

# 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.
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## 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

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