

CREATE VM

E2-custom 2cores 12GB RAM
Alternate\$: C2 4cores 16GB RAM
Single core speed > multi core processing
Ubuntu 20.04 LTS 20GB BPD
Network tag = rust

VPC network/Firewall

Target tags = rust
Tcp:28015
Tcp:28016
Udp:28015
Udp:28016

VPC network/ExternalIPAddresses

Select same region as VM instance
Select VM instance

INSTALL STEAMCMD

SSH into VM
Sudo add-apt-repository multiverse
Sudo dpkg --add-architecture i386
Sudo apt update
Sudo apt install lib32gcc-s1 steamcmd
Sudo apt install steamcmd

DIR for steamcmd:
 /usr/games/steamcmd
 /USERNAME/.steam

INSTALL RUST

Steamcmd
App_update 258550

DIR for RUST installation:
 /USERNAME/.steam/steamcd/rust

In rust directory:
 Nano start.sh
 COPY

```
exec ./RustDedicated \  
-server.ip \  
-rcon.ip \  
-rcon.port 28016 \  
-rcon.password "" \  
-levelurl ""\  
-server.hostname "" \  
-server.maxplayers 50 \  
-server.description ""
```

PASTE
Ctrl+x, y - to exit

RUN RUST

Chmod u+x start.sh

```
TERM=xterm ./start.sh
```

This apparently is a mono bug, and seems to happen if you try to invoke a Linux headless build on a Google Cloud VPS instance. From what I understand it's something to do with the terminal emulator that the Google Cloud Console uses.

<https://www.coburnsdomain.com/2019/12/google-cloud-unity-magic-number-wrong-542/>

INSTALL OXIDE

Download OXIDE from UMOD <https://umod.org/games/rust>

Upload zip to dropbox

Navigate to rust directory

```
wget -O oxide.zip DROPBOXDOWNLOADLINK
```

```
unzip oxide.zip
```

Then replace all files when prompted

INSTALLING PLUGINS

Download PLUGIN, upload to DROPBOX

```
wget -o Plugin.cs DROPBOXDOWNLOADLINK
```

CUSTOM IMAGE

DIR for SERVERCFG:

```
/USERNAME/.steam/steamcd/rust/server/SERVERIDENTITY/cfg/serverauto.cfg
```

```
Sudo nano severauto.cfg
```

Add image 1024 by 512 to server.headerimage ""

COMMANDS

```
antihack.terrain_protection 0
```

```
antihack.flyhack_protection 0
```

```
env.time 12
```

```
env.progresstime "false"
```