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Rust oxide plugins

Planters auto pick \$15.00 5.00 star(s) 1 ratings
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Create a raffle in which players can win prizes of your choosing \$11.00 5.00 star(s) 6 ratings
Spawns in npc helper. \$20.00 5.00 star(s) 2 ratings
Allow players to create custom loadouts which they can later claim \$15.00 5.00 star(s) 3 ratings
Allows you to reskin items by placing it in the SkinBox and selecting a new skin \$17.00 4.86 star(s) 91 ratings
This tool helps you download plugins directly to your server, instead of downloading them on your computer, and then uploading them to the server. To start with, first navigate to and sort by RUST to find the available plugins for your server.We're going to be using the plugins called "Kits" as an example in this guide (). The only thing you need to know before using the plugin installer is the name of the plugin you wish to install. Note that this has to be the name of the file itself, inputting "RustKits" will not work as the file for this plugin is simply labelled "Kits". To find the file name, you can either download the file to your PC and verify the name from your web-browsers' download manager, or you can click on the drop-down list next to "Download" and click "Copy URL". Paste this URL somewhere and it will show you the filename: (filename is "Kits", the ".cs" extension will be added automatically by the installer). Now go to your control panel -> Oxide Plugin Installer . You will see one single field: "Plugin's Name" - Input the filename you grabbed previously. This is how it would look if you want to install the Kits plugin:After that , click Execute and the plugin will be downloaded to your /oxide/plugins folder: If your server was running when you added the plugin it will load it automatically, otherwise it will load upon starting the server. If you experience any issues with your plugins you can check the "/oxide/logs" folder for any errors, otherwise you can always contact our support department who are more than happy to assist! This was ansver helpu? «
Back Checks for updates for all Codefiling plugins, and prints to console. Reports to console «
Codefiling has updates for the following plugins., then lists the names.
Config Authors - Each author name has a true/false option to enable/disable checking their plugins.
CheckIntervalMinutes - How often the plugin requests updated information from Codefiling.
DiscordWebhookAddress - Address for your discord server's webhook, for posting updates.
Ignore - String array for plugin names to ignore. eg ["one plugin"] or ["multiple", "plugins"] (1)
Free An easy to use all in one solution to giving players cash rewards for various in game activities.
Reward only upon completion of harvesting or emptying loot container.
Chat Commands /rm - Toggle the message about earn currency for a player. It is not case sensitive. There are five sub-settings: H - Harvest K - Kill O - Open P - Pickup and A - Activity
The second parameter is on or off.
Some examples to turn on kill messages: /rm K On to turn off harvest message: /rm H Off
Player can select what messages they want to see. You can set the default value with Player Default Settings in the configuration.
By default they see them all, but most will turn them off over time as it can get a bit much over time.
Friends or Clan If the respective options are enabled from config, the plugin checks if the victim is a 'Friend' or is in the same 'Clan' of the killer, if so, no reward is given to the killer. This was made to avoid friends abusing and killing each other. This can also be avoided by enabling the TakeMoneyFromVictim which takes money from victim and gives it to their killer.
Permissions
rustrewards.vip -- Allows player to use the VIP multipliers
There are now optional permissions (off by default). If you set Permissions_Enabled to true you need to set these for players or they will not get a reward:
rustrewards.harvest
rustrewards.kill
rustrewards.open
rustrewards.pickup
rustrewards.activity
rustrewards.welcome
Stored Data This plugin stores data in the data/RustRewards.json file to keep track of welcome money given to players. This file should not be deleted in most cases unless you want players to be given welcome money again when they connect after a wipe.
The plugin can also store zone modifiers. There are on top of other multipliers, so you you could have zones with increased or decreased rewards. This is store in /data/RustRewards-Zones.json Here is a sample, it contains one line per zone id and multiplier:{"65251237": 1.5}
Rewards players for in game activities
Looting boxes (fill empty)
Breaking Barrels
Killing Harvesting resources (completely)
Activity (with configurable time and amount)
First time on the server
There are multipliers for: VIP Weapon Type (for kills)
Distance (for kills)
Happy Hour (optional)
There are multipliers base on Group:These are at the top of the config file.
Note it will pick the group with the highest multiplier the the player is a member of. Here is an example from my server:{"groupsettings":{"groupmultipliers":{"vip": 1.5,"mentor": 1.2,"esteemed": 1.15,"regular": 1.1,"default": 1.0}}, 1}
I would recommend turning off VIPMultiplier_Enabled if you use Do_Advanced_VIP to simplify set up. If more than one multiplier is enabled, the total multiplier will be the product of all multipliers, which then multiplied times the normal reward.
There are also individual rates for each activity.
You can configure Currency code true/false Logging true/false Console messages true/false Distance multiplier true/false Activity Reward true/false Simpler Activity Reward true/false to work around vote day, skip night etc.)
Take money from victim (PvP) true/false (does not work with scrap)
Use Clans (to prevent exploits) true/false
Friends (to prevent exploits) true/false
VIP multiplier true/false
Do Advanced_VIP true/false (which requires setting group multiplier)
Weapons multiplier true/false
Welcome money true/false
Reward for killing NPC true/false
Player Default Settings any combination of lowercase h k o p.
Use Scrap
Server Rewards or Use Economics (set only one to true)
There are two different distance multipliers, one with fixed milestones:
DistanceMultiplier_Enabled and one based on actual distance:
DynamicDistanceMultiplier_Enabled.
The milestones are used the values in:
distance_50 (for > 50 and < 100)
distance_100 (for > 100 and < 200)
distance_200 (for > 200 and < 300)
distance_300 (for > 300 and < 400)
distance_400 (for > 400)
Distance less than 50 get no multiplier.
The Dynamic Distance uses the dynamicdistance multiplier in the formula: 1 (distance + dynamicdistance)If the dynamicdistance multiplier is 0.01 and the distance is 100m then the resulting multiplier is 1 (100 + 0.01) = 2.
For 200m it is 3, 500m it is 6, etc.
It can add up quickly so you will most likely want a very small multiplier.
To encourage close up combat you can set the dynamicdistance multiplier to a negative number. This can result in a negative reward if the multiplier is large.
Note we support negative rewards.
Please be mindful of potential exploits by players.
There is always one clever player looking for an angle to maximize their rewards.
If the amount is negative and the multiplier is negative we now make the multiplier positive to avoid the double negative exploit.
It does not support taking scrap from players.
Please note Server Rewards is a whole integer money system so all values will be rounded.
With small amounts and multipliers it may appear that changes in multiplier will have no net effect due to rounding.
Credits
Big thank you to Tarek, the original author of Rewards and the main inspiration for this plugin.
Scrptizy and redBBGR for the Barrel Points, another inspiration Mr. Bubbles, CanopySheep, and Wulf for the Gather Rewards plugin, yet another inspiration (0)
Free Exclusion is a whitelist based plugin with a set of commands and can be enabled/disabled through the config file.
This plugin is also not obfuscated so you can learn from it and add to it on your own or suggest it through the support discord or towards Ujoui.
Exclusion was developed in 5-6 hours by Ujoui after thoughtful planning on how they wanted to implement the plugin itself.
Restart the server when using this plugin so users can't join.
Exclusion |Version: This version of exclusion is running on 1.0.0.
Exclusion |Permissions - exclusion.usc // Lets users add, remove, count - exclusion.admin // Lets users clear the data file with /show reset
Exclusion |Commands - Command Aliases (alias): /elist /whitelist Command Usages: /alias add SteamID64 /alias rem SteamID64 /alias count /alias reset
Exclusion |Data : If a user is set to true, when they're connecting it won't kick them, whereas if the value is false, it'll kick them.
Note: These IDs aren't in the data file but listed as an example. { "SETTINGS": {"001": {"Enabled": false, "Message Icon": "76561199108867044"}, "MESSAGES": { "Kick Message": "ERROR > Whitelist Enabled"} } }
Exclusion |Showcase : Currently not available.
I would be glad to post your YT here if you want to review this plugin.
Exclusion |Support : Discord Server: CGT Personal Discord: Ujoui#000
(0)
Free A plugin that allows your server to send messages in a fancy way!
Use this plugin instead the FREE ones?
You're probably asking yourself.
So let me explain it in short.
☑ Compatibility Compatible with Better Chat (and side mods).
Coloured Chat, Chat Pref, Admin Chat and more, that are not based on greeting players.
NOTE: If you're using an another plugin that uses the same hooks as this plugin does (ex. when a player connects, then it displays a message), then it does some conflicts between the w/o! If you're experiencing that, please remove the other plugin and test if it works after the removal.
Thank you! If you have the FREE WelcomeConsole and the WelcomeConsole Premium, please proceed to remove the FREE one in order to work properly!
Welcome Message
Broadcast Message
Greet Admins
Config file (by default)
NOTE: (0) = {player Name} (1) = {player Country} (2) = {player Continent} ("Console": { "Enable Welcome Console Message": true, "Welcome": "Welcome to My Server Name", "Server Description": "This is the server description. -2x gather rate- custom monuments- For more info, go to: discord.gg/mylink", "GLHF / Endline": "Good Luck & Have Fun!", "Chat": { "Enable Welcome Message": true, "Enable Chat Message": true, "Enable Chat Message": true, "Chat Message": "When Player Connects"}; "Prefix": "[WelcomeConsole]"; "Admin": { "Enable Greet Admins": true, "Require Permission": false, "Chat Message": "(0) is here to give you anxiety." }, "Country": { "Show Player's Country (When Player Connects)": true, "Show Player's Continent (When Player Connects)": true, "Broadcast with Country": "(0) connected"; "Prefix": "[WelcomeConsole]"; "Admin": { "Enable Greet Admins": true, "Require Permission": false, "Chat Message": "(0) is here to give you anxiety." }, "Country": { "Show Player's Country (When Player Connects)": true, "Show Player's Continent (When Player Connects)": true, "Broadcast with Country": "(0) connected"; 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