

Ubuntu & UGCC Install Guide
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This guide was written based on Ubuntu 15.10 x64 server. The procedure should be very similar for other versions and editions of Ubuntu. These steps should work with Debian 6.0 and newer as well, but the mono packages may be named differently.

We will be installing everything into /ugcc; replace that path with whatever you'll be using. We'll also be setting up the panel to use a SQLite Database. If you'll be using MySQL we'll make notes in the guide when things will need to be done differently for MySQL. Also keep in mind that the user the panel runs as will need rwx permissions to your game server install paths.

Commands are in italics.

Let's install mono, and other things required by the panel.

sudo -i

apt-get install mono-complete mono-xsp2 p7zip-full unzip

mono -V

Should be version 3.2 or higher

If you are running a 64 bit flavor of Ubuntu—you may need to install the 32bit libraries so that 32 bit binaries can run. *apt-get install lib32gcc1* will accomplish this.

ln -s /sbin/ifconfig /bin/ifconfig

Install Panel

mkdir -p /ugcc/www

mkdir /ugcc/mon

mkdir /ugcc/logs

mkdir /ugcc/deploy

cd /ugcc/deploy

wget http://redirect.brainless.us/ugcc/<latest version #>/Deploy.7z (replace <latest version #> with the latest version number of UGCC, ie 1.41)

7z x Deploy.7z

cd Deploy/WWWPanel-Linux

```
cp -r * /ugcc/www
```

```
cd ../Monitor/Linux
```

```
cp -r * /ugcc/mon
```

```
cd ../../DB
```

Here'll we'll be copying the ugcc.db3 file to the logs folder, but if you're using MySQL, use the ugcc.sql file here to import into your MySQL server.

```
cp ugcc.db3 /ugcc/logs
```

```
cd ../Configs/Linux
```

```
cp Web.config /ugcc/www
```

```
cp ugccmon.cfg /ugcc/mon
```

We should be done copying files; now time to edit configuration files. If you've followed placing the panel in /ugcc/www and the monitor in /ugcc/mon; you won't need to edit the configuration files unless you are using MySQL.

```
cd /ugcc/www
```

The configuration file for the web panel uses settings similar to "<add key='log' value='/ugcc/logs' />". To change the setting edit the value in the quotes after value=.

```
nano Web.config
```

Set the log setting to /ugcc/logs

Set the dbtype setting to sqlite (or mysql if using mysql; if using mysql you'll also need to set the sqlsrvr, user, password, and dbname settings)

Set the sqlitelocation to /ugcc/logs

Save and close. Now let's try to run and access the panel.

```
xsp2
```

You should see some output, open a browser and browse to <http://ip:port/Check.aspx> (usually port 9000). If all the values are true, you may login to the panel so that database can be updated to the latest revision, and now would be a good time to change the default admin password. Click the Home menu link to go to the login screen and login with user: admin and password: admin. We are done with the web panel now; on to configuring the monitor. Press enter to exit out of xsp2.

Monitor Setup (Requires a license to run)

If you've followed the install guide and copied everything to /ugcc and are using the sqlite database, you can skip editing the ugccmon.cfg section.

```
cd /ugcc/mon
```

```
nano ugccmon.cfg
```

Set the **[DBEngine]** setting to sqlite (or mysql if using mysql)

Set the **[DBConfig]** setting to Data Source=/ugcc/logs/ugcc.db3 (or use the example MySQL string and customize it to your settings)

Set the **[LogConfig]** and **[License]** settings to /ugcc/logs.

You can customize the rest of the settings to your liking. Pay attention to the notes of each setting. Save and close. Mark our start and stop scripts as executable:

```
chmod +x s*.sh
```

To start the monitor type

```
./start.sh
```

View the output of the monitor's log file to see what it says—probably a license error, if any other type of error; please correct it before moving on. To stop the monitor in case you have a license, simply run ./stop.sh

```
tail /ugcc/logs/ugccmon.log
```

If you have a demo license and/or intend on purchasing a license, you may want to setup your monitor to work in remote mode. Since the monitor and web panel will more than likely run as two different users managing permissions can become a pain to manage/troubleshoot. Enabling remote mode will allow all game server processes to be started and stopped by the monitor. To enable remote mode, please see <http://brainless.us/forum/viewtopic.php?f=21&t=137> to setup remote mode. Once setup, change the server definition of your existing and future game servers to this definition in the server's management page on the general tab and update the permissions of your game install directories.

Setup monitor to start at boot

Setup the monitor to start on boot and to restart if it crashes.

Copy the ugccmon.service file in the Tools/Linux/Systemd/Ubuntu folder of the deploy package to /etc/systemd/system folder. Edit the paths of the ExecStart line (if necessary), making sure the -d: setting is the path to where the monitor was installed. If you've followed this guide you shouldn't have to edit the paths. Set the script to be executable:

```
cd /etc/system/system
```

```
chmod +x ugccmon.service
```

```
systemctl daemon-reload
systemctl enable ugccmon
```

You can test that it works by starting it then checking the status:

```
systemctl start ugccmon
systemctl status ugccmon
```

Now you can control it with the service command.

```
systemctl start ugccmon
systemctl stop ugccmon
```

Setup Apache with mono auto hosting

We recommend hosting the panel with apache, here we'll setup apache and the panel to work with apache.

```
apt-get install apache2 libapache2-mod-mono mono-apache-server mono-apache-server2
```

```
cd /var/www/html
```

```
rm index.html
```

```
cp -r /ugcc/www/* .
```

```
cd ..
```

```
chown -R www-data html
```

```
chmod -R g+rw html
```

Enable mono auto hosting (might already be enabled so ignore any message if it's already enabled).

```
/usr/sbin/a2enmod mod_mono_auto
```

Disable mod_mono, it doesn't work for some reason:

```
/usr/sbin/a2dismod mod_mono
```

Edit /etc/apache2/mods-available/mod_mono.conf file. Go to the very last line of the file and replace all references of mono-server4 to mono-server2. This makes apache target the 2.0/3.5 .net version. Debian users may want to verify this as well.

Restart apache:

```
apache2ctl restart
```

Fix some file permissions. My version of Ubuntu runs apache as www-data, so that user will need read/write access to the logs/license and any game server folders.

```
cd /ugcc
```

```
chgrp -R www-data logs
```

```
chmod -R g+w logs
```

Set permissions on game server installs. We'll pretend they're installed in /servers, replace with the path to your game server(s).

```
cd /
```

```
chgrp -R www-data servers
```

```
chmod -R g+rw servers
```

Now try to access the Check.aspx page of the panel to make sure everything is working. You may continue to use the free edition of the panel, but to fully evaluate all the features you may want to purchase a license or request a demo license from our forums.

Let's link /ugcc/www to /var/www. Helps to find it in the future and helps makes things less complicated when it's time to upgrade.

```
cd /ugcc
```

```
rm -rf www
```

```
ln -s /var/www/html www
```