

JikGuard Game Protection Tool User Manual

(Windows Version)

This protection tool is a JAR package file, designed to protect Windows Unity 3D (U3D) projects. requiring the installation of the Java environment.

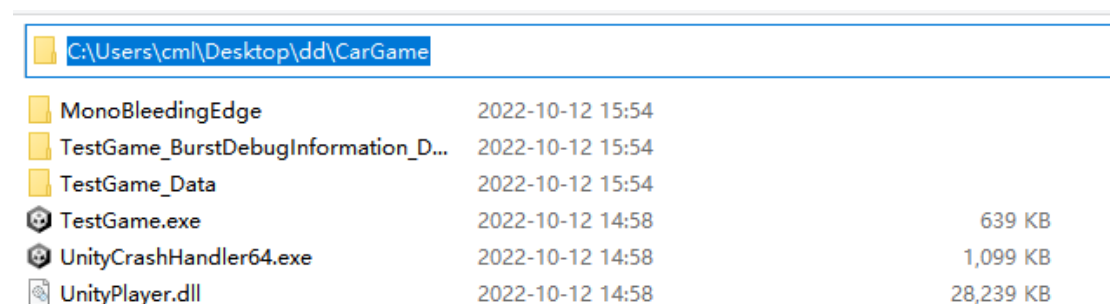
Game Package Protection

1. Command Line Parameters

```
java -jar JikGuard-Windows.jar -autoconfig -inputfile %inputdir% [-outputfile %outputdir%]
```

1.1 Parameter Description

- %inputdir%: The path of the game that needs protection.
- As shown in [Figure 1], the path is: C:\Users\cml\Desktop\dd\CarGame



****Figure 1: Game protection path****

- %outputdir%: The path where the protected game will be saved (optional). If not filled in, it will be generated in the default path.

2. config.ini Configuration

The config.ini file is located in the same directory as JikGuard-Windows.jar. Below are the main settings for its fields:

2.1 Game Key (gamekey) Settings

- Users need to enter the game key in this configuration file, as shown.

[gamekey]

key=638f*****d636d531

- If you do not have game key, please contact customer service to apply.

2.2 Protect DLL Settings (Optional)

- Users can specify the modules (DLL) in to protect in this configuration file, as shown.

[protectdll]

1=UnityPlayer.dll

2=GameAssembly.dll

- Note: Adding an excessive number of modules may increase the game's startup time.

2.3 DLL Protection Settings (Optional)

- For Unity Mono games, modules (DLL) in the Managed directory can be specified for protection in this configuration file, as shown.

[dll]

1=Assembly-CSharp.dll

2=Assembly-CSharp-firstpass.dll

Unity Assetbundle Encryption

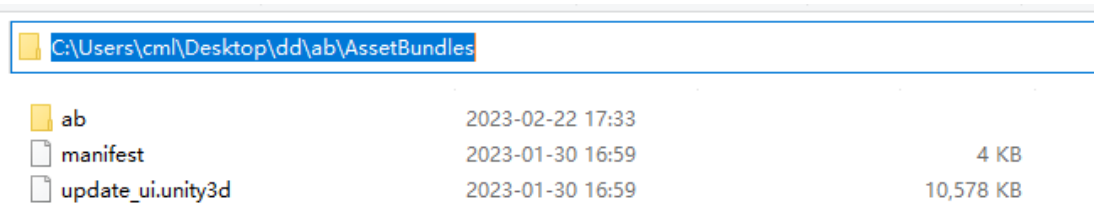
Encrypt Assetbundle resources by compressing the package.

1. Command Line Parameters

```
java -jar JikGuard-Windows.jar -optype_assetbundle_enc -inputfile %inputdir% [-  
outputfile %outputdir%]
```

2. Parameter Description

- %inputdir%: The path of the Assetbundle resources that require protection. Assetbundle resources can be in the form of ZIP packages or located at the specified path.
- As shown in [Figure 2], the path for %inputdir% is:
C:\Users\cml\Desktop\dd\ab\AssetBundles



C:\Users\cml\Desktop\dd\ab\AssetBundles		
ab	2023-02-22 17:33	
manifest	2023-01-30 16:59	4 KB
update_ui.unity3d	2023-01-30 16:59	10,578 KB

****Figure 2: Assetbundle protection path ****

- %outputdir%: The path where the protected resources will be saved (optional).

If not specified, it will be generated in the default path.

Usage Notes

1. The protection path must not contain spaces, such as "Program Files" which contains spaces.
2. The console must be opened with administrator privileges.
3. Sign the protected EXE/DLL files yourself to avoid false positives from antivirus software.
4. If you have any other questions, please contact us with service@jikguard.com or WhatsApp.

