

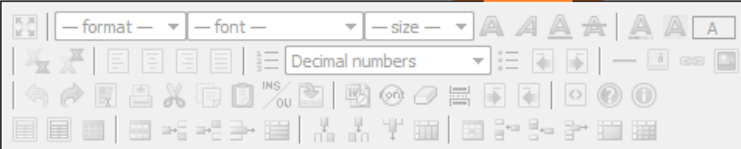
### Setting up your first game server.

Once logged in to the panel open the server management page by clicking Admin Menu->Server Management->Server Management. We'll show you the minimum settings we recommend using. We encourage you to explore the other options and settings at your convenience.

Server Name	Status	User	Location	Info
CS Source #1	Up	masher	This Host	de_dus
CS Source #1-test	Down	masher	This Host	
Test Server	Up	demo	This Host	

UGCC Game Server Control Panel Copyrighted 2012 by [Brainless Technologies Ltd.](#)  
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On the General tab, enter a friendly name for the server. This is what the server will be identified as throughout the panel. Also set the server type setting that is on this tab as well. If you don't see a type that matches, choose General.

General	Executable	Query	Monitoring	Update Tool	File Access	Payment
<b>General Settings</b>						
<b>Friendly name</b> Enter a name for the server, the server will be referenced by this name throughout the panel and will be presented to the user with this name.		<input type="text" value="CS Source #1"/>				
<b>Owner</b> Select the user who will control/own this server.		masher				
<b>Server location</b> Specify the server definition to use with this server. This setting tells the panel which computer this game server is on.		This Host				
<b>Groups</b> Groups that have been given some form of permission to this server		Demo				
<b>Server type</b> Specifies type of server, if none fully match choose 'General'		Source (CS:S, HL2, TF2, etc)				
<b>Notes</b> Notes visible to user. Payment instructions, web admin urls, passwords, ftp info, etc. HTML is ok to use too.		 <div style="border: 1px solid black; padding: 5px; min-height: 100px;">Feel free to start, stop, query and view the notes on this server.</div> <p style="text-align: right;">Patl</p>				
<b>Disabled</b> Setting this will prevent the user and any groups from starting the server. Useful if user hasn't paid and still needs access to other servers or account info for making payment.		<input type="checkbox"/>				
<input type="button" value="Update"/>		<input type="button" value="Save new"/>		<input type="button" value="Delete"/>		

\* Only functional in licensed mode.

Here we tell the panel what to run when starting the server. Review the first link for specific notes.

General	<b>Executable</b>	Query	Monitoring	Update Tool	File Access	Payment
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**Program Settings** [Game and application specific setup notes](#)

**Working directory**  
Specifies the path where the panel will run the executable from. For most servers this can be left blank and the working directory will be set to the path used in 'Server Executable' setting below.  
*i.e. c:\css\orangebox*

**Server executable**  
Specify the executable to run. Include the full path and executable extension.  
*i.e. c:\css\orangebox\srcds.exe*

**Commandline arguments**  
These commandline options can be edited by the user.

**Hidden commandline arguments**  
These commandline options aren't editable by the user. Useful for locking down max player #, IPs, etc.

**Allow users to edit commandline arguments.** No

**Run command before server start\***  
If you want to run something before starting this server, enter the command here with full path. The panel will wait one second after starting this command before starting the game server.

**Commandline arguments\***  
If the program that starts before the game server needs any commandline arguments, you may enter them here.

**File hash**  
UGCC will not start the program if the hash differs. This prevents users from overwriting the server executable (ie with a virus) and starting it.  
**Note:** Don't click either of these buttons until you've completed setting the options and clicked update or save new.

Hash not set  
**Generate Hash** **Clear Hash**

**Secondary file hash** File to verify:  
If you need to verify a file other than the server executable specify the full path and filename with extension here. For example, a java archive/applett.  
**Note:** Don't click either of these button until you've completed setting the options and clicked update or save.

Hash not set  
**Generate Hash** **Clear Hash**

**PID file**  
If this executable can output it's process ID to a file, enter the path to the file and the panel will use the ID in the file for monitoring the server.

**Process priority\***  
Sets the priority of the process when started. Typical Normal

Here we tell the panel what address this game server is on. If you are using default ports for your game server you can leave the rest alone.

General	Executable	<b>Query</b>	Monitoring	Update Tool	File Access	Payment
<b>Game Server Query</b>						
<b>Game server query address</b>						
Game Server IP address or fully qualified domain name (FQDN) to use for querying the game server						<input type="text" value="l33t"/>
<b>Game server display address</b>						
If you want to display a different IP address or FQDN for the game server to the user in the panel, enter what you want displayed here. If left blank the 'Game server query address' will be displayed to users.						<input type="text" value="brainless.us"/>
<b>Game server query port</b>						
Server query port the panel should use. Set to zero to use the default port.						<input type="text" value="27015"/>
<b>Secondary query port</b>						
Currently, only used for querying teamspeak2 servers. Enter the TCPQuery port in the above setting, and enter the UDP port of the instance you want to query here. 8767 is the default.						<input type="text" value="0"/>
<b>RCON port</b>						
You can specify a custom RCON port here. If left at 0 the panel will use the 'Game server query port' setting (if that is 0 as well then the default port will be used).						<input type="text" value="0"/>
<b>Game server port</b>						
The port the gameserver is bound to. This will be show to users in the main menu as well as the management page for the game server.						<input type="text" value="0"/>
<b>Internal game server query address (not normally needed)</b>						
If this server is managed by a remote monitor and the computer is behind a NAT router or other setup where the above query address is not the actual address of the computer the monitor is running on; enter the IP address to use for queries by the monitor. If you have the above type of setup and do not enter this address, the advanced monitoring will not work. <i>Most users will not have to worry about this and can leave it blank.</i>						<input type="text"/>
<input type="button" value="Update"/> <input type="button" value="Save new"/> <input type="button" value="Delete"/>						
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Click the 'Save New' button on the bottom of the page. Go back to the Main Menu/Server list by clicking the Home link. Your new server should show up in the list with a status of being down. Clicking the word down will tell the panel to start the server. If the server was configured properly you should see the status change to Up.