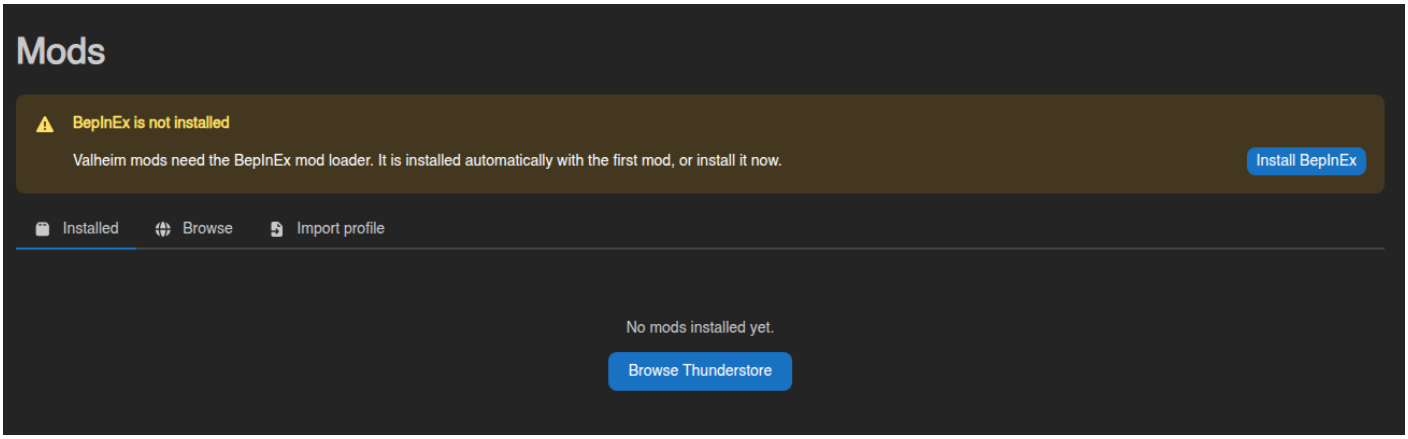
Installing Valheim mods with the Valheim Mods tab

What this is about

Every Valheim server has a **Valheim Mods** tab that connects to Thunderstore, the mod site used by r2modman and the Thunderstore Mod Manager. From it you can search and install mods, switch them on and off, update or remove them, and import a whole r2modman profile with one code. The panel puts the files in the right place on the server, including the **BepInEx** mod loader, so there is nothing to download or upload yourself.



> Mods are picked up when the server starts. After any change you'll see a blue **Restart the server for them to take effect** notice; restart from the Console tab when you're ready.

Before you start: BepInEx

Valheim mods need the **BepInEx** mod loader. You don't have to think about it: it is installed automatically with your first mod (every Thunderstore mod lists it as a dependency), or click **Install BepInEx** in the yellow box at the top of the tab. Once it's there, the tab shows a green "*BepInEx vX installed*" line instead.

Your server's **Startup** tab has a **Load BepInEx** variable (default `1`). Set it to `0` to start the plain, unmodded game without deleting any mods, for example to check whether a problem is caused by a mod.

Importing a profile from r2modman (quickest)

If you already play with a mod set in r2modman or the Thunderstore Mod Manager, export it as a code and import it in one go:

1. In r2modman open your profile and choose **Settings → Profile → Export profile as a code**. Copy the code (it looks like `2b7f1c9e-4d3a-4e8b-9c1f-6a5d8e2b3c4d`).
2. In the panel open **Valheim Mods → Import profile**, paste the code and click **Preview**.
3. Check the list. Each mod shows **NEW**, **INSTALLED** (already on the server at that version), **UPGRADE** or **DOWNGRADE**, and a *disabled in profile* badge if you had it switched off in r2modman.
4. Leave **Write the profile's config files** on if you want your r2modman settings copied to the server (they go to `BepInEx/config`, overwriting files with the same name).
5. Turn on **Remove mods that are not in the profile** if the server should end up with exactly the profile's mods. Off by default, so existing mods stay.
6. Click **Import profile** and watch the progress list. Restart the server when it says **Mod job finished**.

Mods

BepInEx is not installed

Valheim mods need the BepInEx mod loader. It is installed automatically with the first mod, or install it now.

Install BepInEx

Installed | Browse | Import profile

In r2modman or the Thunderstore Mod Manager choose *Settings → Profile → Export profile as a code* and paste the code here. Every mod in the profile is installed at the exact version the profile lists, and its config files are copied to the server.

Profile code

2b7f1c9e-4d3a-4e8b-9c1f-6a5d8e2b3c4d

Preview

Profile "SUH example" 6 mods · 6 to install or change · 15 config files

- BepInExPack_Valheim v5.4.2360 by denikson — NEW
- PlantEasily v2.3.1 by Advize — NEW
- CraftFromChests v1.0.1 by TeamForHuman — NEW
- Jotunn v2.30.2 by ValheimModding — NEW
- MultiUserChest v0.6.2 by MSchmoecker — NEW
- PlantEverything v1.21.4 by Advize — NEW

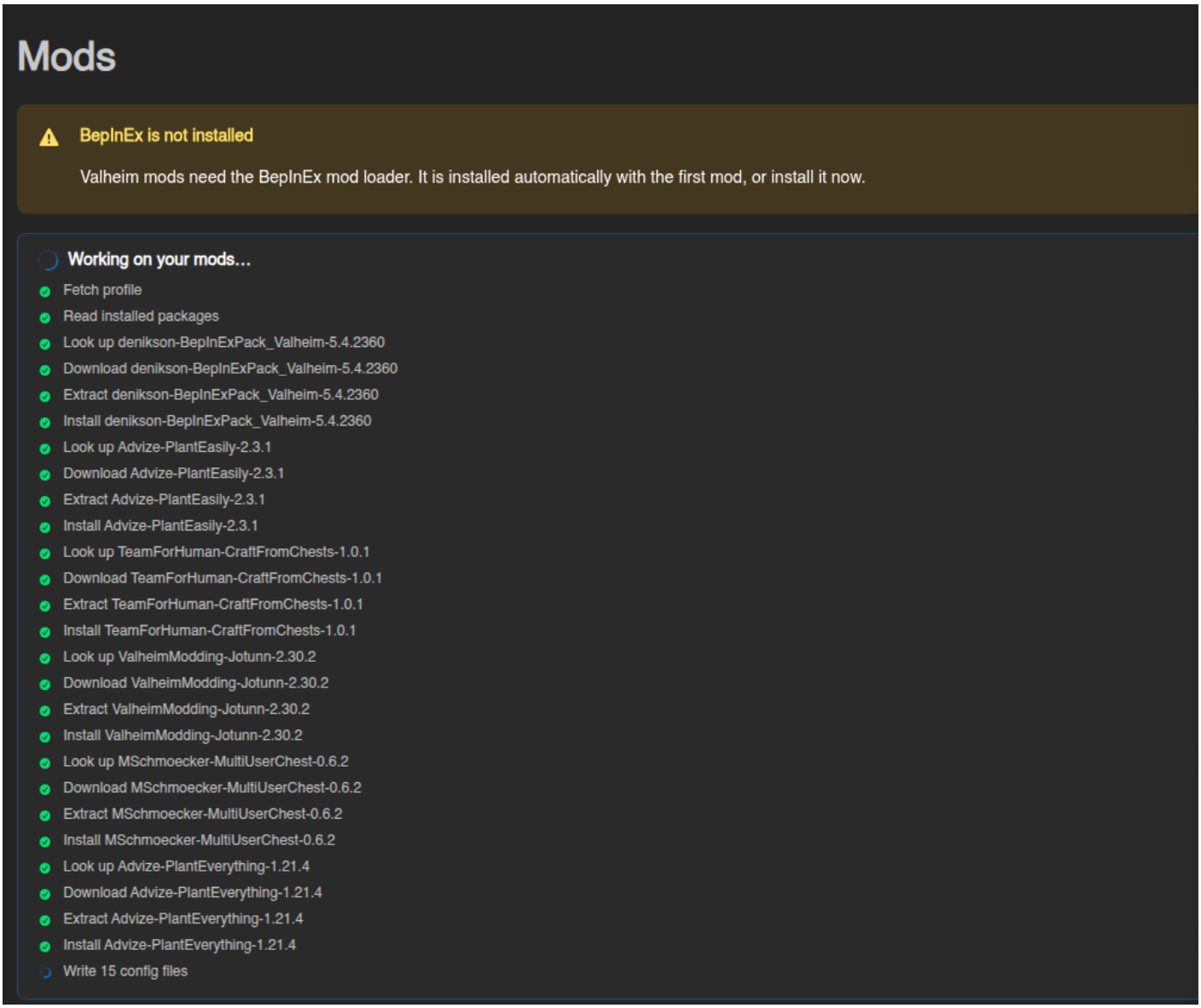
Write the profile's config files

15 files go to BepInEx/config, overwriting existing ones with the same name.

Remove mods that are not in the profile

Nothing extra is installed right now.

Import profile

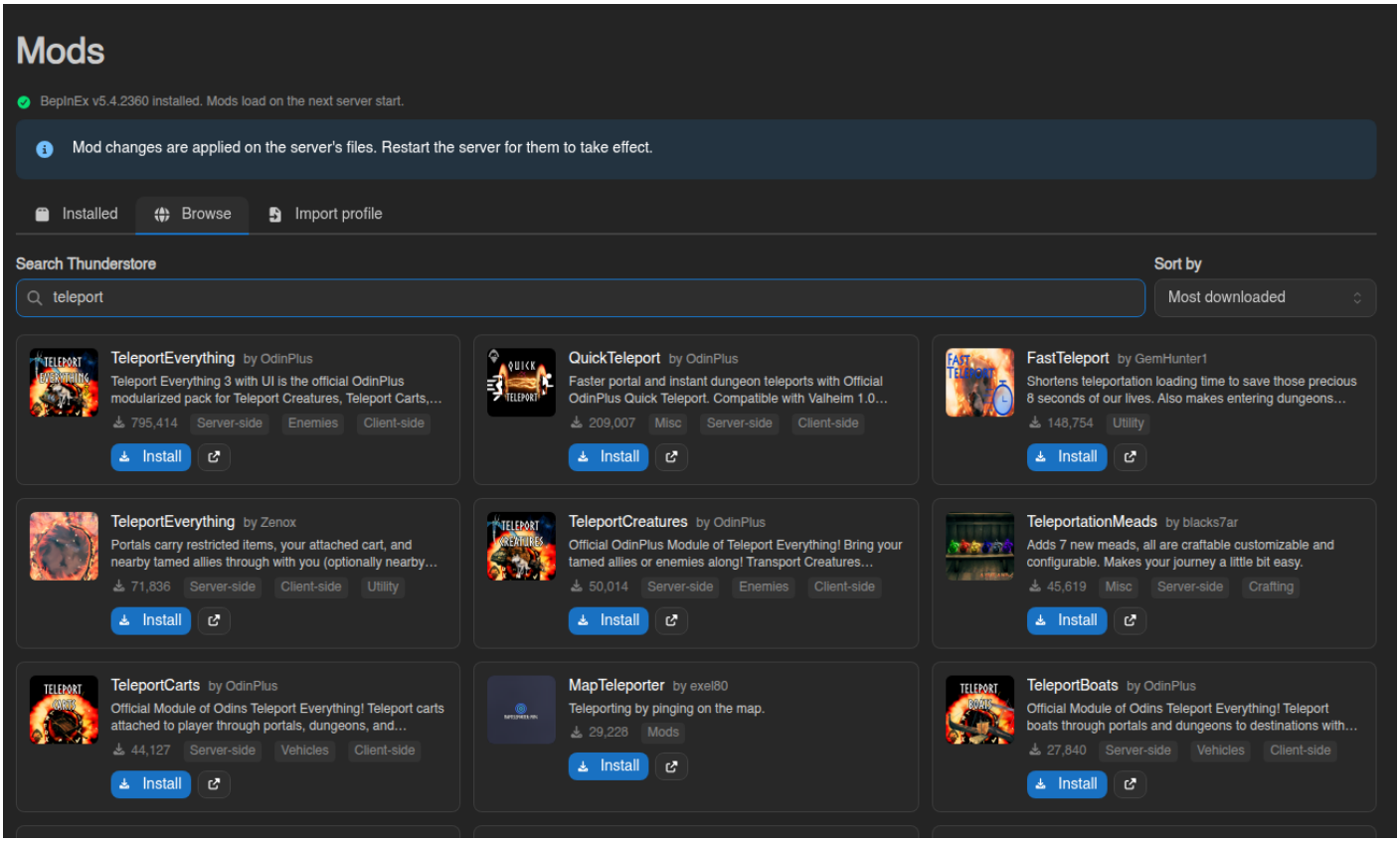


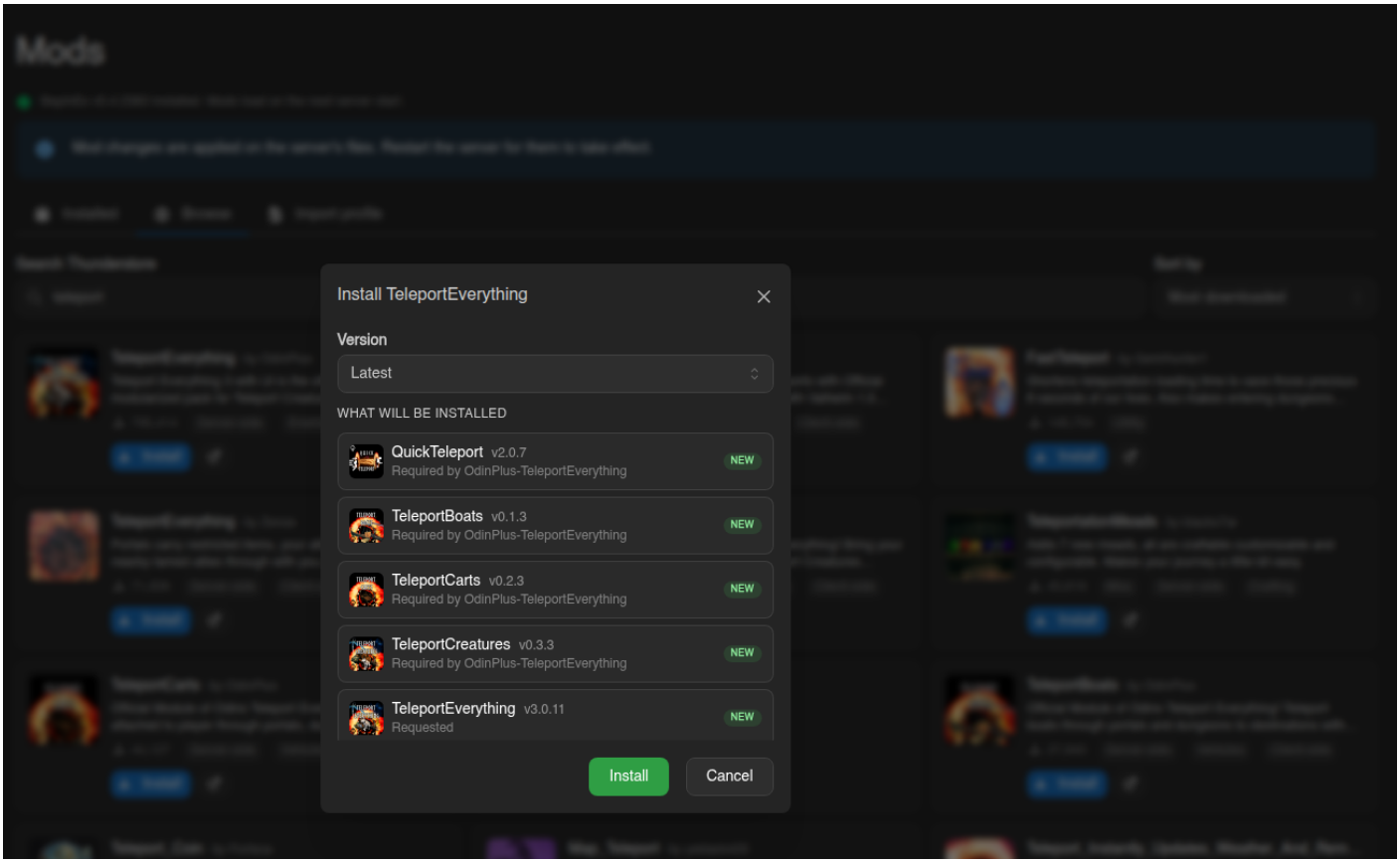
> A profile installs the *exact* mod versions it was exported with, so your server matches your own game. Keep the server and the players' r2modman profile in sync: when you update mods in r2modman, export a new code and import it again.

Installing a single mod

1. Open **Valheim Mods → Browse**.
2. Type in **Search Thunderstore** (results update as you type; scroll down for more) and change **Sort by** if you like.
3. Click **Install** on the mod's card. The ↗ button opens the mod's Thunderstore page in a new tab.
4. The install window lists **what will be installed**: the mod itself plus anything it depends on, with the reason (*Required by …*). Pick an older release under **Version** if you need one; **Latest** is the default.

5. Click **Install**, wait for **Mod job finished**, then restart the server.



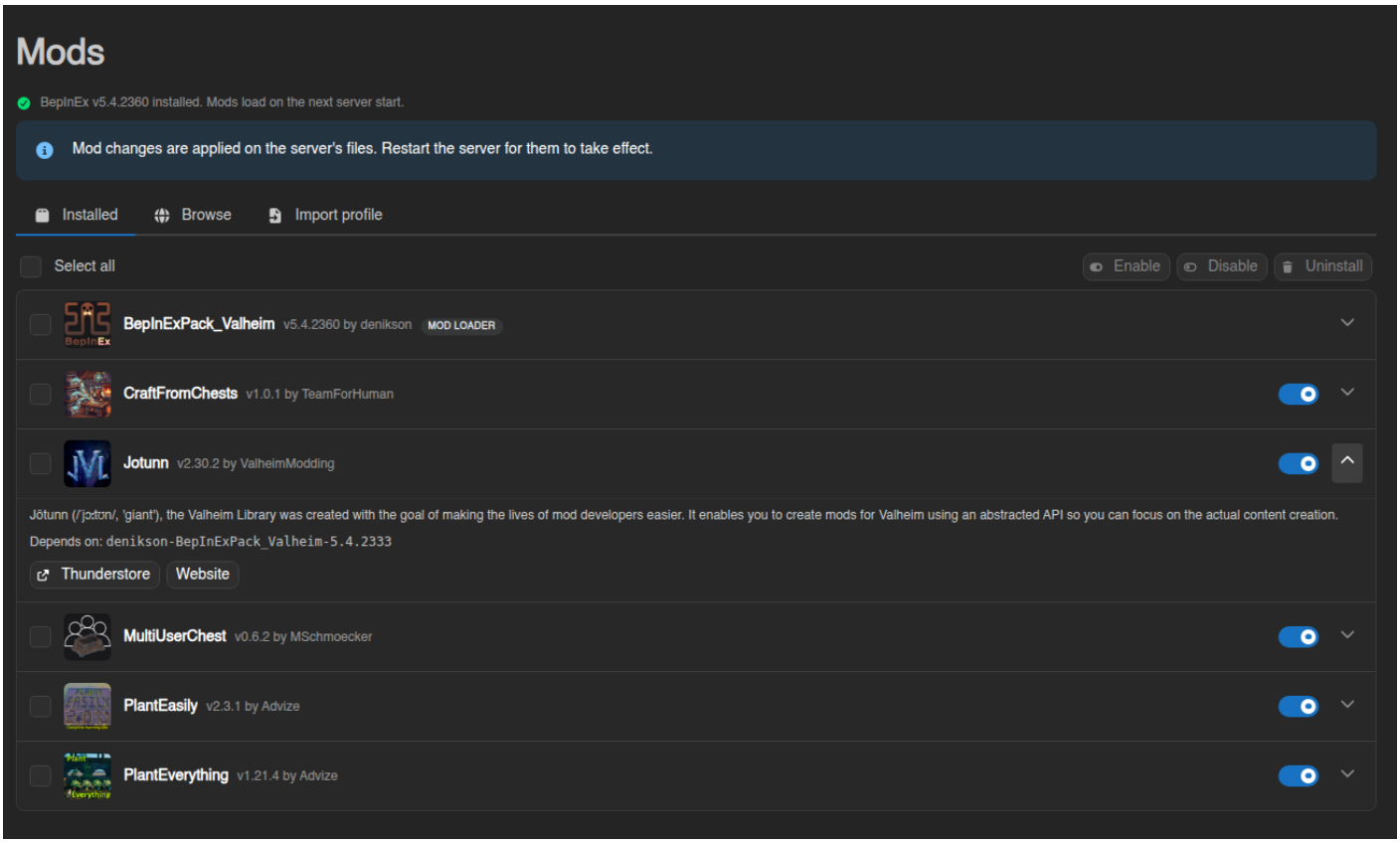


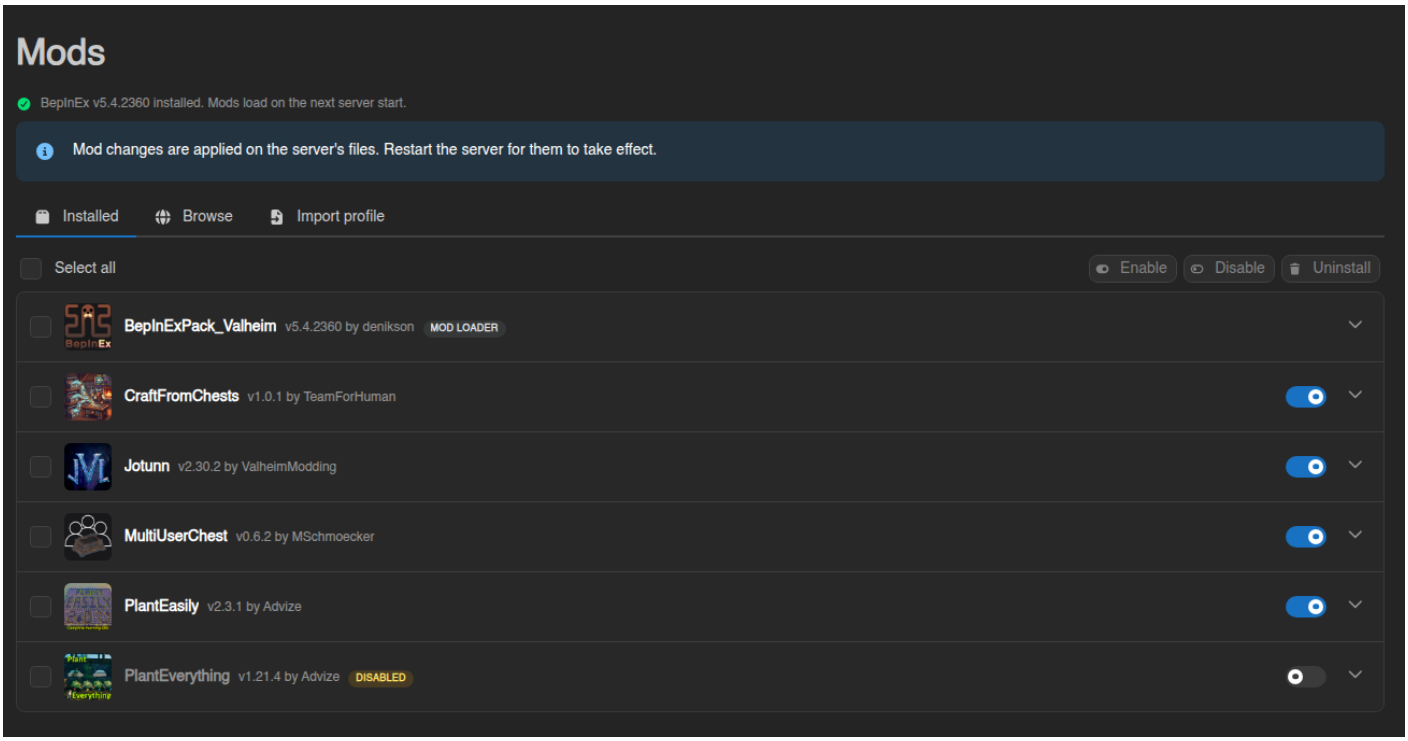
Mods that are already on the server show an **Installed** badge on their card. Click it to change to a different version.

Seeing what's installed

The **Installed** tab lists every mod on the server with its version and author. The mod loader is always first and marked **MOD LOADER**.

- Click the ˅ arrow on a row to see the mod's description, what it depends on, links to its Thunderstore page and website, and an **Update to vX** button when a newer release exists.
- The switch on the right turns a mod **on or off** without removing it. Off mods get a yellow **Disabled** badge. The mod's files and settings stay on the server, so turning it back on is instant.

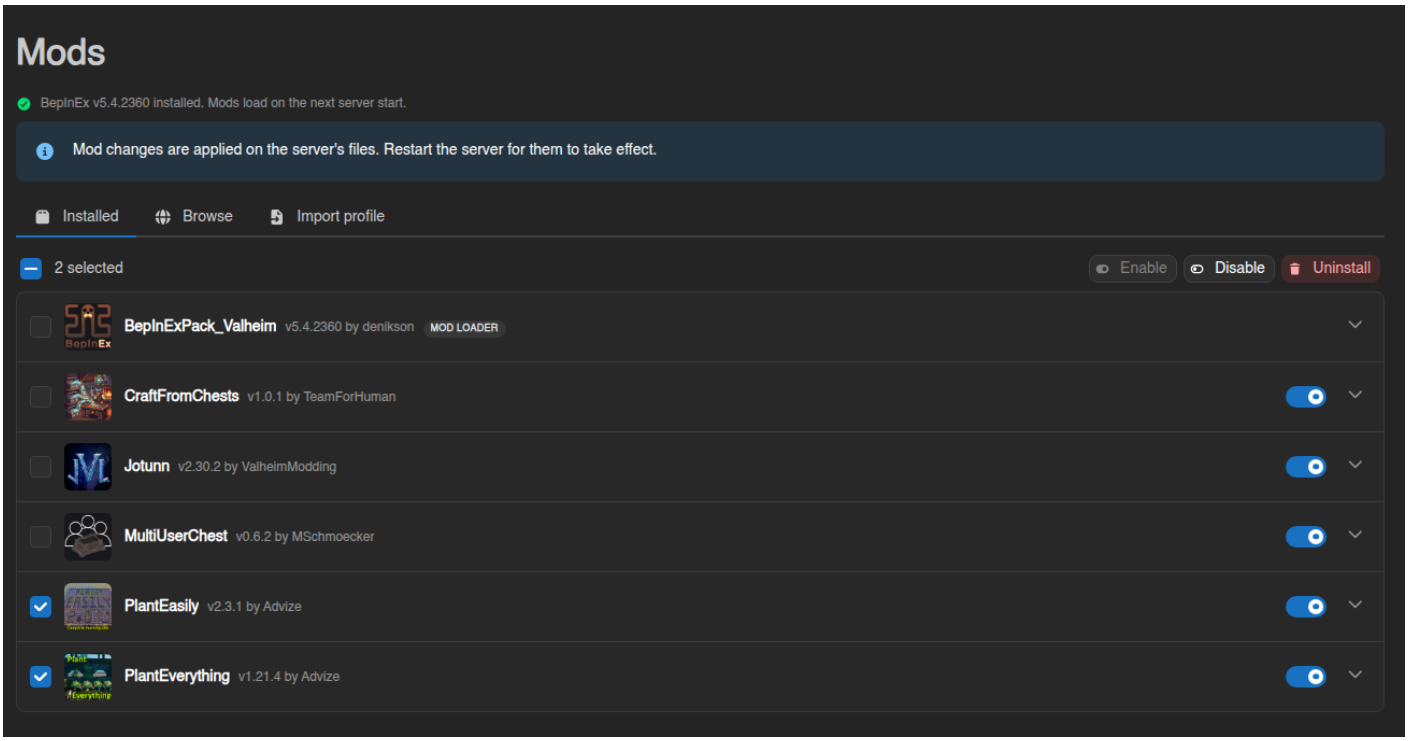




Enabling, disabling or removing several mods at once

Tick the boxes on the left (or **Select all**) and use the buttons above the list:

- **Enable** / **Disable** switch all selected mods.
- **Uninstall** removes the selected mods' files. Their settings in `BepInEx/config` are kept, so a reinstall picks them up again.



The mod loader can't be removed while mods are installed. Uninstall the mods first, then BepInEx.

Updating mods

Expand a mod on the **Installed** tab: when Thunderstore has a newer release you'll see a blue **vX available** badge and an **Update to vX** button. The update keeps the mod's config file.

Good to know

- **One job at a time.** Installs, imports and bulk changes run as a job on the server; while one is running the others wait. The progress box shows every step, and a failed step tells you why.
- **Players need the same mods.** Most Valheim mods must be installed on both the server and every player's game. Share your r2modman profile code with your players so everyone runs the same versions.
- **Config files** live in `BepInEx/config` and can be edited in the **Files** tab. Mods create them on first start.
- **Logs**: if a mod misbehaves, `BepInEx/LogOutput.log` on the server (Files tab) lists every plugin that loaded and any errors. The same lines appear on the Console at startup.
- **Something broke?** Set **Load BepInEx** to `0` in the Startup tab and restart: the server runs unmodded while you sort it out, with all mod files left in place.

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