

# Installation and configuration guide

- [WHMCS setup\(install/update\)](#)
- [Setup guide: Jellyfin setup](#)
- [Setup guide: WHMCS setup](#)
- [Add server \(Jellyfin server\)](#)
- [Product Configuration](#)
- [Add new library/item in Jellyfin](#)
- [Getting Access Hash \(API key\)](#)

# WHMCS

## setup(install/update)

### Jellyfin Family module **WHMCS**

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**Module is coded ionCube v13**

Supported php version:

- php 7.4 WHMCS 8.11.0 -
- php 8.1 WHMCS 8.11.0 +
- php 8.2 WHMCS 8.11.0 +

To install and update a module, you must perform one and the same action.

#### 1. Download the latest version of the module.

PHP 8.2

```
wget http://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/php82/PUQ_WHMCS-Jellyfin-Family-latest.zip
```

PHP 8.1

```
wget http://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/php81/PUQ_WHMCS-Jellyfin-Family-latest.zip
```

PHP 7.4

```
wget https://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/php74/PUQ_WHMCS-Jellyfin-Family-latest.zip
```

All versions are available via link:

[http://download.puqcloud.com/WHMCS/servers/PUQ\\_WHMCS-Jellyfin-Family/](http://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/)

## 2. Unzip the archive with the module.

```
unzip PUQ_WHMCS-Jellyfin-Family-latest.zip
```

## 3. Copy and Replace "puqJellyfinFamily" to "WHMCS\_WEB\_DIR/modules/servers/"

# Setup guide: Jellyfin setup

## Jellyfin Family module **WHMCS**

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### 1. Install Jellyfin on your server

To simplify deployment and help automate this for as many users as possible, we provide a BASH script to handle repo installation as well as installing Jellyfin. All you need to do is run this command on your system

```
wget -O- https://repo.jellyfin.org/install-debuntu.sh | sudo bash
```

### 2. SSL certificate generation:

```
sudo apt install nginx certbot python3-certbot-nginx
```

```
sudo certbot --nginx --agree-tos --redirect --hsts --staple-ocsp --email YOUR_EMAIL -d  
DOMAIN_NAME
```

```
echo "0 0 * * * root certbot renew --quiet --no-self-upgrade --post-hook 'systemctl reload  
nginx' " | sudo tee -a /etc/cron.d/renew_certbot
```

### 3. Configure nginx from a subdomain

Create a file named jellyfin.conf.

```
cd /etc/nginx/conf.d/  
nano jellyfin.conf
```

Then, insert the following text, replacing **DOMAIN\_NAME** with your domain.

```

# Uncomment the commented sections after you have acquired a SSL Certificate
server {
    listen 80;
    listen [::]:80;
    server_name DOMAIN_NAME;

    # Uncomment to redirect HTTP to HTTPS
    return 301 https://$host$request_uri;
}

server {
    listen 443 ssl http2;
    listen [::]:443 ssl http2;
    server_name DOMAIN_NAME;

    ## The default `client_max_body_size` is 1M, this might not be enough for some posters, etc.
    client_max_body_size 20M;

    # use a variable to store the upstream proxy
    # in this example we are using a hostname which is resolved via DNS
    # (if you aren't using DNS remove the resolver line and change the variable to point to an IP
    address e.g `set $jellyfin 127.0.0.1`)
    set $jellyfin 127.0.0.1;
    resolver 127.0.0.1 valid=30;

    ssl_certificate /etc/letsencrypt/live/DOMAIN_NAME/fullchain.pem;
    ssl_certificate_key /etc/letsencrypt/live/DOMAIN_NAME/privkey.pem;
    include /etc/letsencrypt/options-ssl-nginx.conf;
    ssl_dhparam /etc/letsencrypt/ssl-dhparams.pem;
    add_header Strict-Transport-Security "max-age=31536000" always;
    ssl_trusted_certificate /etc/letsencrypt/live/DOMAIN_NAME/chain.pem;
    ssl_stapling on;
    ssl_stapling_verify on;

    # Security / XSS Mitigation Headers
    # NOTE: X-Frame-Options may cause issues with the webOS app
    add_header X-Frame-Options "SAMEORIGIN";
    add_header X-XSS-Protection "0"; # Do NOT enable. This is obsolete/dangerous
    add_header X-Content-Type-Options "nosniff";

```

```

## COOP/COEP. Disable if you use external plugins/images/assets
add_header Cross-Origin-Opener-Policy "same-origin" always;
add_header Cross-Origin-Embedder-Policy "require-corp" always;
add_header Cross-Origin-Resource-Policy "same-origin" always;

## Permissions policy. May cause issues on some clients
add_header Permissions-Policy "accelerometer=(), ambient-light-sensor=(), battery=(),
bluetooth=(), camera=(), clipboard-read=(), display-capture=(), document-domain=(), encrypted-
media=(), gamepad=(), geolocation=(), gyroscope=(), hid=(), idle-detection=(), interest-
cohort=(), keyboard-map=(), local-fonts=(), magnetometer=(), microphone=(), payment=(),
publickey-credentials-get=(), serial=(), sync-xhr=(), usb=(), xr-spatial-tracking=()" always;

## Tell browsers to use per-origin process isolation
add_header Origin-Agent-Cluster "?1" always;

## Content Security Policy
## See: https://developer.mozilla.org/en-US/docs/Web/HTTP/CSP
## Enforces https content and restricts JS/CSS to origin
## External Javascript (such as cast_sender.js for Chromecast) must be whitelisted.
## NOTE: The default CSP headers may cause issues with the webOS app
add_header Content-Security-Policy "default-src https: data: blob: http://image.tmdb.org;
style-src 'self' 'unsafe-inline'; script-src 'self' 'unsafe-inline' https://www.gstatic.com
https://www.youtube.com blob:; worker-src 'self' blob:; connect-src 'self'; object-src
'none'; frame-ancestors 'self'";

location = / {
    return 302 http://$host/web/;
    ##return 302 https://$host/web/;
}

location / {
    ## Proxy main Jellyfin traffic
    proxy_pass http://$jellyfin:8096;
    proxy_set_header Host $host;
    proxy_set_header X-Real-IP $remote_addr;
    proxy_set_header X-Forwarded-For $proxy_add_x_forwarded_for;
    proxy_set_header X-Forwarded-Proto $scheme;
    proxy_set_header X-Forwarded-Protocol $scheme;
    proxy_set_header X-Forwarded-Host $http_host;

```

```

    # Disable buffering when the nginx proxy gets very resource heavy upon streaming
    proxy_buffering off;
}

# location block for /web - This is purely for aesthetics so /web/# / works instead of having
to go to /web/index.html/# /
location = /web/ {
    # Proxy main Jellyfin traffic
    proxy_pass http://$jellyfin:8096/web/index.html;
    proxy_set_header Host $host;
    proxy_set_header X-Real-IP $remote_addr;
    proxy_set_header X-Forwarded-For $proxy_add_x_forwarded_for;
    proxy_set_header X-Forwarded-Proto $scheme;
    proxy_set_header X-Forwarded-Protocol $scheme;
    proxy_set_header X-Forwarded-Host $http_host;
}

location /socket {
    # Proxy Jellyfin Websockets traffic
    proxy_pass http://$jellyfin:8096;
    proxy_http_version 1.1;
    proxy_set_header Upgrade $http_upgrade;
    proxy_set_header Connection "upgrade";
    proxy_set_header Host $host;
    proxy_set_header X-Real-IP $remote_addr;
    proxy_set_header X-Forwarded-For $proxy_add_x_forwarded_for;
    proxy_set_header X-Forwarded-Proto $scheme;
    proxy_set_header X-Forwarded-Protocol $scheme;
    proxy_set_header X-Forwarded-Host $http_host;
}
}

```

## Restarting nginx

```
sudo service nginx restart
```

# Setup guide: WHMCS setup

## Jellyfin Family module **WHMCS**

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### 1. Download the latest version of the module.

PHP 8.1

```
wget https://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/PUQ_WHMCS-Jellyfin-Family-latest.zip
```

PHP 7.4

```
wget https://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/php74/PUQ_WHMCS-Jellyfin-Family-latest.zip
```

All versions are available via link:

[http://download.puqcloud.com/WHMCS/servers/PUQ\\_WHMCS-Jellyfin-Family/](http://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin-Family/)

### 2. Unzip the archive with the module.

```
unzip PUQ_WHMCS-Jellyfin-Family-latest.zip
```

### 3. Copy "puqJellyfinFamily" to "WHMCS\_WEB\_DIR/modules/servers/"

### 4. Create new server Jellyfin in WHMCS (System Settings->Products/Services->Servers)

System Settings->Servers->Add New Server

- Enter the correct **Name** and **Hostname**



Name	jellyfin [REDACTED]
Hostname	jellyfin [REDACTED]
IP Address	
Assigned IP Addresses (One per line)	
Monthly Cost	
Datacenter/NOC	
Maximum No. of Accounts	200
Server Status Address	To display this server on the server status page, enter the full path to the folder (required to be uploaded to each server you want to monitor) - e.g. <a href="https://www.example.com/status/">https://www.example.com/status/</a>
Enable/Disable	<input type="checkbox"/> Check to disable this server

- In the **Server Details** section, select the "**PUQ Jellyfin Family**" module and enter the correct **username**, **password** and **access hash (API key)** for the **Jellyfin web interface**.
- To check, click the "**Test connection**" button

Module	<div>PUQ Jellyfin Family</div> <div>Test Connection</div> <div>✓ Connection successful. Some values have been auto-filled.</div>
Username	<div>admin</div>
Password	<div>.....</div>
Access Hash	<div>5</div>
Secure	<div><input checked="" type="checkbox"/> Check to use SSL Mode for Connections</div>
Port	<div><div>443</div><div><input type="checkbox"/> Override with Custom Port</div></div>

## 5. Create a new Products/Services

System Settings->Products/Services->Create a New Product

In the **Module settings** section, select the "**PUQ Jellyfin Family**" module

Module Name

PUQ Jellyfin Family

Server Group

PUQ Jellyfin Family

License key

2CLDQ2-RKSRB1

success: 2024-05-11T16:04:28+02:00

Libraries Configuration

Use All Libraries: ☒ select all libraries together

Write down the libraries you want to make available to customers of this product.  
**(IMPORTANT! Start a new line for each new library)**  
Example:  
"Movies  
Beginner's Programming Course  
Comedy"

**IMPORTANT!**  
If you have a folder named "-", please enter it not as the first one or rename it.  
If you don't want any folder to be accessible, type "-".

Allow playback

media: ☐

audio that requires transcoding: ☐

video that requires transcoding: ☐

video that requires conversion without re-encoding: ☐

Links

Instruction:

A link to the instruction will be reflected in the client area.

Media Accounts Configuration

Count of media accounts: 

20

Available number of media accounts for creation by user

Streaming bitrate limit: 

Mbps

SyncPlay access: 

Allow user to create and join gro

Sync playback with other devices

Remote control: ☐ Remote control of shared devices (DLNA devices are considered shared until a user begins controlling them)

☐ Users can download media and store it on their devices. This is not the same as a sync feature. Book libraries require this enabled to function properly.

Media downloads:

User sessions: 

4

A value of 0 will disable the feature.

Failed login attempts: 

before user is locked out. Setting this to -1 will disable the feature.

Username prefix: 

Will be attached to the beginning of username.  
Only small letters and numbers and symbol "-"

Username suffix: 

Will be appended to the end of username.  
Only small letters and numbers and symbol "-"

Allow Live TV access: ☐

Allow Live TV recording management: ☐

Force transcoding of remote media sources such as Live TV: ☐

Show Password: 

Show button

Show service password in the client area

User Configuration

Feature access

Client Area

Switch to Advanced Mode

☐ Automatically setup the product as soon as an order is placed

☒ Automatically setup the product as soon as the first payment is received

☐ Automatically setup the product when you manually accept a pending order

☐ Do not automatically setup this product

• **License key:** A pre-purchased license key for the "PUQ Jellyfin Family" module. For the module to work correctly, the key must be active

Media Accounts Configuration

- **Count of media accounts:** Available number of media accounts for creation by user.

## Libraries:

- **Use All Libraries:** Choosing all of libraries from your Jellyfin server
- **Libraries:** The libraries you want to make available to customers of this product.

**(IMPORTANT! Start a new line for each new library)**

Example:

"Movies

Beginner`s Programming Course

Comedy"

**IMPORTANT!**

If you have a folder named "-", please enter it not as the first one or rename it.

If you don't want any folder to be accessible, type "-".

## User Configuration:

- **Streaming bitrate limit:** An optional per-stream bitrate limit for all out of network devices. This is useful to prevent devices from requesting a higher bitrate than your internet connection can handle. This may result in increased CPU load on your server in order to transcode videos on the fly to a lower bitrate.
- **SyncPlay access:** The SyncPlay feature enables to sync playback with other devices. Select the level of access this user has to the SyncPlay
- **Remote control:** Remote control of shared devices (DLNA devices are considered shared until a user begins controlling them)
- **Media downloads:** Users can download media and store it on their devices. This is not the same as a sync feature. Book libraries require this enabled to function properly.
- **User sessions:** Set the maximum number of simultaneous user sessions.  
A value of 0 will disable the feature.
- **Failed login attempts:** Determine how many incorrect login tries can be made before lockout occurs.  
A value of zero means inheriting the default of three tries for normal users and five for administrators. Setting this to -1 will disable the feature.
- **Username prefix/Username suffix:** Necessary in order to generate a username for the service, in the format: **prefix<client\_id>-<service\_id>suffix**

Allow playback (Restricting access to transcoding may cause playback failures in clients due to unsupported media formats)

- **media**
- **audio that requires transcoding**
- **video that requires transcoding**
- **video that requires conversion without re-encoding**

## Feature access:

- **Allow Live TV access**
- **Allow Live TV recording management**
- **Force transcoding of remote media sources such as Live TV**

## Links

- **Link to instruction:** Link to the instruction, if filled out, it will be reflected in the client area

# Add server (Jellyfin server)

## Jellyfin Family module **WHMCS**

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Add a new server to the system WHMCS.

System Settings->Servers->Add New Server

- Enter the correct **Name** and **Hostname**

Name	<input type="text" value="jellyfin [REDACTED]"/>
Hostname	<input type="text" value="jellyfin [REDACTED].pl"/>
IP Address	<input type="text"/>
Assigned IP Addresses (One per line)	<div></div>
Monthly Cost	<input type="text"/>
Datacenter/NOC	<input type="text"/>
Maximum No. of Accounts	<input type="text" value="200"/>
Server Status Address	<div></div> <p>To display this server on the server status page, enter the full path to the folder (required to be uploaded to each server you want to monitor) - e.g. <a href="https://www.example.com/status/">https://www.example.com/status/</a></p>
Enable/Disable	<input type="checkbox"/> Check to disable this server

- In the **Server Details** section, select the "**PUQ Jellyfin Family**" module and enter the correct **username**, **password** and **access hash (API key)** for the **Jellyfin web interface**

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Secure	<div><input checked="" type="checkbox"/> Check to use SSL Mode for Connections</div>
Port	<div><div>443</div><div><input type="checkbox"/> Override with Custom Port</div></div>

# Product Configuration

## Jellyfin Family module **WHMCS**

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### Create a new Products/Services

System Settings->Products/Services->Create a New Product

In the **Module settings** section, select the "**PUQ Jellyfin Family**" module



Module Name

PUQ Jellyfin Family

Server Group

PUQ Jellyfin Family

License key

2CLDQ2[REDACTED]-RKSRB1

success: 2024-05-11T16:04:28+02:00

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☐

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☒ select all libraries together

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Beginner's Programming Course  
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media:

☐

audio that requires transcoding:

☐

video that requires transcoding:

☐

video that requires conversion without re-encoding:

☐

Links

Instruction:

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Client Area

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## Feature access:

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- **Force transcoding of remote media sources such as Live TV**

## Links

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# Add new library/item in Jellyfin

Jellyfin Family module **WHMCS**

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## New library:

To create a new library, you should to **create a folder** in your jellyfin server.

First, navigate to the root of your project "/" and enter the following commands:

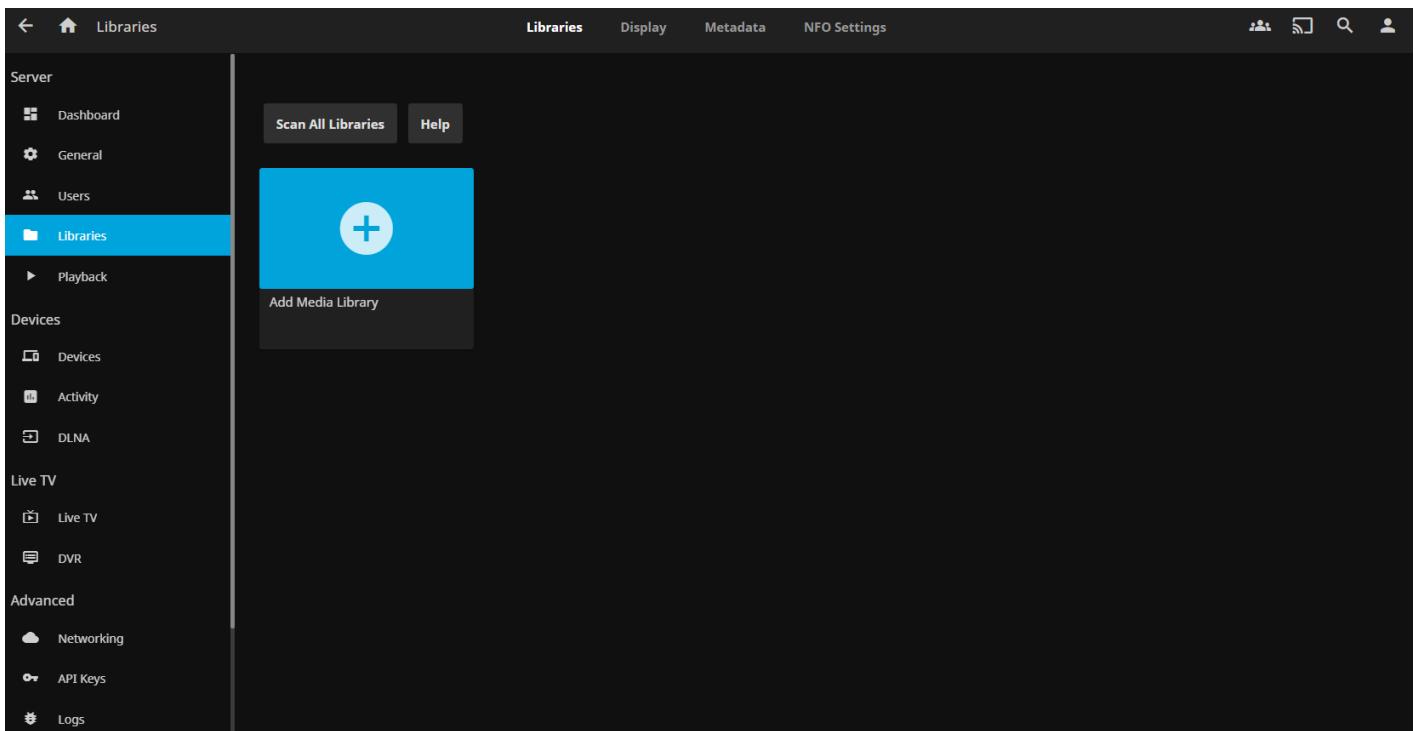
```
cd mnt
```

```
mkdir LIBRARY_NAME
```

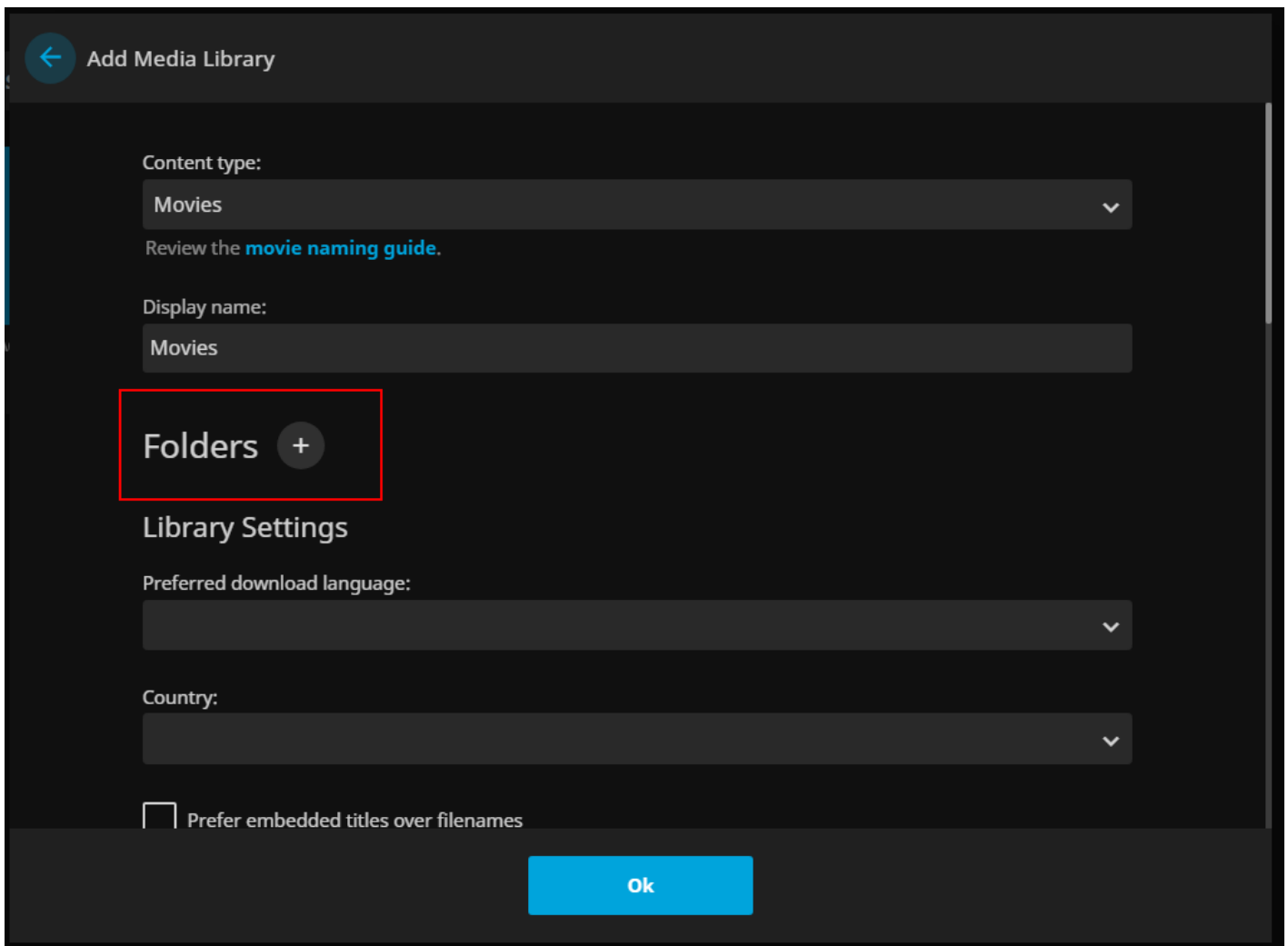
**LIBRARY\_NAME** - The name of the new library.

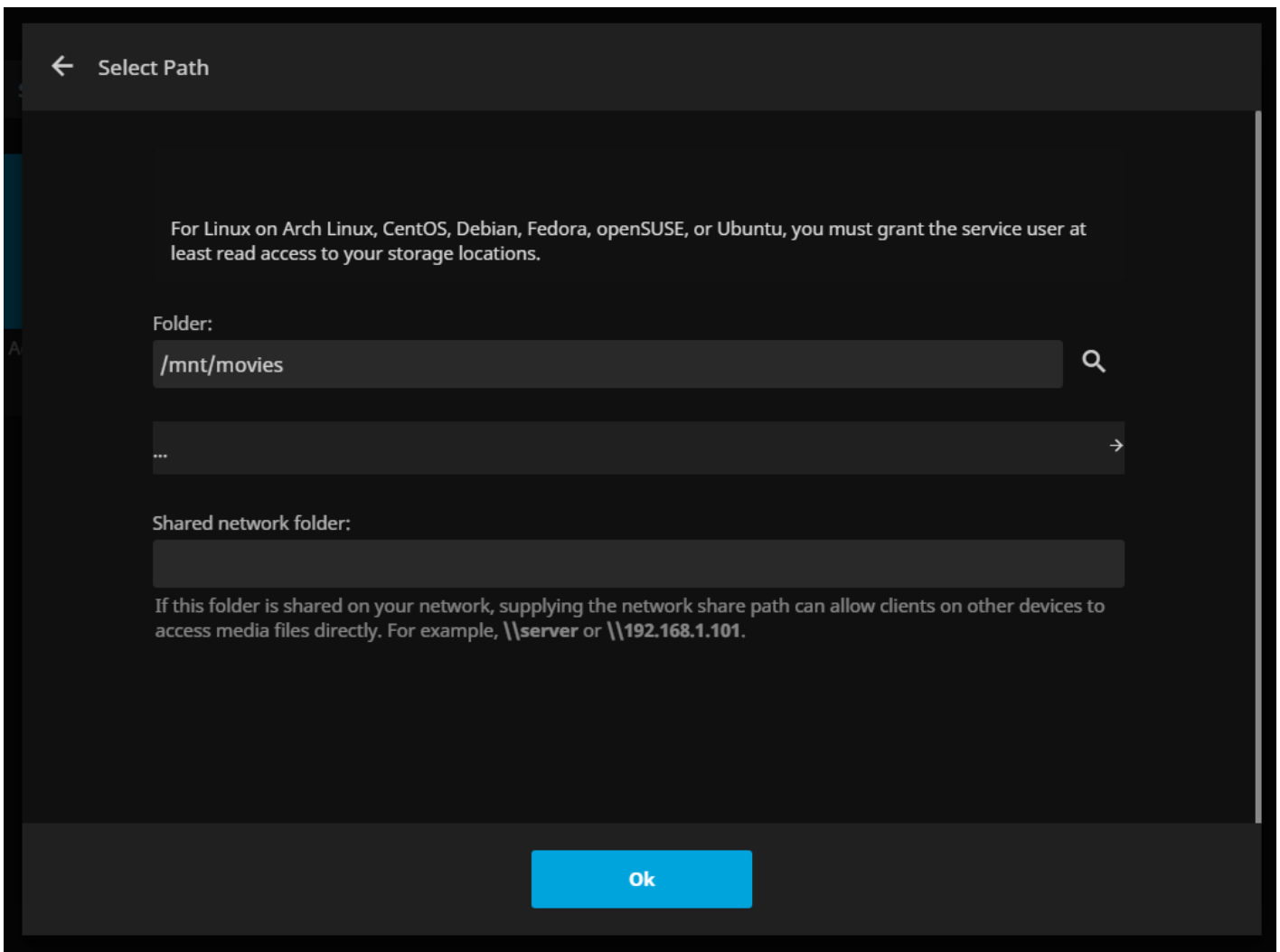
After creating a folder, let's create a library in Jellyfin:

Add a new library:



Assign the appropriate folder to this library:





## New item:

To download a new item, navigate to the root of your project "/" and enter the following commands:

```
cd mnt/LIBRARY_NAME
```

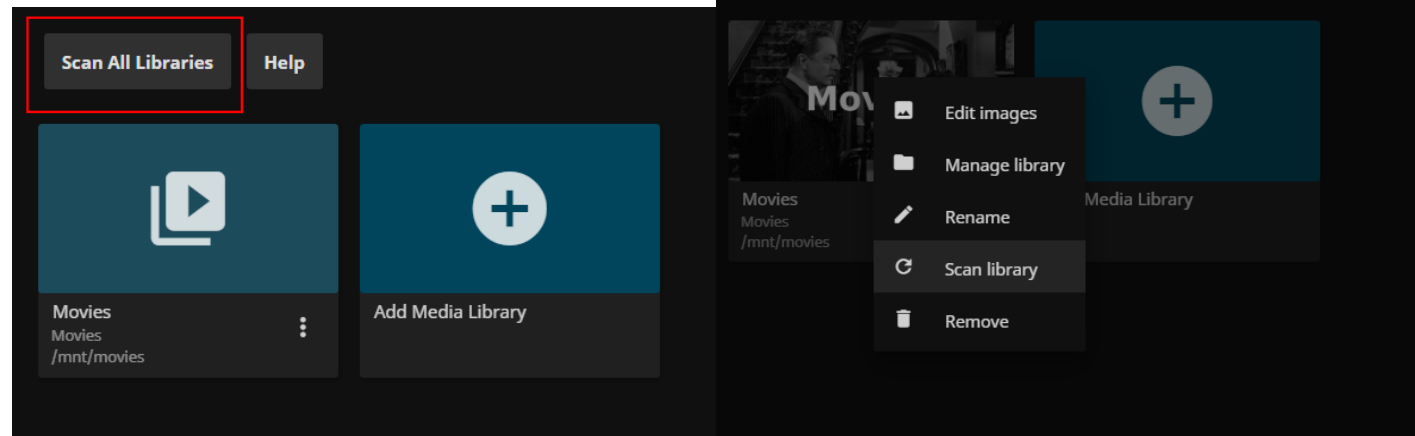
```
wget DOWNLOAD_ITEM_URL
```

**LIBRARY\_NAME** - The name of the library.

**DOWNLOAD\_ITEM\_URL** - The download URL of the item you want to upload to the server.

# After all

Scan all libraries by clicking on the "Scan All Libraries" button. To scan a specific library, click on the three dots and select "Scan Library".



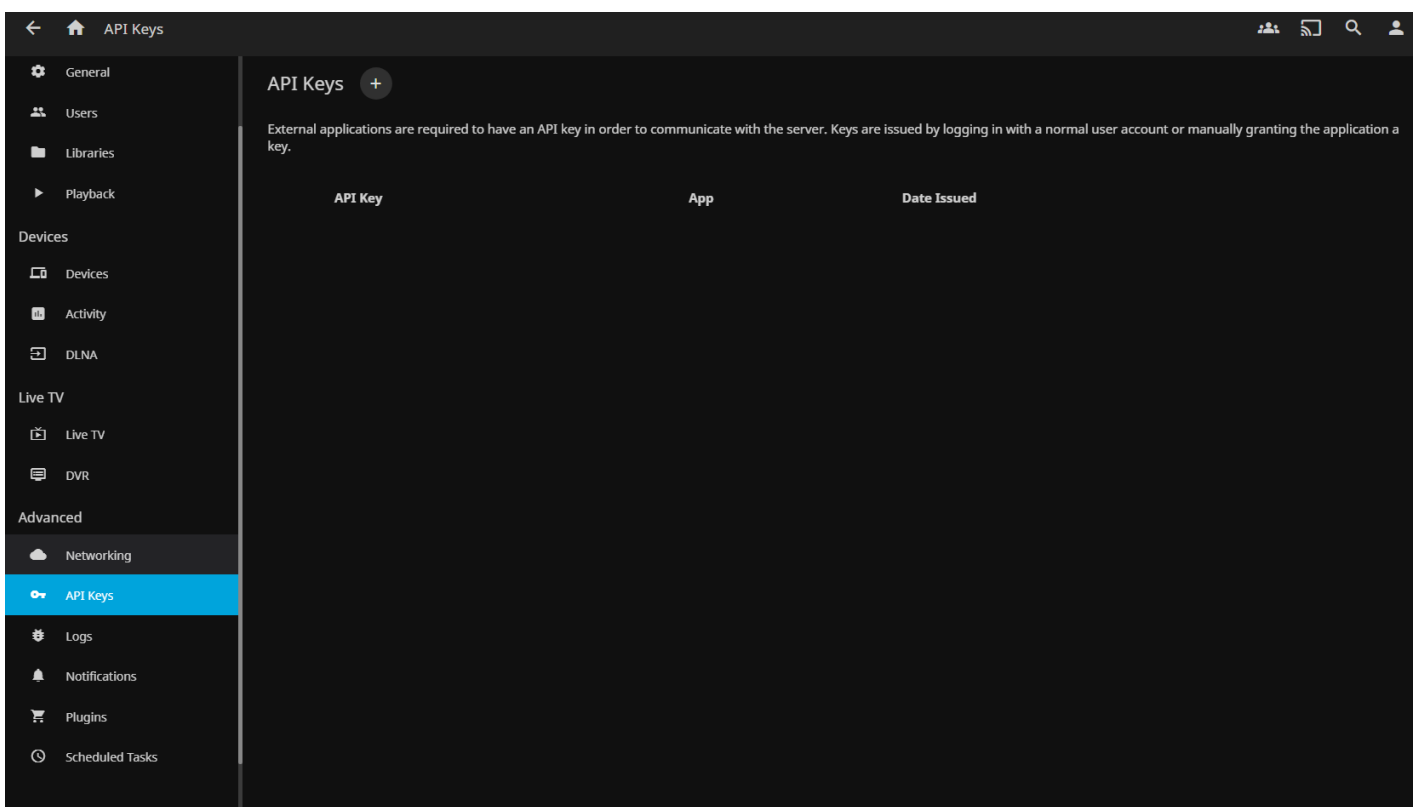
# Getting Access Hash (API key)

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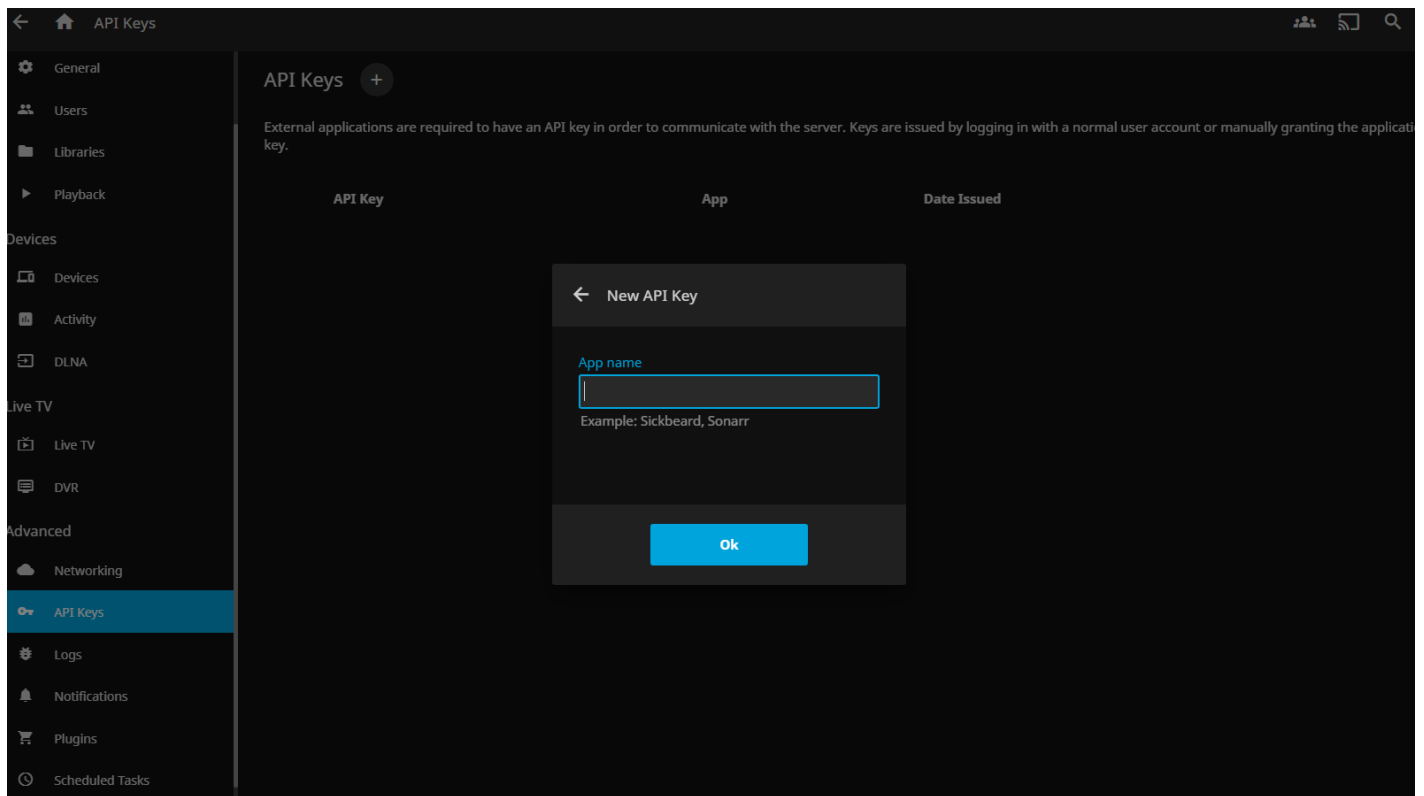
Dashboard -> API Keys

## Create a new API Key



Whrite an App Name





Now you can getting an API key

