

# Cardinal-Anticheat ([documentation](#))

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# Cardinal Anticheat

**Beta**

CHAT

13 ONLINE

## Addons

1. First things first, download the `Extension.jar` from the [dependencies](#)
2. Add `Extension.jar` as your dependency. It's **only** a placeholder, nothing you should put inside your `plugins` folder
3. Instead of `extends JavaPlugin` you have to `implement Addon` which requires two methods:

```
import me.clientastisch.extension.Extension;
import me.clientastisch.extension.impl.Addon;

public class Core implements Addon {

    @Override
    public void onEnable() throws Exception {

    }

    @Override
    public void onDisable() throws Exception {

    }

}
```

4. Unlike spigot, a file called `addon.json` must be created like following:

```
{
  "name": "MyAwesomeAddon",
  "author": "Me",
  "main": "my.path.to.Core",
  "version": "v1.0"
}
```

5. Export your addon to `plugins//CAC//addons`
6. Reload your server or use `/cac addon load <addon>` and you're done!

## Events

As you already know, you have to implement `Listener` in a class you want to use BukkitEvents. In case you also want to use the build-in `events` of the Cardinal-Anticheat you have to implement `EventListener`. That's because Cardinal-Anticheat has an entire different event-system. It's possible to use BukkitEvents and CardinalEvents in the same class by implementing both classes. However, I do not recommend that, due to the performance loss on startup.

```
import me.clientastisch.extension.impl.event.EventListener;
import me.clientastisch.events.EventManager;

public class MyWonderfulEvent implements EventListener {

}
```

The next difference is the `@EventHandler` which isn't used for CardinalEvents. Cardinal-Anticheat uses the annotation `@EventManager.Target` above methods:

```
@Retention(RetentionPolicy.RUNTIME)
@java.lang.annotation.Target(ElementType.METHOD)
public static @interface Target {

    boolean isSmart() default true;

    boolean isSync() default false;

    int sleep() default 0;
}
```

As you may have already noticed, there're some additional options which you don't have with the BukkitEvents. First things first, if `isSmart` is enabled methods which have already thrown an exception won't be invoked anymore. `isSync` invokes the method either asynchronous or synchronous to the event call. In case `isSync = false` you have the possibility to call the method in a delay by changing `delay`.

```
@EventManager.Target(isSync = true)
public void onFlag(CheckFireEvent event) {
    event.cancelled();
}
```

Keep in mind, that asynchronous events **cannot** be `cancelled`. Therefore set `isSync` to `true`.

## Commands

To handle commands you have to implement `Command`

```
public interface Command {  
  
    boolean execute(CommandSender sender, String command, String[] arguments,  
String raw);  
  
}
```

In case your command matches `return true`

## Register events and commands

You can register events and commands by accessing `Extension`.

```
import me.clientastisch.extension.Extension;  
import me.clientastisch.extension.impl.Addon;  
  
public class Core implements Addon {  
  
    @Override  
    public void onEnable() throws Exception {  
        Extension.registerListener(this, new MyWonderfulEvent());  
        Extension.registerCommand(this, new MyWonderfulCommand());  
    }  
  
    @Override  
    public void onDisable() throws Exception {  
  
    }  
  
}
```

## Why use addons

Addons are supported for every **Spigot** version on which Cardinal-Anticheat is supported too. This gives you the ability to create multiversion extensions. Furthermore, you get access to a **bunch of events** which are either packet or spigot based. You also get access to some **player-data** collected by the anticheat which gives you some additional information which spigot doesn't provide on its own.