

# Setting up Intave AntiCheat on a Pterodactyl Panel Setup

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**Important:** These instructions only work if you operate the panel and the associated nodes/wings yourself, you need full root access.

**Third party providers are not supported!**

## Step 1:

Create a mount using the administrative backend of your Pterodactyl panel.  
(Service Management -> Mounts -> Create New)

Name, as well as the description can be freely selected by you.

The following must be entered in the "Source" field:

`/intave`

In the field "Target" you should enter:

`/home/container/?/.intave`

Please pay attention to the upper and lower case for both!

Leave the settings "Read Only" and "User Mountable" on default.

After saving/creating, the mount must be assigned to your used Eggs, as well as Nodes - First step done ✓

## Step 2:

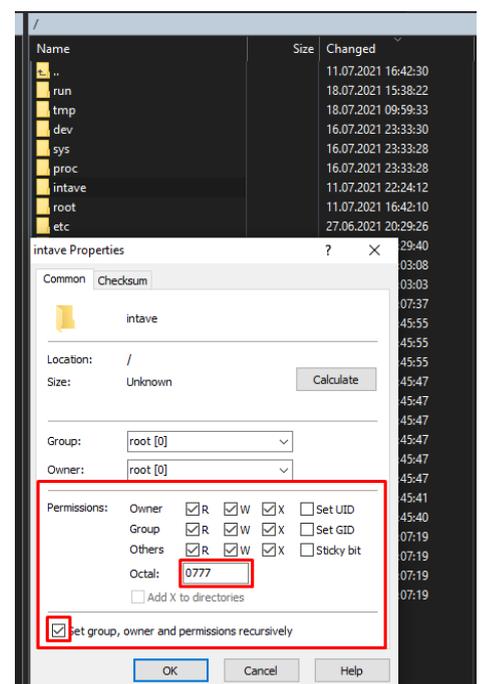
Log into your VPS/root server where the Pterodactyl Wings are installed. (Either via SSH or SFPT)

In the root directory (not /home), create a folder called "intave".

Please pay attention to the upper and lower case for both!

This folder must be set with read/write permissions to "777"\*, otherwise the Docker instance will not be able to access this folder later. Second step done ✓

\* You can also try a different configuration of permissions, but then it is up to you to configure this correctly. After all, the Docker instance must be able to access, read and write to this folder later.



### Step 3:

```
remote_query:
  timeout: 30
  boot_servers_per_page: 50
allowed_mounts:
- /intave ←
allowed_origins: []
```

The next step is to whitelist this directory for Wings / Docker instances. For this, the Wings Config must be edited. The best way to do this is to use Putty/SSH

```
nano /etc/pterodactyl/config.yml
```

Now scroll all the way down until you get to the point you are looking for: **allowed\_mounts**

Then fill in the directory you created in the previous step.

Afterwards you have to save the edited config.yml.

Now you have to restart the Wings service once: 

```
service wings restart
```

Your settings should be applied now. Third step done ✓

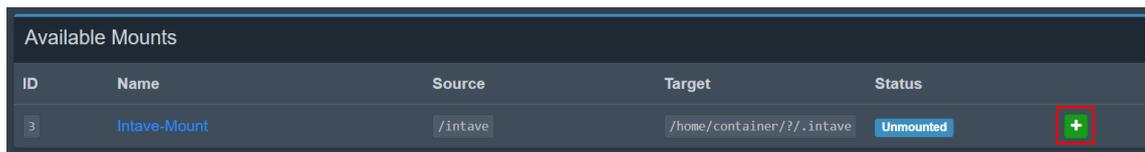
### Step 4:

As a last step, you have to assign/mount this mount to your respective Minecraft servers on which you want to use Intave. To do this, first stop the corresponding mc-servers.

Then switch to the administrative backend of the panel.

(Management -> Servers -> SampleServer -> Mounts)

If you have configured everything correctly as described in step 1, you should now find an available mount with the status "Unmounted".



ID	Name	Source	Target	Status
3	Intave-Mount	/intave	/home/container/?.intave	Unmounted

With a click on the green + this status changes to "Mounted". Now the created folder in the root directory is connected to your Minecraft server and Intave can access this folder.



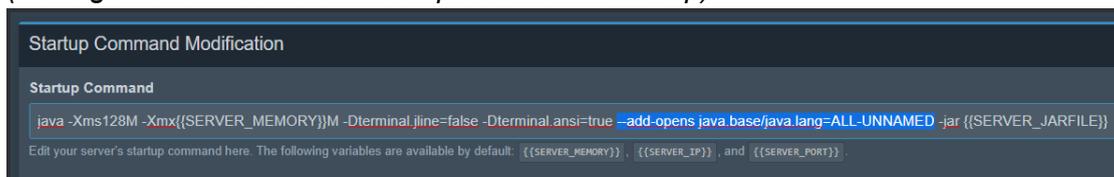
ID	Name	Source	Target	Status
3	Intave-Mount	/intave	/home/container/?.intave	Mounted

This folder is important to register your VPS/Root-Server as hardware for Intave and prevent false detection of Docker instances. (Not every MC server is one used hardware!)

Intave does not (yet) support Java version 16 at the time of creating this guide, but you can add the following startup flag to your MC server to be able to start Intave anyway.

```
--add-opens java.base/java.lang=ALL-UNNAMED
```

(Management -> Servers -> SampleServer -> Startup)



```
Startup Command Modification
```

Startup Command

```
java -Xms128M -Xmx{{SERVER_MEMORY}}M -Dterminal.jline=false -Dterminal.ansi=true --add-opens java.base/java.lang=ALL-UNNAMED -jar {{SERVER_JARFILE}}
```

Edit your server's startup command here. The following variables are available by default: {{SERVER\_MEMORY}}, {{SERVER\_IP}}, and {{SERVER\_PORT}}.

I hope you were able to follow my instructions and can now use Intave with your Pterodactyl panel setup without any problems. If you have any further questions, please contact the Intave community :)

Best regards, Pfandleiher#0069