

Upload your Terraria save in your Onginecloud server

Find Your Terraria World File

On your computer, navigate to the folder where Terraria saves its world files. Once inside, find the world you plan to use for the server.

World save file location :

Linux = `.local/share/Terraria/Worlds`

Windows = `SteamLibrary\steamapps\common\Terraria`

Leave this window open you'll need the world file again in a moment, and shutting it now would just mean opening it back up later for no real reason.

Upload the World to the Server

1. Open your Onginecloud server panel.
 2. Stop the Terraria server before changing files.
 3. Connect to the server using FTP or your panel's file manager.
 4. Open the ``saves`` folder, then open ``Worlds``.
- Click **Upload** in the top-right corner.
 - Select your Terraria world save then upload it.
 - Then when its uploaded, go into the "Configuration" section of your Onginecloud panel then find the "World name" variable, change the value to the name of the new uploaded world save file.

Common Issues

The server keeps generating a fresh world. This is typically caused by the file sitting in the wrong location, an incomplete upload, or a world name in the configuration that doesn't line up with the actual file.

Double-check that the `.wld` file is placed directly within `/saves/Worlds/`, and enter the world name without the `.wld` extension.

If players are unable to join once the world has been swapped. This often happens with Terraria's Journey mode when there's a mismatch between the world type and the character type.

If your character was made in Journey mode, attempt to join using a non-Journey character instead. Conversely, if the world calls for Journey mode, generate a Journey character and give it another try.

Revision #3

Created 2026-07-21 20:20:52 UTC by Admin

Updated 2026-07-22 11:26:17 UTC by Admin