

USER MANUAL

ShadowLogin

The door of your server, and everyone who walks through it.

Five ways in, passwords that exist nowhere on disk, a limbo where nothing can be seen or done before logging in, four antibot defences, and the premium-account question answered without guessing.

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COMMANDS

10

PERMISSIONS

5

WAYS IN

4

ANTIBOT LAYERS

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DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Five ways in, passwords that exist nowhere on disk, a limbo where nothing can be seen or done before logging in, four antibot defences, and the premium-account question answered without guessing.

■ 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.

Five ways in

Premium account, password, session, remembered device and two-step verification: five distinct paths, in the code as well.

Passwords that are not on disk

No column holds a password: a BCrypt hash that carries its own cost and its own salt.

The limbo

Whoever has not typed the password yet sees nothing and can do nothing, and that password never ends up in the console.

Antibot

An attack does not try passwords: it opens connections. Three hundred fake clients a second is four different defences, not one.

One name, two identifiers

On a mixed server it is the most dangerous decision there is: here it is explained beforehand, and chosen rather than suffered.

From three a second to three an hour

Attempts are counted per address and per name together, and the stricter of the two wins.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowLogin/`, 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

The player commands

COMMAND	WHAT IT DOES	PERMISSION
<code>/login <password></code>	Logs you in. With no arguments it repeats the prompt. Aliases <code>/l</code> , <code>/signin</code> .	—
<code>/register <password> <confirm></code>	Creates your account. The confirmation is against typos, not against attacks: with a single argument it is accepted anyway. Aliases <code>/reg</code> , <code>/signup</code> .	—
<code>/changepassword <old> <new></code>	Changes the password, and with it drops the trust of every remembered device. Aliases <code>/changepass</code> , <code>/passwd</code> .	—
<code>/logout</code>	Ends the session and goes back to waiting. Alias <code>/signout</code> .	—
<code>/2fa <code></code>	Answers the verification prompt during login. The other forms are below. Aliases <code>/totp</code> , <code>/twofactor</code> .	<code>shadowlogin.twofactor</code>

<code>/recover <code-or-answer> <new></code>	Recovers access, with the staff code or with the answer to the question: one form for both cases. Alias <code>/recovery</code> .	—
<code>/loginmenu</code>	Opens the click-through screen. Alias <code>/loggingui</code> .	—
<code>/rememberme [status forget]</code>	Remembers this computer. Alias <code>/trustdevice</code> .	<code>shadowlogin.trusteddevice</code>

/2fa

COMMAND	WHAT IT DOES	PERMISSION
<code>/2fa enable</code>	Prepares a new secret and shows it once, with the backup codes.	—
<code>/2fa confirm <code></code>	Switches verification on, after proving the code really works.	—
<code>/2fa disable <code></code>	Switches it off. A valid code is required.	—

/rememberme

COMMAND	WHAT IT DOES	PERMISSION
<code>/rememberme</code>	Remembers this computer: next time, no password.	—
<code>/rememberme status</code>	How many devices are on record, and whether this is one of them.	—
<code>/rememberme forget</code>	Drops the trust of all of them, immediately.	—

Looking

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowlogin help</code>	The list of commands, in game. It answers to ? as well.	<code>shadowlogin.admin</code>
<code>/shadowlogin status</code>	How the plugin stands right now: total accounts, who is online, who is waiting, successful and failed logins and registrations, antibot, premium accounts, licence, storage.	<code>shadowlogin.admin</code>
<code>/shadowlogin info <player></code>	Everything known about an account: key, identifier, when and from where it registered, last login, whether it is premium, whether it has two-step, whether it has a recovery question, and the cost the password is hashed with.	<code>shadowlogin.admin</code>
<code>/shadowlogin accounts [page]</code>	The list of accounts, ten per page.	<code>shadowlogin.admin.accounts</code>
<code>/shadowlogin history [player]</code>	The login log, the last twenty. Without a licence only the ones held in memory remain, and the command says so.	<code>shadowlogin.admin</code>
<code>/shadowlogin premium [refresh] <name></code>	Asks Mojang about that name and shows both identifiers, the real one and the one computed from the name, saying whether the answer came from the cache. refresh forgets the answer and asks again.	<code>shadowlogin.admin</code>

Acting on an account

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowlogin forcelogin <player></code>	Logs somebody in by hand. It issues no remembered device.	<code>shadowlogin.admin</code>
<code>/shadowlogin logout <player></code>	Puts them back in the waiting room, immediately.	<code>shadowlogin.admin</code>
<code>/shadowlogin session clear <player></code>	Cancels their session: at the next connection they type the password again.	<code>shadowlogin.admin</code>
<code>/shadowlogin resetpassword <player></code>	Generates a recovery code to hand over in person, valid for fifteen minutes and one use only. It revokes the remembered devices at once.	<code>shadowlogin.admin.password</code>
<code>/shadowlogin setpassword <player> <password></code>	Changes a password. It clears the session, revokes the remembered devices and leaves a line in the log with the name of whoever did it.	<code>shadowlogin.admin.password</code>
<code>/shadowlogin 2fa disable <player></code>	Switches their two-step verification off. It asks for confirmation with the two buttons.	<code>shadowlogin.admin.password</code>
<code>/shadowlogin trust <player> [revoke]</code>	Their remembered devices: how many, since when and from which address they were last seen, plus a button to drop them all. With revoke it asks for confirmation and drops them.	<code>shadowlogin.admin.trust</code>
<code>/shadowlogin unregister <player></code>	Deletes an account. It asks for confirmation with the two buttons, and kicks them if they were connected.	<code>shadowlogin.admin.password</code>

Administering the plugin

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowlogin antibot [on off]</code>	The state of the antibot, and strict mode switched on or off by hand.	<code>shadowlogin.admin</code>
<code>/shadowlogin export [file]</code>	Exports every account to CSV, into the export folder.	<code>shadowlogin.admin.export</code>
<code>/shadowlogin import <file></code>	Imports from a CSV. It never overwrites an account that already exists. It asks for confirmation.	<code>shadowlogin.admin.export</code>
<code>/shadowlogin reload</code>	Re-reads configuration and languages without a restart, and prints the list of problems found.	<code>shadowlogin.reload</code>
<code>/shadowlogin license</code>	Version, limits, licence and server fingerprint. The key is always masked. It accepts claim, activate and refresh.	<code>shadowlogin.admin.license</code>

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowlogin.admin</code>	ShadowLogin administration commands	Operators
<code>shadowlogin.reload</code>	Reload configuration and languages	Operators
<code>shadowlogin.admin.license</code>	View and activate the licence	Operators
<code>shadowlogin.admin.accounts</code>	View the account list	Operators
<code>shadowlogin.admin.password</code>	Change another player's password	Operators
<code>shadowlogin.admin.export</code>	Export and import accounts	Operators
<code>shadowlogin.admin.trust</code>	View and revoke a player's remembered devices	Operators
<code>shadowlogin.twofactor</code>	May turn on two-factor authentication on their own account	Everyone
<code>shadowlogin.trusteddevice</code>	May have their own device remembered	Everyone
<code>shadowlogin.*</code> 8 CHILDREN	Every administrative permission	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowPermissions	Optional
ShadowControl	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