

The Startup tab: game version and launch options

What this is about

The **Startup** tab controls *how* your server is launched: which game version, which Docker image (the software environment it runs in), and game-specific options like the player limit.

The screenshot shows the 'Startup' configuration page for a 'My Vintage Story Server'. The left sidebar contains navigation links: Servers, Console, Mod Browser, Files, Databases, Schedules, Subusers, Backups, Network, Startup (active), Mounts, Settings, Activity, and VS Tools. Below these is a server list with 'My Vintage Story Server' and 'KB KB Test'. The main content area is titled 'Startup' and includes a 'Startup Command' section with predefined commands and a 'Docker Image' dropdown set to 'Dotnet 10'. Below these are several variable configuration cards: 'Release branch' (stable), 'Release version' (latest), 'Max Clients' (16), 'Start options' (empty), 'Max Physics Thread' (4), 'Max Worldgen Threads' (4), 'HTTP Port' (42421), 'Metrics Port' (0), 'Enable Webmap' (disabled), and 'Livemap Port' (42422). Each card has a brief description of its function. A 'Save' button is located at the top right of the variable section. The bottom right corner shows 'Connected to node1' and 'Catagopus © 2025 - 2026'.

Startup

Startup Command

Predefined Startup Commands

Default

`./VintageStoryServer --dataPath ./data --port={{SERVER_PORT}} --maxclients={{MAX_CLIENTS}} {{OPTIONS}}`

Docker Image

Dotnet 10

The Docker image used to run this server. This can be changed to use a different image.

Variables

Release branch

stable

Change this to unstable for the latest RC version. Then go to the settings tab and reinstall

Release version

latest

Latest = Most recent version for the branch in "Release Branch"! If you'd like a specific version please select the one you want then and go to the "settings" tab and hit "Reinstall Server" Note: Please backup your server before doing this

Max Clients

16

You can change this to whatever you want

Start options

Options: --append, --genconfig, --setconfig, -s (Standby Mode, Remove to disable)

Max Physics Thread

4

This sets the max physics thread as defined in the /data/severmagicnumbers.json

Max Worldgen Threads

4

This sets the max physics thread as defined in the /data/severmagicnumbers.json

HTTP Port

42421

HTTP Port

Metrics Port

0

Metrics Port

Enable Webmap

☐ Enable Webmap

SERVERIP:LIVEMAP_PORT to access your map, must be set to true during installation to work.

Livemap Port

42422

Port for the livemap mod <https://mods.vintagestory.at/livemap>

Save

Connected to node1
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Variables

Variables are the settings for your game. On Vintage Story they include:

Variable	What it does
Release branch	<i>stable</i> (normal releases), <i>unstable</i> (release candidates) or <i>pre</i> (pre-releases)
Release version	Which version to install. <i>latest</i> follows the newest release on your branch.
Max Clients	Maximum number of players
Start options	Extra launch flags for advanced users
Max Physics Thread / Max Worldgen Threads	How many CPU threads the game may use for physics and world generation
Metrics Port	Port used for Server metrics
Enable Webmap / Livemap Port / HTTP Port	Settings for map and web mods

Change a value, then click **Save** at the top right of the Variables section. If you try to leave with unsaved changes, the panel warns you.

- Greyed-out variables are fixed and can't be changed.
- Each variable has a small reset button that puts it back to its default.

Most variable changes only apply on the next start, and a few (like the game version) need a reinstall. To change your Vintage Story version, follow [How to update your server](#).

Startup Command

The command used to launch your game. It's filled in for you, and on most servers it can't be edited directly. If your game offers alternatives, pick one from **Predefined Startup Commands**.

Docker Image

The software environment your server runs in. For Vintage Story this is the **.NET** version the game needs (e.g. *Dotnet 10*). Choosing a different image saves immediately.

You normally never need to touch this. If a game update needs a newer .NET version, Vintage Story servers show a **.NET Version Mismatch** window on the console with a **Switch Image & Restart** button that does it for you.

Revision #3

Created 2026-10-23 15:18:42 UTC by Brandon F

Updated 2026-10-23 15:21:42 UTC by Brandon F