

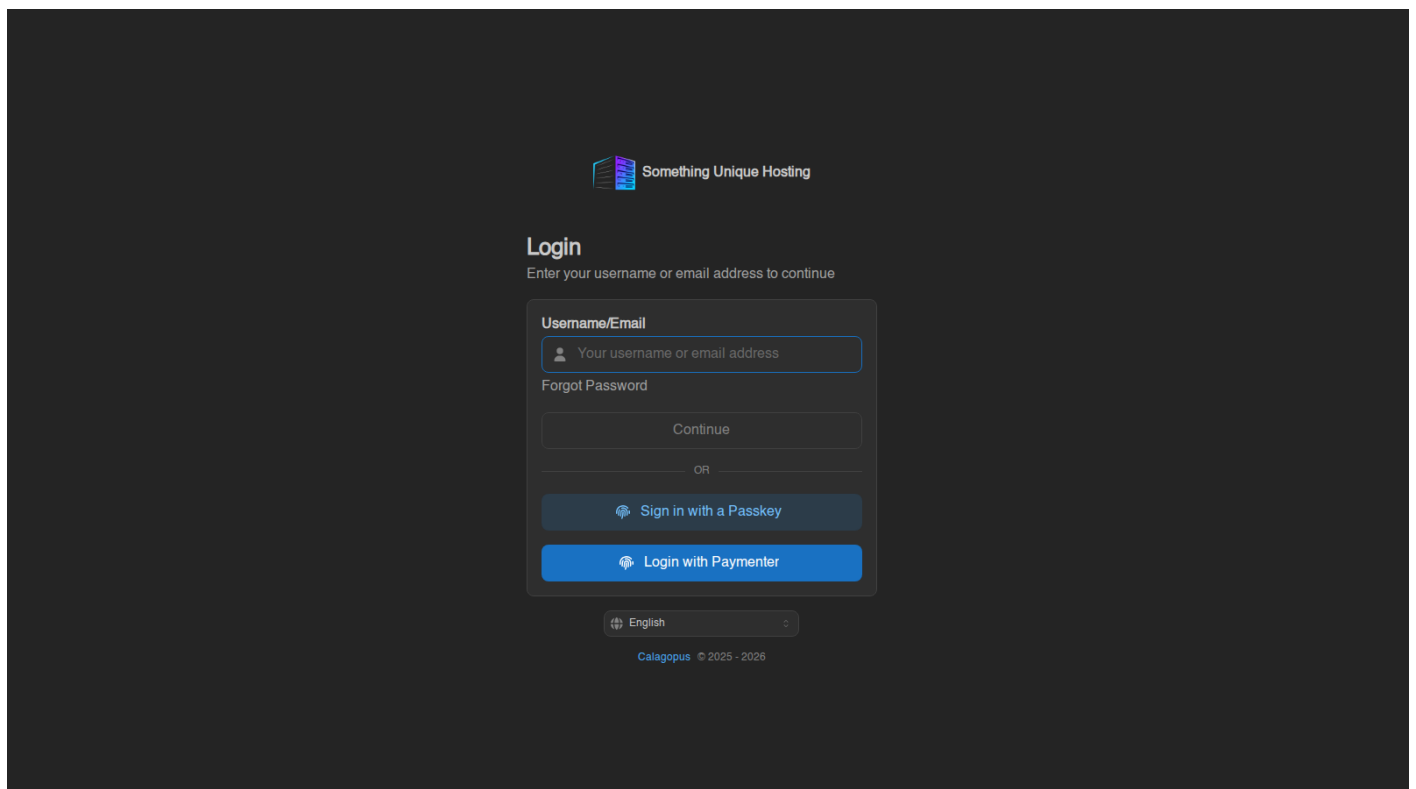
Start here: a tour of the game panel

Logging in

Go to panel.suhosting.net. You can sign in three ways:

- **Login with Paymenter:** uses the account you created when you ordered your server. This is the easiest option.
- **Username or email**, then your panel password.
- **Sign in with a Passkey**, if you've set one up. See [Two-factor authentication and security keys](#).

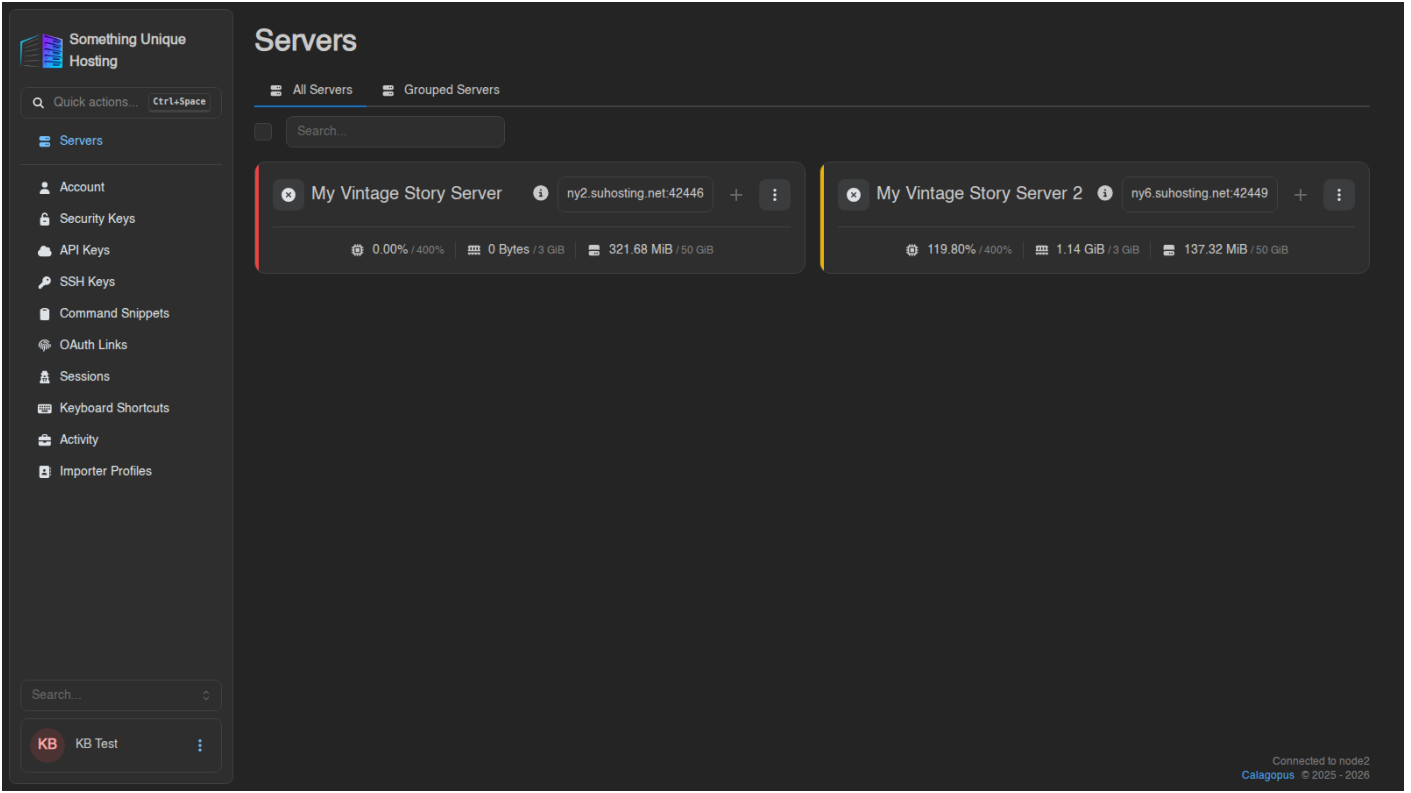
Forgot your password? Click **Forgot Password** under the username box.



The screenshot shows the login interface for 'Something Unique Hosting'. At the top, the logo and name 'Something Unique Hosting' are displayed. Below this is the 'Login' heading, followed by the instruction 'Enter your username or email address to continue'. The main login form is a dark grey box containing a 'Username/Email' label, a text input field with a placeholder 'Your username or email address', and a 'Forgot Password' link. Below the input field is a 'Continue' button. A horizontal line with the text 'OR' separates this from the next section, which contains two buttons: 'Sign in with a Passkey' and 'Login with Paymenter'. At the bottom of the form is a language selector set to 'English' and a footer with 'Calagopus © 2025 - 2026'.

Your server list

After logging in you land on **Servers**. Each card shows the server's address (click it to copy), and its live CPU, memory and disk use. Click a card to open that server.



- **Search** finds a server by name. Press Enter to jump straight to it.
- **Grouped Servers** lets you sort servers into your own groups.
- A server shared with you by someone else (see [subusers](#)) shows a small "shared" icon.

Inside a server

The left sidebar lists everything you can do with the server. What each tab is for:

Tab	What it's for	Guide
Console	Start/stop the server, watch the live log, type commands	Console and power controls
Mod Browser	Install and update Vintage Story mods	Mod Browser
Files	Browse, edit, upload and download your server's files	File manager
Schedules	Automatic restarts, backups and more	Schedules

Tab	What it's for	Guide
Subusers	Give friends access to your server	Subusers
Backups	Make and restore backups	Backups
Network	Your server's address and ports	Network and ports
Startup	Game version and startup options	Startup tab
Settings	Rename, timezone, reinstall, change game	Server settings
Activity	Who did what, and when	Activity log
VS Tools	Vintage Story server config, whitelist, bans, roles	VS Tools
World	Live world map, players and land claims	The World page
Metrics	Performance graphs for your server	Server metrics
Subdomains	A custom address like <code>mytribe.suhosting.net</code>	Subdomains
Importer	Copy your files over from another host	Moving from another host

Something Unique
Hosting

Q Quick actions... Ctrl+Space

My Vintage Story Server 2

Running

Stop

Servers

Console

Mod Browser

Files

Databases

Schedules

Subusers

Backups

Network

Startup

Mounts

Settings

Activity

VS Tools

My Vintage Story Server 2

KB

KB Test

My Vintage Story Server 2

Connected (51ms ping)

23.10.2026 15:04:21 [Server Notification] Th3ServerStats.Th3ServerStats

23.10.2026 15:04:21 [Server Event] 26 traits loaded from 1 files

23.10.2026 15:04:21 [Server Event] 6 classes loaded from 1 files

23.10.2026 15:04:22 [Server Debug] Loading leaf block decay system

23.10.2026 15:04:22 [Server Debug] Finished loading leaf block decay system

23.10.2026 15:04:22 [Server Debug] Block simulation loaded blocks

23.10.2026 15:04:22 [Server Debug] Block simulation loaded items

23.10.2026 15:04:22 [Server Notification] Server map set

23.10.2026 15:04:22 [Server Debug] Unique crafting ingredients count: 1887

23.10.2026 15:04:22 [Server Notification] Entering runphase GameReady

23.10.2026 15:04:22 [Server Notification] Entering runphase WorldReady

23.10.2026 15:04:22 [Server Event] Starting world generators...

23.10.2026 15:04:23 [Server Debug] Dungeon TileGenerator-big66-blastfurnace-main Setting RequireClosed to in

c-ur-ste,s-lr-wop,c-ul-ste,inc-dr-ste,inc-dl-wop,m-wop,m-smy,c-ur-smy,inc-dl-smy,s-lr-smy,s-ud-ste,m-ene,66g

m,c-ul-wop,s-ud-wop,c-ul-smy,inc-dr-smy,s-lr-ste,c-ul-gec,c-dl-smy,s-ud-smy,m-ste,,66gc-lp-lw,epstr-ud-ene,6

6gc-rp-lw,epstd-lr-ene,66gs-lp-lw,66gs-lp-rw,66gs-rp-lw,66gc-rp-lw,66gc-lp-rw,66gs-rp-rw,lpstd-lr-ene,lpctd

-ul-ene,lpctr-ul-ene,lpstr-ud-ene,rpstr-ud-ene,rpctr-ul-ene,rpctd-ul-ene,rpstd-lr-ene

23.10.2026 15:04:24 [Server Debug] Dungeon TileGenerator-big66-blastfurnace-main Setting RequireClosed to m-

smy,inc-dl-wop,c-ul-gec,66gm,s-lr-ste,c-ur-smy,s-ud-ste,s-ud-smy,m-wop,c-ul-wop,s-lr-smy,m-ene,inc-dr-smy,c

-ul-smy,s-lr-wop,inc-dl-smy,c-ul-ste,m-ste,s-ud-wop,,66gc-lp-lw,epstr-ud-ene,epstd-lr-ene,66gc-rp-lw,66gs-rp

-lw,66gs-lp-lw,66gc-rp-rw,lpctr-ul-ene,lpstr-ud-ene,lpstd-lr-ene,lpctd-ul-ene,rpstr-ud-ene,rpctr-ul-ene,rpctd

-ul-ene,rpstd-lr-ene

23.10.2026 15:04:25 [Server Notification] Reloaded 35 tree generators

23.10.2026 15:04:25 [Server Event] Loading 7x7x8 spawn chunks...

23.10.2026 15:04:25 [Server Event] 0% (49 in queue)

23.10.2026 15:04:27 [Server Event] 0% (49 in queue)

23.10.2026 15:04:29 [Server Event] 0% (113 in queue)

23.10.2026 15:04:30 [Server Event] 0% (170 in queue)

23.10.2026 15:04:31 [Server Event] Begin game ticking...

23.10.2026 15:04:31 [Server Notification] Entering runphase RunGame

23.10.2026 15:04:31 [Server Notification] Starting server threads

23.10.2026 15:04:31 [Server Event] Dedicated Server now running on Port 42449 and all ips!

23.10.2026 15:04:31 [Server Notification] Please be aware that as of 1.20, servers default configurations ha

ve changed - servers no longer register themselves to the public servers list and are invite-only (whitelist

ed) out of the box. If you desire so, you can enable server advertising with '/serverconfig advertise on' and

d disable the whitelist mode with '/serverconfig whitelistmode off'

23.10.2026 15:04:31 [Server Warning] Over 400ms tick. Skipping 524 physics ticks.

Type a command...

Start

Restart

Stop

Game Version

Address
ny6.suhosting.net:42449

Uptime
23s

CPU Load
0.65% / 400%

Memory Load
1.2 GiB / 3 GiB

Disk Usage
137.32 MiB / 50 GiB

Network (In) 11.25 KiB total · 0 pps
0 Kbps / Unlimited

Network (Out) 3.91 KiB total · 0 pps
0 Kbps / Unlimited

The box above the sidebar shows the current server, whether it's **Running** or **Offline**, and a quick **Start/Stop** button. Use the selector at the bottom of the sidebar to switch between your servers without going back to the list.

Handy shortcuts

- **Quick actions** (top of the sidebar, or **Ctrl+Space**): search for any page or action and jump to it.
- Click your **name** in the bottom-left corner for your account settings: password, two-factor, SSH keys and more. See [Your account](#).

Common first steps

1. **Start your server** from the Console and wait for it to finish loading.
2. **Copy the address** from the Console or the server list, and connect from your game.
3. **Make a backup** once your world is set up. See [Backups](#).
4. **Set up a schedule** for a nightly restart. See [Schedules](#).

Something not working? See [My server won't start or keeps crashing](#), or open a support ticket.

Revision #6

Created 2026-10-23 15:18:38 UTC by Brandon F

Updated 2026-10-23 15:30:43 UTC by Brandon F