

USER MANUAL

ShadowBlocker

An anticheat that shows its work instead of shouting.

Nineteen checks, each tunable on its own, each carrying what it detects and what confuses it. Every alert states measured, expected and threshold, with the unit next to it: that is what goes in the ban reason.

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CHECKS

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FAMILIES

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COMMANDS

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PERMISSIONS

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DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Nineteen checks, each tunable on its own, each carrying what it detects and what confuses it. Every alert states measured, expected and threshold, with the unit next to it: that is what goes in the ban reason.

■ FREE AND PREMIUM

There is no trial version of this product: the file is downloaded from the customer area after purchase, and the licence switches everything on at the first boot.

What you type is English on any server: the subcommands, the config keys and the rule names. What players read is translated.

Features

Six things this plugin does, each verifiable in the pages that follow.

Nineteen checks

Each one switches on, off and tunes on its own, and each carries what it detects and what confuses it written next to it.

Score and weight

Every violation adds points and the score drops ten a minute, linearly, because that way you can count it in your head.

Evidence, not accusations

Measured, expected, threshold, with the unit next to it: "fly (0.42 blocks/tick, expected 0.31)" can be argued with, "cheating" cannot.

Where it does not check

Creative world, double-jump arena, a region where staff launch people for fun: insisting there only reports the server itself.

Eighteen exemption windows

After an event that makes measuring anything sensible impossible, the checks pause for a moment: that is why chat does not fill up.

Three screens

A chat list scrolls away exactly while more alerts arrive; a window stands still, and can be read calmly.

Installation

■ THREE STEPS

1 · Copy the jar

Into `plugins/` on your Paper server. Nothing else to download: the libraries are already inside the file.

2 · Restart

On first boot the folder, the commented configuration and the language files appear. There is nothing to prepare beforehand.

3 · Activate the licence

Only for the Premium features:

`/shadowblocker license claim <code>`
with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowBlocker/`, all commented above every entry. An update adds the new keys to your files without rewriting what you changed.

FILE	WHAT IT DOES
<code>config.yml</code>	The settings, one per line, with what each one does written above it.
<code>lang/</code>	The texts players read. Italian and English, and every player sees the language of their own client.
<code>data/</code>	The storage. An H2 database inside this folder by default: nothing to install.
<code>license.yml</code>	The key, deliberately kept out of the config: a support request saying "send me your config" must not arrive with the licence inside it.

Commands

Every form you actually type, with the permission each one needs.

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COMMANDS

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PERMISSIONS

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GROUPS

Looking

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowblocker help</code>	The list of subcommands. ? works too.	<code>shadowblocker.admin</code>
<code>/shadowblocker status</code>	Licence, mode, checks switched on, packet level, players followed, evidence in memory, storage, open cases, staff listening, suite, server load.	<code>shadowblocker.admin</code>
<code>/shadowblocker checks [family]</code>	The checks, on and off, with weight and buffer and the buttons to change them.	<code>shadowblocker.admin</code>
<code>/shadowblocker check <id></code>	What it detects, what confuses it, how it is tuned and which worlds it does not run in.	<code>shadowblocker.admin</code>
<code>/shadowblocker player <player></code>	The card: total score and score per check, violations, ping, open exemptions.	<code>shadowblocker.admin</code>

<code>/shadowblocker exempt <player></code>	Why they are not being checked: permissions, open windows with the milliseconds left, arena and region suspensions.	<code>shadowblocker.admin</code>
<code>/shadowblocker errors</code>	The last internal errors with their code, up to ten.	<code>shadowblocker.admin</code>

The evidence log

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowblocker violations [player]</code>	The last fifteen pieces of evidence, for everyone or for one person, each with a button to open it.	<code>shadowblocker.admin.evidence</code>
<code>/shadowblocker evidence <number></code>	One piece of evidence in full, with all the context saved at that instant.	<code>shadowblocker.admin.evidence</code>
<code>/shadowblocker export <player></code>	Up to 500 pieces of evidence for a player, in a file to attach to an appeal. Premium.	<code>shadowblocker.admin.evidence</code>
<code>/shadowblocker menu</code> <code>[violations checks player]</code>	The three screens. With no argument it opens the log, which also needs <code>shadowblocker.admin.evidence</code> .	<code>shadowblocker.admin.evidence</code> (violations), <code>shadowblocker.admin</code> (checks, player)

Acting

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowblocker check <id> <on off></code>	Switches that check on or off until the restart.	<code>shadowblocker.admin.checks</code>
<code>/shadowblocker clear <player></code>	Resets score and buffer. The evidence stays in the log.	<code>shadowblocker.admin</code>
<code>/shadowblocker tp <player></code>	Teleports you to them.	<code>shadowblocker.admin</code>
<code>/shadowblocker punish</code> <code><mute jail ban kick> <player></code>	Punishes by hand, with a two-button confirmation and the reason already written, measurement included.	<code>shadowblocker.admin.punish</code>
<code>/shadowblocker alerts</code>	Switches the alerts on or off for you, until the restart.	<code>shadowblocker.admin</code>
<code>/shadowblocker observe [on off]</code>	Observation mode, until the restart. With no argument it says how it stands now.	<code>shadowblocker.admin</code>
<code>/shadowblocker confirm [id]</code>	Confirms the pending action. The button types it, not you.	<code>shadowblocker.admin</code>
<code>/shadowblocker cancel [id]</code>	Cancels the pending action. Same.	<code>shadowblocker.admin</code>

Maintenance and licence

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowblocker reload</code>	Re-reads configuration, checks, languages and menus, and prints the problems found. It also updates whoever is already connected.	<code>shadowblocker.reload</code>
<code>/shadowblocker license</code>	Version, status, limits and server fingerprint.	<code>shadowblocker.admin.license</code>

<code>/shadowblocker license claim <code></code>	Asks the activation service for the licence with the purchase code.	<code>shadowblocker.admin.license</code>
<code>/shadowblocker license activate <key></code>	Activates a key you already hold.	<code>shadowblocker.admin.license</code>
<code>/shadowblocker license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowblocker.admin.license</code>

Permissions

Every node, what it grants, and who gets it by default.

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowblocker.admin</code>	ShadowBlocker administration commands	Operators
<code>shadowblocker.reload</code>	Reload the configuration and the languages	Operators
<code>shadowblocker.admin.license</code>	See and activate the licence	Operators
<code>shadowblocker.admin.checks</code>	Switch individual checks on and off in game	Operators
<code>shadowblocker.admin.evidence</code>	Read the evidence log	Operators
<code>shadowblocker.admin.punish</code>	Apply mute, jail and ban from the alert buttons	Operators
<code>shadowblocker.alerts</code>	Receive violation alerts in chat	Operators
<code>shadowblocker.bypass</code>	Exempt from every check (give it to nobody, if you can)	Nobody
<code>shadowblocker.bypass.movement</code>	Exempt from the movement checks	Nobody
<code>shadowblocker.bypass.combat</code>	Exempt from the combat checks	Nobody
<code>shadowblocker.bypass.interaction</code>	Exempt from the interaction checks	Nobody
<code>shadowblocker.bypass.packet</code>	Exempt from the packet checks	Nobody
<code>shadowblocker.*</code> 7 CHILDREN	Every administration permission (NOT the bypasses)	Operators

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowBlocker uses it; when it is missing, it works all the same.

PLUGIN	WHEN IT MATTERS
ShadowControl	Optional
ShadowEssentials	Optional
ShadowGames	Optional
ShadowRegions	Optional

Licence and help

The licence covers the number of servers stated at purchase and does not expire. It is activated from the game or the console, and from then on the Premium features switch on by themselves at every boot.

■ IF SOMETHING DOES NOT ADD UP

Support goes through tickets, from the customer area on **shadowmc.net** or from the game with ShadowControl. A ticket opened from the game arrives with the Paper version, the plugin version, the operating system and the last errors already attached: half the investigation is done.

SHADOWMC

Build. Empower. Dominate.

shadowmc.net