

# Rust

The only aim in Rust is to survive - Overcome struggles such as hunger, thirst, and cold. Build a fire. Build a shelter. Kill animals. Protect yourself from other players. Everything related to rust can be found back here. Including tips for server owners, command lines, plugin suggestions, and more.

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# Server Owners

Tips and tricks for server owners, moderators, and admins.

# x2 or x5 server setup - Gather Manager oxide

## How to set up a X times Rust server

When it comes on most rust servers, there is one particular plugin being used a lot. To use plugins, oxide ( umod ) has to be installed in order to apply these changes. For the setup of the server, we use Gather Manager. Gather Manager is a simple to use plugin which allows you to manage the gather rates quickly and efficiently with just a few command lines. By following this guide, you will learn everything you need to know about this plugin. Gather Manager allows for the modification of four different types of gather resources. These are dispensers, pickup, quarry, and survey.

To modify resource nodes and pickup rates based on these values are simple. They can be done by simply inputting two console commands.

```
dispenser.scale <dispenser: tree| ore| corpse> <multiplier>
```

and

```
gather.rate <type: dispenser| pickup| quarry| survey> "resource type" <multiplier>
```

Please keep in mind that the "Resource Type" allows you for the use of the \* wildcard, which means "all" Resources will be effected if you apply the wildcard to it. If not, simply replace the resource type with \* to change the gather rate on all resources within the dispenser type.

The `dispenser.scale` command scales the amount of resources within the selected node by your multiplier. The `gather.rate` command scales the rate at which you collect the resource. Below is a more detailed explanation of the different dispenser types, as well as ways to use them

## Dispenser

The Dispenser is a source of items which you can collect. This is what most users will use for most cases as this is the most simple way to provide a basic overall multiplier. The Dispenser is in reference to actual gathering nodes, for example, a tree for wood, or a rock for stone. The `gather.rate` dispenser group allows for the use of the `*` wildcard, which means "all." An example is seen below.

To scale all trees so that they contain twice as many resources, simply press F1, if you are an admin on your server, and type the following command:

```
dispenser.scale tree 2
```

To scale the gathering of wood from all sources of wood by 2, simply enter this command:

```
gather.rate dispenser Wood 2
```

To scale all dispensers so that they both contain twice as many resources, and each collection yields twice as many resources, simply enter both commands as shown:

```
dispenser.scale tree 2
```

```
gather.rate dispenser * 2
```

These commands make use of the `*` wildcards, which mean "all." So, the first command scales the amount of resources within tree dispensers by 2, and the second command increases the rate at which you gather resources on all dispenser types by 2.

## Pickup

The type "Pickup" changes the scale of items which are on the ground which you may pick up. For example, small stones, small pieces of wood, etc.

To modify this value, all you can do is change the gather rate, as there is a finite amount of

resources within this source. For example, by default, you pick up 50 stones when you find loose stone on the ground. To increase this amount by 5, so that you receive 250, all you must do is type the following command:

```
gather.rate pickup Stones 5
```

Alternatively, you can also use the \* wildcard to make all loose resources multiply their output by 5.

```
gather.rate pickup * 5
```

## Quarry

The Quarry resource, as it sounds, are resources which come from the quarry. The plugin developer warns that "the resources gained by the Mining Quarry are zone specific, so even if you set a specific resource to give 10 times as much by example, it is still possible that nothing of that resource is given." So, depending on the quarry itself, you still may receive no bonus. To multiply the resource gathering of all Sones within the mining quarry by 10, simply input the following command

```
gather.rate quarry Stones 10
```

Again, you can use the \* wildcard in this scenario as well.

```
gather.rate quarry * 10
```

## Survey

The Survey type is used to modify the amount of resources you receive from the Survey Charge Grenade. For example, if you wish to gain 20 times as much sulfur ore using a Survey Charge, type the following command within your console:

```
gather.rate survey "Sulfur Ore" 20
```

Keep in mind, if the short name for your resource contains two words, surround it with quotation marks so that the plugin knows it's one string and not two variables. Alternatively, you can again use the \* wildcard like so:

```
gather.rate survey * 20
```

# 5 Times Resources Server Setup

To make your server a 5 times resources server, simply enter the following commands within your game console (enter your console by pressing F1) or your RCon console:

```
gather.rate dispenser * 5
```

```
gather.rate pickup * 5
```

```
gather.rate quarry * 5
```

```
gather.rate survey *5
```

```
dispenser.scale tree 5
```

```
dispenser.scale ore 5
```

```
dispenser.scale corpse 5
```

This will multiply the resources within all of your dispensers by 5, as well as all items you pick up by 5, all items within the quarry by 5, and all items spawned by a Survey Charge by 5. Lastly, it will increase the amount of resources you pick up at a time from dispensers such as trees, rocks, ore, and corpses by 5.

# 10 Times Resource Server Setup

To make your server a 10 times resources server, simply enter the following commands within your game console (enter your console by pressing F1) or your RCon console:

```
gather.rate dispenser * 10
```

```
gather.rate pickup * 10
```

```
gather.rate quarry * 10
```

```
gather.rate survey *10
```

```
dispenser.scale tree 10
```

```
dispenser.scale ore 10
```

```
dispenser.scale corpse 10
```

This will multiply the resources within all of your dispensers by 10, as well as all items you pick up by 10, all items within the quarry by 10, and all items spawned by a Survey Charge by 10. Lastly, it will increase the amount of resources you pick up at a time from dispensers such as trees, rocks, ore, and corpses by 10.

If you would like resource multipliers which are higher, less than, or just not 5 or 10, simply replace the multiplier (5, or 10 in the cases as shown above) by whatever multiplier you like.

# Installing a custom map - Rust server Guide

## How To Install A Custom Map

Several server owners have their own created maps by rustedit on their game server. If you want to make one, and you already did. Then you would be wondering on how to add this to your server so that others are able to join it. you will be using dropbox in this case as this is the simplest option there is. Keep in mind, you must verify that your custom map was generated on the latest version of Rust. Older map versions might not work and will result in conflicts..

To use Dropbox for your custom map download link, select the "Custom Map" default command-line option. From there, create a Dropbox account located at [dropbox.com](https://dropbox.com). Next, upload your custom map file to dropbox. Now that your file is uploaded, you'll have to make a public link so that your server may access it. To do this, click "Share" next to your file, then copy your share link by clicking "copy link." Go ahead and paste it into your browser. You will see that the URL ends in "?dl=0" this signifies that this is not an automatic download link. To use this link for your server, change the 0 into 1 ( `"?dl=0"` to `"?dl=1"` ) parameter at the end of the URL and paste that into your command line parameter for Dropbox URL.

Once you've made all of your changes, click apply, then restart your server. You can watch your file download progress within your web console. If this process lasts for more than two hours, Then there might be something wrong with your map or hosting company. Please contact your hosting provider in case this would happen.

# How to give/remove admin rights

## How to add RUST admins when the server is offline

1. You will need direct FTP or file system access to your game server. Use whichever method you are most comfortable with.
  2. Connect to the game server's FTP or file system and navigate to the following folder:  
`/server/<your_server_identity>/cfg/`
  3. Open or create a new file with the following name and extension:  
`users.cfg`
  4. For each user that you want to assign the owner admin role to, you will need their 64-bit Steam ID. You can use a great service called, [SteamID I/O](#) to find the corresponding ID. Simply input the role, 64-bit Steam ID, steam name (optional), reason (optional).
  5. Enter the following line, on a separate line, for each player you want to assign the owner admin role:  
`ownerid "64_bit_steam_id" "optional_user_name" "optional_reason"`
  6. If you want to add a moderator role, you will follow the same steps above, but instead, enter the following role:  
`moderatorid "64_bit_steam_id" "optional_name" "optional_reason"`
  7. You will then need to restart your game server in order for the changes to take effect.
- 

## Remove RUST admins using the server's

# user.cfg file

There are 2 requirements for using the server's user.cfg file

- Your RUST server must not be running, as the file will be locked and in use
- You must have access to the server's file system, whether through ssh, ftp or a web portal

In order to remove a RUST admin using the server's user.cfg file

1. Connect to your server's file system in your preferred method.
2. Locate the `users.cfg` file, found in `/server/<your_servers_identity>/cfg/`
3. Open the file and remove the line item containing the admin user's 64 bit SteamID
4. Save the file and restart your server

# Player Guides

New to the game? Check out this chapter!

# Gather scrap Guide

Scrap is one of the most needed items in the game and can be seen as a form of currency. It is vitally important in researching, crafting, and repairing, and is also used to make the Salvaged Hammer and other craftable objects.

Scrap can be used to purchase weapons, tools, armor and other valuable items from the Bandit Camp and Scientist Compound (Outpost). Scrap can also be traded among other players to buy certain goods or if you want to pay yourself out of a very unlucky moment.

There are many methods of getting scrap in RUST that fits to every user their play style. Whether you would rather play it safe or enjoy the rush and risks of losing it all, for everyone there's a method of scrap collecting. To obtain scrap, you can:

1. Find scrap in Crates and Barrels.
2. Loot scrap from defeated NPCs ( Large monuments with NPC provides more loot and is more attractive to others as well ).
3. Trade-in items at the Bandit-Camp for scrap.
4. Recycle unwanted items at monuments into scrap in a recycler.
5. Gamble your hard-earned scrap away in the hope of making it back even harder by winning it at bandit camp.
6. Trading with other players
7. Taking it from other players who are also searching for some scrap to survive.

## Getting scrap is critical for:

1. Building essential base components. Gears for example, metal pipes or other parts you need for crafting like workbenches.
2. Making blueprints at the research table.
3. Experimenting at a workbench.

4. Purchasing items from the Bandit Camp and Scientist Compound (Outpost).
5. Purchasing from vehicle vendors.
6. Trading with other players.

The workbenches are crucial to expanding the utility of your base. Without one, you cannot craft beyond simple stone tools and rudimentary base components. And so your first large investment of scrap will go into your level 1 workbench. Once you have your first workbench down, a relatively small investment of 50 scrap, you'll want to use the bench to make a research table.

**Tip: If you have enough scrap and rather want to skip the level 1 workbench and want to make a level 2, visit the compound or bandit camp. There is a level 1 workbench lurking around. Can you find all the 3 locations?**

# High-Quality Metal - Farming Guide

High-Quality Metal is considered as a rare resource used for crafting metal items such as armor, doors, weapons and more. High Quality Metal is often used as the 'top-tier' when constructing or upgrading building blocks.

Farming High-Quality Metal and High-Quality Metal ore can be a pain for any new beginning player. However, there are a few ways to grab yourself some on the road while farming. You can find them mostly everywhere, as long you know where to find it.

Container	Risk	Amount	Chance
Elite Tier Crate	- Med	15-71	28 %
Heavy Scientist	- High	15-24	2 %
Locked Crate	- Med	6-100	45 %
Military Crate	- Med	15-24	17 %
Mine Crate	- Low	1	8 %
Minecart	- Low	1	8 %
Oil Rig Locked Crate	- High	1-100	45 %
Oil Rig Scientist	- Med	15-24	3 %
Sunken Chest	- Low	15-24	25 %
Supply Drop	- Med	32-39	33 %

# Troubleshooting

When there are problems with rust or your connection. All information depending on error code's and so on can be found back here.

# Connection Timed Out - Rust

## Information

For example, you are farming all the way, running or walking around with your fellow horse or who knows you might be that speedevil on the roads, something you dont want to have is a Connection Timed Out. When there is a connection timed out, it means that the steam servers are having some connection issues with the game, therefor kicking you as it could otherwise as a result of desync. In order to fix this issue, you have to do the following steps.

## Connection Timed Out - How to fix

There are a few easy ways to fix this issue.

1. Quit the game and check the gamefiles for any missing or broken files. Once the check is done, it should automatically download the missing files or it removed the broken once's and fixes it with the new correct version. If this wont help, proceed with step 2.
2. Disable your WIFI. Its **not** advised to play this game with WIFI. Use a cable instead. If this wont help, Please proceed with the next step.
3. Check your hardware for potential Hardware updates. Sometimes, hardware could cause failure's when playing games. A kernal error could popup for example, making it stressful as that error is something you really want to avoid. Make also sure that the hardware will do fine with the game.

# InvalidAuthSession - Rust

## InvalidAuthSession - Rust

Some Rust players are seeing the '**Steam Auth Timeout**' error after being kicked out of the game. While this can be frustrating, Here's a shortlist of potential culprits that are confirmed to trigger the '**Steam Auth Timeout**' error:

## InvalidAuthSession - How to fix

- **Underlying Server issue** - Before enforcing any potential fix, you should start by ensuring Rust is not currently dealing with a mega server issue or a Steam server issue. ***This particular error was reported to happen in the past when the Steam Connection Manager was down. If you're indeed dealing with a server issue, there is no fix other than waiting for the problem to be resolved by the involved developers.***
- **Conflicting Steam Beta channels** - If you're currently an active participant on any **Beta channels in Steam**, one of these channels might conflict with Rust. In case this scenario is applicable, you should be able to fix this problem by opting out of the Steam channels. After doing this, you could re apply on some of them to see if everything should be fixed, taking it to a minor few beta channels being the troublemaker.
- **Game integrity issue** - File corruption in your game file can also be responsible for the apparition of this particular issue. If this scenario is applicable, you will be able to fix this problem by triggering a game files integrity check from the Steam's menus.
- **Corrupted Easy Cheat Engine** - A false positive or a legitimate malware threat might determine your antivirus to quarantine some files belonging to the Easy Cheat Engine, which might end up triggering this error. To resolve this problem, you'll need to repair the Easy Cheat Engine using the built-in functionality.
- **Corrupted files inside Steam's Download Cache** - If you have a lot of items pending to be downloaded inside the **Download queue** of Steam, this might end up triggering constant crashes with games launched via Steam. This happens due to insufficient bandwidth. In this

case, you can fix the problem by clearing the download cache before re-launching the game.

- **Corrupted game installation/launcher** - Under certain circumstances (rare), you might expect to see this problem occurring due to some type of underlying corruption issue either related to Steam or with the main Rust installation. In this case, you should be able to fix this problem by reinstalling both components and then launching the game from scratch.
- **DNS Flush** - Another option, which is pretty big and drastic, is a DNS flush. It's a bit like deleting cookies from your browser, making it easier to connect again afterward.

# NotEnoughBytesException - Rust DLC - Instruments

## NotEnoughBytesException - Rust DLC - Instruments

When you all the sudden disconnect with a super weird error you haven't seen before, it starts wondering what FacePunch might have screwed up again. Sadly, this time its actually on yourself to blame. But, there is nothing to be worried about as its a easy fix for this issue.

Sometimes, in the console when you disconnect, you might see this error or a similar error.

## NotEnoughBytesException - Rust DLC - How to fix this issue?

This is very simple. As you love to make music ingame with the music instruments, does one of your MIDI files being the cause of this. The error explains as follow.

**"The exception that is thrown when a MIDI file doesn't contain enough bytes to read a value."**

To fix this, removing the corrupted MIDI file will resolve this issue.