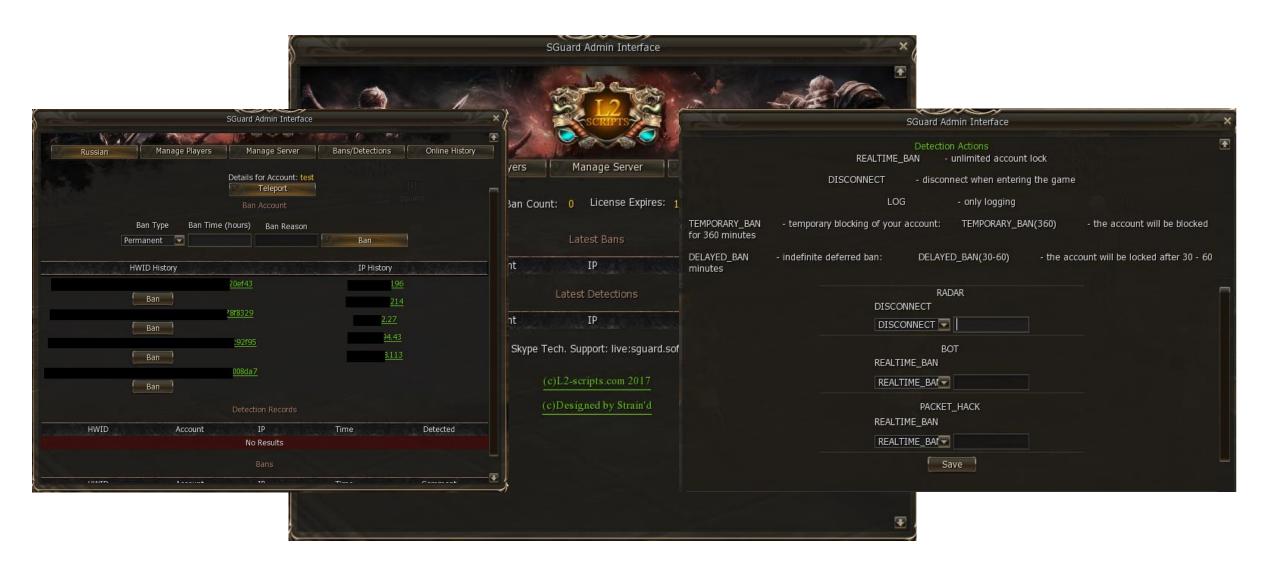




## L2-Scripts – L2Sguard







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- 1-2-3 Easy Installation
- Auto Server Side Updates
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- Cross Platfort Support
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- Players Investigation
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- Increase remote support and future development
- Introducing essensial APIs
- Creating a new dynamic window for sguard protection
- Making massive actions within admin panel







## Main Page

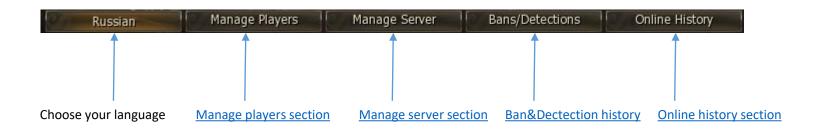
Call it with command: //smenu







## Main Page





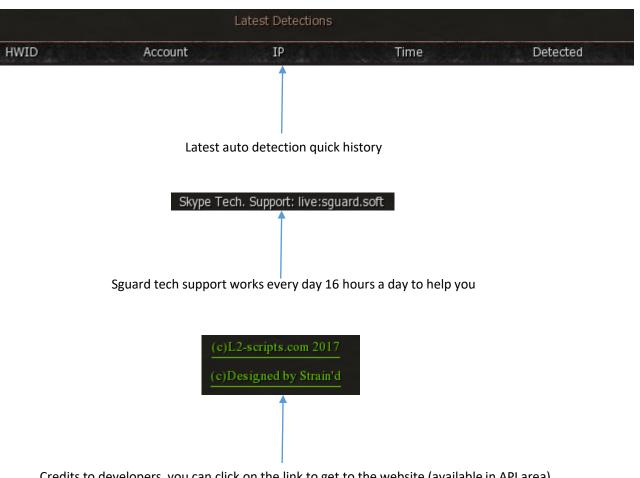








## Main Page



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)

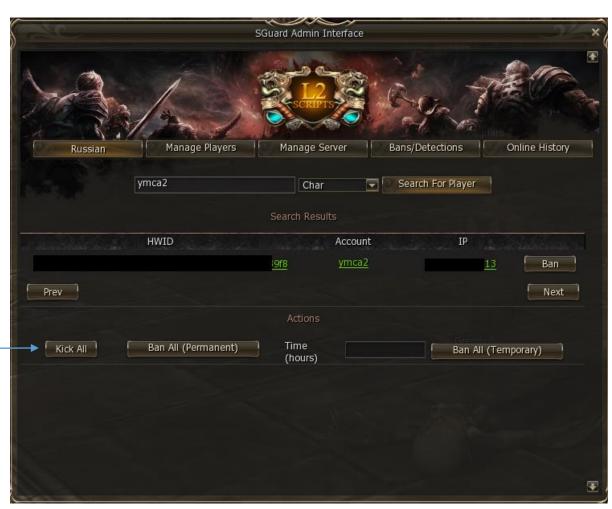








## Manage Players (Character Results)



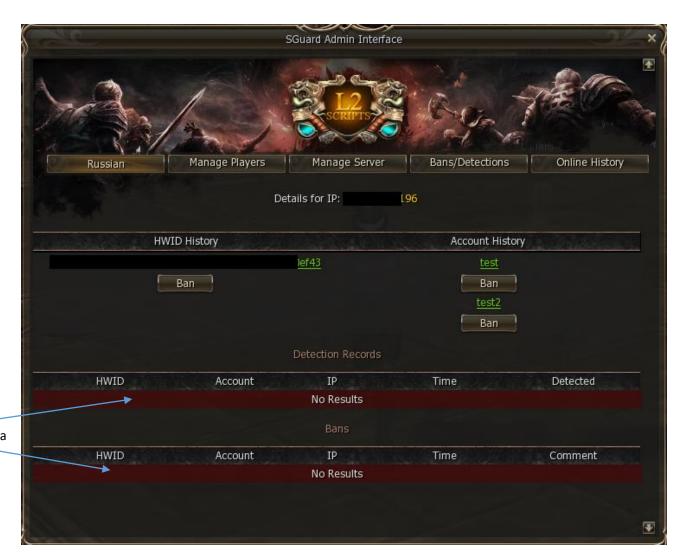
Global actions for all results are always available, kick all, ban all for good or temporary ban for an amount of time.







## Manage Players(IP Results)



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



HWID ban types
Ban Type

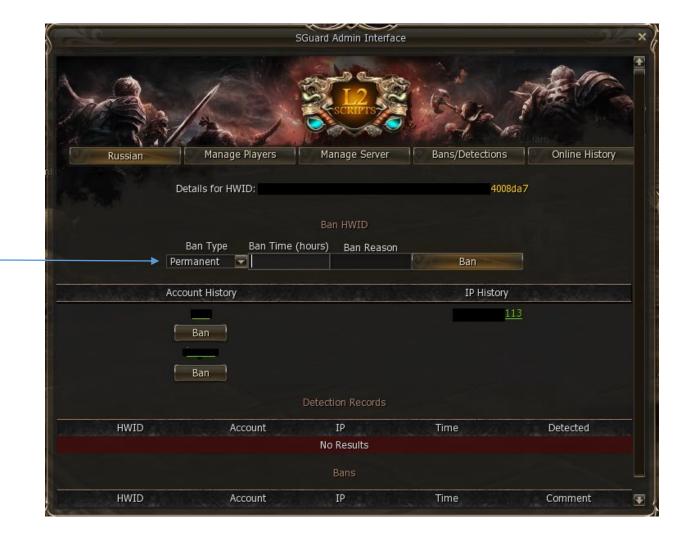
Permanent

Permanent

Temporary



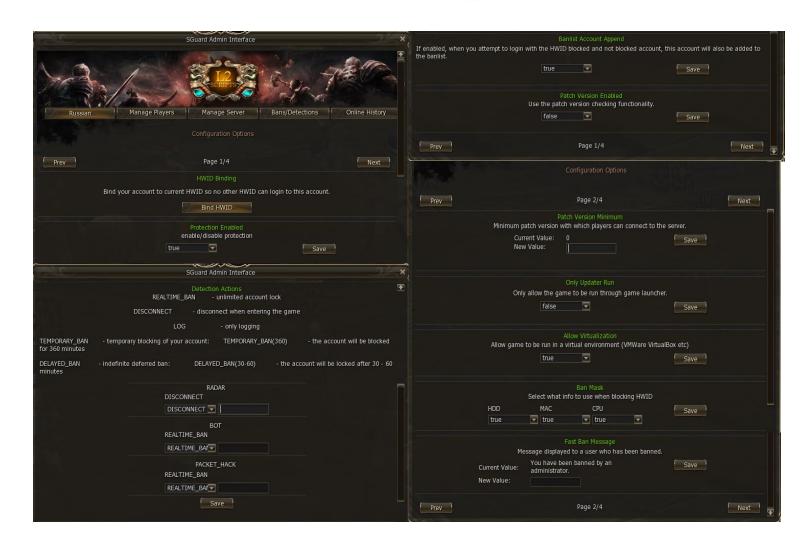
# Manage Players (HWID Results)







#### Manage Server



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 decribed here.







#### Manage Server

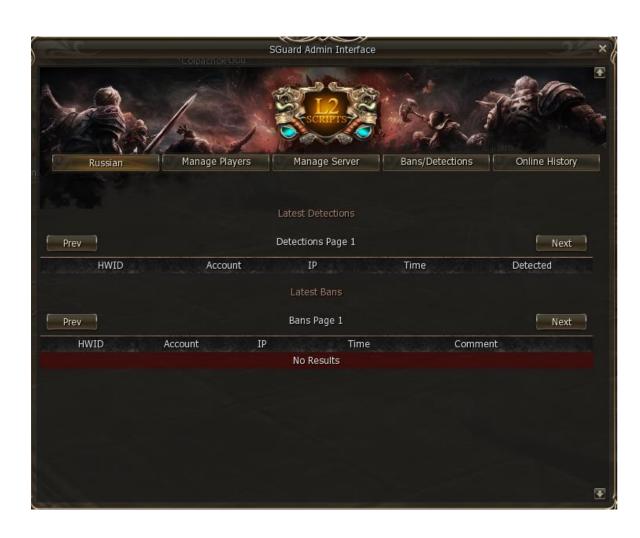


In addition to the old configs, we've added new configs, that will help you with server moderation and ease the administration on the server. For example, for additional security you can bind your active admin account by HWID.





#### Recent Dections/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



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 informaiton 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 I2sguard 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.

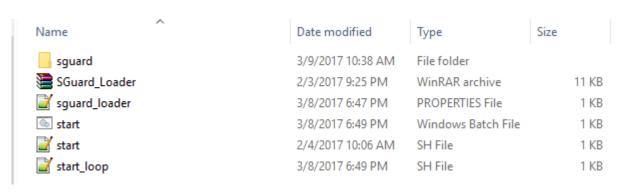
You may turn this option off in the configuration page.











```
#!/bin/bash
java_opts=" -Xms4G"
java_opts="$javaopts -Dfile.encoding=UTF-8"
java_opts="$javaopts -Djava.system.class.loader=com.12scripts.sguard.loader.GuardClassLoader"
while :;
do
    java_opts -server -jar SGuard_Loader.jar > log/stdout.log 2>&1
    [ $? -ne 2 ] && break
    sleep 30;
done
```

```
ServerBranch=HIGHFIVE_L2S
MainClass=12s.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 €onfigPageEnabled=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\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 propertly.

#### 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 12j Classpath...
Initializing SGuardAPI v1.4.3/HIGHFIVE_L2S...
Starting SGuard Core...
```

#### Log end

```
[02:18:36]
         INFO SGuard License
[02:18:36]
                 ID: 3
         INFO
                                                 43D
[02:18:36]
         INFO
                 TOKEN:
         INFO SGuard API v1.4.3/HIGHFIVE L2S
[02:18:36]
[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]
         14:18:36]
         INFO Registered on authserver as 1 [Bartz]
```







## Important API Configuration

#### 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);
}
```

#### External URL Class 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);
        writeS(this.url);
    }
}
Then in any method or class or bypass:
client.sendPacket(new OpenURLPacket("http://www.google.com"));
```





### **Docs And Requirements**

#### System Requirements:

- Java 6.0 and higher.
- Any Java pack (PTS currently supports the simple server moderation).
- Any chrocniles are supported.
- 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.







<u>L2-Scripts</u> 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.

We currently host more than 200 servers (March 2017).

Updates are comming often with new functions and features.

Join us today!

Special Thanks to professional <u>Strain'd</u> for making the front end design.

