



# L2-Scripts – L2Sguard (Nov. 2017)





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# MileStones & Purposes

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# Main Page

Call it with command: //smenu

SGuard Admin Interface



Russian

Manage Players

Manage Server

Bans/Detections

Online History

Active Sessions 2 Ban Count: 0 License Expires: 19-01-2038 02:00:00

Latest Bans

HWID	Account	IP	Time	Comment
------	---------	----	------	---------

Latest Detections

HWID	Account	IP	Time	Detected
------	---------	----	------	----------

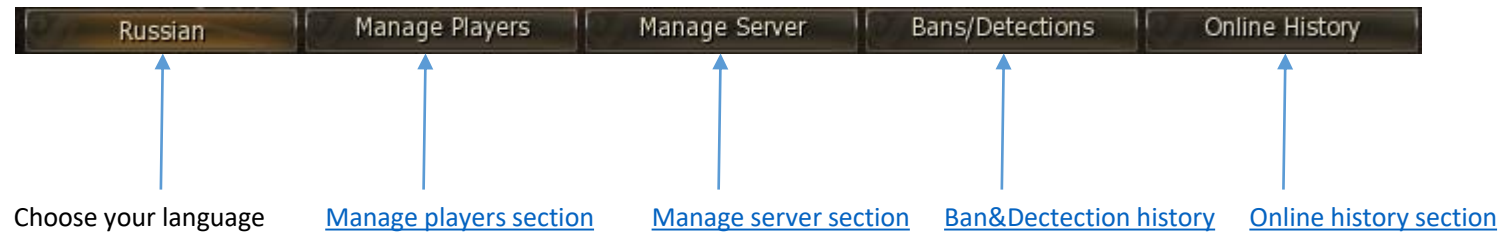
Skype Tech. Support: live:sguard.soft

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[\(c\)Designed by Strain'd](#)



# Main Page



Active Sessions 2   Ban Count: 0   License Expires: 19-01-2038 02:00:00

Active unique  
connections in 24 hours

Total ban count

Date in which the license  
will expire

Latest Bans				
HWID	Account	IP	Time	Comment

Latest ban quick history





# Main Page

Latest Detections				
HWID	Account	IP	Time	Detected

Latest auto detection quick history

Skype Tech. Support: [live:sguard.soft](#)

Sguard tech support works every day 16 hours a day to help you

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[\(c\)Designed by Strain'd](#)

Credits to developers, you can click on the link to get to the website (available in API area)



# Manage Players



Our new player management system, gives the availability to search players across all known information regarding them. You may search offline players as well and ban them.





# Manage Players(Account Results)

You can teleport to the active character on an account if he's online

Account ban types



Every **green** field is clickable. You may click on the field to see all matches for that information. You may also ban and unban those specific HWID, Accounts or IPs

SGuard Admin Interface

Russian Manage Players Manage Server Bans/Detections Online History

Details for Account: **test**

Teleport

Ban Account

Ban Type Ban Time (hours) Ban Reason Ban

Permanent

HWID History IP History

<b>20ef43</b>	<b>196</b>
<b>78f8329</b>	<b>214</b>
<b>92f95</b>	<b>2.27</b>
<b>008da7</b>	<b>94.43</b>
	<b>3.113</b>

Detection Records

HWID	Account	IP	Time	Detected
No Results				

Bans





# Manage Players(Character Results)

SGuard Admin Interface

Russian Manage Players Manage Server Bans/Detections Online History

ymca2 Char Search For Player

Search Results

HWID	Account	IP	
[REDACTED]	ymca2	[REDACTED]	Ban

Prev Next

Actions

Kick All Ban All (Permanent) Time (hours) Ban All (Temporary)

Global actions for all results are always available, kick all, ban all for good or temporary ban for an amount of time.



# Manage Players(IP Results)

SGuard Admin Interface

Russian Manage Players Manage Server Bans/Detections Online History

Details for IP: [REDACTED] 196

HWID History		Account History	
[REDACTED]	<a href="#">1ef43</a>	<a href="#">test</a>	
<a href="#">Ban</a>		<a href="#">Ban</a>	
		<a href="#">test2</a>	
		<a href="#">Ban</a>	

Detection Records

HWID	Account	IP	Time	Detected
No Results				

Bans

HWID	Account	IP	Time	Comment
No Results				

Auto detection and ban history for a certain IP and all associated information to it.



# Manage Players(HWID Results)

HWID ban types

Ban Type

Permanent

Permanent

Temporary

SGuard Admin Interface

Russian Manage Players Manage Server Bans/Detections Online History

Details for HWID: 4008da7

Ban HWID

Ban Type	Ban Time (hours)	Ban Reason	
Permanent			Ban

Account History

IP History

113

Ban

Ban

Detection Records

HWID	Account	IP	Time	Detected
No Results				

Bans

HWID	Account	IP	Time	Comment
------	---------	----	------	---------



# Manage Server

The screenshot displays the L2-Scripts Sguard Admin Interface, which is a web-based configuration tool for server management. The interface is divided into two main sections: a left sidebar with navigation tabs and a main content area with configuration options.

**Left Sidebar:**

- Tabs: Russian, Manage Players, Manage Server (selected), Bans/Detections, Online History
- Configuration Options: Prev, Page 1/4, Next

**Main Content Area (Page 1/4):**

- Banlist Account Append:** If enabled, when you attempt to login with the HWID blocked and not blocked account, this account will also be added to the banlist. ☐ true
- Patch Version Enabled:** Use the patch version checking functionality. ☐ false
- HWID Binding:** Bind your account to current HWID so no other HWID can login to this account.
- Protection Enabled:** enable/disable protection. ☐ true

**Left Sidebar (continued):**

- Configuration Options: Prev, Page 2/4, Next

**Main Content Area (Page 2/4):**

- Patch Version Minimum:** Minimum patch version with which players can connect to the server. Current Value: 0 New Value:
- Only Updater Run:** Only allow the game to be run through game launcher. ☐ false
- Allow Virtualization:** Allow game to be run in a virtual environment (VMWare VirtualBox etc). ☐ true
- Ban Mask:** Select what info to use when blocking HWID. HDD: ☐ true MAC: ☐ true CPU: ☐ true
- Fast Ban Message:** Message displayed to a user who has been banned. Current Value: You have been banned by an administrator. New Value:

**Left Sidebar (continued):**

- Configuration Options: Prev, Page 2/4, Next

**Main Content Area (Page 2/4):**

- Detection Actions:**
  - REALTIME\_BAN - unlimited account lock
  - DISCONNECT - disconnect when entering the game
  - LOG - only logging
- TEMPORARY\_BAN:** temporary blocking of your account: TEMPORARY\_BAN(360) - the account will be blocked for 360 minutes
- DELAYED\_BAN:** indefinite deferred ban: DELAYED\_BAN(30-60) - the account will be locked after 30 - 60 minutes
- RADAR:**
  - DISCONNECT: ☐ DISCONNECT
  - BOT: ☐ REALTIME\_BAN
  - PACKET\_HACK: ☐ REALTIME\_BAN

L2-Scripts Sguard's server management is a unique system that allows administration to configure the server on the fly. Forget about editing unknown or not translated configs in text files and waiting for restart. Each configuration is taking place once you clicked on the **SAVE** button.

You may turn this section off for security reasons as deccribed [here](#).





# Manage Server

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**Fast Ban Time**  
Ban length for fast-ban function (in hours, -1 = permanent)  
Current Value: -1 Save  
New Value:

**Max Instances**  
Maximum game instances from one HWID.  
Current Value: 2 Save  
New Value:

**Module States**  
Enable/Disable specific guard client modules.

Name	Enabled
CopyPaste	<input type="text" value="true"/>
AntiClick	<input type="text" value="true"/>
InputFilter	<input type="text" value="true"/>

Save

**Online View Multiplier**  
Multiplier for online session count in player menu.  
Current Value: 1 Save  
New Value:

**Player Menu Enabled**  
Enable voice command .usermenu for players.  
 Save

Prev Page 3/4 Next

Prev Page 4/4 Next

**Player Menu Online View**  
Enable online session count display in player menu.  
 Save

Prev Page 4/4 Next

In addition to the old configs, we've added new configs, that will help you with server moderation and ease the administration on the server. For example, for additional security you can bind your active admin account by HWID.





# Recent Detections/Bans



History of recent detections and bans that were made on your server. You can monitor the activity of your players and make actions if needed.



# Online History



Date	Total Sessions
14-03-2017	2
13-03-2017	0
12-03-2017	0
11-03-2017	0
10-03-2017	0
09-03-2017	1
08-03-2017	4
07-03-2017	1
06-03-2017	2
05-03-2017	1
04-03-2017	1
03-03-2017	1
02-03-2017	0
01-03-2017	0
28-02-2017	0
27-02-2017	0
26-02-2017	1
25-02-2017	2
24-02-2017	2
23-02-2017	1

Not many can monitor their real unique online over time. For your use we provided a monthly based report on unique HWID history per 24 hours. This report will give you the most accurate information regarding the real amount of unique PCs played daily on your server.



# User Menu(Optional)

Call it with command: `.usermenu`



This is optional feature provided by l2sguard team. In this menu player may view his ping to the server, total online(may be multiplied or disabled with configs) and his own ban history if exists.

You may turn this option off in the configuration page.



# Installation

Name	Date modified	Type	Size
sguard	3/9/2017 10:38 AM	File folder	
SGuard_Loader	2/3/2017 9:25 PM	WinRAR archive	11 KB
sguard_loader	3/8/2017 6:47 PM	PROPERTIES File	1 KB
start	3/8/2017 6:49 PM	Windows Batch File	1 KB
start	2/4/2017 10:06 AM	SH File	1 KB
start_loop	3/8/2017 6:49 PM	SH File	1 KB

```
#!/bin/bash

java_opts="-Xms4G"
java_opts="$java_opts -Dfile.encoding=UTF-8"
java_opts="$java_opts -Djava.system.class.loader=com.l2scripts.sguard.loader.GuardClassLoader"

while :;
do
    java $java_opts -server -jar SGuard_Loader.jar > log/stdout.log 2>&1

    [ $? -ne 2 ] && break
    sleep 30;
done
```

```
ServerBranch=HIGHFIVE_L2S
MainClass=l2s.gameserver.GameServer
ClassPath=config;./lib/*;./libs/*;./lib/*;./libs/*
```

As a part of our 1-2-3 quick setup policy, we provide the client with mostly 1 copy-paste archive.

Our launchers are already pre configured for your server type, all you have to do is double click on start and enjoy the quality of our services.



# Manual Ban

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>  
<!-- SGuard banlist file --><banlist/>
```

If for some reason you need to manually ban or unban a certain PC, you may do it directly via bans.xml file located at sguard/bans.xml





# Manual Configuration

Manually disable the 'server management' section.

```
#SGuard Configuration
#Mon Mar 13 13:51:03 EDT 2017
OnlyUpdaterRun=false
ConfigPageEnabled=true
BanlistAccountAppend=false
BanMaskString=HDD|MAC|CPU
PlayerMenuEnabled=false
PunishActionsString=BOT\=BAN;PACKET_HACK\=BAN;RADAR\=DISCONNECT
ModulesState=CopyPaste\=true;AntiClick\=true;InputFilter\=true
FastBanMessage=\u0412\u044B \u0437\u0430\u0431\u0430\u043D\u0435\u043D\u0438\u044E
PatchVersionEnabled=false
MaxInstances=10
HWIDBinding=
OnlineViewMultiplier=1
ProtectionEnabled=true
FastBanTime=-1
BanlistAccountBan=false
AllowVirtualization=false
PlayerMenuViewOnline=false
PatchVersionMin=0
```

For some advanced users who prefer the old way of server configuration is still possible.

You may access manually the configuration at  
sguard/config.properties



# Starting Up

The screens below will indicate that sguard API module is working properly.

Log start

```
*** SGuard Loader Initializing... ***
Checking API version...
Jar version up to date at v1.4.3
Checking Core version...
Jar version up to date at v1.4.4
Classloading API and Core...
Classloading l2j Classpath...
Initializing SGuardAPI v1.4.3/HIGHFIVE_L2S...
Starting SGuard Core...
```

Log end

```
[02:18:36] INFO =====
[02:18:36] INFO SGuard License
[02:18:36] INFO ID: 3
[02:18:36] INFO TOKEN: 43D
[02:18:36] INFO SGuard API v1.4.3/HIGHFIVE_L2S
[02:18:36] INFO SGuard Core v1.4.4
[02:18:36] INFO SGuard Client
[02:18:36] INFO Min: v1300
[02:18:36] INFO Max: v1305
[02:18:36] INFO =====
[14:18:36] INFO Registered on authserver as 1 [Bartz]
```



# Important API Configuration

We provide numerous of FREE and Paid Plug-ins/APIs to our customers:

- [HWID system \(to be upgraded in Q3 2017\)](#)
- [DNS \(Domain Bind\)](#)
- [External URL](#)
- [Copy-Paste module](#)
- [System Version](#)
- [FPS and greeting message on screen](#)
- [No-clear Auth](#)
- [HWID on Auth Server \(login server\)](#)
- [Custom Lobby](#)
- [Language Pack](#)
- [Scale System](#)
- [Damage On Screen](#)
- [Radio](#)
- [Window Bind](#)



# Important API Configuration

## HWID system (to be upgraded in Q3 2017)

HWID system is providing a unique string for a character hardware machine, with this information administrator can easialy integrate limitation of dual-boxing of any kind, including ingame events, olympiad or number of active players playing on the same machine.

-Availability-

Comes in all modules by default FOR FREE

Example:

Get HWID Method Example:

```
import com.l2scripts.sguard.manager.session.ClientSessionManager;  
import com.l2scripts.sguard.manager.session.model.HWID;  
import com.l2scripts.sguard.manager.session.model.ClientSession;
```

```
public void setVoted(Player player)  
{  
    ClientSession session = ClientSessionManager.getSession(player.getNetConnection());  
    String hwid = session.hwid.plain;  
    HWID_LIST.add(hwid);  
}
```

OR

Use the normal player.getHWID() or player.getConnection().getHWID methods support by your pack.



# Important API Configuration

## DNS (Domain Bind)

Mostly known as domain bind is a bind which you can change at any given time without the need to contact us, simply change your A-Record for the desirable Ip or proxy list and enjoy the freedom of changing your license destination.

-Availability-

By request (for existing servers, a new dsetup.u is required)

You can purchase this module separately.





# Important API Configuration

## External URL

External URL system will give the administrator the opportunity to setup external browser links (donation for example), once the player clicked on it – he will be redirected to the website stored in the link.

-Availability-

Comes in all modules by default FOR FREE

Example:

```
package com.l2scripts.sguard.network.packets;

import l2s.gameserver.network.l2.s2c.L2GameServerPacket;

public class OpenURLPacket extends L2GameServerPacket implements IGuardPacket
{
    private final String url;

    public OpenURLPacket(String url)
    {
        this.url = url;
    }

    protected void writeImpl()
    {
        writeC(0xFF);
        writeC(0x03);
        writeS(this.url);
    }
}
```

Then in any method or class or bypass:  
client.sendPacket(new OpenURLPacket("http://www.google.com"));



# Important API Configuration

## Copy-Paste module

Copy & Paste module is a useful module that will allow players to copy something outside the game and paste it inside the game and viseversa

-Availability-

Comes in all modules by default FOR FREE



# Important API Configuration

## System Version

This module is very important for Interlude & HF servers.

There're many ways to change the interface ingame using the original files such as interface.u/xdat and create "shortcuts" to make the gameplay easier. This module will always check if the files are geinue like the administration posted it to be. If not, then it won't let player use this modified patch.

-Availability-

By request (for existing servers, a new dsetup.u is required),  
administration should provide of list of files to be protected.

Provided FOR FREE



# Important API Configuration

## FPS and greeting message on screen

A usefull module, that provides the player's FPS on screen and the server's name.

-Availability-

By request (for existing servers, a new dsetup.u is required) FOR FREE

Example:





# Important API Configuration

## No-clear Auth

A usefull module, that won't delete the player login and password information upon restarting the game.

-Availability-

By request (for existing servers, a new dsetup.u is required) FOR FREE

Example:

Restart your game to see how it works





# Important API Configuration

## HWID on Auth server (login server)

A very critical module that experiencing issues with brute force, this module will provide an HWID upon login and prevent programmed brute force by its default, also is useful for other integration ideas.

-Availability-

By request (for existing servers, a new dsetup.u is required) for FREE  
Server integration is required.

Example:

Some servers that experienced brute force are now 100% secured  
from the traditional brute force way.



# Important API Configuration

## Custom Lobby

An optional system that gives you the opportunity to set any amount of random lobbies in your login screen, we use the original UNR files to integrate this ability inside your patch, no additional UNR files are needed, its an addition to make your server look beautiful and unique.

This module WILL work with Interlude client!

-Availability-

By request (for existing servers, a new dsetup.u is required)

You can purchase this module separately.

Example:

<https://vimeo.com/195511239>

<<30>>





# Important API Configuration

## Language Pack

Many users (by our count more than 1000) can't chat on their native language, what makes the communication process very difficult.

We are integrating any non supported language into lineage 2 game.

Currently we support the next languages:

1. Vietnamese
2. Thai
3. Arabic

-Availability-

By request (for existing servers, a new dsetup.u is required)

You can purchase this module separately.



# Important API Configuration

## Scale System

An optional system that gives you the opportunity to see l2 world from another perspective, you can make any object in lineage 2 bigger or smaller, including mobs, npc or even your player without losing texture/animation quality or integrating any additional textures.



-Availability-

By request (for existing servers, a new dsetup.u is required)

Server integration is required.

You can purchase this module separately.



Example:

<<32>>





# Important API Configuration

## Damage On Screen

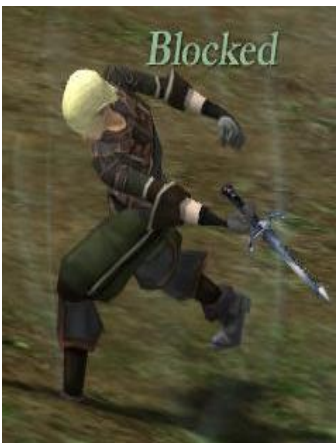
An optional module that is suggested to HighFive, Interlude and lower chronicles, will show the damage and other important notification on screen, as well you can control the font size, font color and custom messages on screen.

-Availability-

By request (for existing servers, a new dsetup.u is required)

Server integration is required.

You can purchase this module separately.



Example: <https://vimeo.com/231899786>





# Important API Configuration

## Radio

Radio module is a module that brings music ingame, with simple shortcuts you may rotate the radio stations you've created and enjoy l2 with music!

Controls:

CTRL+R = radio on/off

CTRL+Left/Right arrows = previous / next stations

CTRL+Up/Down arrows = volume up / down by 10% each time (or you can hold it)

CTRL+ALT+Up/Down = volume up / down by 1%

Provided For free by default

## Instance(box/window) Lock

We've developped additional instance lock which

Is monitored from our service and gives 99%

Of security.

You may ask the manager to add it.

Provided For free by default

```
[Config]
Volume=44
Station=0

[Stations]
StationCount=4
Station0=http://192.99.17.205:7168/stream
Station1=http://playerservices.streamtheworld.com/pls/WZOXFMAC.pls
Station2=http://67.212.168.102:8700/
Station3=http://ns319459.ip-91-121-67.eu:8000/
```



# Docs And Requirements

## System Requirements:

- Java 8.0 and higher.
- Any Java pack (PTS currently supports the simple server moderation).
- Any chrocniles are supported.
- We've developped our own HWID system!
- We support DNS binds.
- Works on Windows or Unix based systems.
- We support proxies.
- We support custom packs.
- We provide source code if required.
- We provide new features for this new server side module for free & remotely.
- We support and appreciate new ideas.





# Epilogue

[L2-Scripts](#) freelance team is always trying to give our customers the best products with the best quality available.

This New Sguard server side was successfully tested on many servers.

L2-Sguard is online for almost 2 years now!

We currently host more than 300 servers (November 2017).

Updates are coming often with new functions and features.

Don't forget, if you need an update, just let us know!

We are constantly looking for great people to work with.

If you are a c++ programmer or a developer, let us know, we can work and success together!

Join us today!

Special Thanks to professional [Strain'd](#) for making the front end design.

