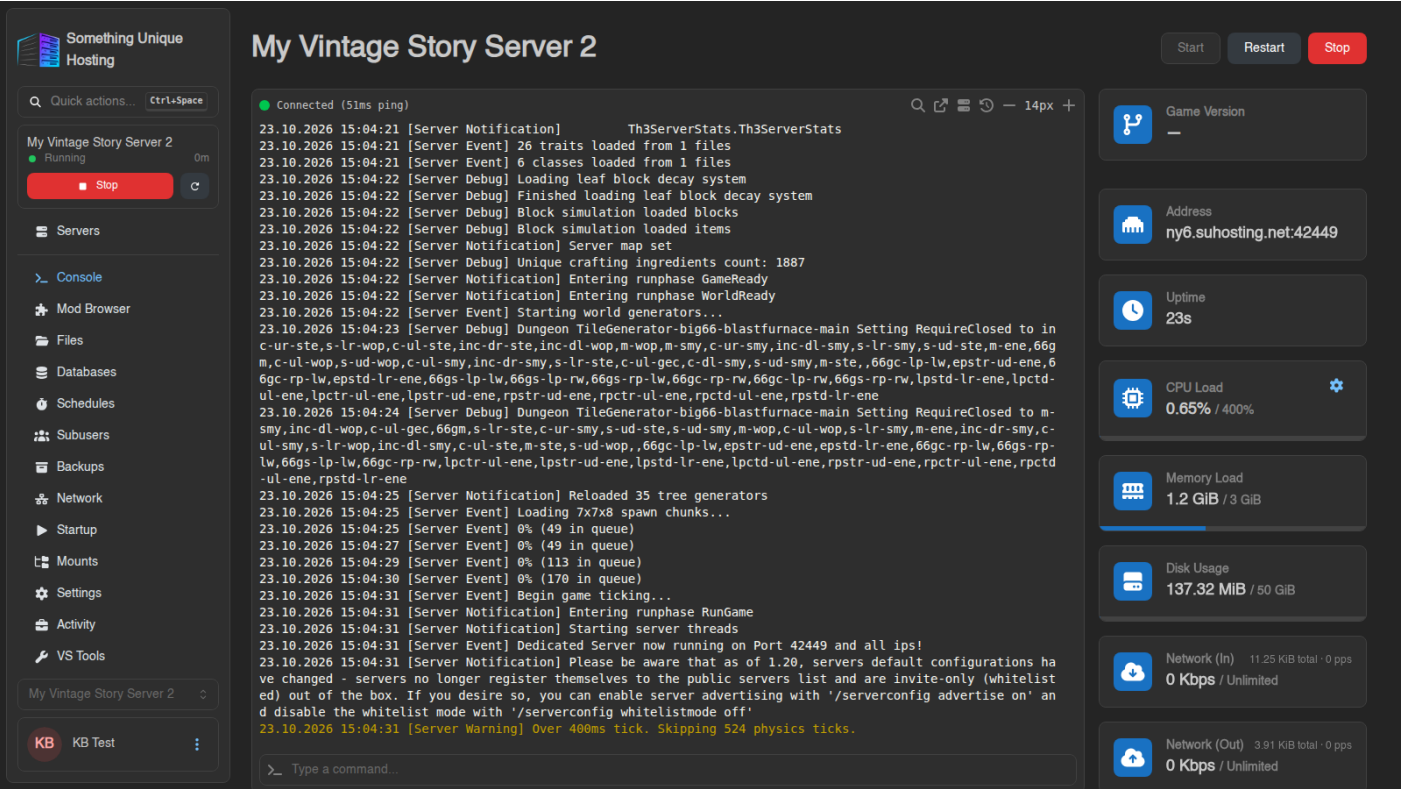


Console and power controls

What this is about

The **Console** tab is your server's home page. From here you can start and stop the server, watch its live log, type commands, and keep an eye on how much CPU, memory and disk it's using.



Power buttons

At the top right:

Button	What it does
Start	Starts the server. Only available while it's offline.
Restart	Stops the server cleanly, then starts it again.
Stop	Asks the server to shut down cleanly and save.

Button	What it does
Kill	Appears in place of Stop while the server is <i>stopping</i> . Ends the process immediately.

Only use Kill if the server is stuck stopping. The panel warns: "*Forcibly stopping a server can lead to data corruption.*" A clean **Stop** saves your world first; **Kill** does not.

Want a stuck server killed for you automatically? Turn on **Auto-Kill** in [Server settings](#).

The live log

The big black area shows everything the server prints, live. Lines starting with `container@calagopus~` come from the panel itself (for example "*Server marked as Offline...*"). Everything else comes from your game.

The toolbar above the log:

Icon	What it does
 Search	Find text in the log. Enter jumps to the next match, Shift+Enter to the previous one.
 Open in Separate Window	Pops the console out into its own window, handy on a second monitor.
 SSH Details	Connection details if you want to open the console from a terminal program.
 Command History	Every command sent to this server, including ones from schedules and other users. Click one to send it again.
– 14px +	Make the log text smaller or bigger.

Sending commands

Type into **Type a command...** at the bottom and press **Enter**. Commands go straight to the game, as if you typed them into the server window.

- **Up / Down arrows** scroll through commands you've typed before.
- Type  to pick from your saved [command snippets](#), handy for long commands you use often.
- The small terminal icon on the left of the box sets a **Command Prefix** that's added to everything you type. For example, set `/announce` and everything you type is broadcast to

players.

Vintage Story commands start with a slash: `/time set day`, `/announce Hello`, `/genbackup`.

Resource cards

On the right:

Card	Shows
Address	The address players connect to. Click to copy.
Uptime	How long the server has been running.
CPU Load	CPU use against your plan. 100% equals one full CPU core, so a 4-core plan shows "/ 400%". The  toggle switches to a 0-100% scale.
Memory Load	RAM in use against your plan's limit.
Disk Usage	Space used against your limit.
Network (In/Out)	Current traffic.

Below the log you'll find live graphs of CPU, memory and network.

On Vintage Story servers, the console also shows the **Game Version** and an **Online Players** box with everyone currently connected and their ping. It refreshes every 30 seconds.

Memory near the limit all the time? The server may be stopped with "Out of memory". See [My server won't start or keeps crashing](#).

Messages you might see

- **"Your Server is currently being installed. Please wait..."**: a reinstall or update is running. Watch the log for progress.
- **"Your Server is currently suspended."**: usually a billing issue. Check your [billing panel](#) or open a ticket.
- **"Disconnected"** next to the status dot: your browser lost its live connection. Refresh the page.