Check Palworld crossplay platforms and dedicated-server compatibility

Palworld joining advice has changed as crossplay support developed. An old tutorial that separates every Steam and Xbox server may no longer describe your installation. Diagnose the exact client, server release and joining route before changing configuration or moving a world.

Establish the platform and build

Ask the player which edition they use: Steam, Microsoft Store on Windows, Xbox, PlayStation or Mac. Record the game version displayed by the client and the dedicated-server build from startup output. Check current Pocketpair documentation for that release. A matching game name does not prove that two independently updated clients speak the same server protocol.

The current server guide documents crossplay-enabled dedicated and community servers. The configuration reference uses `CrossplayPlatforms` to control allowed platforms and marks `AllowConnectPlatform` unavailable in the current version. Do not paste an older single-platform setting into a recent configuration and assume it overrides the current list. Older installations need their own matching documentation.

Check the joining route independently

Dedicated and community-server presentation can use different joining workflows. Confirm the correct workflow for the player’s current platform rather than assuming every console has the same address-entry screen as a PC client. Record what the player selected and the full error message. A server absent from a browser and a visible server rejecting a connection are different failure stages.

Use only the public game endpoint assigned to this service. Do not give players the panel website, a private container address or an administration API port. If advertising details are wrong, have support check them against the actual listener. Changing a displayed public port does not necessarily change where the server listens.

Run a small compatibility test

1. Take a configuration copy and record the existing allowed-platform list before editing.
2. Confirm at least one player on a known working platform can join. This establishes a useful baseline.
3. Test the affected platform with a current client, the intended join method and the correct password.
4. Compare the time of the attempt with server output. Determine whether the request reaches the server before investigating platform restrictions.
5. Change one confirmed incompatibility at a time, and retest the working platform after each change.

Keep crossplay separate from save conversion

Allowing another platform to connect does not automatically migrate an existing local character, convert another hosting format or merge worlds. Preserve the complete existing save before any migration work. Do not delete a player profile to solve a platform error; that can turn a connection problem into lost progress.

Mods can introduce an additional compatibility boundary. Record server mods and affected clients, then check their authors' current support statements. Do not assume a mod accepted by one platform works everywhere. Send support the client edition, versions, attempted route, timestamp and redacted error. That evidence is more useful than changing several backend flags without a reproducible test.

Related guides

- Fix Palworld joining problems
- Move a Palworld world safely

Further reading

- Pocketpair server types and crossplay
- Pocketpair configuration parameters
- Pocketpair joining guidance

Looking for another game? Browse game server setup and troubleshooting guides.

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