Configure Project Zomboid Workshop mods for the correct build

Match the game branch before choosing mods

Check the full server version and the players' client branch first. Build 41 and Build 42 are different compatibility targets; a Workshop item advertising one does not necessarily provide the other. Read the item's current description, dependencies and update notes. The same Workshop item can contain several mods or alternative versions, so its title is not enough.

Do not follow early Build 42 multiplayer instructions as a statement of current support. Multiplayer and mod handling changed throughout that release series. Use documentation and mod releases matching the installed build. Keep a record of the last working game version and mod list before introducing anything new.

Understand the two configuration lists

The active named server configuration contains `WorkshopItems=` and `Mods=`. The former identifies numeric Steam Workshop items to download; the latter identifies the actual mods to load. A Workshop collection URL or collection ID is not a substitute for the individual required item IDs.

Use each mod author's published Mod ID and required dependencies. Separate list entries with semicolons. Build 42 configurations may use backslash-prefixed Mod IDs; preserve the syntax produced for your exact build rather than copying a Build 41 example unchanged. Check generated settings and the author's installation instructions together. Do not guess an ID from a display

name.

Make a small, reversible change

Stop the server after players leave and keep a complete backup of its save, account database and named configuration files. Export the current mod lists to a separate note. For mods that add maps, items or persistent systems, test on a copied save or separate test server before changing the live world.

Locate the active server configuration from startup and logs. The usual user-data directory contains a `Server` folder and files named after the server profile, but hosting can relocate it. Editing a different profile has no effect. If startup regenerates a list, update the controlling configuration rather than fighting the generated file.

Start once and check download and loading stages

Add only the chosen mod and its required dependencies first. Start the server and watch for Workshop download completion followed by mod loading. A downloaded item is not proof that its internal mod is enabled. Note the first missing-mod, dependency or Lua error, including the item and mod identifiers involved.

Join with one test client, let it obtain the required items and check the actual feature. Reconnect after a normal save and restart. If a map mod requires a fresh world or a particular map order, stop and follow its documented migration limits; do not delete map cells or force it into an established save as a quick fix.

Recover without damaging the world

If startup fails, return the configuration to its recorded working list. If the changed mods saved persistent data, restore the matching pre-change save and account copy as a set. Keep failed-test files for diagnosis instead of overwriting the only backup.

When asking for help, send the game build, individual Workshop links, selected Mod IDs and redacted startup errors. Never paste the whole server configuration publicly: it may contain access passwords or other sensitive settings. A short reproducible mod list is easier to diagnose than a large untested collection.

Related guides

- Preserve Zomboid saves across server moves
- Back up before changing versions

Further reading

- Project Zomboid dedicated-server wiki
- Server settings reference
- Official Build 42 release notes

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

Revision #2
Created 2026-11-09 09:21:20 UTC by CloudExa Hosting Admin
Updated 2026-11-09 09:21:21 UTC by CloudExa Hosting Admin