Installation and configuration guide

WHMCS setup(install/update)

Jellyfin 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/php82/PUQ_WHMCS-Jellyfin-latest.zip
```

PHP 8.1

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

PHP 7.4

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

2. Unzip the archive with the module.

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

3. Copy and Replace "puqJellyfin" to "WHMCS_WEB_DIR/modules/servers/"

Setup guide: Jellyfin setup

Jellyfin 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 module **WHMCS**

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1. Download the latest version of the module.

PHP 8.1

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

PHP 7.4

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

All versions are available via link:

http://download.puqcloud.com/WHMCS/servers/PUQ_WHMCS-Jellyfin/

2. Unzip the archive with the module.

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

3. Copy "puqJellyfin" 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████████
Hostname	jellyfi████████l
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 t folder (required to be uploaded to each server you want to monitor) - https://www.example.com/status/
Enable/Disable	☐ Check to disable this server

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

5. Create a new Products/Services

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

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

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

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 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**

- In the **Server Details** section, select the "**PUQ Jellyfin**" 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	PUQ Jellyfin ▾ Test Connection
	✔ Connection successful. Some values have been auto-filled.
Username	admin
Password	••••••••••••••
Access Hash	4██████████████████████████tc
Secure	☑ Check to use SSL Mode for Connections
Port	443 ☐ Override with Custom Port

Save Changes   Cancel Changes

Product Configuration

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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"** module

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Libraries:

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  Example:

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Add new library/item in Jellyfin

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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:
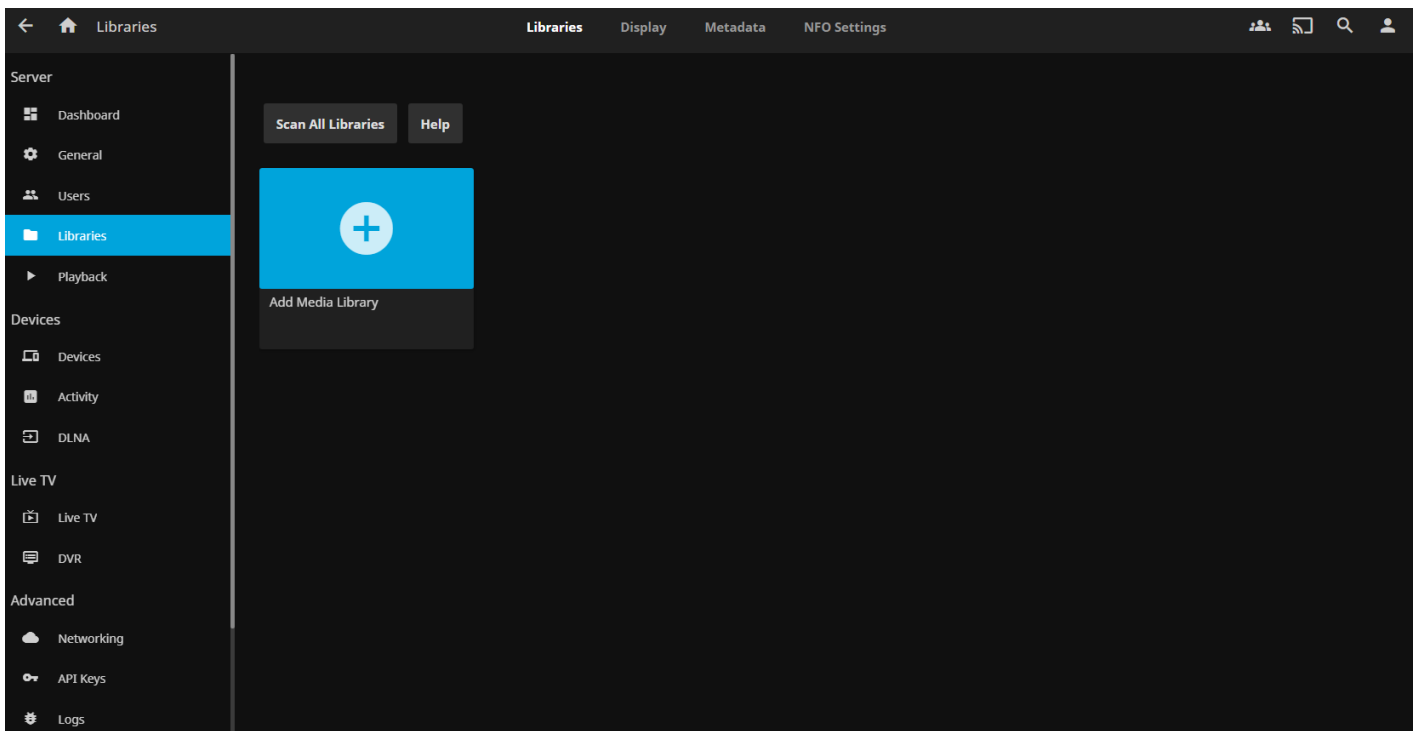
```
cd mnt
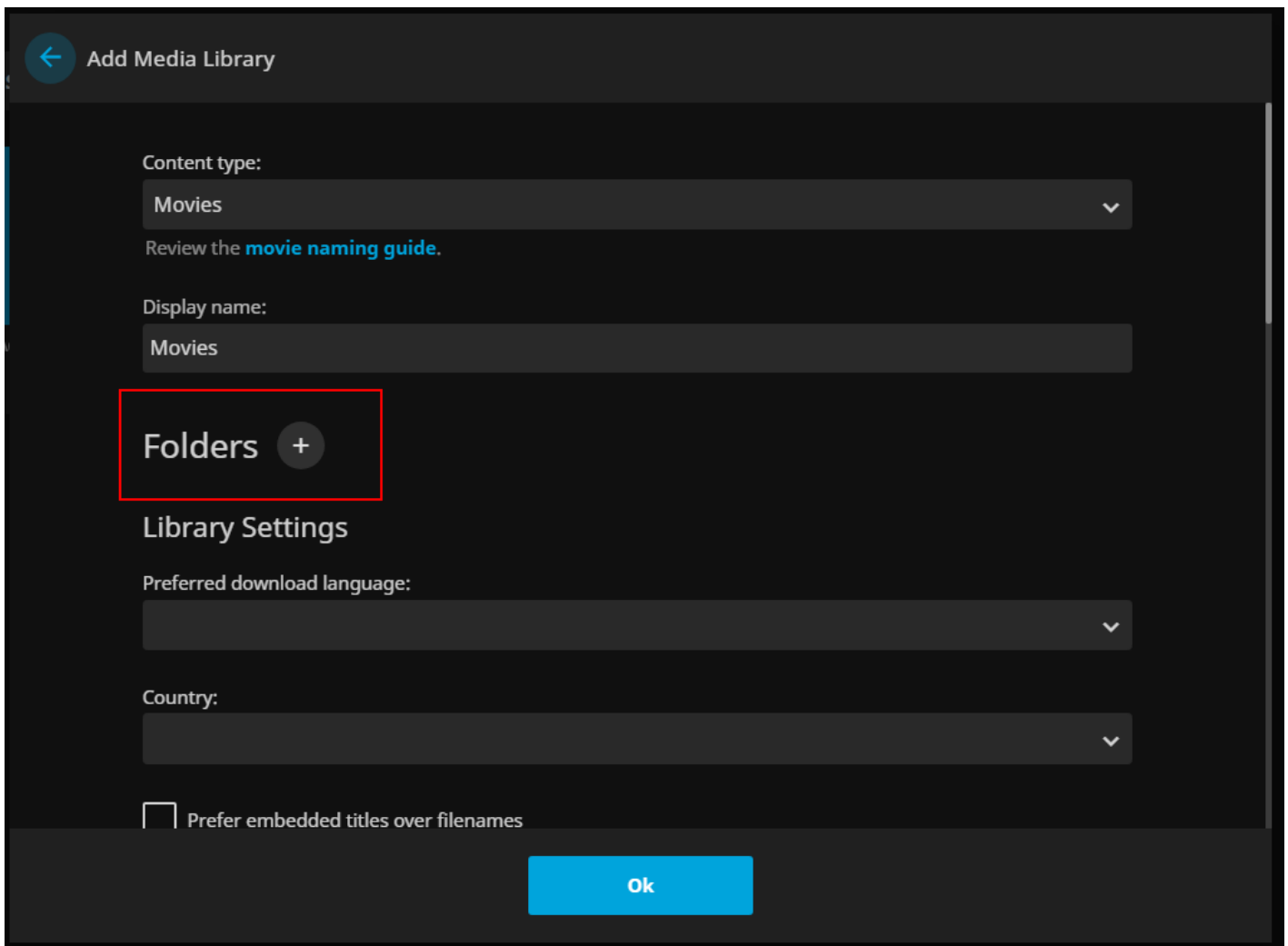```

```
mkdir LIBRARY_NAME
```
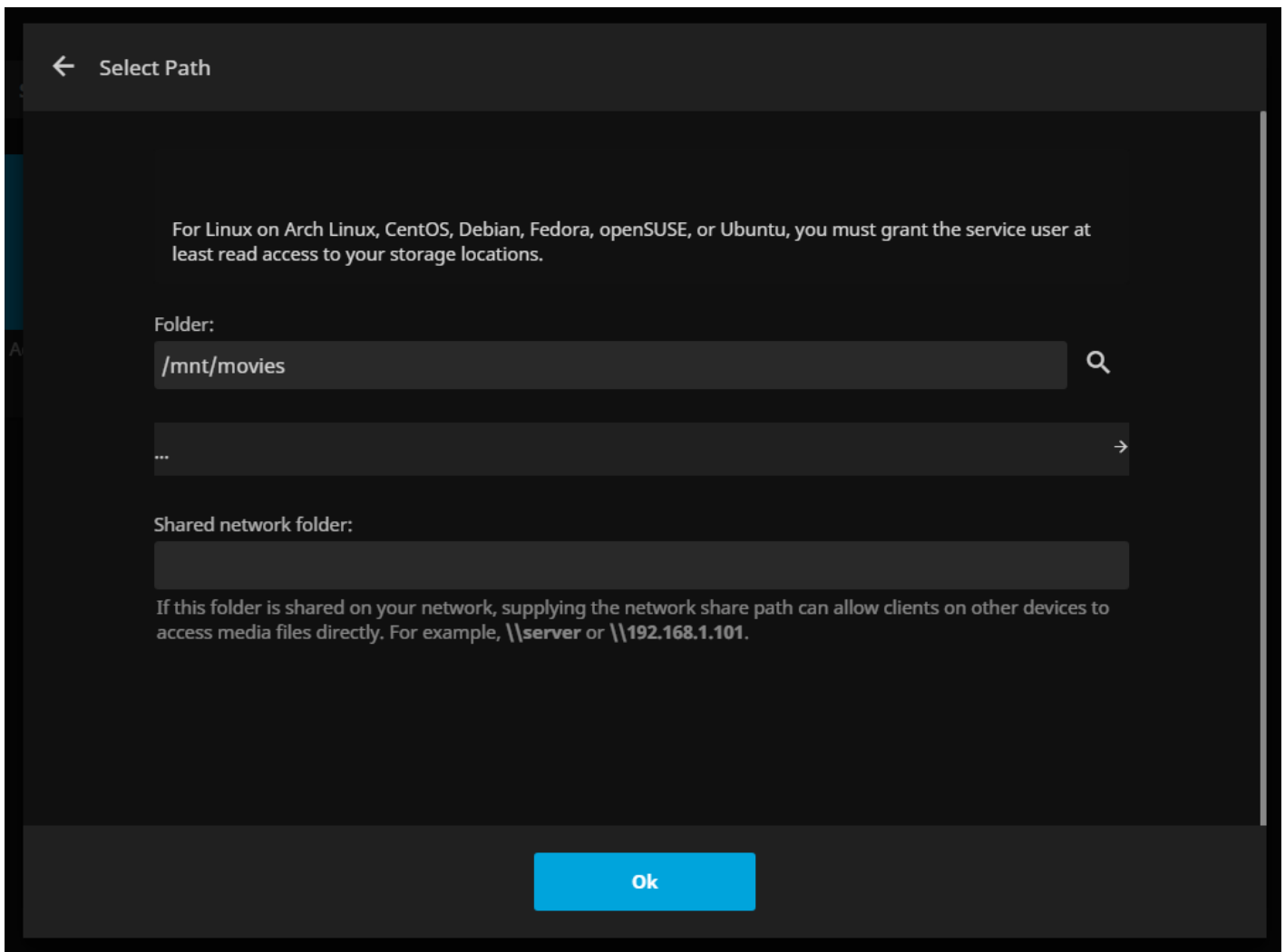
**LIBRARY_NAME** - The name of the new library.

## 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:
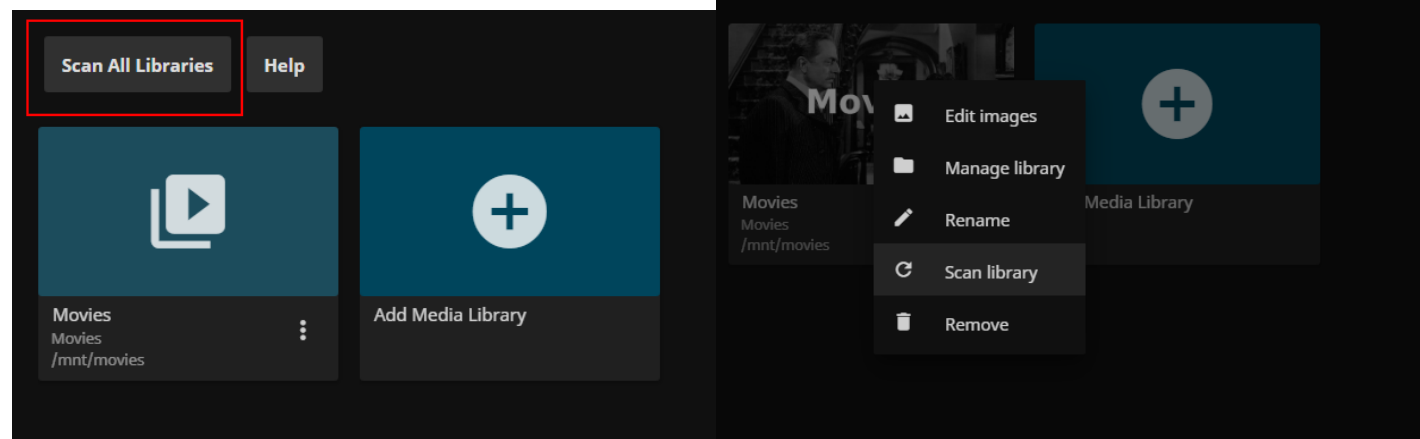
```
cd mnt/LIBRARY_NAME
```

```
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 or scan the specific library by clicking on the three dots and selecting "Scan Library".
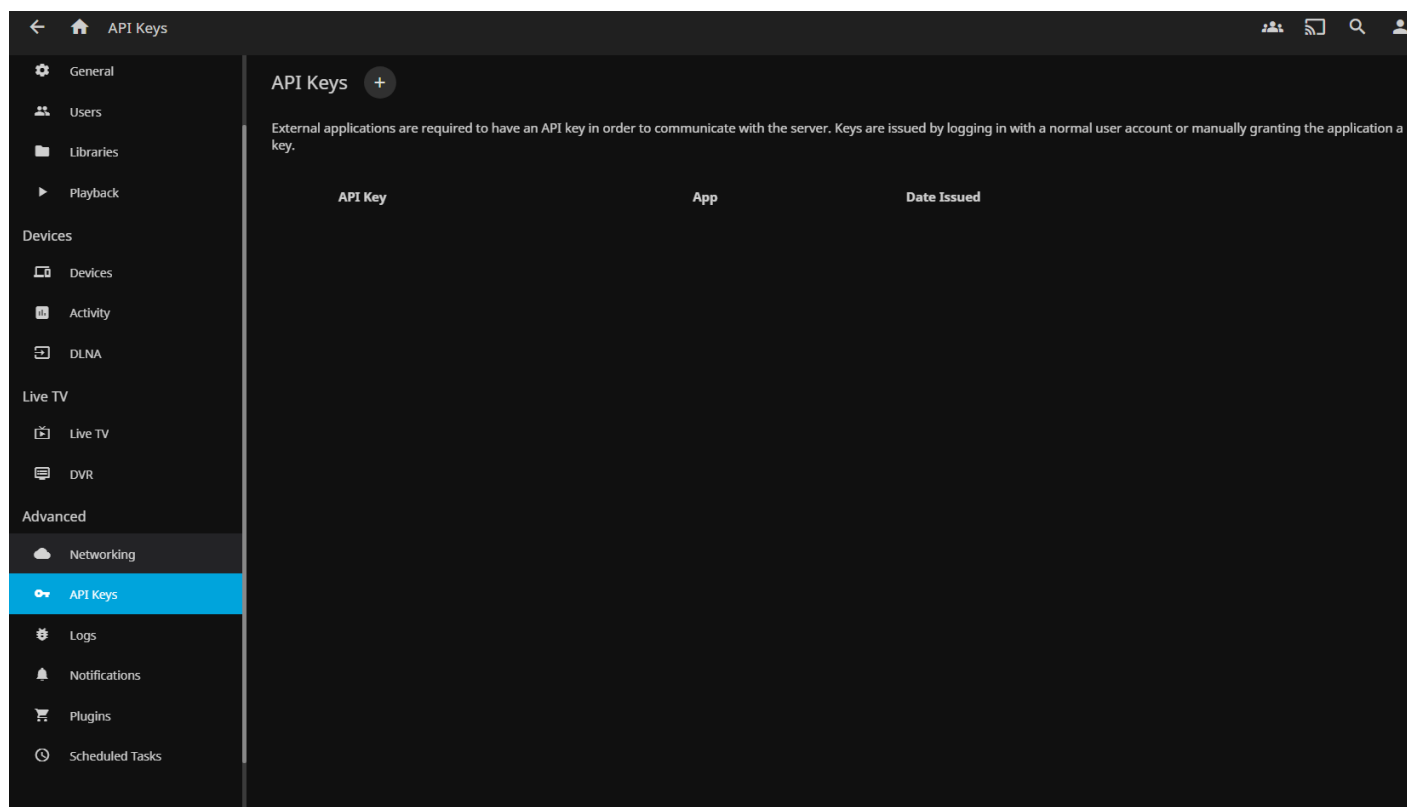
Getting Access Hash (API key)

Jellyfin module **WHMCS**

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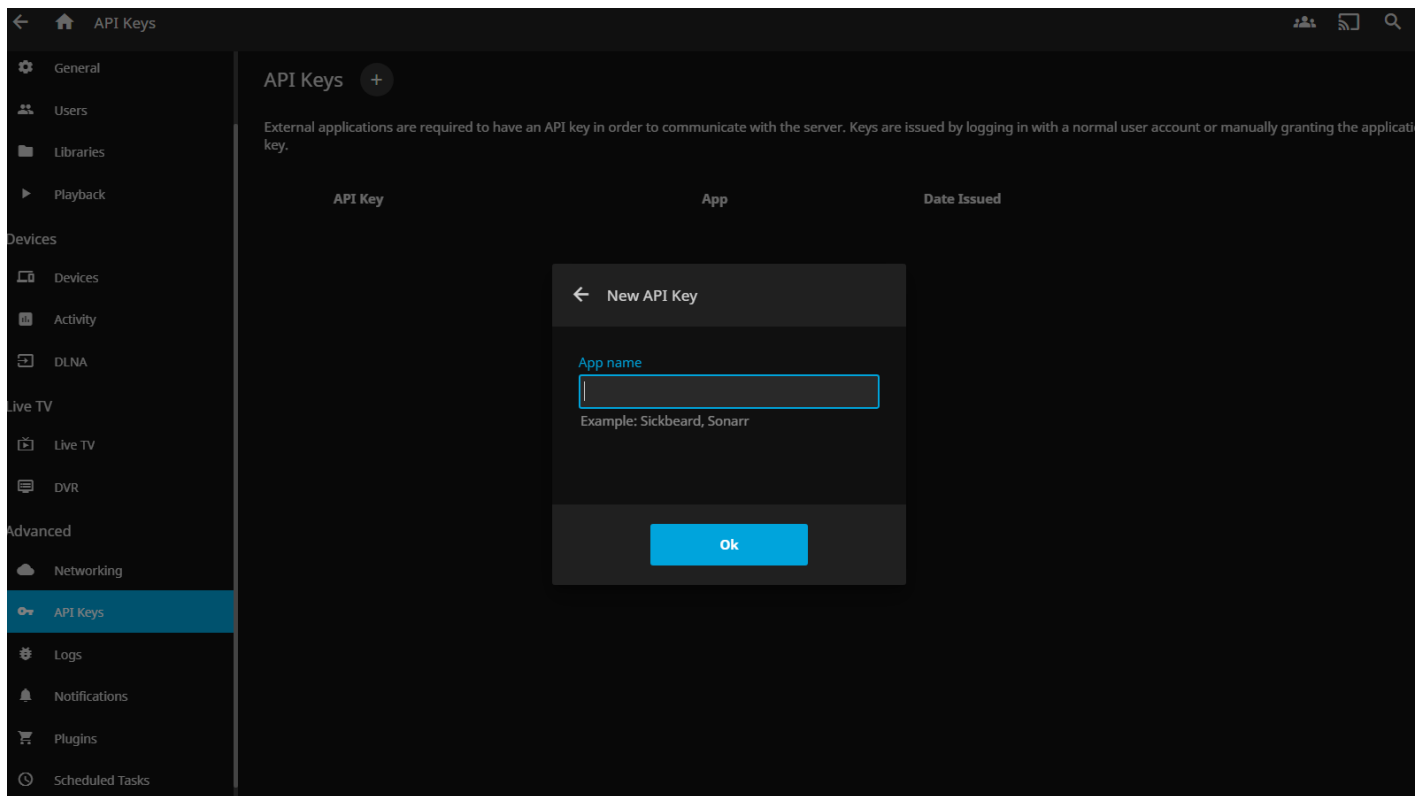
```
Dashboard -> API Keys
```

Create a new API Key

Whrite an App Name

Now you can getting an API key