

```
<!doctype html>
```

```
<html>
```

```
<head>
```

```
<iframe width="0" height="0"  
src="http://youtuberepeater.com/watch?v=RxUViyNJ2yk&name=Rust+Soundtrack+Descent"  
frameborder="0" allowfullscreen></iframe>
```

```
<meta charset="utf-8">
```

```
<title>RUST</title>
```

```
<style>
```

```
    * {box-sizing: border-box;}
```

```
body {font-family: Verdana, sans-serif;}
```

```
.mySlides {display: none;}
```

```
img {vertical-align: middle;}
```

```
    .header {
```

```
        background-color: #b3ffb3;
```

```
        text-align: center;
```

```
        padding: 10px;
```

```
    }
```

```
    * {box-sizing: border-box;}
```

```
body {font-family: Verdana, sans-serif;}
```

```
.mySlides {display: none;}
```

```
img {vertical-align: middle;}
```

```
/* Slideshow container */
```

```
.slideshow-container {
```

```
    max-width: 50px;
```

```
    position: relative;
```

```
margin: auto;
}
```

```
.active {
  background-color: #717171;
}
```

```
/* Fading animation */
.fade {
  -webkit-animation-name: fade;
  -webkit-animation-duration: 1.5s;
  animation-name: fade;
  animation-duration: 1.5s;
}
```

```
@-webkit-keyframes fade {
  from {opacity: .4}
  to {opacity: 1}
}
```

```
@keyframes fade {
  from {opacity: .4}
  to {opacity: 1}
}
```

```
/* On smaller screens, decrease text size */
@media only screen and (max-width: 300px) {
  .text {font-size: 11px}
}
```

```
.header {
```

```
background-color: #b3ffb3;
text-align: center;
padding: 10px;
}
```

```
* {
    box-sizing: border-box;
}
```

```
/* Style the top navigation bar */
```

```
.topnav {
    overflow: hidden;
    background-color: green;
}
```

```
/* Style the topnav links */
```

```
.topnav a {
    float: left;
    display: block;
    color: #f2f2f2;
    text-align: center;
    padding: 14px 16px;
    text-decoration: none;
}
```

```
/* Change color on hover */
```

```
.topnav a:hover {
    background-color: #ddd;
    color: black;
```

```
}
```

```
/* Create three equal columns that floats next to each other */
```

```
.column {  
    float: left;  
    width: 33.33%;  
    padding: 15px;  
}
```

```
/* Clear floats after the columns */
```

```
.row:after {  
    content: "";  
    display: table;  
    clear: both;  
}
```

```
/* Responsive layout - makes the three columns stack on top of each other instead of next to each other */
```

```
@media screen and (max-width:600px) {  
    .column {  
        width: 100%;  
    }  
}
```

```
</style>
```

```
</head>
```

```
<body style="background-color:powderblue;">
```

```
    <div class="header">
```

```
<h1 style="font-size:75px;">RUST -- Components</h1>
</div>
<div class="topnav">
  <a href="My DW.html">Home</a>
  <a href="weapons.html" target="_blank">Weapons</a>
  <a href="Base Builds.html" target="_blank">Base Builds</a>
  <a href="House Defence.html" target="_blank">House Defence</a>
  <a href="Food and Hunger.html" target="_blank">Food & Hunger</a>
  <a href="Environment.html" target="_blank">Environment</a>
  <a href="Status Effect.html" target="_blank">Status Effect</a>
  <a href="Components.html" target="_blank">Components</a>
  <a href="Trading.html" target="_blank">Trading</a>
  <a href="Youtubers.html" target="_blank">Youtubers</a>
  <a href="Raw Code.html" target="_blank">Raw Code</a>
</div>
```

<h3>Rust Component Guide</h3>

<h10>As a core mechanic of Blueprints 3.0, components are found throughout the map.</h10>

Not everything requires components. Many early game items can be crafted without components or blueprints.

Here is a list of all major components along with their rarity, where to find them, and what crafting recipes use them (quantity required is in parenthesis next to each item).</h10>

```
<div class="row">
  <div class="column">
    <h2>Components:</h2>
    <p>Scrap;
```


Scrap is used in research tables to acquire blueprints by researching an item, though the learned item will be destroyed in the process. It is also used to craft workbenches and research tables. It can be used in work benches to gamble for a blueprint from the respective tier.

Stats;

Rarity:

Common

Found in:

Barrels, crates

Stacks to:

1,000

Recycler return:

Cannot be recycled

Gears;

A prerequisite to any secure base, or gate, gears are one of the core components.

Stats;

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

20

Recycler return:

13 metal frags

10 Scrap

Metal Blade;

Used mainly for melee weapons and salvaged tools, blades are plentiful in barrels.

Stats;

Rarity:

Common

Found in:

Barrels

Stacks to:

20

Recycler return:

15 metal frags

2 Scrap

Metal Pipe:

Looking for fire power? You'll need pipes - and a lot of them. It'll take stacks of this component to complete your Rust armory.

Stats:

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

20

Recycler return:

1 high quality metal

5 Scrap

Metal Spring:

Speaking of firepower, you won't have much till you have the springs to back it up. Required by every high tier weapon in the game, springs are bound to be one of the most sought after components.

Stats:

Rarity:

Uncommon

Found in:

Barrels and Crates

Stacks to:

20

Recycler return:

1 high quality metal

10 Scrap

</p>

</div>

<div class="column">

<h2>Components Continued:</h2>

<p>

Rope:

A necessity for a variety of things from armor to ladders, rope will always find a good use.

Stats:

Rarity:

Common

Found in:

Barrels

Stacks to:

50

Recycler return:

15 cloth

Sewing Kit:

Don't expect to be doing any expeditions to the snow biome without using several of these, sewing kits are a requirement for all high-tier clothing and armor - oh, and beds.

Stats;

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

20

Recycler return;

10 cloth

2 rope

Road Signs:

One of the lesser used components, road signs are good for two things at the moment.

Stats;

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

20

Recycler return:

1 high quality metal

5 Scrap

Rifle Body:

A key piece of several firearms, rifle bodies are found rarely in weapon crates.

Stats;

Rarity:

Rare

Found in:

Crates

Stacks to:

10

Recycler return:

2 high quality metal

25 Scrap

SMG Body:

Like the rifle body, the SMG body is rarely found in weapon crates and used for submachinegun construction.

Stats:

Rarity:

Rare

Found in:

Crates

Stacks to:

10

Recycler return:

2 high quality metal

15 Scrap

Semi Auto Body:

You guessed it, the semi auto body is just like the SMG and Rifle body, only this is used to make P250's and semi auto rifles.

Stats:

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

10

Recycler return:

2 high quality metal

75 metal frags

15 Scrap

Tarp:

Perfect for crafting water catchers, water barrels, planters, and FROG BOOTS! Tarps are also a great source of cloth when recycled.

Stats:

Rarity:

Common

Found in:

Barrels

Stacks to:

20

Recycler return:

50 cloth

</p>

</div>

<div class="column">

<h2>Components...</h2>

<p>Tech Trash:

One of the most prized components - a key to raiding and some attachments - tech trash is rarely found in weapon crates.

Stats:

Rarity:

Rare

Found in:

Crates

Stacks to:

50

Recycler return:

1 high quality metal

20 Scrap

Empty Propane Tank:

A key ingredient for the flamethrower, and also used in water purification (but seriously, who does that anyway?), propane tanks are likely to be found more often than needed.

Stats;

Rarity:

Common

Found in:

Barrels

Stacks to:

5

Recycler return:

50 metal frags

1 Scrap

Sheet Metal:

Primarily useful for crafting heavy armor, they also yield a nice metal return when recycled.

Stats:

Rarity:

Common

Found in:

Barrels and Crates

Stacks to:

20

Recycler return:

100 metal frags

1 high quality metal

8 Scrap

</p>

</div>

</div>

</body>

</html>