Adjust Rust Gather Manager rates and verify the actual yield

Gather Manager can change resource yields from different activities. A tree hit and a collectible on the ground do not use the same category. Start with one measured example so you can tell whether the intended rule changed.

Record the starting economy

Confirm Gather Manager is loaded and note its installed version. Copy its current configuration and relevant data before editing. Back up the active world and any economy databases before a wider rollout. Keep a dated record of existing multipliers so restoring a previous setting does not rely on memory.

Choose a normal test player, one tool and one activity. Empty enough inventory space and record the starting item count. Repeat a small number of comparable actions and note the result. Different tools, bonuses and other plugins can change the outcome, so keep those conditions constant.

Change a specific source

The documented command form is `gather.rate TYPE "RESOURCE" MULTIPLIER`. Valid types include dispenser, pickup, quarry and survey. For example, this targets wood received from dispensers such as trees:

```
gather.rate dispenser Wood 2
```

Use the trusted server console. Multiword resource names need quotes. Changing dispenser wood does not automatically establish the same rule for loose pickups or quarry output. Keep the first test narrow rather than applying a wildcard to everything.

Distinguish yield from capacity

Gather Manager also has dispenser scaling controls. Those alter the amount available in a resource source, which is a different decision from changing the amount received for an action. Leave scaling unchanged while testing yield. Otherwise two simultaneous adjustments make it difficult to explain why a tree or ore node now behaves differently.

After the test command, repeat the original measurement with the same account and equipment. Confirm the inventory gain rather than relying solely on a floating message. Note whether the rate behaves consistently across several comparable actions and whether nearby activity causes errors in the console.

Check interactions before publishing

1. Test a second source category without changing its setting, to make sure the change is limited.
2. Check plugins that modify tools, skills, VIP bonuses or gathering. Their effects may combine or override one another.
3. Review storage and crafting consequences. A small multiplier can produce much larger stockpiles over a full wipe.
4. Tell players exactly which activities changed. A label such as “2x” is ambiguous when only selected resources are affected.

Rollback without removing player property

Restore the recorded multiplier or retained working configuration using the plugin's supported application method, then repeat the baseline test. Existing gathered resources remain a separate economy consideration; changing future yield does not safely reverse everything players already earned. Do not delete inventories or wipe the world to undo a rate experiment.

If results remain inconsistent, send support the version, command, source type, resource, tool and before-and-after counts. Include the relevant redacted errors. This gives a reproducible example without exposing player databases or requiring broad access changes.

Related guides

- Configure storage stack limits
- Validate plugin configuration

Further reading

- uMod: Gather Manager
- uMod: Oxide plugin configuration

Looking for another game? Browse game server setup and troubleshooting guides.

Revision #2
Created 2026-11-09 09:21:20 UTC by CloudExa Hosting Admin
Updated 2026-11-09 09:21:21 UTC by CloudExa Hosting Admin