

# Installation and configuration guide

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# 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	<input type="text" value="jellyfin [REDACTED]"/>
Hostname	<input type="text" value="jellyfin [REDACTED]"/>
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**.
- 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 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

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**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].nl"/>
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><input type="text"/> 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></div>
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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-RKSRB1

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

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## 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:

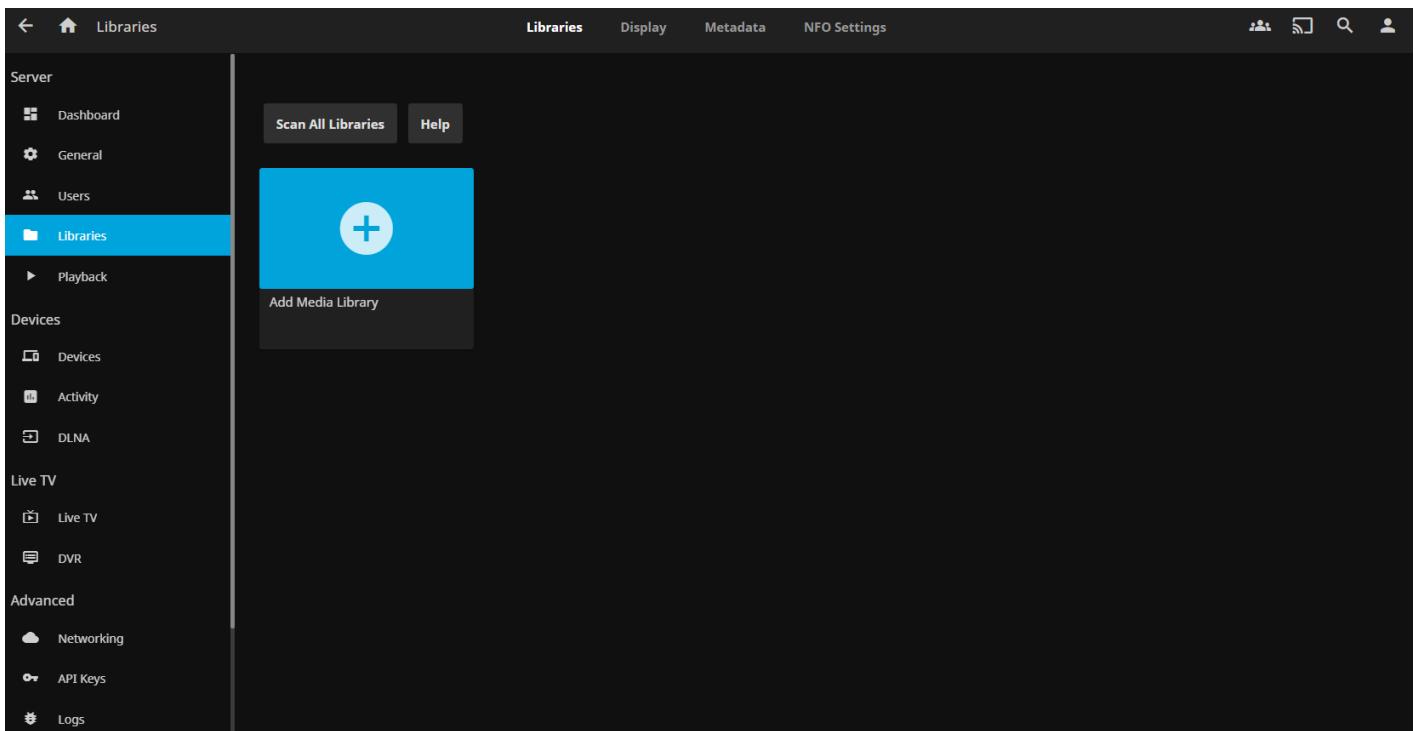
```
cd mnt
```

```
mkdir LIBRARY_NAME
```

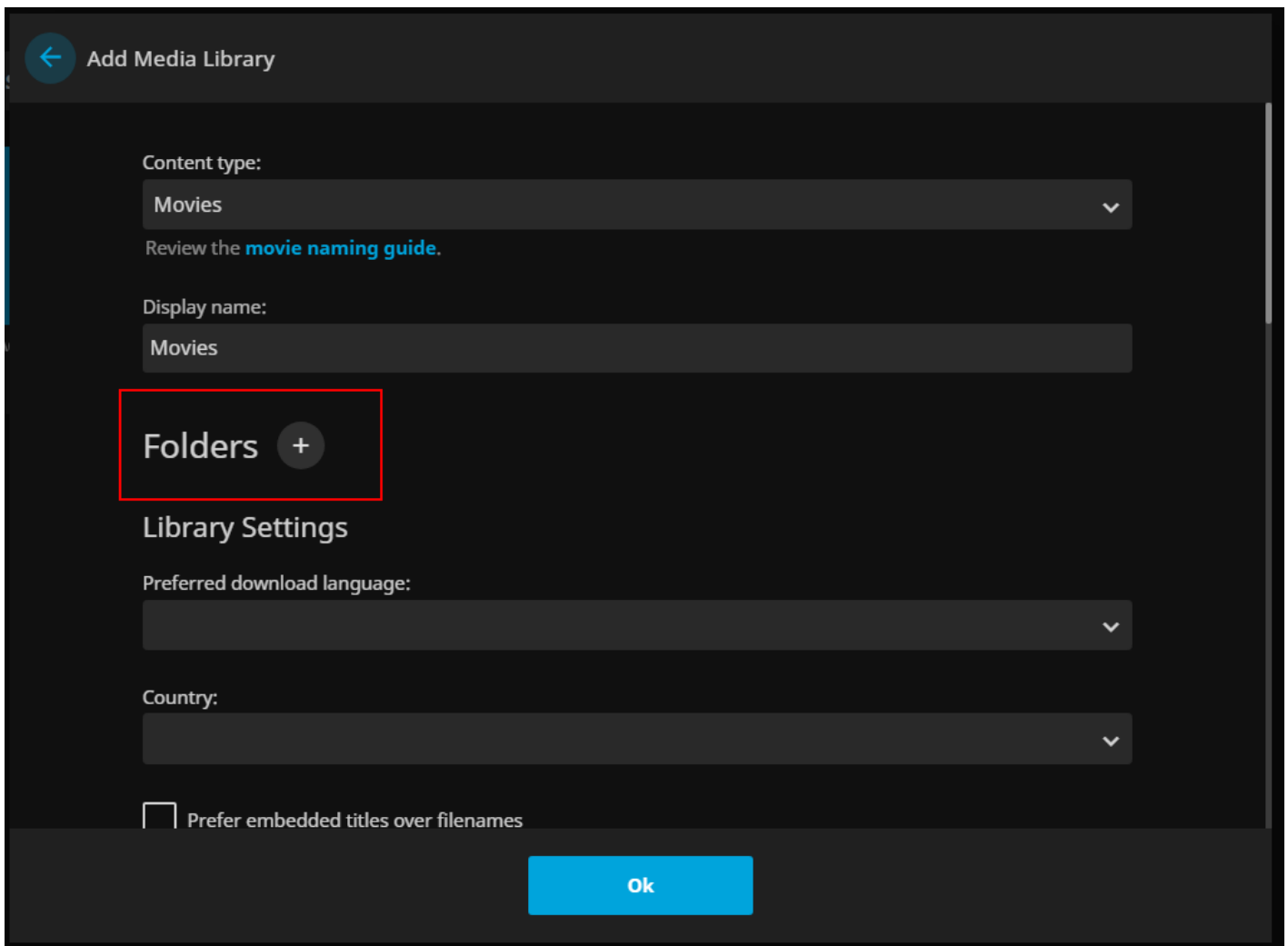
**LIBRARY\_NAME** - The name of the new library.

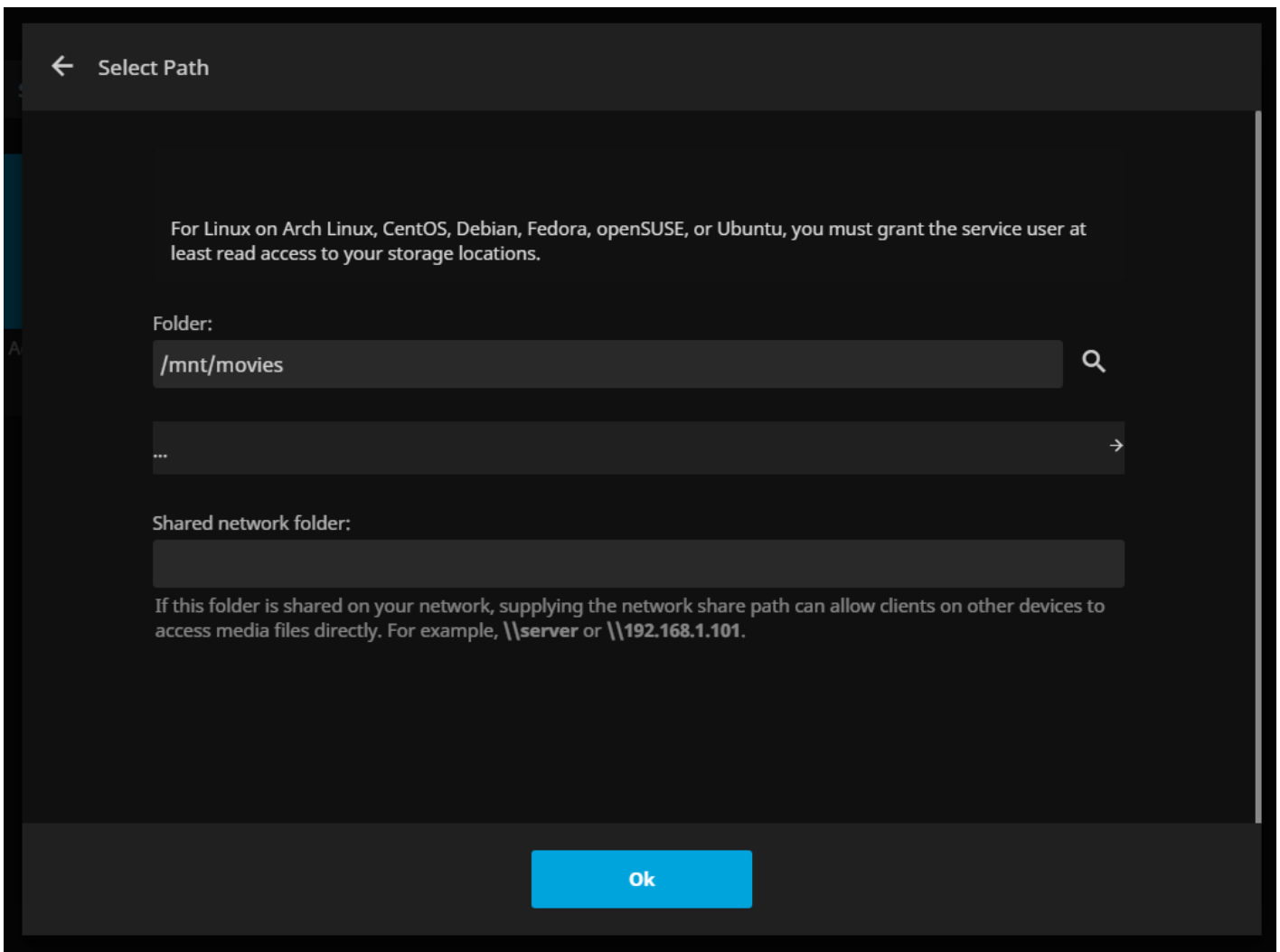
After creating a folder, let's create a library in Jellyfin:

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
```

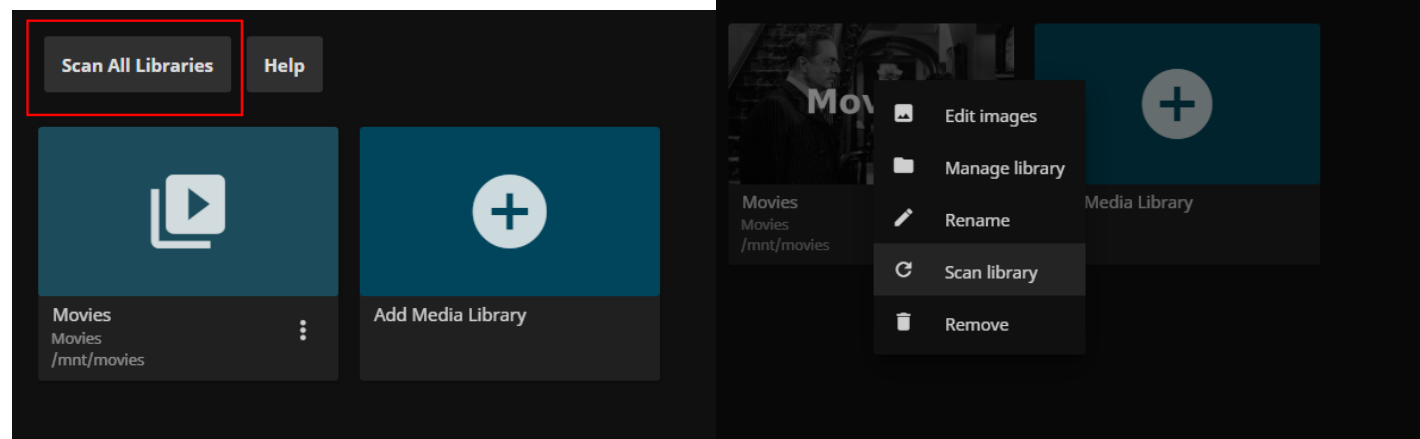
```
wget DOWNLOAD_ITEM_URL
```

**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".



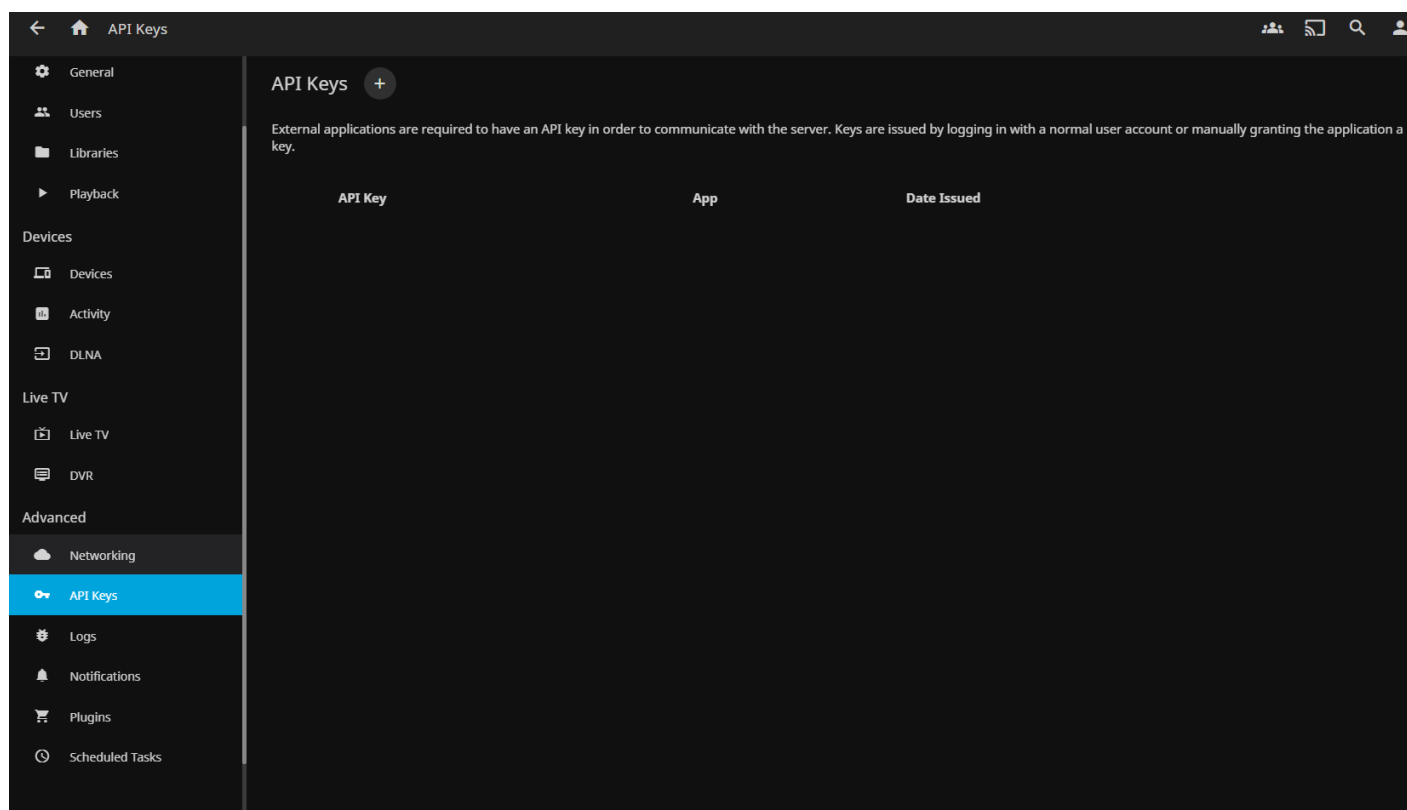
# Getting Access Hash (API key)

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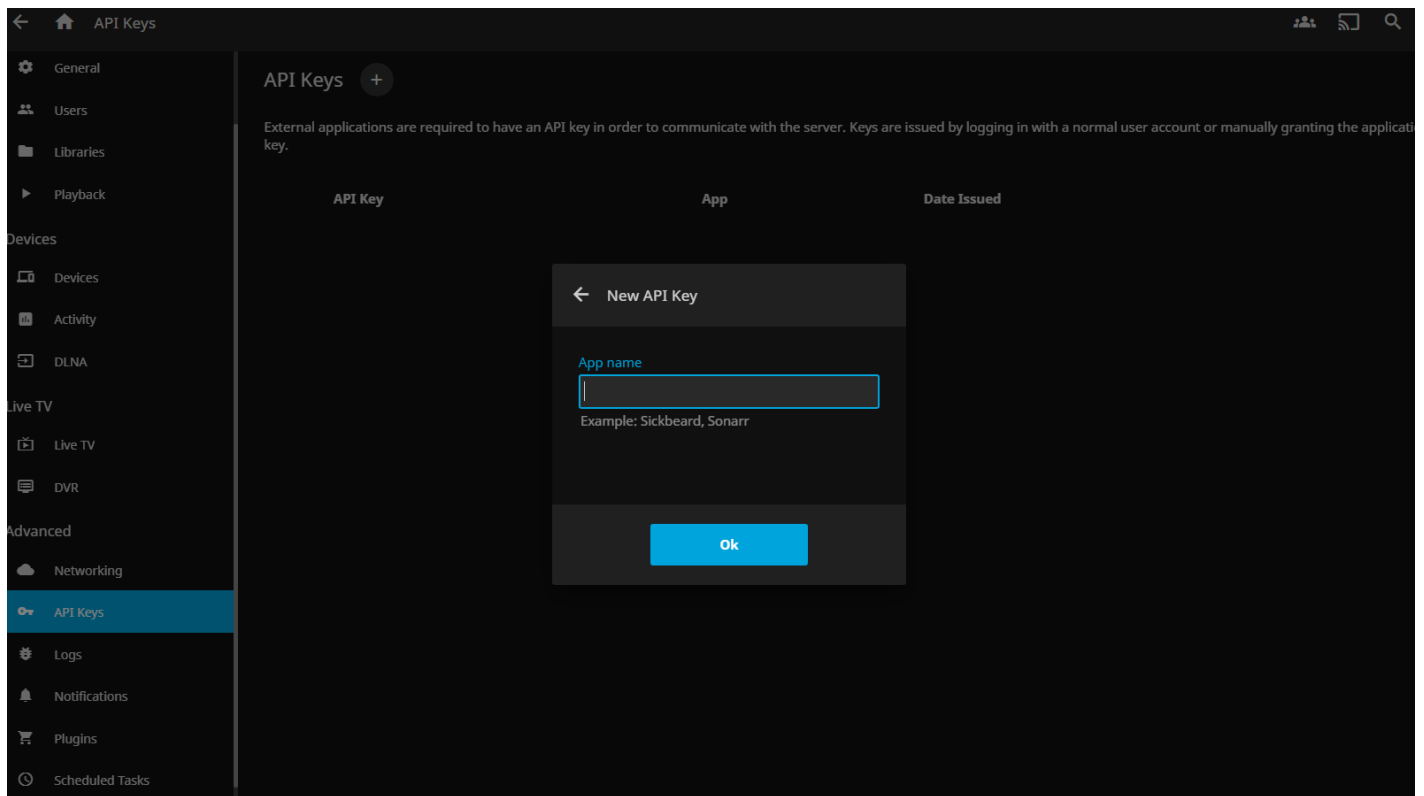
Dashboard -> API Keys

## Create a new API Key



Whrite an App Name





Now you can getting an API key

