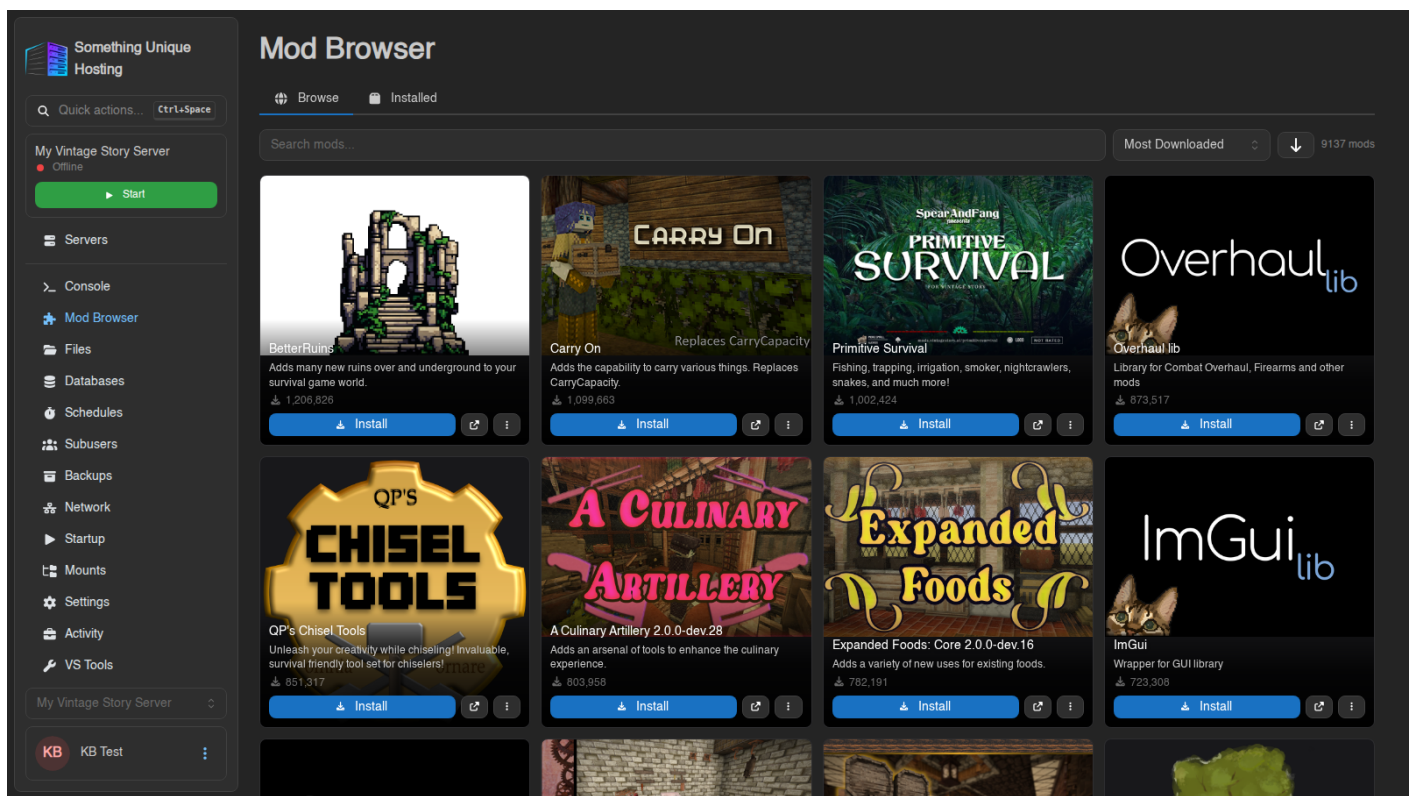


Installing and updating mods with the Mod Browser

What this is about

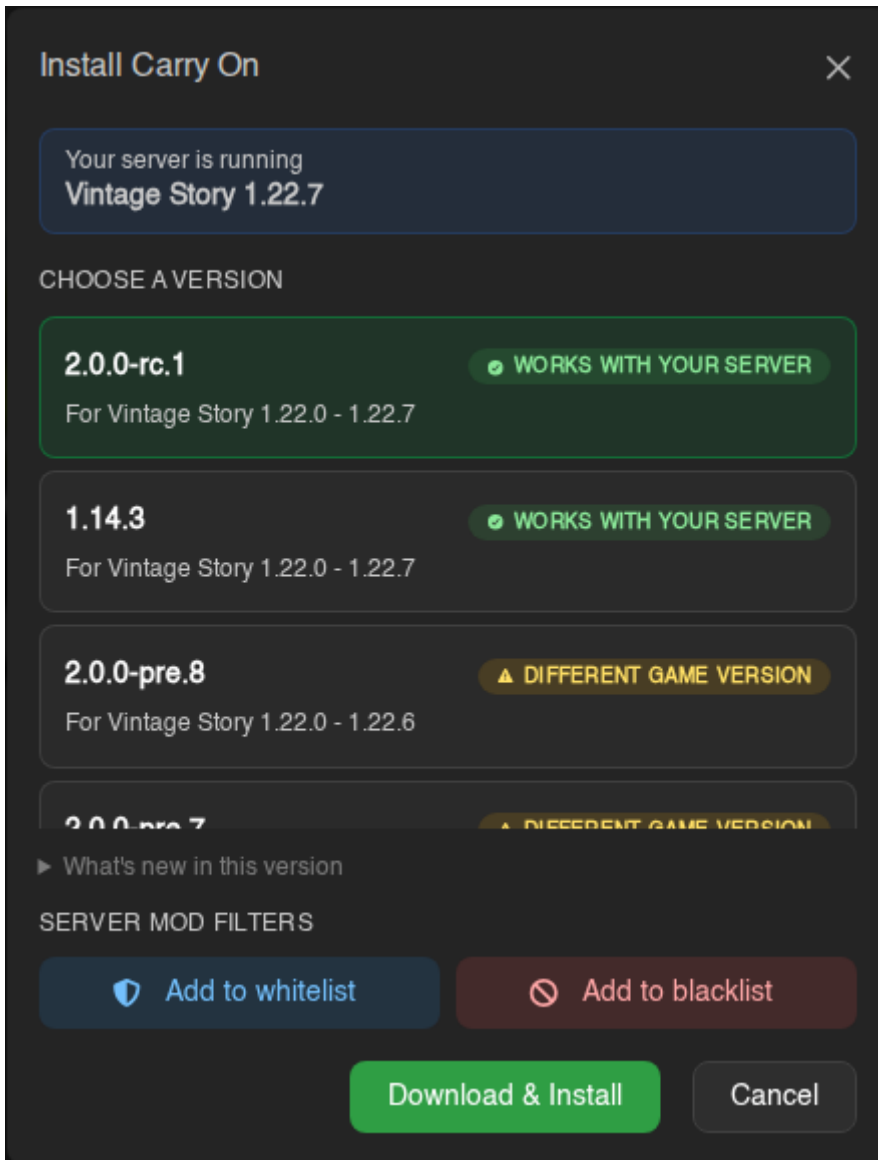
Every Vintage Story server has a **Mod Browser** tab that connects straight to the official [Vintage Story ModDB](#). You can search, install, update and remove mods in a couple of clicks, with no downloading zip files or uploading over SFTP.



Installing a mod

1. Open your server and click **Mod Browser** in the sidebar.
2. On the **Browse** tab, type in **Search mods...** or scroll the list.
3. Click **Install** on the mod's card.

4. Under **Choose a version**, pick a release. The top of the window shows your server's version ("Your server is running Vintage Story 1.22.7"), and each release is tagged **WORKS WITH YOUR SERVER** or **DIFFERENT GAME VERSION**. Pick the newest one that works with your server, unless the mod author says otherwise.
5. Click **Download & Install**.
6. **Restart your server** to load the mod.

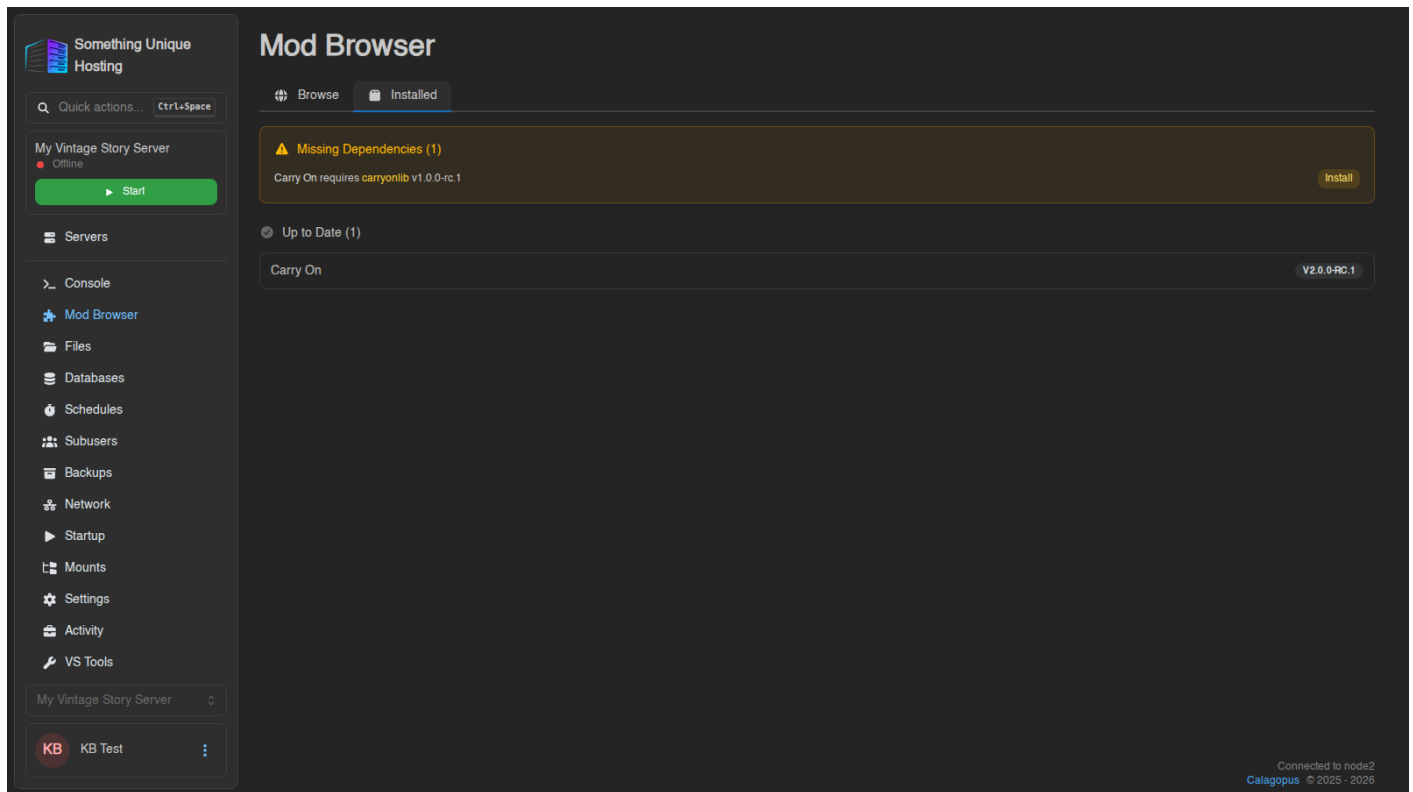


If you see "**May not work with your server**", that release was made for a different game version. It might load fine, or it might crash the server. Pick a release that matches your version when there is one.

Dependencies

Some mods need other mods to work. As soon as you install one, the **Installed** tab shows a **Missing Dependencies** box that lists what's missing (e.g. "Carry On requires carryonlib v1.0.0-rc.1") with an **Install** button for each. Install them before restarting. The same warning also

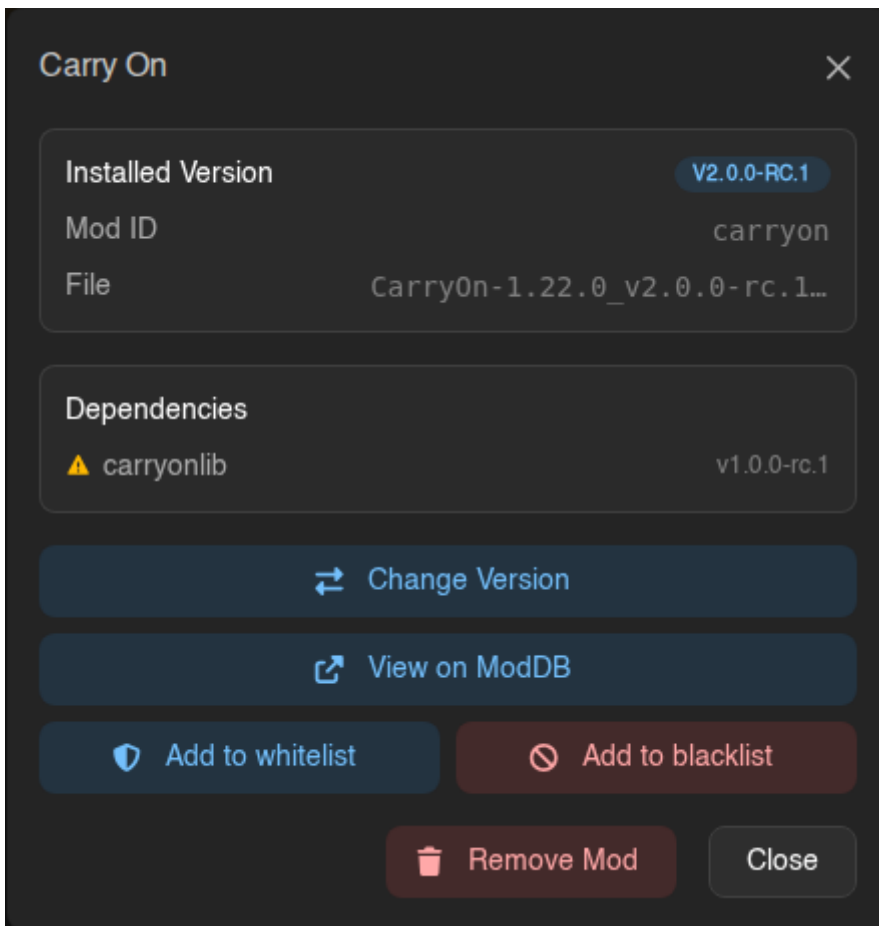
appears on the **Console** tab.



Seeing what's installed

The **Installed** tab lists every mod in your server's Mods folder, with its version. Click a mod to see:

- **Installed Version, Mod ID** and **File**
- its **Dependencies** (a  means one is missing)
- **What's new** in the latest release, if there's an update
- buttons to **Change Version**, **View on ModDB**, or **Remove Mod**



Mods you uploaded yourself that aren't on the ModDB are marked **Not on ModDB**. They work fine, but the panel can't update them for you.

Updating mods

When updates are available:

- A banner appears at the top of the **Console** tab.
- The **Installed** tab lists mods with updates first, showing *current version* → *new version*.

To update:

- **One mod:** click **Update** next to it.
- **Several at once:** tick the mods you want and click **Update Selected**.

Then **restart the server**.

Take a backup before big updates, especially on a world you care about. Some mod updates change world data and can't be rolled back without one. See [Backing Up Vintage Story Safely](#).

Skipping an update

Not ready for a new version, maybe because it breaks something or your players haven't updated? Click the small **Ignore this update** button next to the new version number, and the panel stops nagging you about that version. To undo it, click the mod and choose **Restore update**.

Removing a mod

1. **Installed** tab → click the mod.
2. Click **Remove Mod**, then **Yes, Remove Mod**.
3. Restart the server. The panel reminds you: *"Removed. Restart the server to apply changes."*

Removing a mod that adds blocks, items or creatures can leave gaps in your world (missing blocks turn into placeholders, and items vanish from chests). Back up first so you can undo it.

Do my players need the mods too?

Usually not. When a player joins a modded server, Vintage Story offers to download the server's mods for them. Players only need to do anything if a mod is **client-only** (e.g. a minimap they want for themselves) or if the automatic download fails.

Controlling which client mods players can use

In an installed mod's details, **Add to whitelist** and **Add to blacklist** put it on your server's mod **whitelist** (only listed mods allowed) or **blacklist** (listed mods blocked). The install window has the same options under **Server mod filters**. This is useful for keeping certain client-side mods off your server. Restart the server to apply.

The **VS Tools** tab lets you manage the full lists, along with your server whitelist, banlist, player roles and `serverconfig.json`.

Troubleshooting

- **Server won't start after installing a mod.** Check the console. It usually names the mod that failed. Remove it from **Installed** and restart. See also [My server won't start or keeps crashing](#).
- **A mod I uploaded by hand doesn't show up.** Mods go in the `data/Mods` folder (Files tab → `data` → `Mods`), as the `.zip` file you downloaded. Don't unzip it, and don't put it in a sub-folder.
- **The Mod Browser won't load.** The ModDB itself is occasionally slow or down. Wait a few minutes and click **Retry**.

Revision #4

Created 2026-10-23 14:18:34 UTC by Brandon F

Updated 2026-10-23 15:22:02 UTC by Brandon F