

- 1 About Pterodactyl
- 2 Supported Features
- 3 Management Features
- 4 Installing Pterodactyl
 - 4.1 Server Groups
- 5 Configurable Options Overview
 - 5.1 Configurable Options that Override Package Options
- 6 Creating Packages
 - 6.1 Basic
 - 6.2 Module Options
 - 6.3 Pricing
 - 6.4 Welcome Email
- 7 Notes
- 8 Final Steps
- 9 Common Problems

About Pterodactyl

Pterodactyl is an open source game hosting control panel. Learn more about Pterodactyl their website at <https://pterodactyl.io/>.

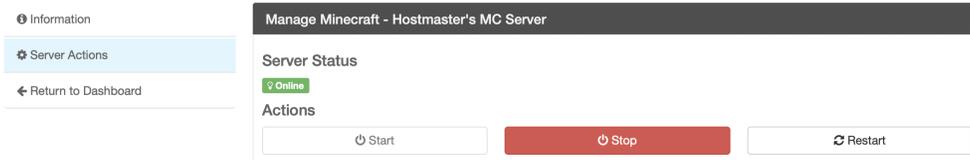
Supported Features

Create	Cancel	Suspend	Unsuspend	Management	Config Options
YES	YES	YES	YES	YES	YES

Management Features

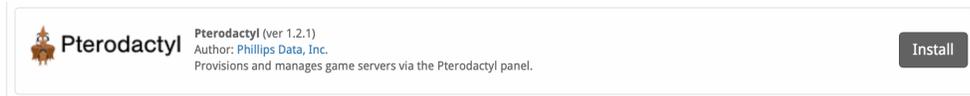
This module supports the following management features within the client area:

- Control Panel Login
- Start, Stop, Restart Server

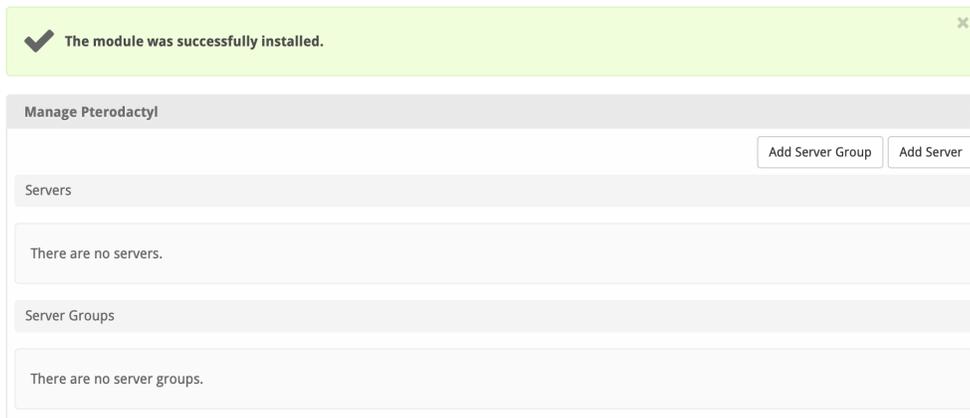


Installing Pterodactyl

To install the Pterodactyl module, visit [Settings] > [Company] > [Modules] > Available, and click the "Install" button for Pterodactyl.



A message will be displayed, indicating that the module was successfully installed. Then click the "Add Server" button.



Enter the details for your Pterodactyl server.

Add Pterodactyl Server

Basic Settings

Server Label

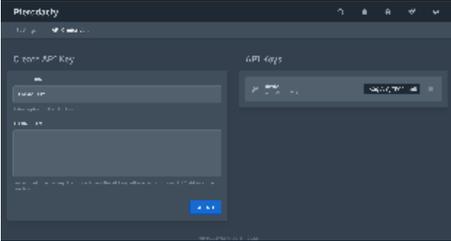
Hostname [?](#)

Account API Key [?](#)

Application API Key [?](#)

Use SSL when connecting to the API (recommended)

Add Server

Field Name	Description
Server Label	Enter a label for this Pterodactyl server, it can be anything you like.
Hostname	Enter the FQDN hostname for your Pterodactyl server, ie "server1.domain.com".
Account API Key	<p>Enter your Pterodactyl API Key from your Pterodactyl Panel. (Under "API Credentials")</p> <p>Your username > API Credentials</p> <p>Click screenshot for full version:</p> 
Application API Key	<p>Enter your Pterodactyl API Key from your Pterodactyl Panel. (Under "Admin Control Panel" > "Application API"). Select "Read & Write" for all permissions. Click screenshot for full version:</p> 
Use SSL when connecting to the API (recommended)	Whether to use SSL when connecting to the Pterodactyl Panel's API. Recommended.

After filling out these options, click "Add Server" to add your Pterodactyl server.

Server Groups

Server groups are useful for categorizing Pterodactyl servers. When creating a Package, a specific server, or a server group may be selected for provisioning. Blesta will automatically select a Pterodactyl server to provision with when a server group is chosen.

To add a server group, from the Pterodactyl overview at [Settings] > [Company] > [Modules] > Pterodactyl, click "Add Server Group", then enter the details.

Add Pterodactyl Server Group

Group Name

Add Order

Assigned Servers

Pterodactyl 1

Available Servers

Force Server Limits ?

Option	Details
Group Name	Enter the name for this server group.
Add Order	Choose how servers in this group will be selected for provisioning. Currently, first non-full server is the only add order.
Assigned Servers	Select servers under "Available Servers" and click to move them to the left column to add them to the group.

Configurable Options Overview

Configurable Options for Pterodactyl are dynamic. Availability of Configurable Options will depend on the game (Nest) and egg that will be used. To find the name of the configurable options for the Nest and Egg that you'd like to deploy, visit Servers and click the "Create Server" button. Select your Nest and Egg, and observe the "Service Variables" listed at the bottom of the page.

The screenshot shows the Pterodactyl web interface. On the left is a navigation sidebar with categories: BASIC ADMINISTRATION (Overview, Statistics, Settings, Application API), MANAGEMENT (Databases, Locations, Nodes, Servers, Users), and SERVICE MANAGEMENT (Nests, Packs). The main content area is titled 'Pterodactyl' and shows a 'Create Server' form. The form includes a 'Startup Configuration' section with a 'Startup Command' field containing: `./srcds_run -game {{SRCDS_GAME}} -console -port {{SERVER_PORT}} +map {{SRCDS_MAP}} +ip 0.0.0.0 -strictportbind -norestart`. Below this is a 'Service Variables' section with two columns: 'Game ID' (value: 232250) and 'Game Name' (value: tf). Each variable has a description and validation rules. At the bottom right of the form is a green 'Create Server' button. The footer shows 'Copyright © 2015 - 2019 Pterodactyl Software' and version information 'P: 0.7.14' and '©: 0.955a'.

The above screenshot references the variables that are available to use for config options for the Source Engine Nest, and Team Fortress 2 Egg. This example would allow config options with the names: SRCDS_GAME, SERVER_PORT, and SRCDS_MAP to be used. The variables available will vary depending the Nest and Egg selected, so it's important to check in Pterodactyl Panel first.

Configurable Options that Override Package Options

As of version 1.7.1 of the module, or Blesta 5.1.0, the following options are available to override their Package option counterparts.

Option Name	Possible Values	Recommended Field Type	Description
location_id	integer >= 0	Dropdown	Sets the location where the server will be deployed.

egg_id	integer >= 0	Dropdown	Sets the ID of the egg the server will use.
memory	integer >= 1	Quantity, Dropdown	Sets the amount of memory to be assigned to the server in MB.
cpu	integer >= 1	Quantity, Dropdown	Sets the amount of CPU to be assigned to the server in %. 100% is equivalent to one core.
disk	integer >= 1	Quantity, Dropdown	Sets the amount of disk space to be assigned to the server in MB.
io	integer >= 10	Quantity, Dropdown	Sets the IO weight of the server. Within a range from 10 to 1000.
startup	string	Text	Sets the custom startup command to assign to the server.
image	string	Text, Dropdown	Sets the Docker image to be deployed to the server.
databases	integer >= 1	Quantity, Dropdown	Sets the total amount of databases the user can create for the server.
allocations	integer >= 1	Quantity, Dropdown	Sets the total amount of allocations the user can create for the server
backups	integer >= 1	Quantity, Dropdown	Sets the total amount of backups the user is allowed to create for the server.
nest_id	integer >= 0	Dropdown	Sets the ID of the nest the server will use.
port_range	string	Text	Sets the port range that will be allocated to the server separated by comma. e.g. 25565-25570,25580-25590
pack_id	integer >= 0	Dropdown	Sets the ID of the pack that will be installed in the server.
swap	integer >= 0	Quantity, Dropdown	Sets the amount of SWAP memory to be assigned to the server in MB.

Creating Packages

Packages define the pricing, welcome email, module and more. Packages can be assigned to Package Groups, and added to Order Forms. To create a Package, visit [Packages] > Browse, and click the "Create Package" button.

Creating a Package consists of several sections:

Basic

The Basic section consists of the following options:

The screenshot shows the 'New Package' form with the 'Basic' section expanded. The 'Language' dropdown is set to 'English, US'. The 'Package Name' field contains 'Minecraft'. The 'Status' dropdown is set to 'Active'. The 'Quantity Available' section has 'Unlimited' selected. The 'Use renewal prices for package upgrades' checkbox is checked. The 'Configurable Options' dropdown is set to 'Pterodactyl'. The 'Module' dropdown is also set to 'Pterodactyl'.

Field Name	Description
Package Name	Enter the name of this Package, it will be visible wherever services are listed and on any order forms.
Status	"Active" is the default, "Inactive", and "Restricted" are also available.
Quantity Available	If this Package has a limited quantity available, enter the quantity, or leave it as "Unlimited".
Use renewal prices for package upgrades	When enabled, upgrading to this package will use renewal prices if they are set. The same will apply to any configurable options that are altered in the upgrade. The regular price will be used if this setting is disabled.
Description	Enter a Description for this Package. HTML is allowed, and descriptions appear on order forms.
Configurable Options	A Configurable Option Group may be selected if previously created, but this module does not support configurable options during provisioning.
Module	Select "Pterodactyl" for the module.

Module Options

The Module Options section consists of the following options, which are specific to Pterodactyl:

Module Options

Server Group
 ?

Location
 ?

Nest
 ?

Egg ID
 ?

Dedicated IP (optional) ?

Port Range
 ?

Pack ID (optional)
 ?

Memory (MB)
 ?

Swap (MB)
 ?

CPU Limit (%)
 ?

Disk Space (MB)
 ?

Block IO Weight
 ?

Startup (optional)
 ?

Image (optional)
 ?

Database Limit (optional)
 ?

Allocation Limit (optional)
 ?

Server Jar File
 ?

Server Version
 ?

Field Name	Description
Server Group	Select "Any" if you wish to specify a specific server, or select the Server Group to provision from. Selecting a group means that accounts will be provisioned from the group. Selecting a group is recommended.
Location	Select the Location as configured in Pterodactyl.
Nest	Select the Nest as configured in Pterodactyl.
Egg ID	Select the Egg ID as configured in Pterodactyl. (In Pterodactyl click Nests, then the Game to see a list of Egg's and their ID's.)
Dedicated IP (optional)	Check the box to use a dedicated IP address.
Pack ID (optional)	
Memory (MB)	Enter the amount of memory in MB for this server. e.g. 1024
Swap	Enter the amount of swap in MB for this server. e.g. 512
CPU Limit (%)	Enter the CPU limit for this server.
Disk Space (MB)	Enter the amount of disk space in MB for this server. e.g. 2048
Block IO Weign	Enter the block IO weight for this server, with a value of 10-1000. e.g. 100
Startup (optional)	Enter an optional startup command.
Image (optional)	Enter an optional custom docker image.
Database Limit (optional)	Enter an optional limit to the total number of databases a user can create.
Allocation Limit (optional)	Enter an optional allocation limit for a user.

Server Jar File (EGG DEPENDENT)	The name of the server jarfile to run the server with. Check to allow clients to modify this value during service add/edit. Leave unchecked if you plan to use a configurable option for this field. Defaults to "server.jar". The variable is dependent on the egg. For Vanilla Minecraft it is SERVER_JARFILE
Server Version (EGG DEPENDENT)	The version of Minecraft Vanilla to install. Use "latest" to install the latest version. Check to allow clients to modify this value during service add/edit. Leave unchecked if you plan to use a configurable option for this field. Defaults to "latest".

Pricing

Pricing Add Additional Price

Term	Period	Currency	Price	Renewal Price ?	Setup Fee	Cancellation Fee	Options
1	Month	USD	5.00	<input type="checkbox"/> 5.00	0.0000	0.0000	Remove
1	Year	USD	50.00	<input type="checkbox"/> 50.00			Remove

Taxable
 Cancel at end of term
 Enable Pro rata ?

Field Name	Description
Term	Enter the term for the desired pricing option. For example, if you wish to create a 3 month pricing option, enter 3 here.
Period	Select the period for this pricing option. "Day", "Week", "Month", "Year", and "One time" are options. The client will be invoiced every "term period", for example every 3 months if 3 is entered for term, and Month is selected for period.
Currency	Select the currency this pricing option is available for.
Price	Enter the price for this pricing option.
Setup Fee	If there is a setup fee, enter it here.
Cancellation Fee	If there is a fee to cancel early, enter it here.

Click the "Add Additional Price" to add more pricing options. It's common for people to create 1 Month, 3 Month, 6 Month, and 1 Year price options. There are many possible combinations.

Welcome Email

Welcome Email

Tags:
{client.id} {client.id_code} {client.first_name} {client.last_name} {pricing.term} {pricing.period} {pricing.currency} {pricing.price} {pricing.setup_fee} {pricing.cancel_fee} {module.server_name} {module.host_name} {package.location_id} {package.nest_id} {package.egg_id} {package.image} {service.server_name}

English, US

HTML Text

Source Image Table List Link Text Code Undo Redo Fullscreen Print Help

B *I* U S x x² I <

Thank you for ordering your Minecraft Server!

Server Name: {service.server_name}

Server IP and Port: {service.server_ip}:{service.server_port}

Log into your account to start and manage your Minecraft Server! Be sure to start your Minecraft server for the first time from within Pterodactyl Panel so that you can agree to the Mojang EULA.

When creating or editing a package that uses this module, the following tags will be available:

Tags	Description	Notes
{module.host_name}	The host name of the server that the service was provisioned on	e.g. "pterodactyl-panel.domain.com"
{module.server_name}	The name of this game server	e.g. "Hostmaster's Minecraft Server"
{package.location_id}	The ID of the location in Pterodactyl Panel.	e.g. "1"
{package.nest_id}	The ID of the Nest as configured in Pterodactyl Panel.	e.g. "2"
{package.egg_id}	The ID of the Egg as configured in Pterodactyl Panel.	e.g. "5"
{package.image}	The Docker image of the game server.	e.g. "quay.io/pterodactyl/core:java-glibc"
{service.server_name}	The name of the server as defined in the module within Blesta.	e.g. "Pterodactyl 1"
{service.server_ip}	The IP address of the game server.	e.g. "192.168.0.23"
{service.server_port}	The port this game server is running on at the above IP.	e.g. "25535"
{service.server_username}	The username for the Pterodactyl panel.	Added in version 4.11 of Blesta, version 1.4.1 of Pterodactyl
{service.server_password}	The password for the Pterodactyl panel.	Added in version 4.11 of Blesta, version 1.4.1 of Pterodactyl

Due to the nature of tag objects containing several fields, many of which are likely irrelevant for use in email templates, but may be useful to you in certain circumstances, a dump of the tags are shown below.

The {module} object

```
stdClass Object
(
    [host_name] => pterodactyl-dev.blesta.com
    [server_name] => Pterodactyl 1
)
```

The {package} object

```
stdClass Object
(
    [id] => 1
    [id_format] => {num}
    [id_value] => 1
    [id_code] => 1
    [module_id] => 2
    [name] => Minecraft
    [description] =>
    [description_html] =>
    [qty] =>
    [module_row] => 0
    [module_group] => 1
    [taxable] => 0
    [single_term] => 0
    [status] => active
    [company_id] => 1
    [prorata_day] =>
)
```

```
[prorata_cutoff] =>
[upgrades_use_renewal] => 1
[email_content] => Array
(
    [0] => stdClass Object
        (
            [lang] => en_us
            [html] => <p>Thank you for ordering your Minecraft Server!</p>
```

```
<p>Server Name: {service.server_name}</p>
```

```
<p>Log into your account to start and manage your Minecraft Server!</p>
```

```
<p> </p>
```

```
<p>debug</p>
```

```
<p>{% debug %}</p>
```

```
[text] => Thank you for ordering your Minecraft Server!
```

```
Server Name: {service.server_name}
```

```
Log into your account to start and manage your Minecraft Server!
```

```
    )
)
[pricing] => Array
(
    [0] => stdClass Object
        (
            [id] => 1
            [pricing_id] => 1
            [package_id] => 1
            [term] => 1
            [period] => month
            [price] => 5.0000
            [price_renews] => 5.0000
            [setup_fee] => 0.0000
            [cancel_fee] => 0.0000
            [currency] => USD
        )
    [1] => stdClass Object
        (
            [id] => 2
            [pricing_id] => 2
            [package_id] => 1
            [term] => 1
            [period] => year
            [price] => 50.0000
            [price_renews] => 50.0000
            [setup_fee] => 0.0000
            [cancel_fee] => 0.0000
            [currency] => USD
        )
)
[meta] => stdClass Object
(
    [allocations] =>
    [cpu] => 100
    [databases] =>
    [dedicated_ip] => 0
    [disk] => 1024
    [egg_id] => 5
```

```

        [image] =>
        [io] => 100
        [location_id] => 1
        [memory] => 1024
        [nest_id] => 1
        [pack_id] =>
        [port_range] => 25565-25595
        [server_jarfile] => server.jar
        [startup] =>
        [swap] => 512
        [vanilla_version] => latest
    )
[groups] => Array
(
    [0] => stdClass Object
        (
            [id] => 2
            [type] => standard
            [name] => Minecraft Servers
            [description] =>
            [company_id] => 1
            [allow_upgrades] => 1
            [names] => Array
                (
                    [0] => stdClass Object
                        (
                            [lang] => en_us
                            [name] => Minecraft Servers
                        )
                )
            [descriptions] => Array
                (
                )
            )
        )
)
[option_groups] => Array
(
)
[plugins] => Array
(
)
[names] => Array
(
    [0] => stdClass Object
        (
            [lang] => en_us
            [name] => Minecraft
        )
)
[descriptions] => Array
(
    [0] => stdClass Object
        (
            [lang] => en_us
            [html] =>
            [text] =>
        )
)
[allocations] =>

```

```

[cpu] => 100
[databases] =>
[dedicated_ip] => 0
[disk] => 1024
[egg_id] => 5
[image] =>
[io] => 100
[location_id] => 1
[memory] => 1024
[nest_id] => 1
[pack_id] =>
[port_range] => 25565-25595
[server_jarfile] => server.jar
[startup] =>
[swap] => 512
[vanilla_version] => latest
)

```

The {service} object

```

stdClass Object
(
  [id] => 1
  [parent_service_id] =>
  [package_group_id] => 2
  [id_format] => {num}
  [id_value] => 1
  [pricing_id] => 1
  [client_id] => 1
  [module_row_id] => 1
  [coupon_id] =>
  [qty] => 1
  [override_price] =>
  [override_currency] =>
  [status] => active
  [suspension_reason] =>
  [date_added] => 2019-12-20 21:41:02
  [date_renews] => 2020-01-20 21:41:02
  [date_last_renewed] =>
  [date_suspended] =>
  [date_canceled] =>
  [id_code] => 1
  [fields] => Array
    (
      [0] => stdClass Object
        (
          [key] => server_description
          [value] =>
          [serialized] => 0
          [encrypted] => 0
        )

      [1] => stdClass Object
        (
          [key] => server_id
          [value] => 30
          [serialized] => 0
          [encrypted] => 0
        )

      [2] => stdClass Object
        (
          [key] => server_jarfile
          [value] => server.jar
          [serialized] => 0
          [encrypted] => 0
        )

      [3] => stdClass Object

```

```

        (
            [key] => server_name
            [value] => Hostmaster's MC Server
            [serialized] => 0
            [encrypted] => 0
        )
    )

[4] => stdClass Object
(
    [key] => vanilla_version
    [value] => latest
    [serialized] => 0
    [encrypted] => 0
)

)

[options] => Array
(
)

[package_pricing] => stdClass Object
(
    [id] => 1
    [package_id] => 1
    [pricing_id] => 1
    [term] => 1
    [period] => Month
    [price] => 5.0000
    [price_renews] => 5.0000
    [setup_fee] => 0.0000
    [cancel_fee] => 0.0000
    [currency] => USD
)

[package] => stdClass Object
(
    [id] => 1
    [id_format] => {num}
    [id_value] => 1
    [id_code] => 1
    [module_id] => 2
    [name] => Minecraft
    [description] =>
    [description_html] =>
    [qty] =>
    [module_row] => 0
    [module_group] => 1
    [taxable] => 0
    [single_term] => 0
    [status] => active
    [company_id] => 1
    [prorata_day] =>
    [prorata_cutoff] =>
    [upgrades_use_renewal] => 1
    [email_content] => Array
        (
            [0] => stdClass Object
                (
                    [lang] => en_us
                    [html] => <p>Thank you for ordering your Minecraft Server!</p>
                )
        )
)

<p>Server Name: {service.server_name}</p>

<p>Log into your account to start and manage your Minecraft Server!</p>

<p> </p>

<p>debug</p>

<p>{% debug %}</p>

```

```
[text] => Thank you for ordering your Minecraft Server!
```

```
Server Name: {service.server_name}
```

```
Log into your account to start and manage your Minecraft Server!
```

```
debug
```

```
{% debug %}
```

```
    )
  )
[pricing] => Array
(
  [0] => stdClass Object
  (
    [id] => 1
    [pricing_id] => 1
    [package_id] => 1
    [term] => 1
    [period] => month
    [price] => 5.0000
    [price_renews] => 5.0000
    [setup_fee] => 0.0000
    [cancel_fee] => 0.0000
    [currency] => USD
  )
  [1] => stdClass Object
  (
    [id] => 2
    [pricing_id] => 2
    [package_id] => 1
    [term] => 1
    [period] => year
    [price] => 50.0000
    [price_renews] => 50.0000
    [setup_fee] => 0.0000
    [cancel_fee] => 0.0000
    [currency] => USD
  )
)
[meta] => stdClass Object
(
  [allocations] =>
  [cpu] => 100
  [databases] =>
  [dedicated_ip] => 0
  [disk] => 1024
  [egg_id] => 5
  [image] =>
  [io] => 100
  [location_id] => 1
  [memory] => 1024
  [nest_id] => 1
  [pack_id] =>
  [port_range] => 25565-25595
  [server_jarfile] => server.jar
  [startup] =>
  [swap] => 512
  [vanilla_version] => latest
)
[groups] => Array
(
  [0] => stdClass Object
```

```

        (
            [id] => 2
            [type] => standard
            [name] => Minecraft Servers
            [description] =>
            [company_id] => 1
            [allow_upgrades] => 1
            [names] => Array
                (
                    [0] => stdClass Object
                        (
                            [lang] => en_us
                            [name] => Minecraft Servers
                        )
                )
            [descriptions] => Array
                (
                )
            )
        )
    [option_groups] => Array
        (
        )
    [plugins] => Array
        (
        )
    [names] => Array
        (
            [0] => stdClass Object
                (
                    [lang] => en_us
                    [name] => Minecraft
                )
        )
    [descriptions] => Array
        (
            [0] => stdClass Object
                (
                    [lang] => en_us
                    [html] =>
                    [text] =>
                )
        )
    )
)

[name] => Hostmaster's MC Server
[server_description] =>
[server_id] => 30
[server_jarfile] => server.jar
[server_name] => Hostmaster's MC Server
[vanilla_version] => latest
)

```

Group Membership

Add Pterodactyl Server Group

Group Name

Add Order
First Non-full Server 

Assigned Servers

Available Servers

Force Server Limits 

If this is the first Package you are creating with this module, select the "Create a New Group" option, and enter a Group name. If you are adding a subsequent Package and wish for it to be part of the same group, select "Select from Available Groups", and move the group from the right to the left of the multi-select box.

When finished, click "Create Package" to create this package.

Notes

Additional Eggs for Pterodactyl Panel can be downloaded from <https://github.com/parkervcp/eggs>

Final Steps

The only thing left to do is to add this Package Group to an order form so clients may place orders for your Pterodactyl servers. See [Creating an Order Form](#) for more details.

Common Problems

- There is a conflict in the custom egg for the game [OpenRA](#) because of it's use of the variable SERVER_NAME.
 - This must be renamed in the egg in order to work with Blesta.
- **When creating a Package, the locations dropdown is empty.**
 - Make sure you have created a location in your Pterodactyl panel at /admin/locations and that you have set a **Description**. If no description is set, the location will not appear.