**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”