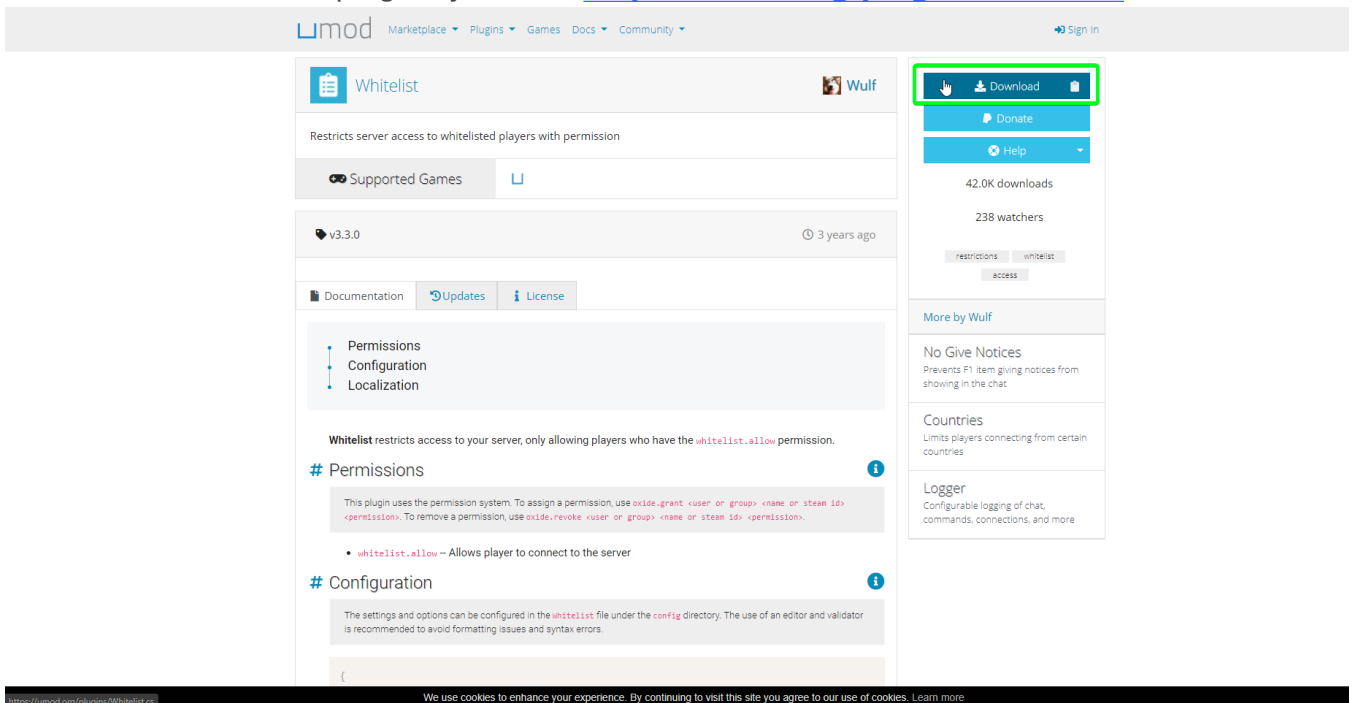


Adding a whitelist to your server

To add a whitelist to your server you will first need to install Oxide/UMod on your service
We have a guide to install Oxide/UMod at

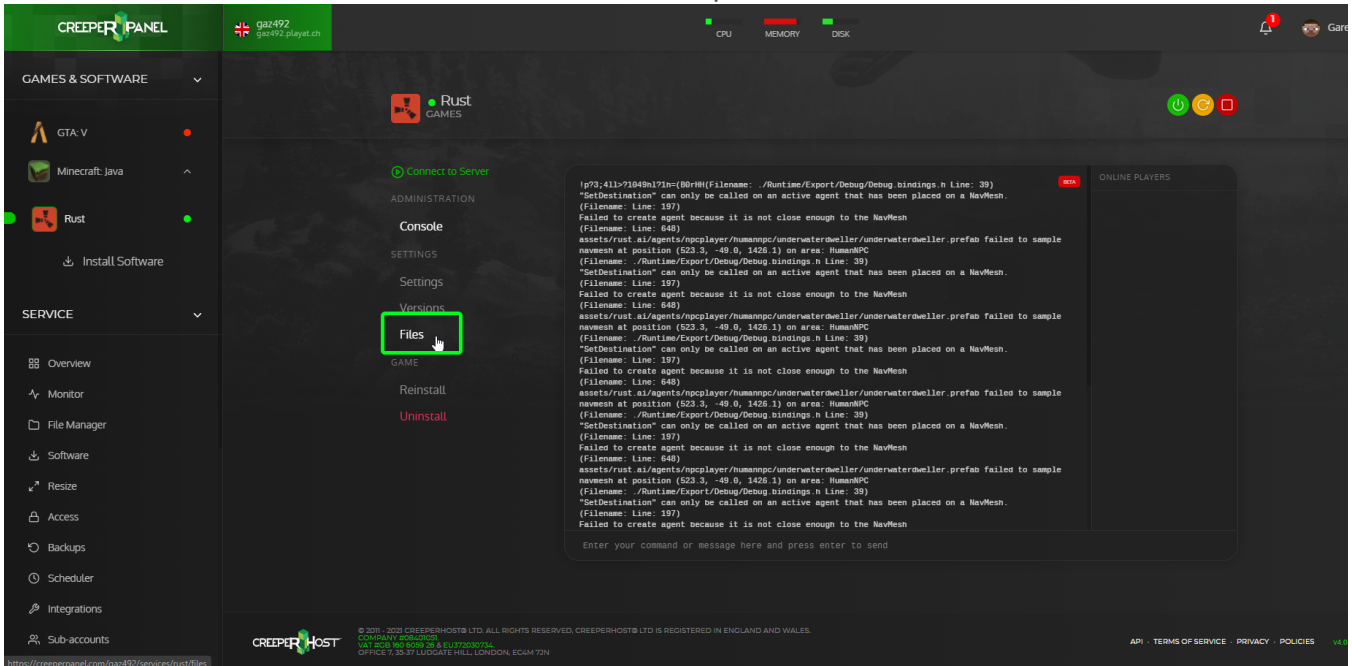
<https://www.creeperhost.net/wiki/books/rust/page/installing-oxideumod>

1. Download the whitelist plugin by Wulf at <https://umod.org/plugins/whitelist>

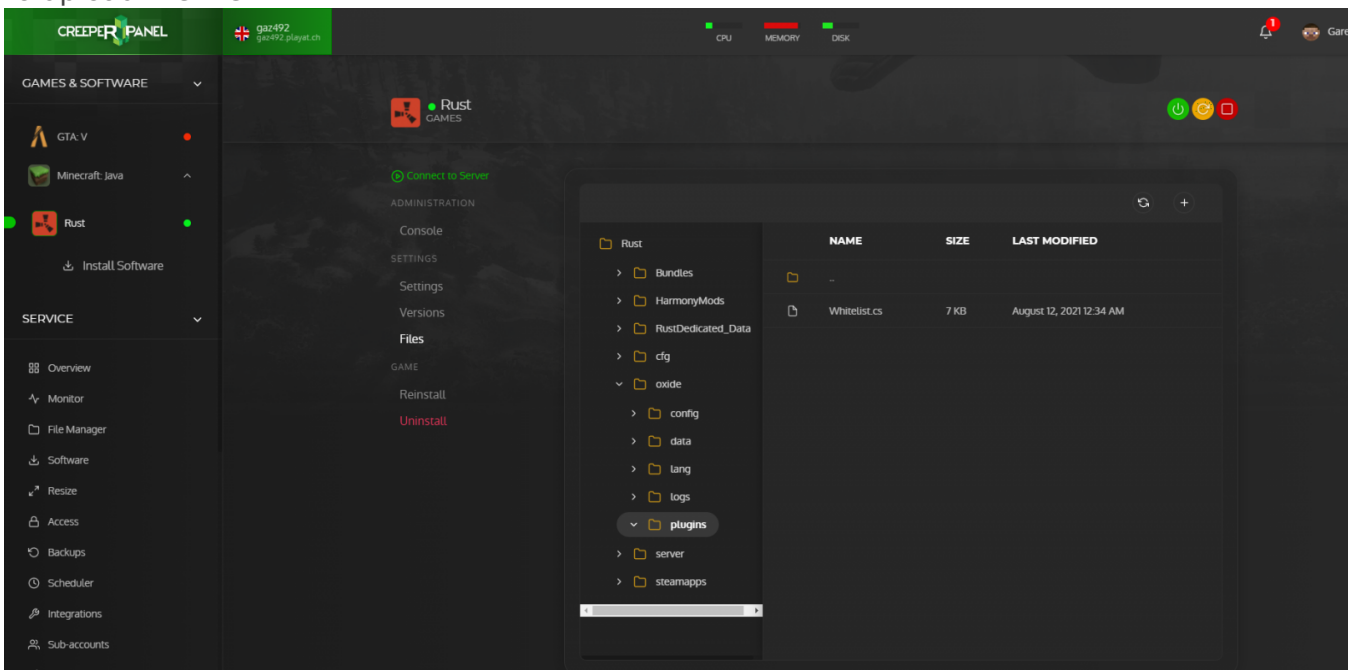


The screenshot shows the UMod website interface. At the top, there's a navigation bar with 'Umod', 'Marketplace', 'Plugins', 'Games', 'Docs', 'Community', and a 'Sign In' link. The main content area is for the 'Whitelist' plugin by 'Wulf'. On the right side of the plugin card, there's a green box highlighting the 'Download' button, along with 'Donate' and 'Help' buttons. Below these are statistics: '42.0K downloads' and '238 watchers'. There are also tabs for 'restrictions', 'whitelist', and 'access'. The main content area on the left has tabs for 'Documentation', 'Updates', and 'License'. It lists 'Permissions', 'Configuration', and 'Localization'. The 'Permissions' section states: 'Whitelist restricts access to your server, only allowing players who have the `whitelist.allow` permission.' It also provides instructions on how to grant or revoke permissions using Oxide commands. The 'Configuration' section mentions that settings can be configured in the `whitelist` file under the `config` directory.

- Click on Rust in the sidebar then click on Files to open the file browser for rust



- Navigate to the `oxide > plugins` folder by double-clicking on the folders.
- Drag and drop the `Whitelist.cs` file you downloaded from the link above to the file browser to upload the file



- Start your server, once it's started the plugin should be loaded.
- Connect to your server and once in-game press F1 and enter the following command `oxide.grant user steamid whitelist.allow` replacing `steamid` with the SteamID of the player you wish to whitelist then press enter. You can find the SteamId of the player by going to a website such as <https://steamid.io/>

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