Configure and join an Unturned server using its assigned connection method

Unturned supports several connection methods, so a server's assigned public address, Steam Server Code and Fake IP should not be treated as interchangeable. Confirm how your service is configured before publishing an address to players. This guide covers the PC dedicated server, not an assumed console crossplay setup.

1. Identify the existing server instance

1. Open the correct CloudExa game service and record its assigned endpoint and startup identity.
2. Find the corresponding directory beneath `Servers`. A default local installation may use `Servers/Default`, but a hosted template can use a different name or working directory.
3. Preserve the existing instance folder and verify a backup before editing a service with progress.

Do not rename the server identity or switch maps to make a first connection work. Those changes can make the service load different state and hide the world you intended to keep.

2. Make a small configuration change

Basic settings belong in the instance's `Server/Commands.dat`. For example, this identity-only line illustrates the format; retain your existing file and other settings:

```
Name CloudExa Friends
```

Commands are separate lines rather than JSON properties. Check the active instance before editing. Gameplay configuration uses `Config.txt` on newer server folders; older installations may originate from `Config.json` and generate difficulty-specific text files. Follow the format your server actually loads instead of creating a competing file.

3. Choose the connection path already provisioned

For direct public-IP access, use the service's assigned port configuration. Unturned's direct networking uses a consecutive UDP pair: the configured base is used for queries and the next port for gameplay. Both need the correct hosting allocations; do not assume you own the next port just because it is numerically adjacent.

A Server Code can instead be entered in the client's Connect Directly interface. It is a 17-digit code shown after loading and can change between sessions unless linked through a login token. Fake IP is another Steam-relayed method and advertises its own address. Ask support which method your template uses if the panel endpoint and console information differ.

4. Protect the login token and world

Internet listing requires the server's Game Server Login Token. SDG documents creating it for app ID `304930` and configuring it through `Login_Token` or the startup `GSLT` command. Treat it as a secret and never post it with a connection guide or screenshot.

Before maintenance, use the supported save-and-shutdown process. The base server does not provide built-in autosaving, so verify any panel or plugin schedule rather than assuming progress is being saved automatically. A completed file backup and an in-game save serve different purposes.

Verify player access

After a controlled start, wait for level loading to complete and test the intended connection method with a normal player. Check the server name and existing progress. If it fails, send support the method used, current advertised endpoint, server ID and error text, keeping tokens and passwords private.

Related CloudExa guides

- Protect existing game files
- Work through player connection checks

Official references

- SDG: server setup, configuration and saving
- SDG: current and legacy configuration formats
- SDG: direct networking ports
- SDG: Server Codes
- SDG: Game Server Login Tokens

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