System backups: backups the host takes for you

What this is about

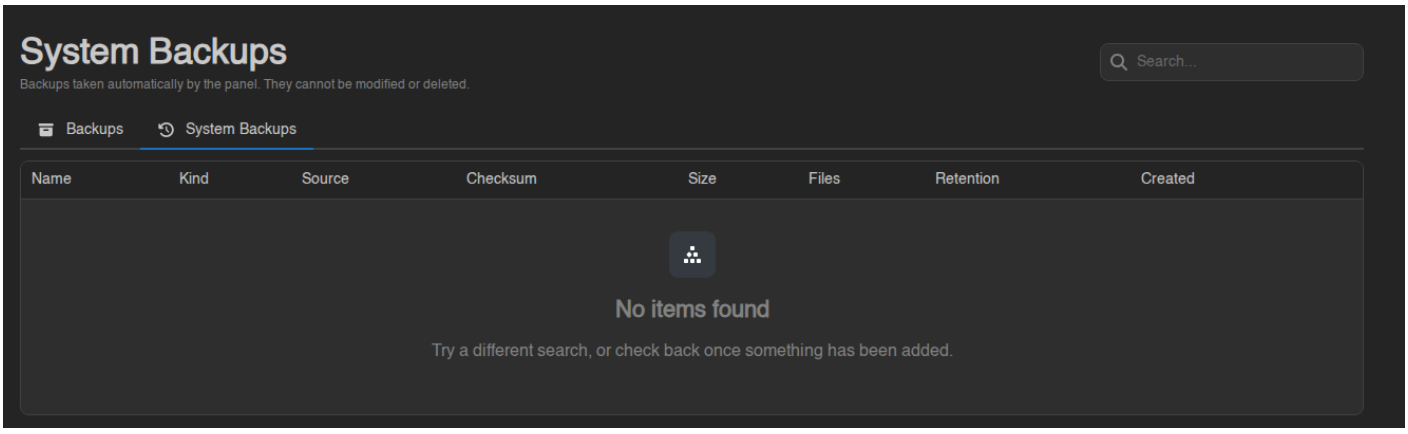
System backups are backups that the host takes for you, on a timetable we set, without you having to do anything. They sit next to the backups you make yourself, but they are kept separate, and you can't change or delete them.

This is a small page. If you want to make, restore or lock your *own* backups, read Backups: create, restore and download.

Where to find them

Open your server's **Backups** tab. If the host has taken at least one system backup of your server, two sub-tabs appear at the top: **Backups** (yours) and **System Backups** (ours). Click **System Backups**.

If there are no system backups yet, the sub-tabs are hidden and the Backups tab looks like it always did. You can still open the page directly at `/server/<your server id>/backups/system`; it will just say *No items found*.



> Not every server gets system backups. Which servers we back up, how often, and for how long is decided by the host, not by anything you set in the panel. The Backups tab only shows the sub-tab once there is something to show.

How they differ from your own backups

	Your backups	System backups
Who makes them	You, or a schedule you set up	The host, automatically
Count against your backup limit	Yes	**No**
Rename, lock or delete	Yes	**No**
Restore	Yes	Yes
Download	Yes	Yes
Browse single files (ZFS nodes)	Yes	Yes
Export to Files	Yes	Yes
Kept for	Until you delete them, or retention removes them	Until our retention rules remove them (see the **Retention** column)

System backups don't use up your plan's backup slots, so the "*x of y maximum backups created*" line on the Backups tab ignores them.

The **Retention** column tells you how long we plan to keep each one. For example *Keep daily: 7* with a *Deleted …* date under it means it is one of the last seven daily backups and is expected to go on that date. Hover the badge for the full rule. The deletion time is an estimate.

Using a system backup

Click the ⋯ at the end of the row (or right-click it). The menu is the same as for your own backups, minus **Edit**, **Lock** and **Delete**:

- **Restore** puts the backup's files back on your server. The same options and warnings apply as for your own backups: you can wipe the server first for an exact copy, and you can also restore the startup command and game version. The server is stopped while this runs.
- **Download** saves the backup to your computer.

- **Browse** (shown on ZFS nodes) opens the backup read-only in the file manager so you can copy out a single file.
- **Export to Files** saves the backup as an archive inside your server's files.

All of these are explained step by step in Backups: create, restore and download.

> Want to keep a system backup for good? You can't lock it. **Download** it, or restore it and then create your own backup, which you can lock.

Is this the same as ZFS backups?

No. **ZFS** is about *how* a backup is taken on some nodes (an instant snapshot, safe while the server runs). **System backups** are about *who* takes it and *when*. The two are independent: a server can have system backups on any kind of node. See ZFS Backups.

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