Investigate ARK Ascended mod updates and startup conflicts

A server that stops loading after a mod update does not automatically have a damaged world. Separate download failures, game-build incompatibility, missing dependencies and actual save-load errors. Keep the live save intact while collecting evidence; repeatedly starting it with different missing content can make recovery harder.

Capture the last working combination

Record the installed ASA build, map, ordered mod IDs, client platforms and the approximate last successful start. Save the full startup output from before the failure, not only its final line. Note whether the first error appears while downloading a mod, loading the map or admitting a player.

ASA uses CurseForge mods. Do not substitute a Survival Evolved Steam Workshop ID or apply ASE-only update flags. Check each affected project’s current page for supported platforms, required dependencies and release notes. A mod available on PC is not necessarily approved for every console. A paid mod may also have access requirements that are separate from whether its files downloaded.

Distinguish the failure stage

1. **Download failure:** note the project ID and HTTP or storage error. Check available disk space and the provider’s status before retrying once. Do not clear the entire server directory.
2. **Server load failure:** identify the first named module, dependency or asset error. Later errors can be consequences of the first failure.

3. **Client mismatch:** compare the affected client platform and installed mod version with a player who can join. Let the normal in-game required-mod process complete.
4. **World-load failure:** preserve the save and the exact mod list. Missing structures or creatures can reflect absent mod content rather than a networking problem.

Isolate conflicts on a copy

Arrange a separate test installation or ask support for a safe isolated test. Take a stopped backup of the live world, configuration and mod list first. A new empty test world can show whether the executable and mod combination load, but it cannot prove that an established world migrates safely.

Test suspected changes one at a time. Respect dependency and load-order requirements from the mod author. If testing removal of a content mod, use an expendable save copy and keep the original untouched. Starting and saving the live world without a content mod can remove objects that the mod supplied. Do not use uninstall-and-save as the first diagnostic step.

Return to service deliberately

After a successful test, check joining, a representative mod feature and a normal save cycle. Confirm the next restart also succeeds before calling the incident resolved. Keep the previous checkpoint until players confirm their characters and bases are intact. A successful mod download alone does not establish that the saved world is healthy.

For support, provide the server ID, build, mod IDs, first error and test result. Redact credentials and player identifiers from public posts. If the issue belongs to one project, send the author a minimal reproduction rather than an entire private world archive.

Related guides

- Choose ASA maps and mods
- Protect saves during an ASA rollback

Further reading

- CurseForge ASA mod installation

- CurseForge known issues
- ARK server configuration reference

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

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