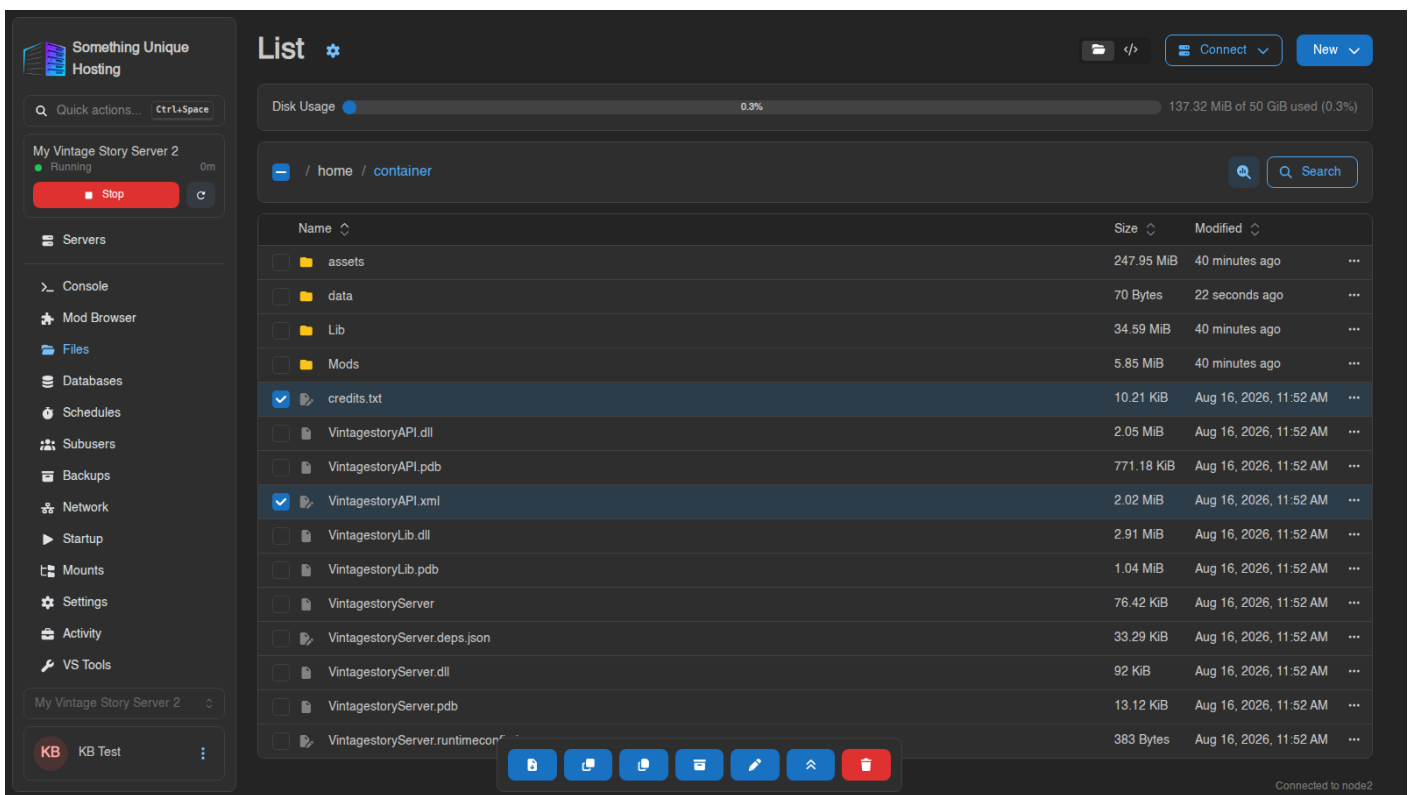


Using the file manager

What this is about

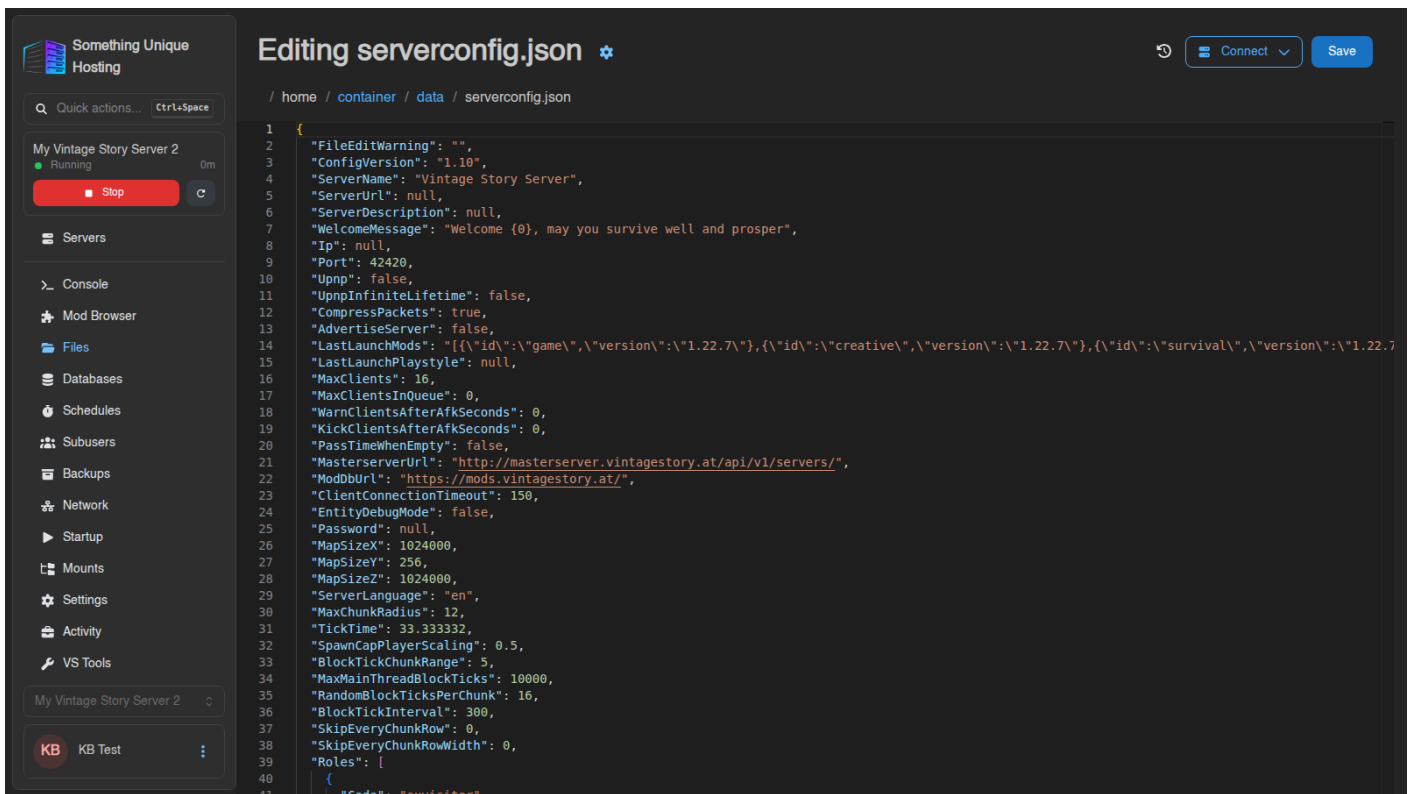
The **Files** tab lets you work with your server's files right in the browser: edit configs, upload worlds and mods, unzip archives, and download anything to your computer. You don't need any extra software.



The bar at the top shows **Disk Usage** against your plan. The path (`home / container / ...`) shows where you are. Click any part of it to jump back up.

Opening and editing files

Click a file to open it in the editor. Make your changes, then click **Save** (or press **Ctrl+S**).



- **File History** (the clock icon next to Save) keeps earlier versions of files you've edited in the panel. Pick a revision to **view the differences** or **restore it into the editor**. Restoring doesn't save on its own, so click **Save** afterwards.
- If you have unsaved changes, **Discard changes and load the file from disk** throws them away.
- If someone else changes the file while you're editing (for example over SFTP), a banner offers **Load Disk Version** or **Keep Editor Version**.

Stop the server before editing its config if the game rewrites the file when it shuts down. Vintage Story does this with `serverconfig.json`, so edits made while it's running are lost.

Uploading

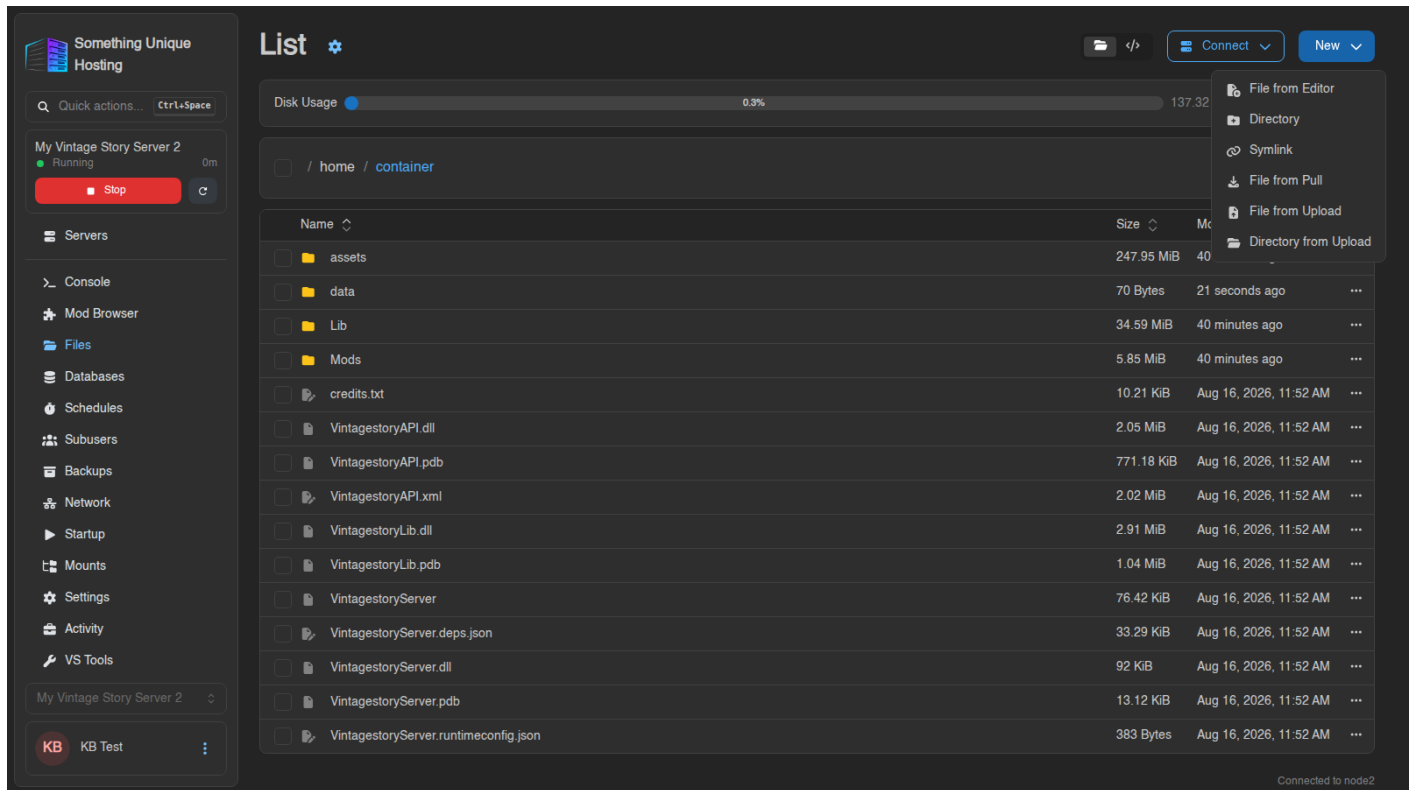
- **Drag and drop** files or whole folders onto the file list.
- Or use **New → File from Upload / Directory from Upload**.

There's no size limit for uploads in the browser. Big uploads can be **paused and resumed** from the file's ... menu. If you reload the page mid-upload, use **Re-select file to resume** to carry on where it left off.

If a file with the same name already exists, you'll be asked to **Skip**, **Overwrite** or **Rename**.

See a banner saying "*Some uploads to this server never finished*"? A partial file was left behind. Click **Review Uploads** to resume or delete it.

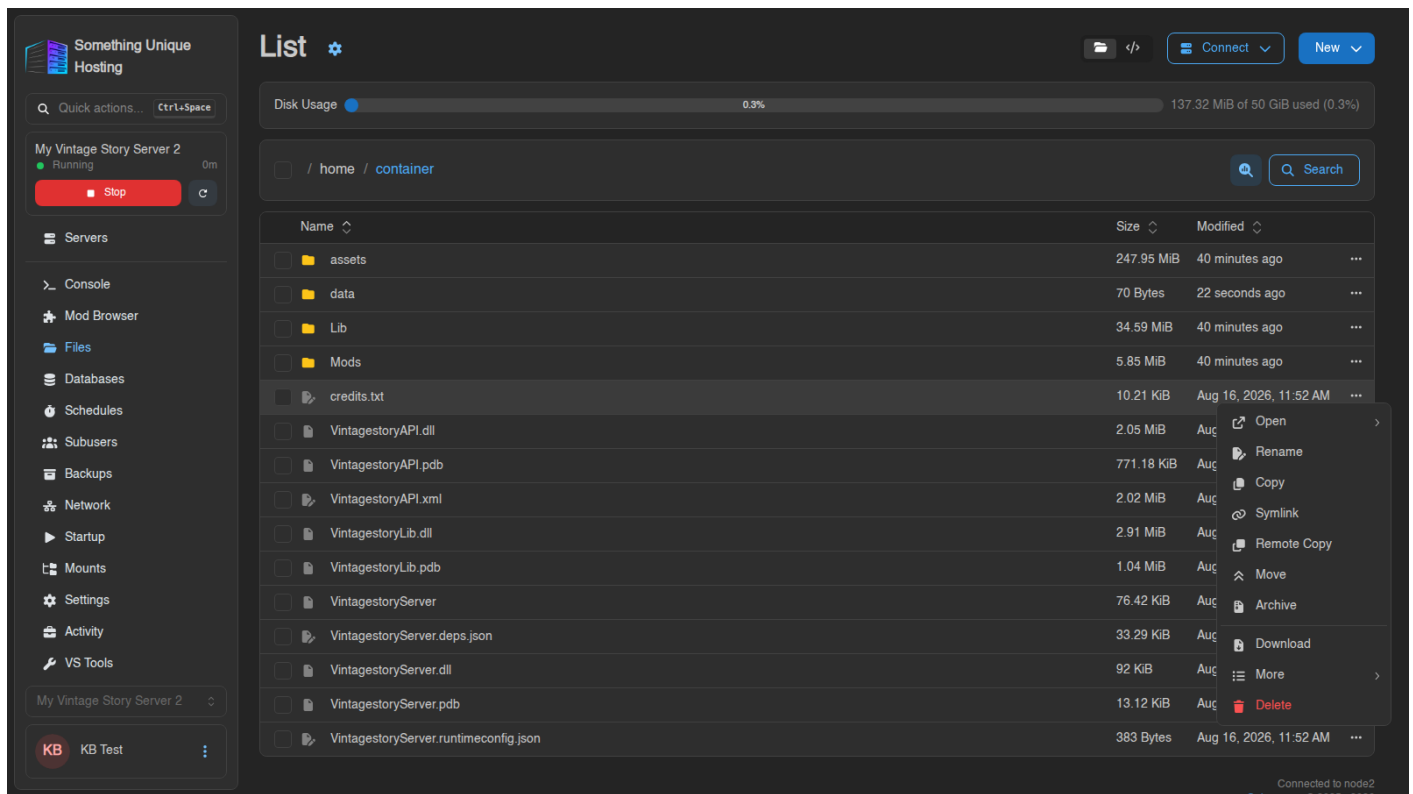
The New menu



Option	What it does
File from Editor	Create a new, empty text file
Directory	Create a folder
Symlink	Create a shortcut to another file or folder
File from Pull	Download a file straight onto your server from a web link. Paste the URL, click Query to fill in the name, then Pull .
File from Upload / Directory from Upload	Upload from your computer

The ... menu on each file

Click ... at the end of a row, or right-click it.

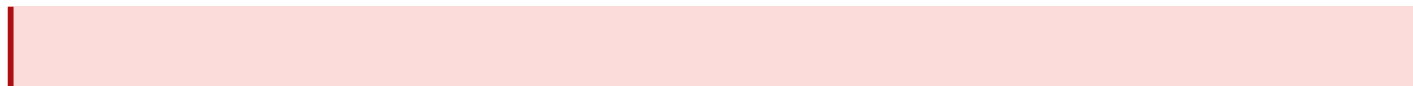


Option	What it does
Open	Open in the editor (or in a pop-up/new tab)
Rename / Move / Copy	Exactly what they say
Remote Copy	Copy to another of your servers
Archive	Zip it up (or Extract if it's already an archive)
Download	Save to your computer. Folders download as an archive, and you can pick the format.
More	Details, fingerprint (checksum) and permissions
Delete	Delete it

Working with many files at once

Tick the boxes on the left (or the top box to select everything). A toolbar appears at the bottom with **Download**, **Remote Copy**, **Copy**, **Archive**, **Rename**, **Move** and **Delete**.

- **Copy** and **Move** let you browse to the destination, then click **Copy here / Move here**.
- **Rename** on several files can find-and-replace, add a prefix or suffix, change case, or number them.



Deleted files can't be recovered from the file manager. Make a backup before big clean-ups.

Zips and other archives

- **Create:** select files, choose **Archive**, pick a name and format (`.zip` is the most compatible, `.tar.gz` is common on Linux), then click **Create**.
- **Extract:** open the `⋮` menu on an archive and choose **Extract**, then pick the destination folder. Works with zip, 7z, rar, tar, gz and more.

Both run in the background. Watch the progress indicator at the top.

Searching

Click **Search** in the path bar. You can search by name, or open **Advanced Filters** to search **inside files**, filter by size, or include and exclude paths (e.g. `*.json`, or skip `Cache/**`).

Other ways in

- **Connect** → **via SFTP** for a desktop program like WinSCP or FileZilla. See [Connecting with SFTP](#).
- **Connect** → **via VS Code** to open the files in Visual Studio Code.

Revision #3

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