Install a compatible ARK Survival Evolved Workshop mod set

ARK: Survival Evolved uses a different mod ecosystem from Survival Ascended. Choose Workshop content explicitly intended for Evolved and your server platform. An Ascended CurseForge identifier is not interchangeable with an Evolved Steam Workshop ID.

1. Check the complete dependency set

Open each intended mod's original Workshop page. Record its numeric ID, author, required items, supported game branch and any warning about map conversion or existing saves. Check the author's documented order instead of assuming every collection supplies a safe sequence. A collection is a convenient inventory, not evidence that its members remain compatible.

Confirm that your client storefront supports this modded deployment. Do not promise modded crossplay merely because an unmodded connection worked. If a dependency or platform requirement is unclear, ask the mod author before allowing the production world to load with it.

2. Build a recovery checkpoint

Arrange a normal stop and retain the current save, player and tribe data, configuration and existing mod list together. Keep a copy of the current mod artifacts where licensing permits. A list of IDs alone may not recover an earlier Workshop release after its author updates it.

Use a separate test service with separate saves for a new content pack. A trial on the only production world can write new mod-owned objects before you know whether the pack is suitable. Confirm the available storage can accommodate the download, staging space and backup.

3. Identify download and activation controls

Your template may manage Workshop downloads. Verify that mechanism with the existing startup configuration or support; do not launch a second updater over the active installation. Obtaining the files and enabling them are separate tasks.

For Evolved, `ActiveMods` under `[ServerSettings]` in the active `GameUserSettings.ini` defines a comma-separated ordered list. Replace the placeholders with genuine verified IDs; this is configuration syntax, not a runnable command:

```
[ServerSettings]
ActiveMods=FIRST_WORKSHOP_ID,SECOND_WORKSHOP_ID
```

Edit the existing entry while stopped. Do not create competing copies or assume that changing an unused INI overrides template launch arguments. The Evolved `[ModInstaller]` mechanism in `Game.ini` uses individual `ModIDS` entries with `-automanagedmods`; only adopt it when it matches the supported deployment workflow.

4. Test before inviting players

Start the isolated copy once. Check that downloads finish, dependencies load and the intended map remains selected. Join with a matching client mod set and exercise a feature from each new mod. A server reaching a ready state does not prove an item, creature or crafting dependency works.

Stop and start the test copy normally, then confirm the test content persists. Keep the results and exact ordered IDs in your maintenance note before making the same controlled change to production.

5. Keep the rollback complete

If the trial fails, retain its logs and stop the test. Do not remove the mods and save over the original community world: mod-owned content may disappear. Restore a matching pre-change world and configuration only through a planned recovery. Send support the ordered IDs, template download behaviour and first startup error if activation remains unclear.

Related CloudExa guides

- Configure an ARK Survival Evolved server and verify the first connection
- Back up game files before making changes

Official references

- ARK Official Community Wiki: Evolved mod activation and installer settings
- ARK Official Community Wiki: dedicated server deployment

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