



《公平使用原則》
Fair Usage Policy (FUP)

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本文件設有中文及英文版本，如有任何翻譯問題，一切內容以英文版本為準。
部分內容無法翻譯，如有任何不明白的地方，請務必儘快聯絡 Hyper Group 獲取最準確的解釋。

本公平使用守則適用於所有 HyperNology Free Hosting (HNFS) ·
ResonanceCraft Network “Hosting Services” (RCN-HS) 的使用者。

中文版本

第一部分：HyperNology Free Hosting

● 通用使用政策

1. 所有 HNFS 用戶均分享公平的資源及使用優先次序；
2. 所有 HNFS 用戶在使用服務時，FUP 將會自動應用到相關用戶當中；
3. HNFS 用戶 (在充足資源的情況下) 最多能夠分配 100% CPU、2GB (2048MB) 記憶體、5/10GB 存儲空間、及兩個伺服器創建空間。網絡資源則限制在每月 3TB (上傳+下載)。若果用戶嘗試使用超過所分配的用量而並未通知 HNFS 管理團隊 (RAD)，我們將會根據 FUP 停用相關伺服器；
4. 伺服器將會根據使用需求進行動態調整。但若果處於資源緊張狀態，伺服器將會根據 FUP 對所有用戶資源劃一處理；
5. HNFS 有權重新分配伺服器資源而不遵守 FUP，但所有進行的操作必須是用作測試或內部使用。並不能在未經研發部門管理團隊或資訊科技主任同意下轉移到普通用戶當中；
6. HNFS 用戶只能最多擁有兩個伺服器。我們將會根據 Discord ID、IP 地址、用戶行為及活動紀錄判斷用戶，並確認每一用戶只能使用最多兩個伺服器，確保公平使用原則；
7. 我們會根據 IP、Discord ID、伺服器指向及活動判定相關用戶是否違反 HNFS 通用使用政策 (6)。

● 用戶使用政策

1. 根據 FUP，每一名用戶只能創建一個用戶帳號，若用戶被發現創建多於一個帳號，相關帳號及關聯伺服器將可能被懲處；
2. 若果多個 Discord ID 或面板帳號用作相同或類似用途，同時亦連結到單一組織或個體當中，這樣將會計算作嚴重違反 FUP，除非有合理原因能夠證明予 HNFS 管理團隊；
3. 多帳號驗證將會根據用戶的 IP 位置作為依據；
4. 用戶需要確保自身帳號的安全。若果用戶因為洩漏自身帳號導致本機構的基礎建設受影響，或影響到其他用戶。我們將可能會移除或封禁相關用戶之帳號。

● 伺服器使用政策

1. 根據 FUP，HNFS 所提供的所有伺服器只可用作架設 Minecraft 伺服器、Discord Bot、資料庫網站及合法的應用程式。我們嚴厲禁止使用任何極度消耗資源的應用程式或行為，包括但不限於：挖礦、非合法的活動。若果發現有相關行為，我們將會馬上刪除伺服器，並且永久封禁該用戶；
2. 若果違反 FUP，HNFS 管理團隊可採取行動而不用通知相關用戶。
3. HNFS 用戶有責任保護自己的伺服器不被攻擊，若果閣下所承受的攻擊超過我們可以處理的，HNFS 管理團隊可以暫時停用相關伺服器而不需作出任何通知。
4. HNFS 用戶有責任在受到攻擊時通過「客服單」即時聯絡 HN 資訊團隊，以讓我們有足夠時間調整路由及防火牆，確保其他用戶的正常使用。若該用戶嘗試隱瞞，或選擇不通知 HN 的資訊團隊，HNFS 管理團隊可以**即時停用相關伺服器及封禁**相關用戶。
5. 為確保空間使用率能夠優化，若果相關用戶之伺服器已經被停用（任何原因）多於三次，相關伺服器將會完全喪失回復資格，並且只可以重新在資源控制台 (Free Resources) 當中重新開啟伺服器。我們將會將資料壓縮並上傳到下載平台，讓相關用戶透過連結及特定密碼下載。

- 懲罰政策

為了所有用戶的公平使用，HNFS 管理團隊會隨機抽查伺服器資料（稽核請求必須向行政部門報備）。用戶可以在有合法原因的情況下要求本機構提供相關稽核紀錄。

➤ 若果你違反以上任一項目，你或你的伺服器即有可能被**停用**或**移除**！

- 若果伺服器符合以下狀況，你的伺服器將會**被停用**：

- Minecraft 伺服器並未開啟超過一星期；
- 伺服器的最後記錄檔的存取日期為一星期或以前；
- Discord Bot / 網站關閉超過一星期；
- 伺服器並沒有任何檔案；
- 伺服器只有基本的初次檔案；
- 其他一切 HNFS 管理團隊列明的合理原因。

- 若果伺服器符合以下狀況，你的伺服器將會被**馬上移除**：

- 伺服器用作攻擊用途；
- 伺服器嚴重違反 FUP / TOSP；
- 伺服器嘗試讀取並展示底層伺服器的核心數據，並用作公開或非法用途；
- 其他一切 HNFS 管理團隊列明的合理原因。

- 若果用戶符合以下狀況，你的帳號將會**馬上被停用**：

- 用戶嘗試發放虛假信息關於 HN 或其附屬組織；
- 用戶在短時間內登入失敗多於 10 次；
- 用戶違反本機構所製定的任一規例（並已經經由調查確實）；
- 用戶嚴重違反合作機構的規則，而且合作機構在擁有合理的證據下要求；
- 其他一切 HNFS 管理團隊列明的合理原因。

- 若果用戶符合以下狀況，你的帳號將會被**馬上移除**

- 該用戶涉及惡意攻擊行為；
- 該用戶嚴重違反 FUP / TOSP；
- 該用戶嘗試使用多個帳號來獲取額外資源（所有相關伺服器都會因此而馬上被移除）
- 其他一切 HNFS 管理團隊列明的合理原因。

第二部分：ResonanceCraft Hosting Services

● 通用使用政策

1. 所有 RCN-HS 用戶均分享公平的資源及使用優先次序；
2. 所有 RCN-HS 用戶在使用服務時，FUP 將會自動應用到相關用戶當中；
3. RCN 使用動態資源分配，我們會基於伺服器所需要的資源進行動態調整。我們亦會提供 3-5TB (上傳及下載) 網絡資源。若果用戶超過相關限額而未有通知 RCN，相關伺服器將會暫時停用；
4. 伺服器將會根據使用需求進行動態調整。但若果處於資源緊張狀態，伺服器將會根據 FUP 對所有用戶資源劃一處理；

● 用戶使用政策

1. 根據 FUP，每一名用戶只能創建一個用戶帳號，若用戶被發現創建多於一個帳號，相關帳號及關聯伺服器將可能被懲處；
2. 若果多個 Discord ID 用作相同或類似用途，同時亦連結到單一組織或個體當中，這樣將會計算作嚴重違反 FUP，除非有合理原因能夠證明予 RCN；
3. 多帳號驗證將會根據用戶的 IP 位置作為依據；
4. 用戶需要確保自身帳號的安全。若果用戶因為洩漏自身帳號導致本機構的基礎建設受影響，或影響到其他用戶。我們將可能會移除或封禁相關用戶之帳號。

● 伺服器使用政策

1. 根據 FUP，RCN 所提供的所有伺服器只可用作架設由 RCN 與使用者的管理團隊所協商的伺服器類型。我們嚴厲禁止使用任何極度消耗資源的應用程式或行為，包括但不限於：挖礦、非合法的活動。若果發現有相關行為，我們將會馬上刪除伺服器，並且永久封禁該用戶；
2. 若果違反 FUP，RCN，HN 資訊科技部可採取行動而不用通知相關用戶。
3. RCN 用戶有責任保護自己的伺服器不被攻擊，若果閣下所承受的攻擊超過我們可以處理的，RCN 管理團隊可以暫時停用相關伺服器而不需作出任何通知。
4. RCN 用戶有責任在受到攻擊時通過「客服單」即時聯絡 RCN 資訊團隊，以讓我們有足夠時間調整路由及防火牆，確保其他用戶的正常使用。若該用戶嘗試隱瞞，或選擇不通知 RCN 的資訊團隊，RCN 管理團隊可以**即時停用相關伺服器及封禁**相關用戶。

- 懲罰政策

為了所有用戶的公平使用，RCN 幹事會或資訊科技委員會管理團隊會隨機抽查伺服器資料（除非用戶要求，否則我們並不會更改任何用戶資料）。

➤ 若果你違反以上任一項目，你或你的伺服器即有可能被**停用**或**移除**！

- 若果伺服器符合以下狀況，你的伺服器將會被**馬上移除**：

- 伺服器用作攻擊用途；
- 伺服器嚴重違反 FUP / TOSP；
- 伺服器嘗試讀取並展示底層伺服器的核心數據，並用作公開或非法用途；
- 伺服器違反 RCN 制定的任一政策；
- 其他一切 RCN 列明的合理原因。

- 若果用戶符合以下狀況，你的帳號將會馬上**被停用**：

- 用戶嘗試發放虛假信息關於 HN 或其附屬組織；
- 用戶在短時間內登入失敗多於 10 次；
- 用戶違反本機構所製定的任一規例（並已經經由調查確實）；
- 用戶嚴重違反合作機構的規則，而且合作機構在擁有合理的證據下要求；
- 其他一切 RCN 列明的合理原因。

- 若果用戶符合以下狀況，你的帳號將會被**馬上移除**

- 該用戶涉及惡意攻擊行為；
- 該用戶嚴重違反 FUP / TOSP；
- 該用戶違反 RCN 制定的任一政策；
- 該用戶嘗試使用多個帳號來獲取額外資源（所有相關伺服器都會因此而馬上被移除）
- 其他一切 RCN 列明的合理原因。

English Version :

The fair usage policy (aka FUP) will imply to all users using free hosting in HN Hosting (Paid Host will not be affected).

● General Policy

1. Every user in HNFS shared the fair resources and priorities evenly.
2. Every user will automatically imply to this FUP since he/she uses the HNFS services/registers the account.
3. HNFS user allocated **100% CPU, 2GB RAM, 5/10GB Storage, and 2 servers (If resources if available)** per account creation within the resources limit. Network resources will align for **3TB (Uplink+Downlink)** per month. If a user tries to exclude the limit without notifying HNFS Team (RAD Department), the server will shut down without notification due to FUP.
4. The servers (host) will allocate the resources to the servers dynamically in a fair way. However, if that time is tight with resources, the system will automatically reallocate the resources according to FUP.
5. HNFS Team has the right to reallocate the resources which are not following this FUP, but the use of those resources can only be for testing or internal use. No transfer to the user without permission from RAD Manager / IT Officer is allowed.
6. HNFS Users can only own at most 2 servers with a signal user account based on the identity of discord ID and IP address mapped to the activity in panel login and operational actions in both the server management panel (SMP) and resources management panel (RMP)
7. The identification of a user is based on a set of information which includes both **IP, discord ID, the endpoint of the server and the activity records.**

- **User Policy**

1. As FUP, users can only create one account per real identity if users discover more than one user account. A penalty will be implied to the account and related server(s).
2. If multiple discord account (ID) or panel account is used for the same/similar purpose and linked to a single group of organization or server team. It will count as violating FUP unless a legitimate reason is shown to the HNFS team.
3. Multiple account identification will be based on the user's client IP obtained by the HN IT infrastructure.
4. Users are required to keep their accounts safe. If their account is leaked for any reason and caused any damage to other users. Actions of ban/removal to the account may be taken.



- **Server Policy**

1. As FUP, the server is only available for hosting Minecraft Server, discord bots, databases, websites, and legitimate applications. No extreme resource consumption application is allowed like coins mining, or illegitimate activities (DDoS, p2p attack, useless loops, etc.). If discovered, actions of ban/removal to the server will be strictly executed.
2. From the perspective of FUP, unless the server/instant is owned by a single user object/entity. Otherwise, the servers are not allowed to point or be used by a single organization or server team.
3. HNFS Team could act without notification if a server violated the FUP.
4. Users have the responsibility to protect the server not being attacked by its own. If the attack excluded our limitation, HNFS Team can suspend or stop the server without any notification.
5. Users have the responsibility to notify our IT Team through the HN-Ticket system immediately when being attacked as our IT Team is required to adjust the routing and Firewall which confirms the normal usage of other users. If the user tries to conceal or choose not to notify our IT Team, we have the right to suspend your server and ban the related user.
6. To ensure the fair use of space in HNFS. If a server has been suspended 3 times, the server will be deleted at the end of the removal period which means the user cannot request the re-enabling of the server. The user can only rebuild a new server via free resources panel. Related information will be compressed and upload to a download platform which allow the user to download back the files with password.

- **Penalty Policy**

In order to establish a fair and equitable environment for all users. HNFS Team is allowed to randomly check the server's content (Audit requests should notify the Administrative Department). The user is allowed to request the audit log for a valid reason at <https://cs.hypernology.com>

- You would receive a penalty if you violated the rules above.
- If a server met the requirements below, **regular suspension** action would be performed (Removal will perform after 3 days if no user is claimed back):
 - The Minecraft Server does not turn on for more than 1 week.
 - The timestamp of the latest log file is 1 week or before.
 - The Discord Bot / Web didn't turn on for more than 1 week.
 - The Server does not exist any files for more than 1 week;
 - The Server contains files but only initiated files.
 - All other reasons specified by HNFS Team.
- If a server met the requirements below, **instant removal** action would be performed:
 - The Server is used for attack purposes.
 - The Server violated the FUP / TOSP.
 - The Server tries to display the information in the kernel info for illegal use.
 - All other reasons specified by HNFS Team.
- If a user met the requirements below, **suspension** action would be performed:
 - A user tries to emit false information about HN/HN Subsidiary organization.
 - A user failed to login in 10 times.
 - A user violated any rules in HN.
 - A user violated rules in another cooperated organization with valid notice.
 - All other reasons specified by HNFS Team.

- If a user met the requirements below, **instant removal** action would be performed:
 - The user is used for attack purposes;
 - The user violated the FUP / TOSP;
 - The user uses multiple accounts for extra resources (The whole account and associated server will be removed)
 - All other reasons specified by HNFS Team;

For RCN, The fair usage policy (aka FUP) will imply to all members using hosting in ResonanceCraft Network.

➤ **General Policy**

1. Every member with hosting services is bound in shared the fair resources and priorities evenly.
2. Every server/organisational member will automatically imply to this FUP since he/she uses the hosting services.
3. RCN allocated **dynamic resources based on the needs of the services discussed between the RCN officials and the requested member. Network resources will align for 3-5TB (Uplink+Downlink)** per month. If a user tries to exclude the limit without notifying RCN, the server will temporarily suspend with notification.
4. The servers (host) will allocate the resources to the servers dynamically in a fair way. However, if that time is tight with resources, the system will automatically reallocate the resources according to FUP.

➤ **User Policy**

1. As FUP, users can only create one account per real identity if users discover more than one user account. A penalty will be implied to the account and related server(s).
2. If multiple Discord ID is used for the same/similar usage which links to a single organization or user. This action will count as violating FUP unless a legitimate reason is provided to RCN.
3. Multiple account identification will be based on the user's client IP obtained by the HN/RCN IT infrastructure.
4. Members are required to keep their accounts safely. If their account is leaked for any reason and caused any damage to other members. Actions of ban/removal to the account and server may be taken.

➤ **Server Policy**

1. As FUP, the server is only available for hosting which is discussed between RCN officials and the member. No extreme resource consumption application is allowed like coins mining, or illegitimate activities (DDoS, p2p attack, useless loops, etc.). If discovered, actions of ban/removal to the server will be taken.
2. RCN Officials, IT Department in HN can take action without notification if a server violated the FUP.
3. Users have the responsibility to protect the server not being attacked by its own. If the attack excluded our limitation, HNFS Team can suspend or stop the server without any notification.
4. Users have the responsibility to notify our IT Team through the HN-Ticket system immediately when being attacked as our IT Team is required to adjust the routing and Firewall which confirms the normal usage of other users. If the user tries to conceal or chooses not to notify our IT Team, we have the right to suspend your server and ban the related user.

➤ **Penalty Policy**

In order to establish a fair and equitable environment for all users. ResonanceCraft Executive Council or Information Technology Committee are allowed to randomly check the server's state (Unless a help request is omitted, we will not download/modify member-owned files).

- You would receive a penalty if you violated the rules above.
 - If a server met the requirements below, **instant removal** action would be performed:
 - The Server is used for attack purposes;
 - The Server violated the FUP / TOSP;
 - The Server tries to display the information in the kernel info for illegal use;
 - The Sever violated any of RCN's regulations.
 - All other reasons specified by RCN;
 - If a user met the requirements below, **suspension** action would be

performed:

- A user tries to emit false information about HN/HN Subsidiary organization;
 - A user is failed to login in 10 times;
 - A user violated any rules in HN;
 - A user violated rules in another cooperated organization with valid notice;
 - All other reasons specified by RCN;
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- If a user met the requirements below, instant removal action would be performed:
 - The user is used for attack purposes;
 - The user violated the FUP / TOSP;
 - The user violated any of RCN's regulations.
 - The user uses multiple accounts for extra resources (Including server)
 - All other reasons specified by RCN;

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