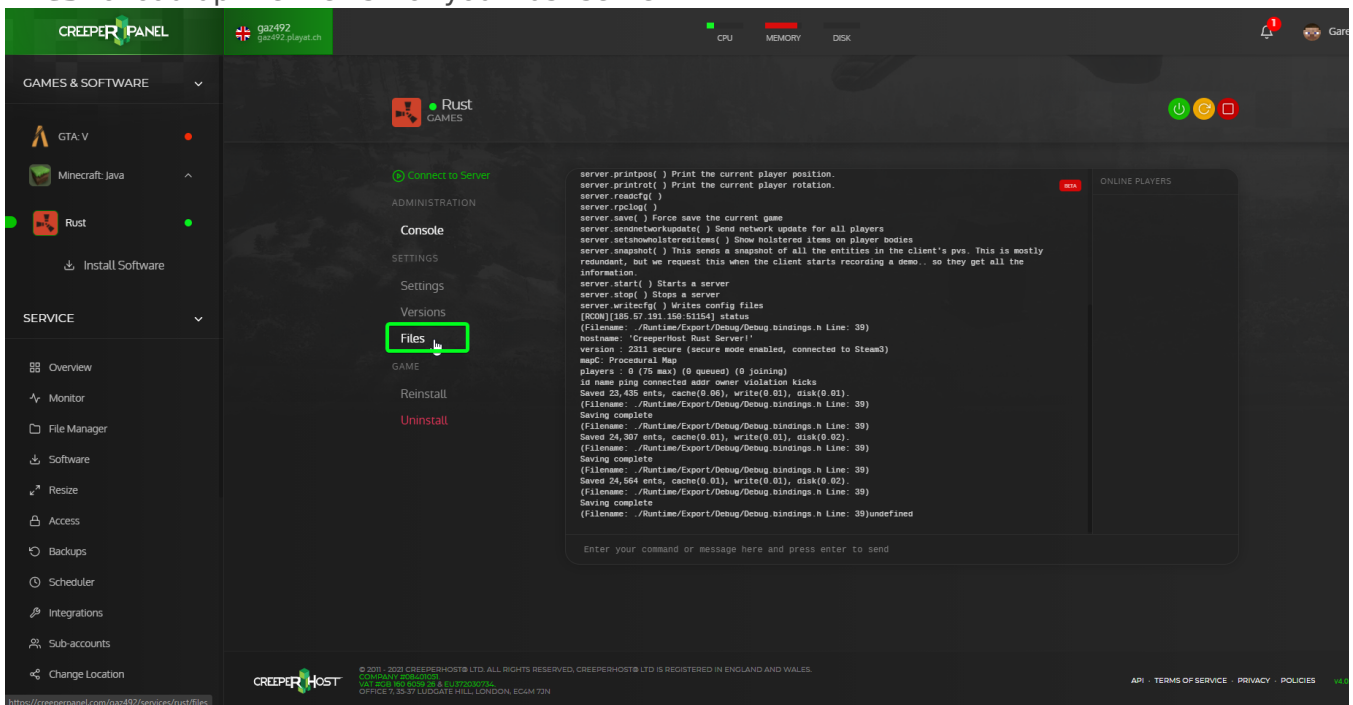# Adding tags to your server

Setting tags on your rust server is a way to show players the type of server you are running by giving them key information such as saying you are running a build server and how often you reset the world.
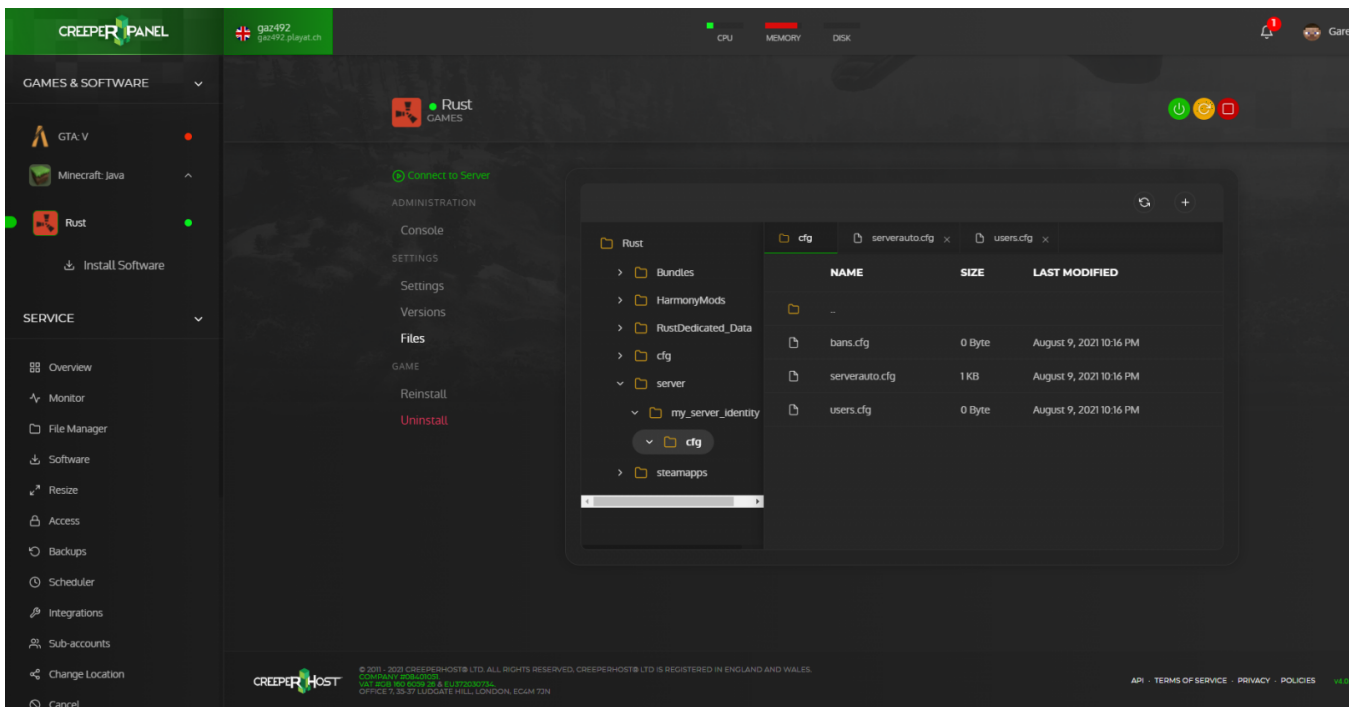
Setting the tags

> Before proceeding please make sure to stop your server if its running by clicking on the red stop button in the top right of the console page.

1. Click on Rust in the sidebar to load the console up, then once on the console page click on **Files** to load up the file list for your rust server.

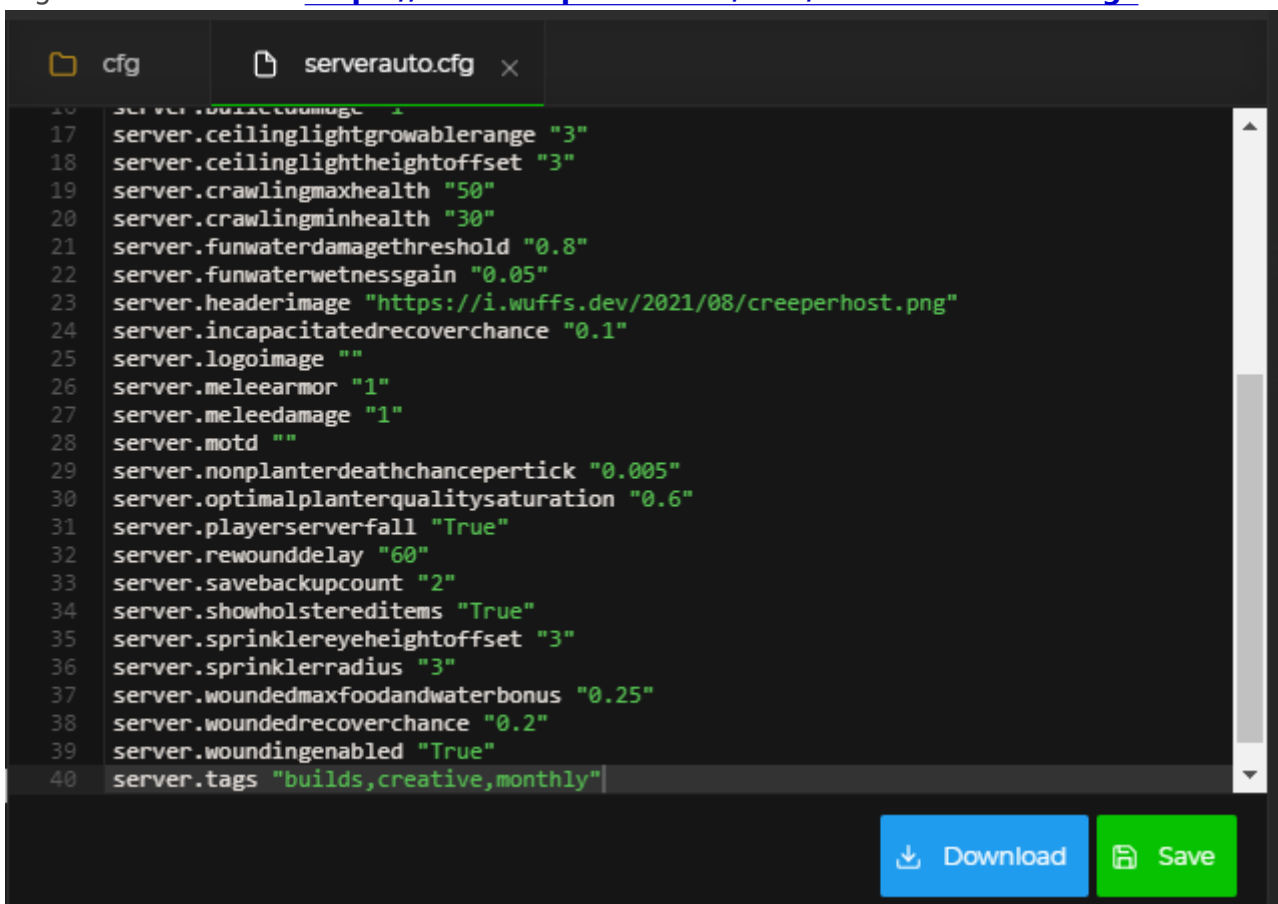Once on the files page double click on the following folders: **server > my_server_identity > cfg**
You should now see 3 files (bans.cfg, serverauto.cfg and users.cfg) double click on the **serverauto.cfg** to open it.

The files will now open for you and it should already contain some default settings (if it doesn't do not worry).

If the file already has some default settings within it search though the file to see if there is one for server.tags.

If the file is empty or you do not see server.tags anywhere in the file go to the bottom of the file and press enter to add a new line then type `server.tags ""` now between the "" you can enter valid tags such as "monthly,creative,builds" on your server, a full list of valid

tags can be found at **https://wiki.facepunch.com/rust/server-browser-tags**

2. Once you are happy with the tags you have set click on the save button to save your changes and start your server up again.