

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.

Revision #1

Created Wed, Oct 14, 2020 11:56 AM by [noise](#)

Updated Wed, Oct 14, 2020 12:19 PM by [noise](#)