

Palworld

how to create a Palworld server and configure it

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Create a Palworld server

Requirement

- Linux server (ubuntu 22.04 LTS)
 - memory: 32 GB
 - vCPU: 6 cores 4 sockets
 - storage: 100 GB NVMe
- [SteamCMD](#)

Installation

first get the server files with steamCMD

```
steamcmd +login anonymous +app_update 2394010 validate +quit
```

then go to `~/Steam/steamapps/common/PalServer` and open the file named `DefaultPalWorldSettings.ini`
copy all the line after the 3 first, so you will got

```
[/Script/Pal.PalGameWorldSettings]
```

```
OptionSettings=(Difficulty=None,DayTimeSpeedRate=1.000000,NightTimeSpeedRate=1.000000,ExpRate=1.000000,PalCaptureRate=1.000000,PalSpawnNumRate=1.000000,PalDamageRateAttack=1.000000,PalDamageRateDefense=1.000000,PlayerDamageRateAttack=1.000000,PlayerDamageRateDefense=1.000000,PlayerStomachDecreaseRate=1.000000,PlayerStaminaDecreaseRate=1.000000,PlayerAutoHPRegeneRate=1.000000,PlayerAutoHPRegeneRateInSleep=1.000000,PalStomachDecreaseRate=1.000000,PalStaminaDecreaseRate=1.000000,PalAutoHPRegeneRate=1.000000,PalAutoHPRegeneRateInSleep=1.000000,BuildObjectDamageRate=1.000000,BuildObjectDeteriorationDamageRate=1.000000,CollectionDropRate=1.000000,CollectionObjectHpRate=1.000000,CollectionObjectRespawnSpeedRate=1.000000,EnemyDropItemRate=1.000000,DeathPenalty=All,bEnablePlayerToPlayerDamage=False,bEnableFriendlyFire=False,bEnableInvaderEnemy=True,bActiveUNKO=False,bEnableAimAssistPad=True,bEnableAimAssistKeyboard=False,DroplItemMaxNum=3000,DroplItemMaxNum_UNKO=100,BaseCampMaxNum=128,BaseCampWorkerMaxNum=15,DroplItemAliveMaxHours=1.000000,bAutoResetGuildNoOnlinePlayers=False,AutoResetGuildTimeNoOnlinePlayers=72.000000,GuildPlayerMaxNum=20,PalEggDefaultHatchingTime=72.000000,WorkSpeedRate=1.000000,bIsMultiplay=False,bIsPvP=False,bCanPickupOtherGuildDeathPenaltyDrop=False,bEnableNonLoginPenalty=True,bEnableFastTravel=True,bIsStartLocationSelectByMap=True,bExistPlayerAfterLogout=False,bEnableDefenseOtherGuildPlayer=False,CoopPlayerMaxNum=4,ServerPlayerMaxNum=32,ServerName="Default Palworld
```

```
Server",ServerDescription="",AdminPassword="",ServerPassword="",PublicPort=8211,PublicIP="",RCONEnabled=False,RCONPort=25575,Region="",bUseAuth=True,BanListURL="https://api.palworldgame.com/api/banlist.txt")
```

then open the following file

`~/Steam/steamapps/common/PalServer/Pal/Saved/Config/LinuxServer/PalWorldSettings.ini` and past the previous configuration in it.

After that execute the bash script `./PalServer.sh` which is in `~/Steam/steamapps/common/PalServer`

At the first start if you got this error

```
.steam/sdk64/steamclient.so: cannot open shared object file: No such file or directory
```

before doing any other things run the following commands

```
mkdir -p ~/.steam/sdk64/  
steamcmd +login anonymous +app_update 1007 +quit  
cp ~/Steam/steamapps/common/Steamworks\ SDK\ Redist/linux64/steamclient.so ~/.steam/sdk64/
```

that will resolve the issue and if you restart the server you will got this prompt

```
$ ./PalServer.sh  
Shutdown handler: initialize.  
Increasing per-process limit of core file size to infinity.  
dlopen failed trying to load:  
steamclient.so  
with error:  
steamclient.so: cannot open shared object file: No such file or directory  
[S_API] SteamAPI_Init(): Loaded '/home/ubuntu/.steam/sdk64/steamclient.so' OK. (First tried local  
'steamclient.so')
```

you can now log in to your server

Palworld Server Configuration

Requirement

- Linux server (ubuntu 22.04 LTS)
- Palworld dedicated server installed

Configuration

First the configuration of the server take place in the

```
~/Steam/steamapps/common/PalServer/Pal/Saved/Config/LinuxServer/PalWorldSettings.ini
```

In it the most important option you can edit are

```
ServerName="",          => Change the name of the server
ServerDescription="",    => Add or change the description of the server
AdminPassword="",       => Set an admin password that used to run commands on directly in the game
ServerPassword="",      => Set a password to join the server
PublicPort=,            => Set the port on with the server listen
```

Other option that can be usefull are

```
PublicIP="",            => Set the IP of the server
RCONEnabled=False,      => Enable or Disable RCON to manage the server
RCONPort=25575,         => Set the RCON port
Region="",              => Set regions from where you can join the server
```

All other option are gameplay related

```
Difficulty=None,
DayTimeSpeedRate=1.000000,
NightTimeSpeedRate=1.000000,
ExpRate=1.000000,
PalCaptureRate=1.000000,
```

PalSpawnNumRate=1.000000,
PalDamageRateAttack=1.000000,
PalDamageRateDefense=1.000000,
PlayerDamageRateAttack=1.000000,
PlayerDamageRateDefense=1.000000,
PlayerStomachDecreaseRate=1.000000,
PlayerStaminaDecreaseRate=1.000000,
PlayerAutoHPRegeneRate=1.000000,
PlayerAutoHpRegeneRateInSleep=1.000000,
PalStomachDecreaseRate=1.000000,
PalStaminaDecreaseRate=1.000000,
PalAutoHPRegeneRate=1.000000,
PalAutoHpRegeneRateInSleep=1.000000,
BuildObjectDamageRate=1.000000,
BuildObjectDeteriorationDamageRate=1.000000,
CollectionDropRate=1.000000,
CollectionObjectHpRate=1.000000,
CollectionObjectRespawnSpeedRate=1.000000,
EnemyDropItemRate=1.000000,
DeathPenalty=All,
bEnablePlayerToPlayerDamage=False,
bEnableFriendlyFire=False,
bEnableInvaderEnemy=True,
bActiveUNKO=False,
bEnableAimAssistPad=True,
bEnableAimAssistKeyboard=False,
DropItemMaxNum=3000,
DropItemMaxNum_UNKO=100,
BaseCampMaxNum=128,
BaseCampWorkerMaxNum=15,
DropItemAliveMaxHours=1.000000,
bAutoResetGuildNoOnlinePlayers=False,
AutoResetGuildTimeNoOnlinePlayers=72.000000,
GuildPlayerMaxNum=20,
PalEggDefaultHatchingTime=72.000000,
WorkSpeedRate=1.000000,
bIsMultiplay=False,
bIsPvP=False,
bCanPickupOtherGuildDeathPenaltyDrop=False,
bEnableNonLoginPenalty=True,

```
bEnableFastTravel=True,  
blsStartLocationSelectByMap=True,  
bExistPlayerAfterLogout=False,  
bEnableDefenseOtherGuildPlayer=False,  
CoopPlayerMaxNum=4,  
ServerPlayerMaxNum=32,
```

Server Maintenance

Backups

Backups are very important, especially if you're running a private server. See this guide on how to create backups: [guide](#). We recommend creating a backup every 6 hours.

Restarting

Restarting your server is very important, especially if you're running a private server. We recommend restarting your server every 6 hours after creating a backup cause of the actual memory leaks in the game.

Updating

⚠ Make sure to turn off your server first! ⚠

To update your server you can follow this [guide](#) or simply run this command: `steamcmd +login anonymous +app_update 2394010 validate +quit.` If it doesn't work retry some players need to do it multiple times You can check the server update [here](#).

Editing config

⚠ Make sure to turn off your server first! ⚠

Most server settings are explained over at the [Official Palworld site](#). To edit these settings, head to `/.../Pal/Saved/Config/LinuxServer/PalWorldSettings.ini.`

Troubleshooting