Choose Factorio autosave and empty-server pause behaviour

Factorio’s autosave interval and empty-server pause policy solve different problems. Autosaves create recovery points during play; the empty-server rule determines whether the factory continues running when nobody is connected. Choose both around how your group plays, then verify the actual server configuration.

Find the active settings

You need ownership or administrator access to the Factorio service. Record the installed version, current save name and the server-settings file selected by the startup template. If several JSON files exist, use the startup configuration to identify the active one.

Read the example settings shipped with your installed Factorio version before editing. The historical release notes document the `autosave_interval`, `autosave_slots` and `auto_pause` fields, but defaults and available options can change. Keep the generated example as your version-specific reference.

Choose the policy

1. Ask the group whether unattended factory progress is desirable. Consider resource depletion and production goals before deciding whether to pause while empty.
2. Choose an autosave interval that limits acceptable lost progress. Factorio’s console configuration documentation gives the autosave interval in minutes.
3. Choose the number of retained autosave slots using your installed settings example. Leave room for the current save, rotating autosaves and a separate backup.
4. Record the existing settings and take a completed backup before changing the policy.
5. Use the supported administrator configuration interface for live settings, or stop the server and edit the active JSON file. Preserve booleans as booleans and numeric values as numbers.

Test saves and empty-server behaviour separately

Start the server and check for JSON or startup errors. During an ordinary session, note the time and wait through the configured autosave interval. Inspect the log and resulting save timestamps. Wait long enough to observe rotation before assuming that the slot limit works as intended.

For the empty-server test, record a recognisable factory state or game-time observation. Ask all players to leave, allow a short agreed interval and reconnect. Check the progression that your chosen pause policy predicts. Keep a staff observer out of the server during the empty period; their connection would invalidate that test.

If the outcome differs, check whether a scenario, mod or startup template overrides the behaviour. Restore one original value at a time rather than changing save timing and pause rules together again.

Keep independent recovery points

Autosaves rotate. They can replace an older good state after a mistake goes unnoticed, and they share the service’s storage. Maintain an independent panel backup or downloaded copy before major work. Do not treat a short autosave interval as protection against every kind of loss.

For a large factory with noticeable save pauses, record when the pause happens and share the save size and timestamps with support. Increasing the interval can reduce how often you notice a pause, but it also increases the progress at risk between saves. Make that trade with your players rather than disabling saves.

Related CloudExa help

- Schedule backups and check retention
- Investigate a full game-server disk
- Back up game files before making changes

Official references

- Factorio configuration commands and interval units
- Historical introduction of server-settings save and pause fields
- Selecting the active server-settings file

Revision #1
Created 2026-11-09 10:42:42 UTC by CloudExa Hosting Admin
Updated 2026-11-09 10:42:42 UTC by CloudExa Hosting Admin