Control Palworld Global Palbox imports and exports

Decide whether your Palworld community permits Pals from outside its world before players begin transferring collections. Global Palbox import and export are separate choices. A group may allow players to take a copy outward while keeping incoming Pals restricted. Announce the policy in plain language and apply it consistently before a competitive event.

Check the installed feature set

Pocketpair's configuration reference documents `bAllowGlobalPalboxImport` and `bAllowGlobalPalboxExport`. Compare the documentation version with your running build and its supplied defaults before editing. These settings govern the named Global Palbox feature; do not assume they implement a complete prohibition on every other transfer mechanism, mod or future game feature.

Record both current values from the active server options. Ask a volunteer how they currently use the feature and whether any transfer remains in progress. Arrange the test with a disposable Pal. Testing with a rare bred Pal adds risk without improving the evidence you need for an admission policy.

Define each direction before editing

1. Write down two explicit answers: may players import from the Global Palbox, and may they export to it? Include any event exceptions and who can approve a change.
2. Download the current configuration and take a dated world checkpoint. Keep the transfer policy beside that checkpoint so you can interpret older saves later.
3. Stop the game through its normal panel control. Edit the existing import and export values in the active options record, preserving other options and the file's punctuation.
4. Start the process and inspect the active configuration after startup. If the panel restores old values, change the relevant startup field or ask support to identify the authoritative control.

5. Have the volunteer test the permitted and restricted directions with expendable data. Record the client message and outcome for each direction rather than treating one successful interaction as proof of both.

Check the wider player experience

Ask a second player to confirm the same result using a normal account. Keep administrator powers out of the test unless your question concerns an administrator-specific path. Record the server and client build, then check that players still reach their established characters and bases. Keep unrelated transfer and crossplay options unchanged during this trial.

Tell the group which direction you restricted and when the rule took effect. Disabling imports does not establish where existing Pals originated, nor does it automatically remove Pals that arrived before the change. Investigate a historical dispute through records and backups rather than repeatedly switching these options or resetting player data.

Roll back a configuration error

Stop the server and restore the two recorded values if the result differs from your policy. Retest both directions after restarting. Avoid a world rollback just to undo a boolean setting: an older world can remove unrelated progress and cannot establish the state of every external service. If an attempted transfer leaves a Pal missing, preserve the timestamps and visible messages and seek support before moving more copies between locations.

Related help and sources

- Edit Palworld server settings safely
- Move an existing Palworld world safely

Pocketpair Global Palbox parameters.

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