

# CREATOR PROTECTOR PRO

## User Manual (English)

Protection module for creators: detects unsafe environments, validates creator identity, supports region lock, sandbox and no-script checks, payment-info validation, and a safe disable mode.

**Welcome.** This manual explains how to install, configure, and troubleshoot Creator Protector PRO v2.3.

## Quick Start

Most users can be up and running in under a minute:

- **Drop the script** into your object (Edit -> Contents). The script starts immediately.
- **Touch the object as owner** to open the menu and view current protection states.
- **Press Recheck** after moving the object or changing parcel settings (scripts on/off).

## Package Contents

- BREDA TECH - CREATOR PROTECTOR PRO v2.3 script
- This user manual (PDF)
- Product image / vendor artwork (if provided with your package)

## How it Works

Creator Protector PRO performs two types of checks:

- **Environment checks** (region name, parcel scripts enabled, sandbox detection, region lock).
- **Identity checks** (creator key validation, optional UUID lock, and optional owner payment-info status).

### Safe Disable Mode

When a rule is violated, the object switches into a safe, non-intrusive state (phantom + very low alpha) and shows a red hover message with the reason.

## Owner Menu

Touch the object as the owner to open the control menu. The script includes a 60-second dialog timeout.

Button	What it does
<b>Region Lock</b>	Locks the object to the current region name (optional).
<b>Region Unlock</b>	Removes the region lock.
<b>Sandbox On Off</b>	Toggles sandbox protection (detects 'sandbox' in region/parcel name).
<b>No Script On Off</b>	Toggles parcel no-script protection (disables if scripts are not allowed).
<b>Payment Check On Off</b>	Toggles owner payment-info validation.
<b>Creator Lock On Off</b>	Toggles creator key validation (creator must match original).
<b>UUID Lock On Off</b>	Toggles UUID lock (see section below - important).
<b>Status</b>	Prints a detailed status report to the owner chat.
<b>Recheck</b>	Runs all checks again immediately.
<b>Reset Default</b>	Resets options to default values.

<b>Close</b>	Closes the menu.
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## Protection Systems Explained

### 1) Creator Lock

Stores the original creator key and compares it against the current object's creator. If they do not match, the object disables.

### 2) Region Lock

When enabled, the object remembers the current region name. If moved to a different region, it disables until the region lock is removed.

### 3) Sandbox Protect

Disables the object if the region name or parcel name contains the word 'sandbox' (case-insensitive).

### 4) No-Script Parcel Protect

Checks the parcel flags at the object's position. If scripts are not allowed on that parcel, the object disables.

### 5) Payment Info Check

Requests the owner's payment-info status and disables if no payment info is on file (based on the returned flag). This can reduce abuse in some distributions, but may also block legitimate users who do not have payment info.

### 6) UUID Lock (Object Description Tag)

UUID Lock is an anti-clone mechanism. On first start, the script writes the current object's UUID into the object description using this format:

[BTUUID]OBJECT-UUID| (your existing description)

#### UUID Lock - Read This First

**Important:** Each copy of an object has a different UUID. If UUID Lock is ON, copies will not match the stored UUID and will disable.

Use UUID Lock when you want to protect a single master object from duplication. Turn it OFF when you want to sell copyable products that must function for buyers.

## Script Permissions and Editions

Creator Protector PRO is typically delivered as **No Modify** to protect the code. The exact permissions depend on the edition you purchased.

- **Object permissions are limited by the most restrictive inventory item.** Example: a No Transfer script inside an object will make the final object No Transfer.
- If you sell products as **Copy / No Transfer** (most common), a No Transfer script is usually fine.
- If you sell products as **No Copy / Transfer**, you will need a **Transfer** edition so your final product can still be transferred.

- Regardless of edition: do not redistribute the script as a standalone script or as a script pack.

## Recommended Settings

Choose settings based on your use case:

Use case	Recommended toggles
<b>Protect a single master object (anti-duplication)</b>	Creator Lock: ON UUID Lock: ON Sandbox Protect: ON No Script Protect: ON Payment Check: Optional Region Lock: Optional
<b>Include inside products you sell as COPY items</b>	Creator Lock: Optional UUID Lock: OFF Sandbox Protect: ON No Script Protect: ON Payment Check: Optional (be careful) Region Lock: Usually OFF

## Troubleshooting

If the object disables, read the red hover text and use **Status** for details. Common cases:

Symptom / message	Most likely cause	Fix
<b>UUID lock mismatch</b>	UUID Lock is ON and you are using a copy.	Turn UUID Lock OFF for copyable products, or use only the original master object.
<b>Creator lock mismatch</b>	Object creator differs from stored creator key.	Ensure the object was created by the same creator, or turn Creator Lock OFF.
<b>Sandbox location</b>	Region or parcel name contains 'sandbox'.	Rez the object in a non-sandbox region/parcel, or turn Sandbox Protect OFF.
<b>Parcel scripts disabled</b>	The parcel does not allow scripts.	Enable scripts on the parcel, or move the object to a parcel where scripts are allowed.
<b>Owner has no payment info</b>	Payment Check is ON and owner lacks payment info.	Turn Payment Check OFF, or ensure payment info is on file.

## Notes and Limits

- This script does not ban, eject, or grief avatars. It protects the object by disabling itself.
- Sandbox detection is name-based (searches for the word 'sandbox'). If a sandbox region has a different name, the sandbox check may not trigger.
- Region Lock uses region name. If a region is renamed, you may need to unlock and re-lock.
- If you ship this inside customer products, test your permissions and toggles exactly as your customers will use them.

### Best Practice

For customer-facing products: keep UUID Lock OFF, and rely on Sandbox/No-Script checks plus your own product permissions. Use UUID Lock mainly for protecting a single master object.

## Support

For support, include the **Status** report output and the exact red hover-text reason. That usually identifies the cause immediately.

BREDA TECH - Thank you for your purchase.