

V Rising: How To Migrate Game Save To Dedicated Server

Stunlock Studios' V Rising, an open-world Vampire survival video game, is the most popular game of the week. Due to its unique gameplay and immersive visuals, the game was released on 17th May. Multiplayer survival game allows players to build castles and hunt down blood from unsuspecting victims to survive the day.

If you're a V Rising player and looking for ways to migrate your existing game save to a dedicated server, we have you covered. Here's what you need to know about migrating game saves to dedicated servers in V Rising.

Migrate Existing Game Save to Dedicated Server in V Rising

Steam user 'taiaha' has come up with an innovative solution to migrate your existing game saves to a dedicated server. Check out their detailed guide.

How to Create A Private Server Folder

First, you need to create a server saving folder. To do so, follow these steps:

Go to your Server Folder (steamapps\common\VRisingDedicatedServer) and type 'cmd' into the address bar at the top to open the directory in the command prompt. run 'VRisingServer.exe -persistentDataPath exampleFolder' where 'exampleFolder' is the name of the dedicated server save folder.

Hit Ctrl+C once this runs to close the server.

How To Migrate Private Save Folder

Now you are ready to migrate the private save folder. These are the steps to follow in order to migrate your private save folder.

Navigate to 'serverFolder\exampleFolder\Saves\v1\privateSaveFolder' and copy the private save file.

[The private save folder can be accessed using
'%appdata%\..\LocalLow\AppData\LocalLow\Stunlock Studios\VRising\Saves\v1\example-

file-name (i.e: a181f3c3-f56b-4bf6-b003-44230d21abd5)]

Open the private save file that you copied and change the ServerHostSettings.json 'Name' field to match the name of the Dedicated Server.

Setting Dedicated Server To Use Correct Folder

Now all you have to do is set the dedicated server to use the correct save folder. Servers Follow these steps:

Go to SettingsFolder\ServerHostSettings.json and change the SaveName field to the name of your privateSaveFolder (i.e: a181f3c3-f56b-4bf6-b003-44230d21abd5)

[Settings folder can be found at 'steamapps\common\VRisingDedicatedServer\VRisingServer_Data\StreamingAssets\Settings']

The last step is to copy and replace the following code with the name that you choose. Finally, save this file as start.bat'. Double-click this code to run with persistentDataPath.