UGCC and WHMCS

Brainless Technologies Ltd.
https://www.brainless.us

UGCC WHMCS Provisioning Module Version 1.3

Requirements

Designed for WHMCS 7.10.2, verified working up to 8.0.4 Release 1. Please note menu locations may differ depending on your version of WHMCS.

Minimum required version of UGCC: 2.373
Minimum suggest version of UGCC: 2.403

Assumptions

We assume you already have a licensed UGCC install available with a working auto installer system. If not please see our following guides:

- Quick install guide: https://www.brainless.us/ugccinstall.aspx.
- Quick auto installer guide: https://www.brainless.us/forum/viewtopic.php?f=21&t=2093

Support

We're here to help. Feel free to reach out to us via any of the contact options listed on our contact us page.

Module/Product Ideology

The module was designed so that each base product has a minimal player slot count already included, for example let's say 12. When customers purchase a server, they have the option to add additional slots. This guide was created with this in mind, if you choose not do it this way you may make the various changes as required. It should still work, but the module code expects all of the custom fields and configuration options to be specified.

If you change any of the custom field names, option group names, or module config options, you will have to update the ugcc.php script to reference these new names. But you really need to know what you're doing. Feel free to contact us if you have feedback or need customization of the module.

Module Installation

Place the contents of the archive in <whmcs_root>/modules/servers. The module's folder name cannot be changed. The path to the module should be <whmcs_root>/modules/servers/ugcc

Setup UGCC Server within WHMCS

In WHMCS navigate to System Settings → Servers

Add a new server

For module choose 'UGCC Provisioning Module'

Hostname should be the FQDN or IP address of you UGCC install. Do not use IP field.

Enter an admin account's username and password. Click Test Connection. If you're using non-standard ports the test will probably fail (that's ok). Click continue anyways.

Fill in the desired Name, Hostname, Maximum No. of Accounts under Edit Server.

Fill in Username, Password in Server Details. Select whether to use Secure Connections (https basically) and specify the port the UGCC Web Panel listens on. You may have to select the Override with Custom Port tick box.

Click the test connection button.

Once the test passes click save.

On the Servers overview page there is a 'UGCC Admin Login' button that will allow staff to access the panel as the user defined above. You may also use WHMCS's connect tool under utilities.

If you only have one web panel managing multiple remote nodes, you're done. But if you have multiple installs that are standalone, you can enter the information for each UGCC panel here.

Create a new Option Group

Here we'll create the customer selectable options when ordering a server. This will have to be set per product. New option groups will have to be created if pricing, min or max quantity differs.

Navigate to System Settings→Configurable Options

Create a new group, Enter Group Name and Description. Click Save.

A configurable options area will now appear. Click the Add New Configurable Option button.

In the new window that appears type an Option Name (i.e., Additional Player Slots), set the type to Quantity. Set the Add Option text box to Additional Player Slots. Click Save. New options will now appear.

Enter a minimum and maximum quantity. Then set the prices for each additional slot. Click save changes.
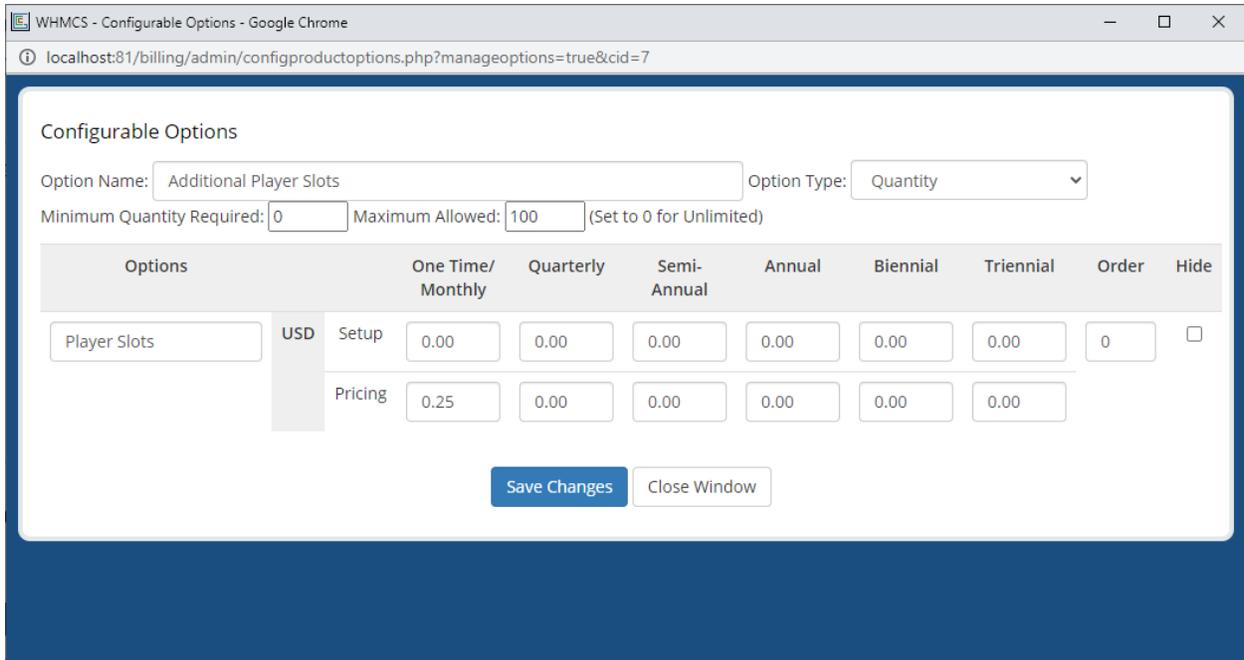
Repeat the above process two more times for the RAM Allowance and Server CPU Priority options. Screen shots below. **Ram Allowance and CPU priority are optional**.
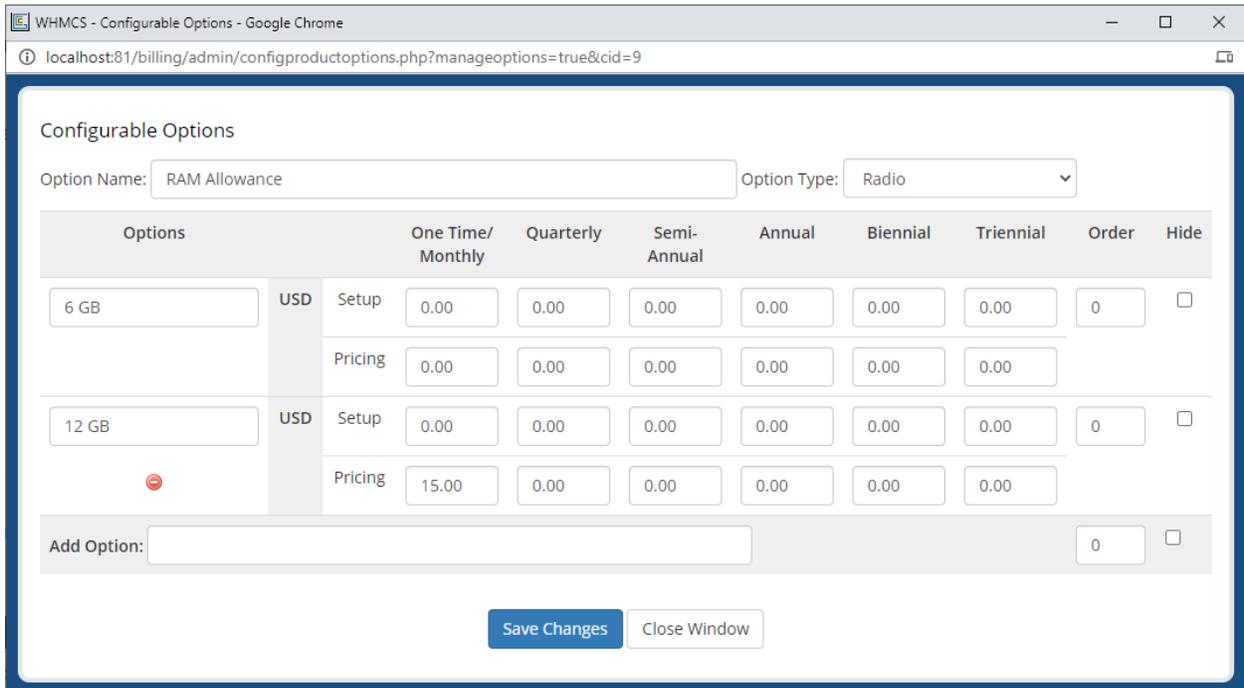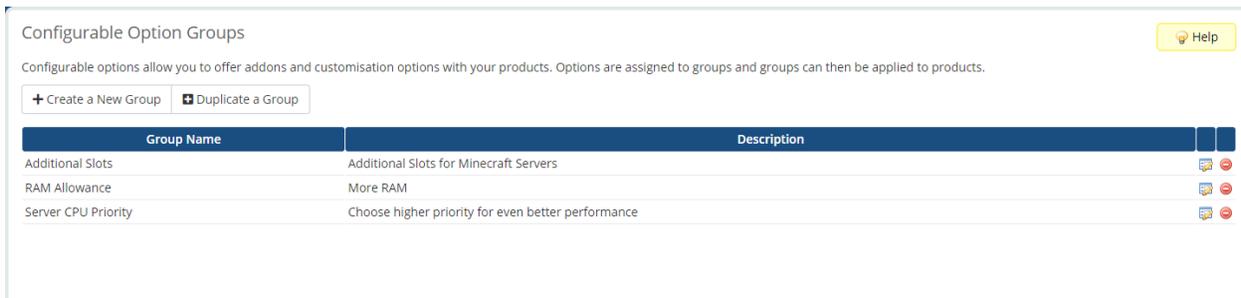

(For the RAM options, you need to have the size units; only MB, GB, and PB are allowable. With or without space and case does not matter)
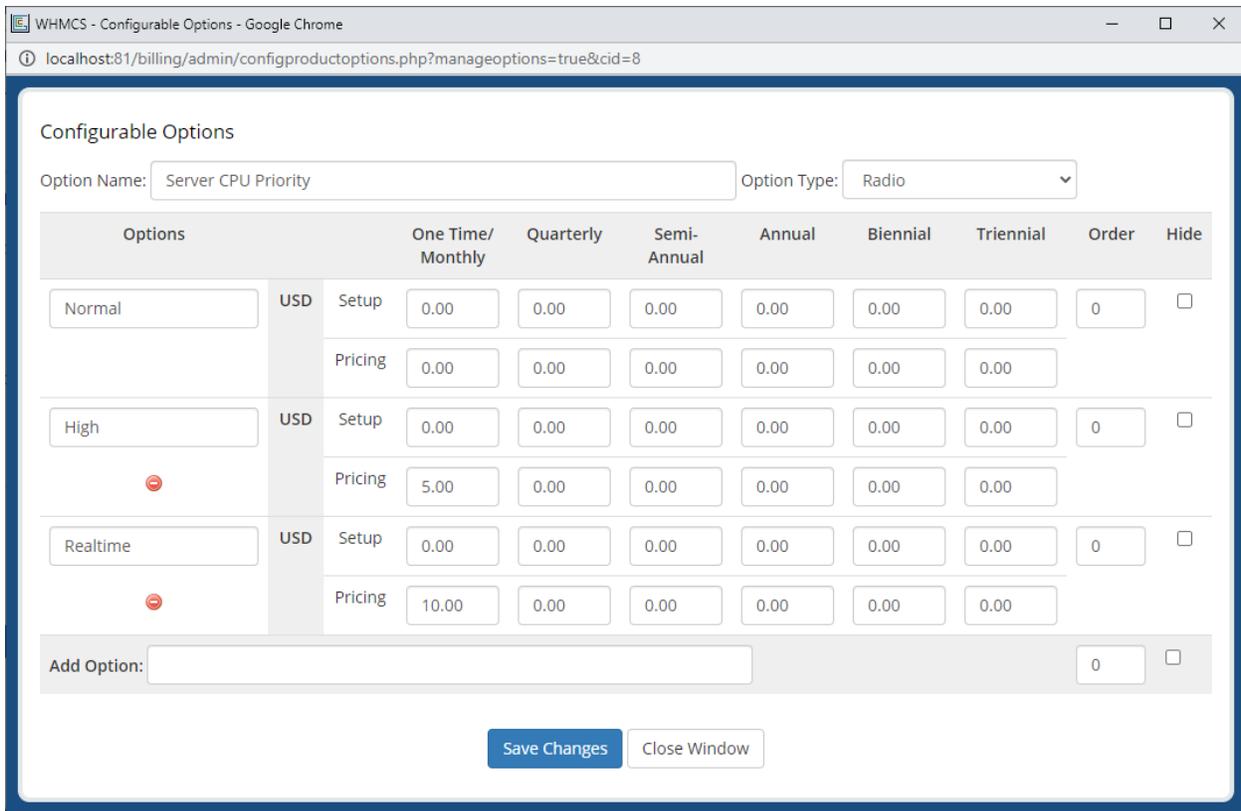
(Options (Normal, High, Realtime) have to be defined exactly as shown)

You should now have three configurable options. Example:

Friendly Display Names

If the configurable options values don't seem reasonable, you can use WHMCS friendly display names. WHMCS can display a friendly name to visitors on the order form, emails, and invoices, but still send the required machine code to the module.

To achieve this, use the format "required value|display value". For example:

- Additional Player Slots|Player Slots
- Server CPU Priority|Priority
- RAM Allowance|Max Memory
- etc.

Create a new product

Sample screen shots are included at the end of this document.

Navigate to System Settings→Products/Services

Create a New Group

Create a New Product

Choose 'Other' product type, select a Product Group, and enter a product Name (Probably a game server i.e., Minecraft or Counter-Strike: GO, etc.). Select the UGCC Provision Module. Set Create hidden to off if you'd like, otherwise remember you'll have to unhide it after setup is complete. Click Continue.

On the Details tab enter what you'd like.

Set your pricing on the Pricing Tab.

On the module settings tab, Choose the auto installer templates that UGCC should use to install this product. There are two template options so the panel knows which installer to use depending if the chosen target server is Linux or Windows (if your environment is strictly Windows or Linux, you can safely specify the same installer config in both places). Set the base player count for this product. If the product by default comes with say 12 player slots, you'd enter 12 here. If it comes with zero slots, enter 0. Also set your preference for auto setup or not on this tab. If you choose not to automatically setup, you'll still be able to manually through WHMCS's product admin page.

On the Custom Fields Tab, create four new fields (These are all required, name/type must not be changed (if you need to change the name, you'll have to update the module's php code). Everything else can be modified):

Field 1:
Name: UID,
Type: Text Box
Desc: Used internally by module, do not set a value.
Select the Admin Only checkbox
Note: Used internally by the Module

Field 2:
Name: SID
Type: Text Box
Desc: Used internally by module, do not set a value.
Select the Admin Only checkbox
Note: Used internally by the Module

Field 3:
Name: Location
Type: Drop Down
Description: Location of server (pick the region closest to you)
Select Options Textbox: Names of locations setup within UGCC separated by commas (i.e. Chicago, New

York, Seattle)

Select the Required Field, Show on Order Form checkboxes

Note: These let customers define where they want their servers placed and should very closely match the locations defined in the panel. If the panel can't match the selected option to an entry in the panel's location list the auto install could either fail or default to server definition 1. This uses the location setting of your panel's server definitions.

Note 2: If you only have one location, you can uncheck the 'Show on Order Form' checkbox. Leave 'Required' selected and enter your location in 'Select Options'.

Field 4:

Name: GCP Password

Type: Password

Desc: Password to use with game server control panel, can be left blank for a random password. If you have multiple products, enter the password you're currently using.

Validation (may need tweaked): /^(?=.*\d)(?=.*[A-Za-z])[0-9A-Za-z!@#$%]{8,}$/

Select Show on Order Form

Note: If left blank module will use the random password provided by WHMCS. Validation will enforce 8 char password, number and uppercase chars.

Configurable Options tab: Select the Option group that you created earlier.

You may review the other tabs and configure to your liking. But the basics are finished in regards to this guide.

Click Save Changes.

Note that you can duplicate this Product when you need to setup your next product. You may need to also create a new config option for the player slot selection if the pricing or minimum/maximum player count values differ from what was originally created.

And congrats you should be done with your first product!

Admin Product Page

Here admins may manage an ordered product. A sample screen shot is below.

Username will be blank on a new product; the module will set the username to the customer's email if blank.

Password will be replaced with GCP Password if GCP Password is not blank. When the create button is clicked an account will be created and the GCP Password (or Password field if GCP Password was not specified) will be set for the account. If an account already exists in the panel the password is not changed.

Create will create the user account and set the password (see above about password), the module will then get the user's ID from the panel and populate the UID field. Next, it'll make the API call to install the server, passing the location, UID, installer templates (from Product definition), and Base Slots (from Product definition) + Additional slots select by the user. When the API returns the new server's ID the

module will populate the SID field. The panel API will start the server and send a welcome email to the user once the server setup is complete. Create will not run again if SID (server ID) has a value set.

Once Create returns a SID (server ID), the panel could still be installing the server. The API call only returns when the SID is known and then continues the install process. Let the panel start the server when it's finished. You should be Bcc'd on the welcome email. If you don't see the welcome email you can investigate using the panel's logs.

Suspend / Unsuspend – Will disable/enable and stop/start the game server. It does not disable the user's panel account as they could have other, active products. Nothing is deleted or removed.

Terminate – Will stop and disable the server. If using UGCC 2.403+, the panel will disable the user's account as well if they don't have any active servers.

Change Password – Updates the password in the panel to the contents of 'Password' field. Keep in mind if a user changed their password through the panel it may block their access. If a user didn't specify a GCP Password when checking out and has multiple products, the passwords could be different. You can use the UGCC User Login button to determine which if any password is currently used.

Stop / Start Server – Admins can quickly stop/start a server

UGCC User Login button allows admins to login into the panel with the user's account info. The account info on the current page is used, if user's password is different in the panel it will not work.

Sample admin product page

Client Management Page

The client's management page uses a custom template and is pretty simplistic. The idea is for the user to use the panel for managing their servers. Though this page does give them the status of their server, IP/Port information, and buttons to stop and start a server. The large 'Game Control Panel Login' button uses the product's username/password info to log in to the panel.

Example management page for Users

Customer order form

The order form allows the customer to specify a location (defined in the Product's module settings), additional player slots, CPU Priority Options, and RAM options, and a password. The password is useful if the customer already has a product setup in the panel.

Example Order form users will see

Example product setup screenshots

Sample Details Tab of a Product

Module settings example for a Product

Products/Services

Edit Product

Details | Pricing | Module Settings | **Custom Fields** | Configurable Options | Upgrades | Free Domain | Other | Links

Field Name	UID
Field Type	Text Box
Description	Used internally by module, do not set a value.	The explanation to show users
Validation		Regular Expression Validation String
Select Options		For Dropdowns Only - Comma Seperated List
	☑ Admin Only ☐ Required Field ☐ Show on Order Form ☐ Show on Invoice

Field Name	SID
Field Type	Text Box
Description	Used internally by module, do not set a value.	The explanation to show users
Validation		Regular Expression Validation String
Select Options		For Dropdowns Only - Comma Seperated List
	☑ Admin Only ☐ Required Field ☐ Show on Order Form ☐ Show on Invoice

Field Name	Location
Field Type	Drop Down
Description	Location of server (pick region closest to you)	The explanation to show users
Validation		Regular Expression Validation String
Select Options	Ohio,New York	For Dropdowns Only - Comma Seperated List
	☐ Admin Only ☑ Required Field ☑ Show on Order Form ☐ Show on Invoice

Field Name	GCP Password
Field Type	Password
Description	Password to use with game server control panel, can be left blank for a r...	The explanation to show users
Validation	/^(?=.*\d)(?=.*[A-Za-z])[0-9A-Za-z!@#$%]{8,}$/	Regular Expression Validation String
Select Options		For Dropdowns Only - Comma Seperated List
	☐ Admin Only ☐ Required Field ☑ Show on Order Form ☐ Show on Invoice

Custom Fields for a Product

Troubleshooting

If you encounter issues, you can enable module logging within WHMCS to see the API calls WHMCS is making to the panel. This option can be found in System Logs → Module log (in menu on the left of the screen).

Then you can cross reference them with the logs within UGCC as well as the Installer Logs for auto installer related issues.

Common Issues

- You receive an error similar to: ERROR: Fast Install with location returned false. Error: Fast Install with location could not find an installer to use with sdefid 1

- WHMCS is not passing a location setting to UGCC's install API and the panel is defaulting to server definition 1, which is probably not what you're expecting. The location setting with WHMCS must be used.

Module Version History

1.0

- Initial release

1.1

- Added ability to let customers choose process priority and RAM allocations

1.2

- Fixed admin login button not working on Linux webhosts
- Fixed a couple of module logging fields categorized under an incorrect category
- Check if SID field is populated before calling suspend, unsuspend, or terminate
- Changed Terminate function so it doesn't disable a user's account, only the server
- Pass suspension reason to panel, panel's API will log it as a comment to the disable server API command
- Pass a 'WHMCS Terminate' comment to panel when disabling a server due to Terminate function

1.3

- Terminate with UGCC 2.403 will disable the user's account when their last/only server is disabled
- Added note in documentation about friendly names for configuration options