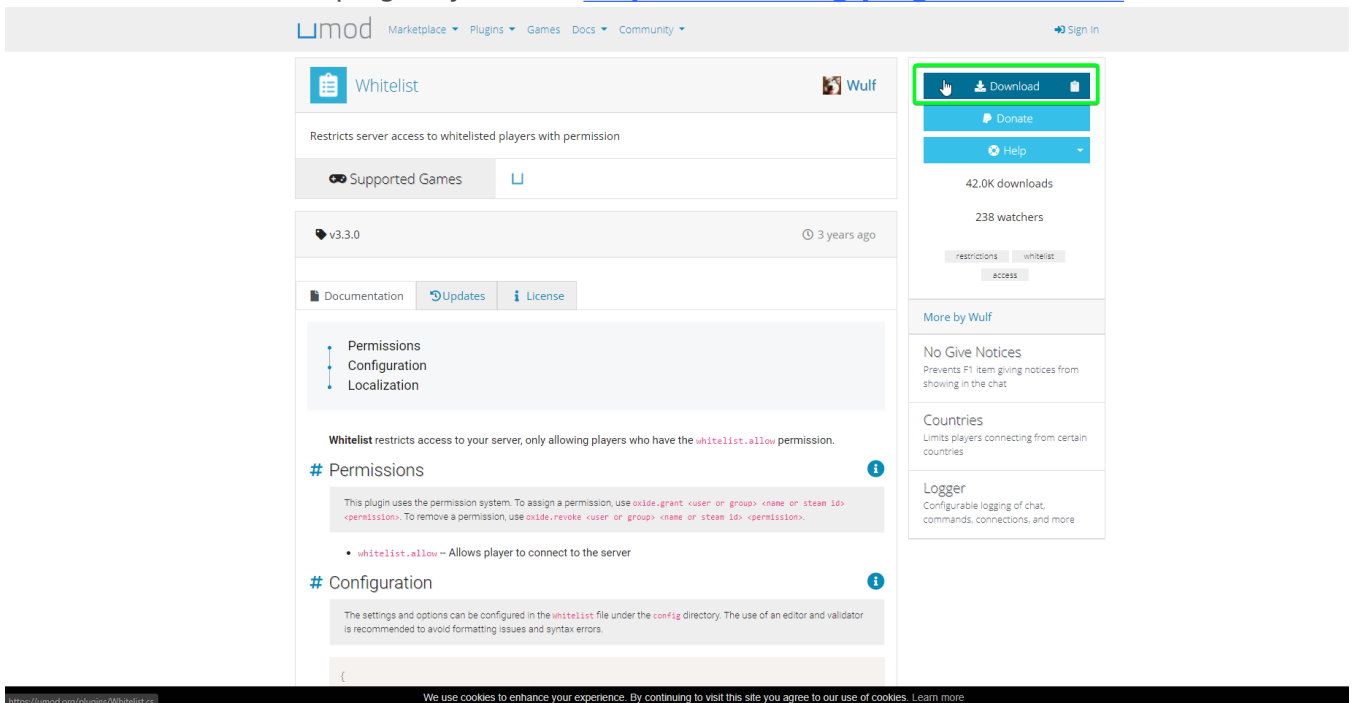


# Adding a whitelist to your server

To add a whitelist to your server you will first need to install Oxide/UMod on your service  
We have a guide to install Oxide/UMod at

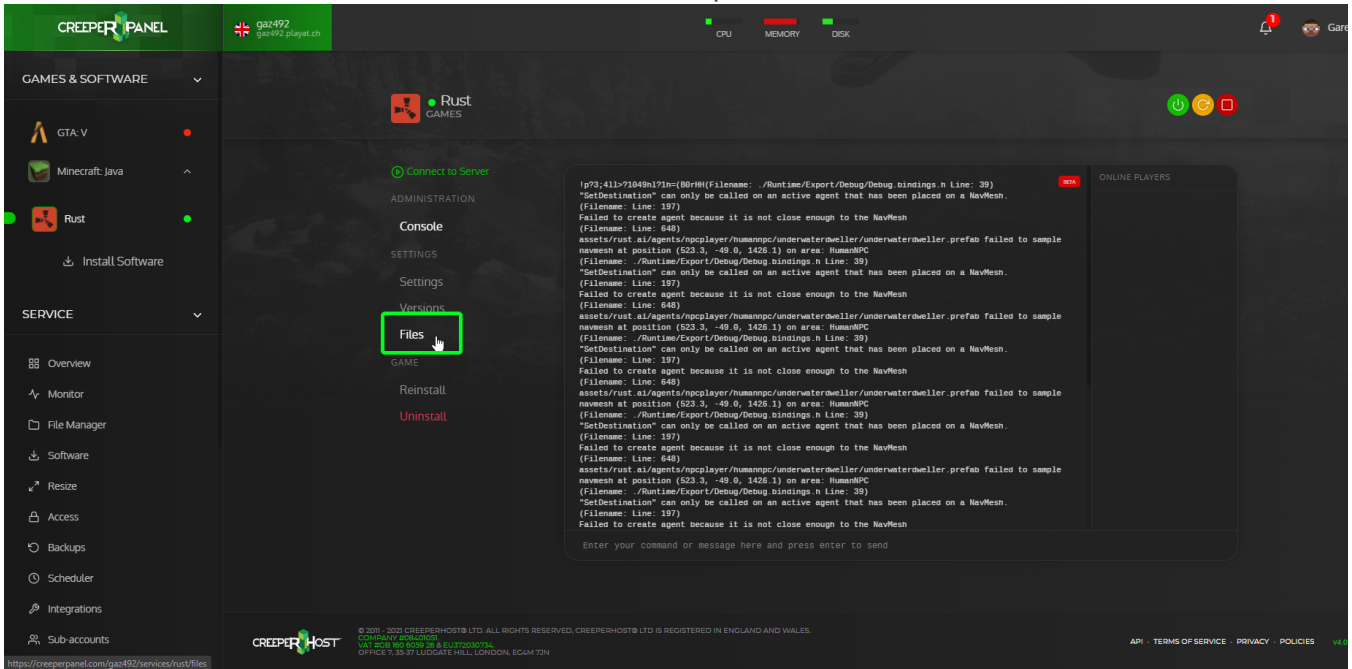
<https://www.creeperhost.net/wiki/books/rust/page/installing-oxideumod>

1. Download the whitelist plugin by Wulf at <https://umod.org/plugins/whitelist>

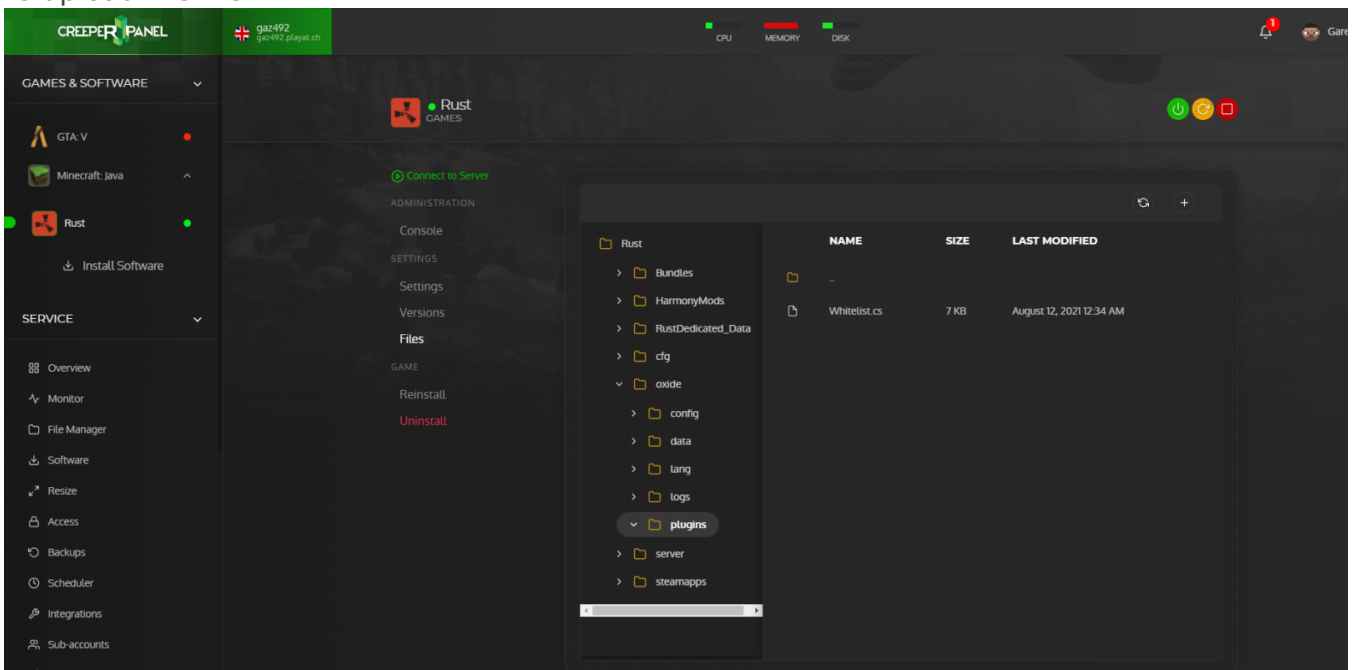


The screenshot shows the UMod website interface. At the top, there's a navigation bar with 'Umod', 'Marketplace', 'Plugins', 'Games', 'Docs', 'Community', and a 'Sign In' link. The main content area is for the 'Whitelist' plugin by 'Wulf'. On the right side of the plugin page, there's a sidebar with a 'Download' button (highlighted with a green box), a 'Donate' button, and a 'Help' dropdown. Below these are statistics: '42.0K downloads' and '238 watchers'. The main content area on the left shows the plugin's description, permissions, and configuration instructions. The 'Permissions' section lists 'whitelist.allow' as a permission that allows a player to connect to the server. The 'Configuration' section explains that settings can be configured in the 'whitelist' file under the 'config' directory.

- Click on Rust in the sidebar then click on Files to open the file browser for rust



- Navigate to the `oxide > plugins` folder by double-clicking on the folders.
- Drag and drop the `Whitelist.cs` file you downloaded from the link above to the file browser to upload the file



- Start your server, once it's started the plugin should be loaded.
- Connect to your server and once in-game press F1 and enter the following command `oxide.grant user steamid whitelist.allow` replacing `steamid` with the SteamID of the player you wish to whitelist then press enter. You can find the SteamId of the player by going to a website such as <https://steamid.io/>

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