

# Cardinal-Anticheat 1.8-1.12

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# Cardinal Anticheat

**Beta**

CHAT

**13 ONLINE**

## Disclaimer

Cardinal-Anticheat is a **free Spigot** anticheat which blocks most of the known cheats out there. Keep in mind, that Cardinal-Anticheat is still in beta, false positives may occur...

Cardinal-Anticheat also contains a custom build-in replay system which is quite usable to check whether a player was cheating or not. The output-file is a .zip file ~ 5MB depending on the amount of worlds used and their size.

## Download

## Commands

```
cac flag      - Shows the flags/alerts
cac ban       - Bans a player permanently
cac unban     - Unbans a player
cac info      - Tells you whether a player is banned or not
cac iptable   - Adds the ip-address of a player to the firewall rule and prevents
any further communication
cac replay    - Watch a replay which has been recorded before
cac report    - A custom report system only for stuffs in which each flag will be a
'report' which will be stored
cac reset     - Resets the violations of a player
cac reboot    - Restarts the plugin
cac reload    - Reloads configurations
cac export    - Export the current settings into a single file
cac import    - Import a setting from a file
```

## Permission

```
CAC.command      - Allows you to use most of the commands
CAC.tabcomplete  - Allows you to use tab-completion
```

```
CAC.flag          - Allows you to toggle /cac flag
CAC.manage.ban    - Allows you to ban players
CAC.manage.unban  - Allows you to unban players
CAC.manage.report - Allows you to edit reports
CAC.addon         - Allows you to manage addons
CAC.proxy         - Allows you to join even though your ip might be a proxy
CAC.config.import - Allows you to import settings
CAC.config.export - Allows you to export settings
CAC.replay.watch  - Allows you to watch a replay
CAC.replay.gui    - Allows you to see a list of all replays ingame
```

## Important

If you're using multiversion to allow players of any versions to join false positives will occur... In case your server is on 1.8 and players with versions higher than that are able to you disable following detections:

- yMotion
- Speed Type A

After testing different legit clients, I came to the conclusion that PvPLounge is not considered as legit and will be detected for:

- Blockhit
- NoSlowdown

These violations aren't the fault of Cardinal-Anticheat because no other modification was detected for Blockhit or NoSlowdown. **The only legit thing out there is still vanilla!** However, in case you want PvPLounge users allow to playing on your server, there's an addon available on my discord (see below) in #addons

## Installation

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First navigate to the [release](#) tab and download the newest version available. After the download move the **Cardinal.jar** into the **plugins** folder. The **Extension.jar** is **only for development purpose** and should not be moved inside the **plugins** folder. Reload your server and you're ready to go 😊

### Bugs & False positives

If any bugs or false positives occur **report** them [here](#).  
Otherwise I'll probably never notice them