Plan a Factorio server update around save compatibility

Before updating a long-running Factorio server, preserve a save that the current game version can still load. A rollback needs a compatible game, save and mod set together. Replacing the executable alone does not undo changes made when a newer release loads and saves the factory.

Record the current baseline

Write down the full server version, client version and selected release branch. Record enabled expansion content and every enabled mod version. Save the active configuration and startup selection alongside that list.

Check the target release notes for compatibility changes and known issues relevant to your factory. Use a specific target version rather than the word “latest” in the maintenance plan. Give players that version so their clients do not update to a different branch during the cutover.

Preserve a usable rollback set

1. Schedule the maintenance window and ask players to leave before the final pre-update save.
2. Stop the service through the panel and wait for it to finish. Take a completed backup covering the save, mod files and relevant configuration.
3. Download or retain that recovery point separately from rotating autosaves. Label it with the source version and date.
4. Confirm with support how the template selects a specific Factorio version. Do not use a reinstall button merely because it is the only visible update control.
5. Prepare an isolated test copy for the proposed game and mod combination before changing the live service.

Test compatibility before opening access

Load the copied save in the proposed version and inspect the full startup log. If the game says the save is too old, stop and read the supported conversion route. The official installation guide explains that very old saves may need an intermediate game version and a resave before a newer release can load them.

Perform conversions only on copies. Give each intermediate output a distinct name and preserve the untouched original. Do not edit a save archive’s version metadata to bypass a loader check.

Join the test server with a matching client, review familiar production areas and check any mod-dependent recipes or entities that matter to the group. Have another player join if multiplayer compatibility is part of your concern. These are checks you should perform, not a claim that CloudExa has already tested your factory.

Cut over with an agreed rollback window

Once the copy passes review, apply the planned version and mod set to the service using the supported update route. Load the intended save and confirm the server identity, connection allocation and startup log before inviting players back.

If you roll back, restore the pre-update save with its compatible original game and mod set. A newer save may not load in an older executable. Tell players that restoring the old checkpoint also loses progress made after it.

Keep the pre-update recovery point until the group has checked a normal session. Record the final running version and any conversion steps so the next update starts with a clear baseline.

Related CloudExa help

- Back up game files before making changes
- Schedule backups and check retention
- Open a support ticket

Official references

- Factorio older-version installation and save conversion
- Factorio developer explanation of newer-save incompatibility
- Official Factorio release history

Revision #1
Created 2026-11-09 10:42:42 UTC by CloudExa Hosting Admin
Updated 2026-11-09 10:42:42 UTC by CloudExa Hosting Admin