

Backups: create, restore and download

What this is about

A backup is a saved copy of your server's files that you can roll back to if something goes wrong: a bad mod update, a grieved world, or a config change that broke everything. This article covers the **Backups** tab: making backups, restoring them, getting them onto your own computer, and keeping old ones tidy automatically.

The banner at the top of the Backups tab tells you whether your node uses **ZFS**. That affects whether it's safe to back up while the server is running. See [ZFS Backups](#), and for Vintage Story, [Backing Up Vintage Story Safely](#).

Something Unique Hosting

Quick actions... Ctrl+Space

My Vintage Story Server

Offline

Start

Servers

Console

Mod Browser

Files

Databases

Schedules

Subusers

Backups

Network

Startup

Mounts

Settings

Activity

VS Tools

My Vintage Story Server

KB KB Test

ZFS is not enabled on this node

This node does not use ZFS for backups.

Learn more

Back up Vintage Story while stopped

It is unsafe to back up Vintage Story while the server is running — the world may be saved mid-write and the backup can be corrupted. Stop the server before creating a backup.

Learn more

Backups

1 of 3 maximum backups created.

Nightly0 BACKUPSRETENTION

Search...

Create

This group has no backups yet.

Create backup in this group

Ungrouped1 BACKUP

Name	Kind	Source	Checksum	Size	Files	Created	Locked?
Before 1.22 update	SERVER	Server Files	sha256:8115b4c6eb312b4199333b7745aedfb36c6af7cf0b58ba027cfd3cd8fd879344	80.19 MiB	9639	8 minutes ago	🔒

Connected to node1

Calagopus © 2025 - 2026

Your backup limit

The top of the tab shows something like "**2 of 5 maximum backups created.**" That's your plan's limit. When you hit it:

- **Manual backups** are refused. Delete or unlock an old one first.
- **Scheduled backups** automatically remove the **oldest unlocked** backup to make room.

Locked backups never count as removable, so lock only the ones you really want to keep forever.

Creating a backup

1. Go to the **Backups** tab, click **Create**, then **Create Backup**.
2. Give it a **Name** you'll recognise later (e.g. *Before 1.21 update*). Leave it empty for an automatic name.
3. Optional: **Ignored Files** lets you leave things out, one pattern per line. For example:

```
logs/  
*.log  
cache/
```

Click **Count Matches** to check what your patterns would skip.

4. Optional: choose a **Backup Group** (see *Keeping backups tidy* below).
5. Click **Create**.

The backup appears in the list and shows its progress. Large servers can take a few minutes.

Create Backup

×

Name *

Before 1.22 update

Source

Server Files

Backup Group

No group

Ignored Files

One pattern per line.

☐ Preview ignored files

Create

Close

On a **non-ZFS** node, **stop your server first** if it saves its world to a database (Vintage Story and many modded games do). Backing up while the game is writing a save can give you a backup that won't load.

Restoring a backup

1. Click the **⋮** button at the end of the backup's row (or right-click the row) and choose **Restore**.
2. Decide on the options:
 - **"Do you want to delete all files of this server before performing this action?"**: wipes the server first, so you get an *exact* copy of the backup. Leave it **off** to restore the backup's files *on top of* what's there now; files added since the backup will remain.
 - **"Restore the startup command, image, and variables from this backup"**: also puts back the startup command, Docker image and variables (e.g. game version) from when the backup was taken. Turn this on if you're rolling back a game

version update.

3. Confirm. The server is **stopped** during the restore.

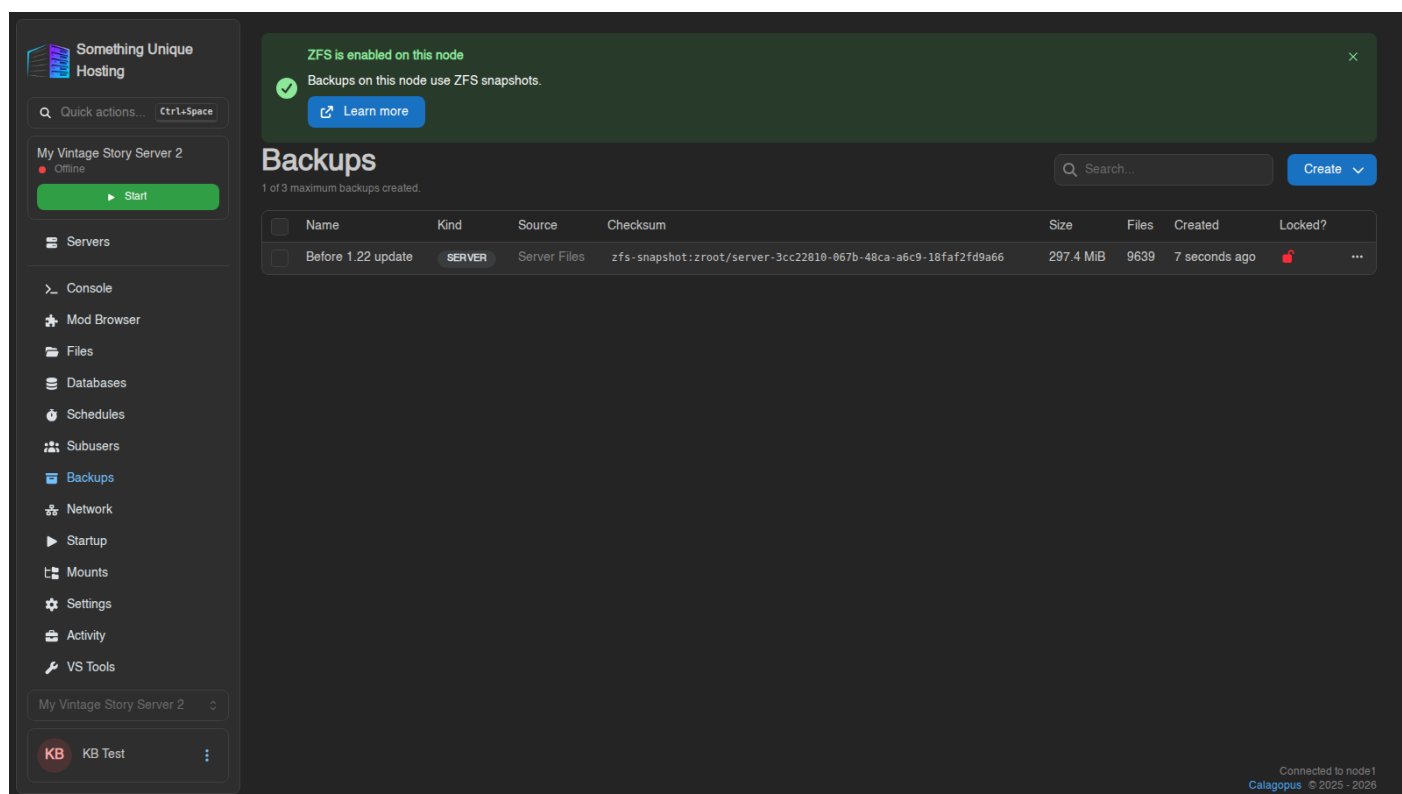
The screenshot shows the Calagopus web interface. On the left is a sidebar with navigation options: Something Unique Hosting, Quick actions... (Ctrl+Space), My Vintage Story Server (Offline), Servers, Console, Mod Browser, Files, Databases, Schedules, Subusers, Backups, Network, Startup, Mounts, Settings, Activity, and VS Tools. The main panel displays the 'Backups' section for 'My Vintage Story Server'. At the top, there are two warning banners: 'ZFS is not enabled on this node' and 'Back up Vintage Story while stopped'. Below these, the 'Backups' section shows '1 of 3 maximum backups created'. There are two tabs: 'Nightly' (0 BACKUPS) and 'RETENTION'. The 'Un grouped' tab shows '1 BACKUP'. A table lists the backup with columns: Name, Kind, Source, Checksum, Size, Files, Created, and Locked?. The backup is named 'Before 1.22 update', is of kind 'SERVER', and was created 8 minutes ago. A context menu is open over the backup, showing options: Edit, Download, Restore, Export to Files, Backup Metadata, and Delete. At the bottom right, it says 'Connected to node1 Calagopus © 2025 - 2026'.

The screenshot shows a 'Restore Backup' dialog box. It has a title bar with a close button. Inside, there are two toggle switches. The first toggle is labeled 'Do you want to delete all files of this server before performing this action? This cannot be undone.' The second toggle is labeled 'Restore the startup command, image, and variables from this backup.' At the bottom, there are two buttons: 'Restore' and 'Close'.

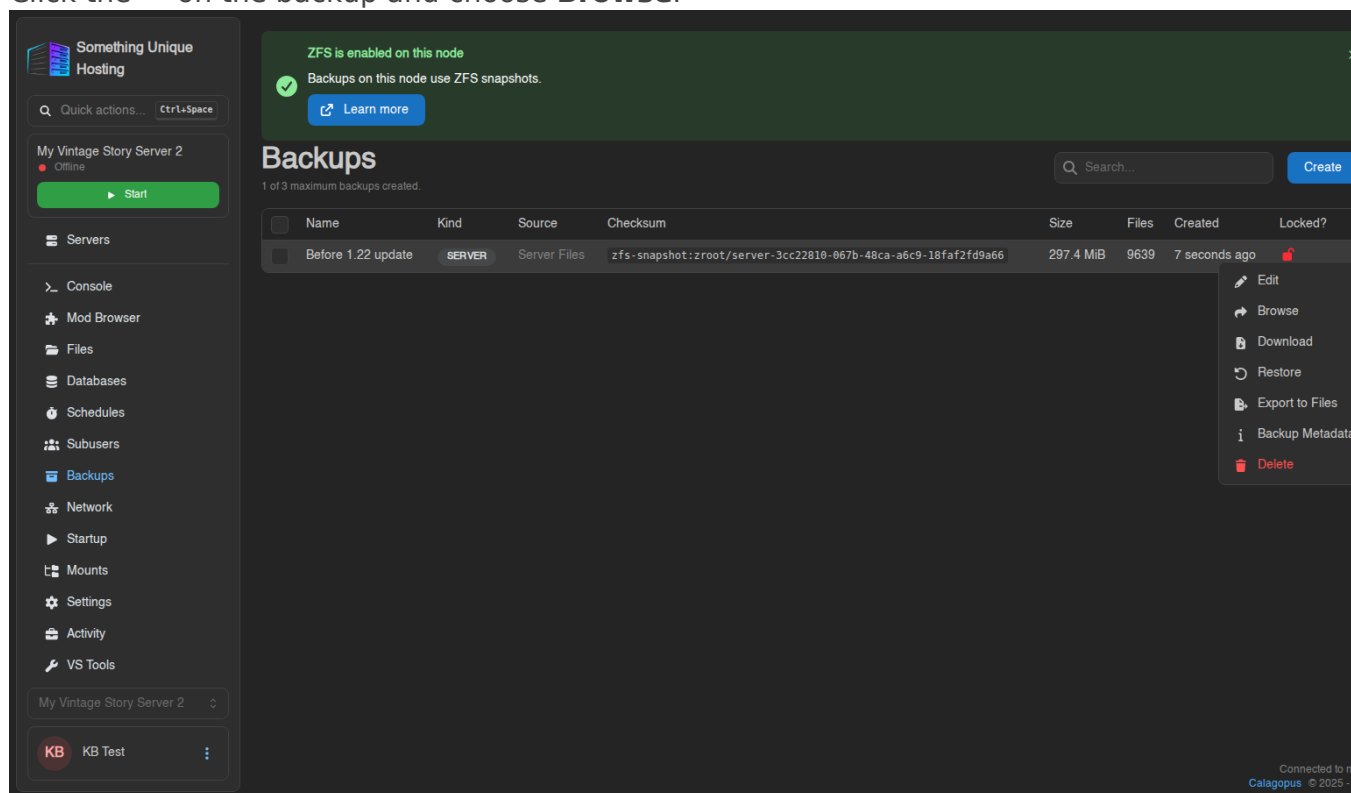
Rolling back after an update went wrong? Turn **both** options on. That gives you the server exactly as it was, including the version it was running.

Getting a single file back: Browse (ZFS nodes)

Don't want to roll back the whole server just to rescue one config file or one player's data? If your server is on a **ZFS** node (the Backups tab shows a green "*ZFS is enabled on this node*" banner), you can look inside a backup and copy out only what you need.



1. Click the ... on the backup and choose **Browse**.



2. The backup opens in the **file manager**. The path at the top shows **backups / backup name**, and everything you see is **read-only**: nothing you do here changes the backup.

Quick actions... Ctrl+Space

My Vintage Story Server 2

Offline

Start

Servers

Console

Mod Browser

Files

Databases

Schedules

Subusers

Backups

Network

Startup

Mounts

Settings

Activity

VS Tools

My Vintage Story Server 2

KB KB Test

List

Disk Usage

0.3%

136.51 MiB of 50 GiB used (0.3%)

/ backups / Before 1.22 update

Exit Backup

Search

Name	Size	Modified
assets	0 Bytes	37 seconds ago
data	0 Bytes	35 seconds ago
Lib	0 Bytes	37 seconds ago
Mods	0 Bytes	35 seconds ago
credits.txt	10.21 KiB	Aug 16, 2026, 11:52 AM
VintagestoryAPI.dll	2.05 MiB	Aug 16, 2026, 11:52 AM
VintagestoryAPI.pdb	771.18 KiB	Aug 16, 2026, 11:52 AM
VintagestoryAPI.xml	2.02 MiB	Aug 16, 2026, 11:52 AM
VintagestoryLib.dll	2.91 MiB	Aug 16, 2026, 11:52 AM
VintagestoryLib.pdb	1.04 MiB	Aug 16, 2026, 11:52 AM
VintagestoryServer	76.42 KiB	Aug 16, 2026, 11:52 AM
VintagestoryServer.deps.json	33.29 KiB	Aug 16, 2026, 11:52 AM
VintagestoryServer.dll	92 KiB	Aug 16, 2026, 11:52 AM
VintagestoryServer.pdb	13.12 KiB	Aug 16, 2026, 11:52 AM
VintagestoryServer.runtimeconfig.json	383 Bytes	Aug 16, 2026, 11:52 AM

3. Find the file you want, click its and pick:

- **Copy** to put it back into your **live** server. Choose the folder, check the file name, and click **Copy**. If a file with that name already exists, the panel asks before overwriting it.
- **Download** to save it to your computer.
- **Open** to read it without copying it anywhere.

Quick actions... Ctrl+Space

My Vintage Story Server 2

Offline

Start

Servers

Console

Mod Browser

Files

Databases

Schedules

Subusers

Backups

Network

Startup

Mounts

Settings

Activity

VS Tools

My Vintage Story Server 2

KB KB Test

List

Disk Usage

0.3%

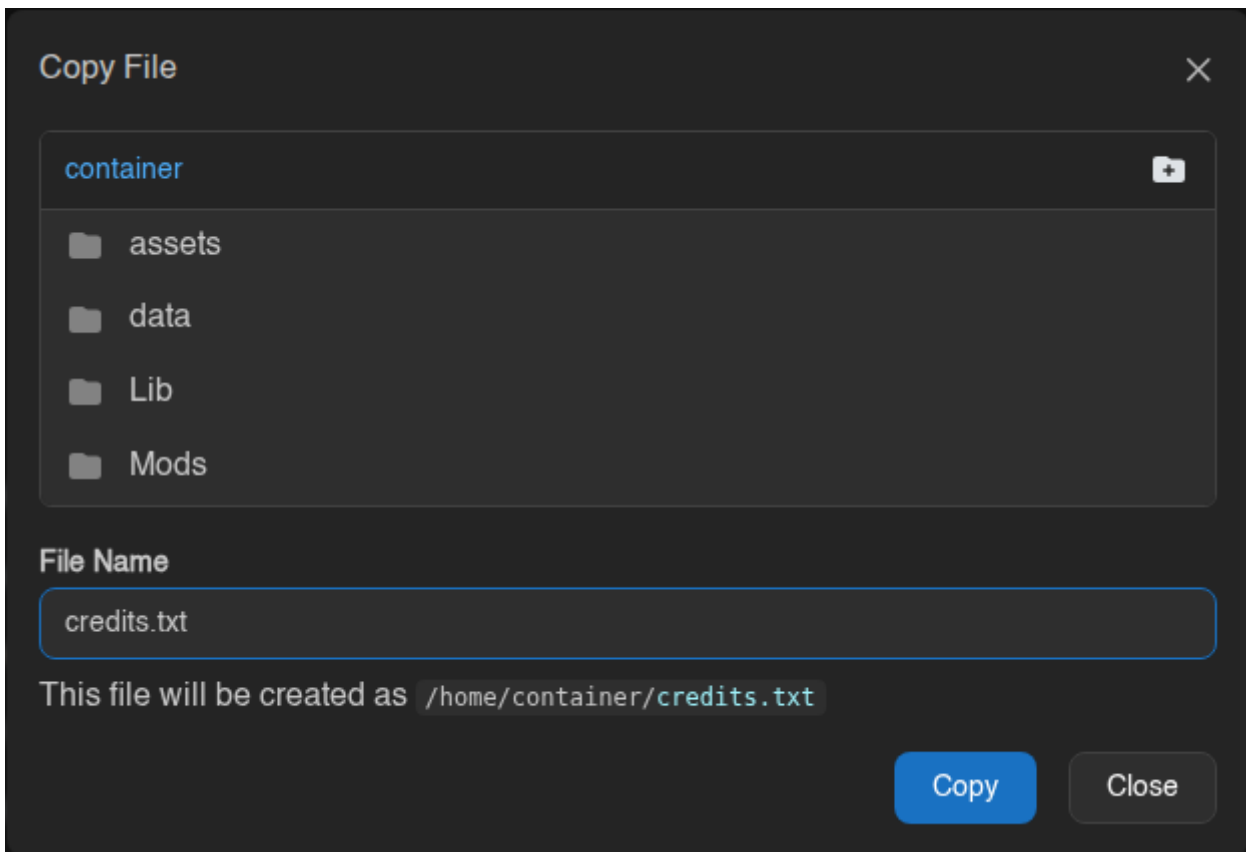
136.51 MiB of 50 GiB used (0.3%)

/ backups / Before 1.22 update

Exit Backup

Search

Name	Size	Modified
assets	0 Bytes	1 minute ago
data	0 Bytes	1 minute ago
Lib	0 Bytes	1 minute ago
Mods	0 Bytes	1 minute ago
credits.txt	10.21 KiB	Aug 16, 2026, 11:52 AM
VintagestoryAPI.dll	2.05 MiB	Aug
VintagestoryAPI.pdb	771.18 KiB	Aug
VintagestoryAPI.xml	2.02 MiB	Aug
VintagestoryLib.dll	2.91 MiB	Aug
VintagestoryLib.pdb	1.04 MiB	Aug
VintagestoryServer	76.42 KiB	Aug
VintagestoryServer.deps.json	33.29 KiB	Aug 16, 2026, 11:52 AM
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VintagestoryServer.pdb	13.12 KiB	Aug 16, 2026, 11:52 AM
VintagestoryServer.runtimeconfig.json	383 Bytes	Aug 16, 2026, 11:52 AM



4. Click **Exit Backup** (top right) to go back to your live files.

Copying a world or save file back while the server is **running** can corrupt it, or the game may overwrite it on its next save. **Stop the server first**, copy the file, then start it again.

Not on a ZFS node? There's no **Browse** option. Use **Export to Files** (below), then open the archive in the file manager and copy out what you need.

Downloading a backup to your computer

Click **...** → **Download**.

Keeping your own copy offsite is a good idea for anything you'd be heartbroken to lose.

Export to Files

... → **Export to Files** saves the backup as an archive **inside your server's files** (choose the folder and file name). Handy if you want to copy a backup to another server over SFTP, or unpack

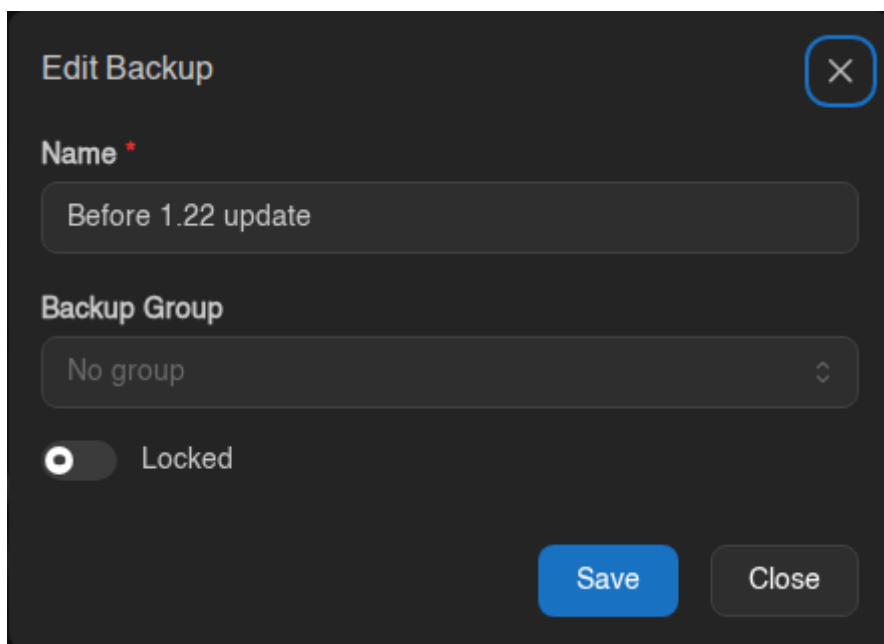
part of it with the file manager.

Exported archives use your server's disk space, so delete them when you're done.

Locking a backup

⋮ → **Edit** and switch on **Locked**, then **Save**. A red open padlock in the **Locked?** column means unlocked. A locked backup:

- can't be deleted until you unlock it
- is never removed automatically by retention or by scheduled backups



Edit Backup

Name *

Before 1.22 update

Backup Group

No group

☒ Locked

Save **Close**

Use it for milestones: "World before the dragon fight", "Pre-wipe season 3".

Keeping backups tidy: groups and retention

A **backup group** is a folder for backups with optional **retention rules** that delete old backups for you.

1. Click **Create**, then **Create Backup Group**.
2. Name it (e.g. *Nightly*) and set the retention rules you want:

Rule	Keeps...
------	----------

Keep latest	The newest N backups
Keep all within days	Everything from the last N days
Keep daily	The newest backup from each of the last N days
Keep weekly	The newest backup from each of the last N weeks
Keep monthly	The newest backup from each of the last N months
Keep yearly	The newest backup from each of the last N years

A backup is kept if **any** rule wants it. Everything else in the group is deleted on the next retention run. Leave a rule at **0** to switch it off. With no rules at all, the group is just a label and never deletes anything.

Example, nightly backups: *Keep daily 7, Keep weekly 4* gives you one backup for each of the last week, plus one per week for a month. With a nightly schedule, that's about 10 backups at a time.

Each backup in a group shows when it's expected to be deleted, so there are no surprises.

Retention only **removes** backups. It doesn't **create** them. Pair a group with a schedule that runs **Create Backup** in that group. See [Schedules](#).

Create Backup Group

×

Name *

Nightly

Retention ⓘ

Keep latest

Keep all within days

Keep latest

Keep all within days

Keep daily

Keep weekly

7

4

Keep monthly

Keep yearly

Keep monthly

Keep yearly

Create

Close

Failed backups that aren't locked are cleaned up automatically after 24 hours.

Common questions

"Maximum number of backups reached": you're at your limit, and manual backups never delete old ones for you. Delete an old backup first. Backups created by a **schedule** don't have this problem, because they replace your oldest unlocked backup automatically.

My backup failed. Usually the server ran out of disk space during the backup, or a file changed mid-copy. Try again with the server stopped. If it keeps failing, open a ticket with the backup's name and time.

Does a backup include my database? Only server files by default. If your server has a **managed database**, you can back that up separately by choosing it as the **Source** when creating the backup.

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