

# Rust

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# ?How can i add plugins?

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Before adding plugins, make sure you are running ether oxide or carbon

trusted places to get plugins from include [uMod](#) (Oxide)

When you download a plugin, it should download as a `.cs` file

on your servers `files` tab, open the folder `oxide` or `carbon` and then open `plugins`, here upload the plugin ending in `.cs` into this folder.

Your server should automatically detect a new plugin, stating something like the following:

```
Loaded plugin <pluginName>
```

If it doesn't auto load, run

```
oxide.reload <pluginName>
```

or restart the server.

# ?How to give yourself admin in rust.

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To give yourself admin, you have to run the following command:

```
ownerid <steamid> "<yourName>"  
server.writecfg
```

To find your `steamid` you can click your profile in the top right of the steam app, then click `Account Details`, then at the top left under your username, will be your `steamid`

To remove an owner run:

```
removeowner <steamid>
```

# ?Permissions in Rust

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Some plugins may require permissions to use, you can manually give users permissions by running:

```
oxide.grant user <steamid> <permission>
```

To remove a permission from a user you can run

```
oxide.revoke user <steamid> <permission>
```

Or you can grant an entire group (more practical)

```
oxide.grant group default <permission>
```

## Creating & managing groups

Create a group

```
oxide.group add <groupName>
```

Remove a group

```
oxide.group remove <groupName>
```

Add a user to a group

```
oxide.usergroup add <steamid> <groupName>
```

# ?How do i connect to my rust server

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To connect to your rust server, you can do one of the following:

## Search for your server in the Community / Modded Tab

(May take up to 24 hours to show)

You can search for your server name which you spesified in the settings, or before purchasing the server.

## Manual Connect

(Will work instantly after server has started)

When Rust has loaded, press `f1` and run `client.connect <serverIP>`, this can be found on the `console` tab.

# How can I wipe the map in rust?

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## Turn your server off

This is crucial!!!

## Remove all \*.sav and \*.map files

Goto the `/server/rust/` directory on your server

Search for `.sav` and then select every file and delete it

Search for `.map` and then select the file and delete it

## Change the world seed (optional)

Go to `Settings` on atomichost

Find the `World Seed` box and enter in a new world seed and press update

In `Settings` press the `Reinstall` button at the top (this wont delete plugin data)

## Your server should now wipe!

After the server has reinstalled and generated a new map, your server should be good again,