template requires a restart, announce a short maintenance window and stop normally. Do not use a forced kill to refresh an image. Once the server is ready, connect through the original address and confirm the expected world and player state still load. Open its listing from a fresh browser view and compare the description, website destination and header against your notes.

A cached image can remain visible after the text changes. First verify that the new URL opens directly outside your account. Do not change identity or regenerate the map to resolve a presentation problem. If the value reverts at every start, check for a panel startup override with support rather than repeatedly editing generated files.

Undo a bad change

Restore the previous presentation values and old image URL, then repeat only the refresh or normal restart your template needs. Keep the current world files untouched. This guide applies to the documented Rust Dedicated settings; image handling and which fields the panel exposes may vary with the installed template.

Related help

- Find Rust server.cfg and the correct identity save folder
- Schedule game server backups and check retention

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