Create and test a Rust Kits starter kit safely

A starter kit affects your server's economy as well as its first impression. Test a small bundle before making it available to everyone. This guide refers to the uMod Rust Kits plugin maintained by k1lly0u; similarly named plugins can use different commands and data formats.

Confirm the plugin and preserve state

Record the installed plugin name and version. Retain a copy of its configuration and complete kit data, including player usage records. Back up world and player inventory state before a major kit change. Do not clear cooldown or redemption data to make a test pass; that would also change existing players' entitlements.

Check the author's dependency and compatibility notes for your installed release. If the menu is missing images or fails to open, inspect the first console error rather than repeatedly importing another kit plugin's files.

Create a harmless trial

The documented administrator permission is `kits.admin`. Limit it to the administrator building the kit. On a dedicated test account, store personal items safely and arrange only the inexpensive test items intended for the bundle. Do not discard valuable inventory to prepare the sample.

Use `/kit new` or `/kit add` in game to enter the supported creator. The author's workflow lets you copy the prepared inventory into the kit, then set its details. Choose a clear unique name and inspect quantities, equipment and attachments before saving.

Choose restrictions deliberately

Define whether the kit is public, limited to a role or intended for a particular event. Set appropriate cooldown and usage limits using the creator's supported fields. Review any costs, required authorisation and configured commands. Avoid including command rewards unless you understand exactly which console action they execute.

Do not enable an automatic spawn kit merely to simplify a one-time test. Repeated deaths, respawns or reconnects can make an unintended autokit much more influential than an ordinary redeemable bundle.

Test as an ordinary player

1. Use a separate normal account without the kit administrator permission.
2. Open `/kit` and verify which kits are visible.
3. Redeem the trial by its configured name and count every received item.
4. Try again to confirm the intended cooldown or maximum-use response.
5. Check inventory capacity behaviour and inspect the console for errors.

An administrator may bypass restrictions depending on configuration. A successful admin redemption is therefore insufficient evidence that ordinary players face the intended rules. Never test with unlimited redemptions of valuable items on the live economy.

Retain a narrow rollback

If the kit is wrong, withdraw that trial from availability using the author's supported editing workflow and restore its previous definition if needed. Preserve player usage data. Changing kit contents does not reclaim items already distributed; plan a fair response before a broad rollout.

Send support the plugin version, kit name, expected restriction and redacted error. Do not run global usage-reset commands as a troubleshooting shortcut, and do not replace the entire kit database with an unrelated example.

Related guides

- Grant only the required permission
- Recover a faulty plugin configuration

Further reading

- uMod: Rust Kits
- uMod: plugin permissions
- uMod: Oxide plugin configuration

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

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