Banning and unbanning players

In rust there are two methods to ban a player from your server,

Banning players

The first method uses the in-game username of the player you wish to ban, this method will require the player you want to ban be connected to your server as it will try to get the SteamID from their username.

The second method is to use the SteamID of the player you want to ban from the server, this method can be used even if the player is not currently connected to your server.

You will need to open the in-game console to enter the ban command by pressing F1.

Banning with a player name

With the console open type `ban "player_name" "optional_reason"` replacing `player_name` with the in-game name of the player you want to ban and if you want to enter a reason for the ban replace `"optional_reason"` with your reason otherwise feel free to not put a reason and press enter to send the command.

Banning with a SteamID

If the player is not online you can use the SteamID of the player you want to ban using the following command. `banid "steamid" "optional_reason"` replacing `steamid` with the SteamID of the player you want to ban and if you want to enter a reason for the ban replace `"optional_reason"` with your reason otherwise feel free to not put a reason and press enter to send the command.

If the ban was successful you should get a console message that should looks something like

```
Kickbanned User: steamid - players_name - optional_reason
```

Unbanning players

> ❝ Help, I have accidentally banned my friend how do I unban them from my server?

Unbanning a player is similar to banning a player, if you haven't opened the in-game console, you can do so by pressing F1.

With the console open type `unban steamid` replacing steamid with the SteamID of the player you wish to unban then press enter to send the command.

If you want to view the ban list you can run `banlistex` command in the in-game console and you should get an output similar to.

```
steamid "players_name" "optional_reason"
steamid "players_name" "optional_reason"
```

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