

Server settings

What this is about

The **Settings** tab holds the switches for your server as a whole: its name, timezone, what happens when it crashes or hangs, reinstalling, and changing game. Each card has its own **Save** button, and saving never restarts your server.

The screenshot displays the 'Settings' tab of a server management application. The interface is dark-themed. On the left is a sidebar with a search bar and a list of navigation items: 'My Vintage Story Server' (Offline), 'Servers', 'Console', 'Mod Browser', 'Files', 'Databases', 'Schedules', 'Subusers', 'Backups', 'Network', 'Startup', 'Mounts', 'Settings' (highlighted), 'Activity', and 'VS Tools'. Below the sidebar is a server selection dropdown showing 'My Vintage Story Server' and a 'KB KB Test' button. The main content area is titled 'Settings' and contains seven configuration cards arranged in a grid. Each card has a title, a list of settings, and a 'Save' button. The cards are: 'Debug Information' (Node UUID, Location UUID, Server UUID), 'Auto-Start' (Behavior), 'Rename Server' (Server Name, Description), 'Timezone' (Timezone), 'Auto-Kill' (Enabled, Seconds until auto-kill), 'Egg Changer' (Egg), and 'Reinstall Server' (Reinstall Server button). The bottom right corner of the interface shows 'Connected to node1' and 'Calagopus © 2025 - 2026'.

Debug Information

Read-only details about where your server lives: **Node**, **Location** and **Server UUID**. Click any of them to copy it. **Include these in support tickets**. They help us find your server straight away.

Rename Server

Change the **Server Name** and add an optional **Description**. This only changes how the server is labelled in the panel. It doesn't change your in-game server name. For Vintage Story, that's set in [VS Tools](#).

Auto-Kill

Sometimes a server gets stuck while stopping. With **Enabled** switched on, the panel force-stops the server if it's still stopping after the number of **Seconds until auto-kill** you set (30 is a good default).

Auto-Start

What should happen when the machine your server runs on restarts (for example after maintenance)?

Behavior	Meaning
Unless Stopped (default)	Starts your server again, unless you had stopped it yourself
Always	Always starts it again
Never	Leaves it off until you start it

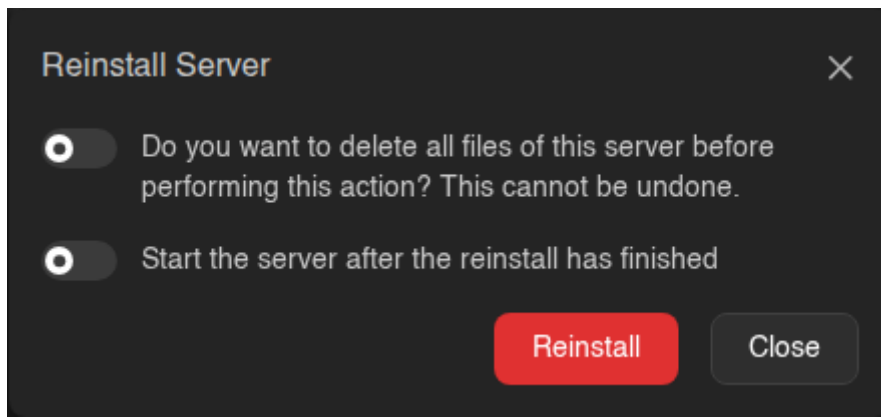
Crashes are handled separately: after a crash the panel restarts your server automatically. See [My server won't start or keeps crashing](#).

Timezone

Sets the clock your server uses, for its logs and for [schedules](#). New servers use **System** (the clock of the machine they run on). Pick your own timezone so "4:00 AM" in a schedule means 4:00 AM for you.

Reinstall Server

Runs your game's installer again, for example to apply a new game version or to fix broken game files.



- Leave "**Do you want to delete all files of this server...**" switched **off** to keep your world, mods and configs. The installer may still replace some game files.
- Switch it **on** only if you want a completely fresh server. **This deletes everything and can't be undone.**
- **Start the server after the reinstall has finished** saves you a click.

Take a backup before reinstalling, especially with "delete all files" on.

Egg Changer

Switches your server to a different game or server type. See [Changing your game.](#)

Revision #3

Created 2026-10-23 15:18:44 UTC by Brandon F

Updated 2026-10-23 15:21:45 UTC by Brandon F