Restrict selected Palworld technologies with a tested deny list

Use a technology deny list when a Palworld event or community ruleset should restrict particular unlocks. Begin with one technology and a disposable test character. Restricting an unlock does not establish what happens to existing crafted items or structures, so agree how your community will handle those before applying a live rule.

Use the official technology identifier

Pocketpair documents `DenyTechnologyList` and links a technology-ID reference from the configuration page. Use that internal identifier, including its spelling and case, rather than the translated item name shown in your client. Check the documentation version against the installed server because identifiers and supported settings can change.

Record the current list and download the full active configuration. This option contains an array inside the broader configuration syntax. Preserve the surrounding record, quoting and parentheses. Do not paste an isolated example over all of `PalWorldSettings.ini`, or combine fragments from different versions without checking the supplied defaults.

Build the smallest useful test

1. Choose a technology that a test character has not unlocked. Write down its official ID and intended restriction, along with what players should still be able to unlock.
2. Back up the world and configuration, then stop the test server through the panel. Add that one ID to the existing `DenyTechnologyList` using the array form documented for your build.
3. For example, `DenyTechnologyList=("RepairBench")` names one technology; it is only a field fragment, not a replacement configuration file. Check matching quotes, commas and

parentheses in the complete options record. Avoid adding a second copy of the same setting later in the file.
4. Start the test and inspect startup messages. Confirm the active file retained the list and that the game loaded the expected world rather than a fresh default.
5. Join with a normal test account. Check the intended unlock and a nearby unrestricted technology. Record the visible result and any error message.

Check the rule's boundaries

Repeat the check with a character that already knows the technology on an isolated copy if you need to understand that case. Examine crafting and existing items separately. Do not infer item deletion or structure removal from a rule described as disabling technologies. Document any uncovered behaviour as a limit of your test rather than a guarantee.

Add further restrictions in small groups and retain the last known working list. Tell players the effective date and the exact gameplay restrictions they should expect. For a temporary event, record the planned end time and preserve the pre-event list so another organiser can restore the same policy.

Recover from syntax or policy mistakes

If startup fails after the edit, stop the process and restore the recorded configuration before investigating the first parsing error. Do not reset the save or run an installer to fix a list typo. If players can still perform the restricted action, check the technology ID and the authoritative panel setting first. Escalate with a redacted list, build number and test result; keep passwords and private player data out of the report.

Related help and sources

- Edit Palworld server settings safely
- Open a support ticket

Pocketpair technology deny-list reference; Pocketpair technology identifiers.

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