

Pterodactyl

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About Pterodactyl

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

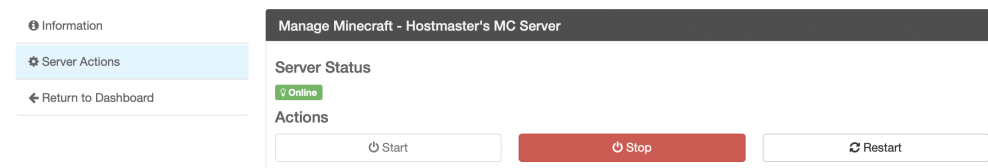
Supported Features

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

Management Features

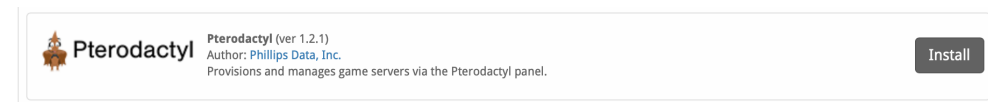
This module supports the following management features within the client area:

- Control Panel Login
- Start, Stop, Restart Server

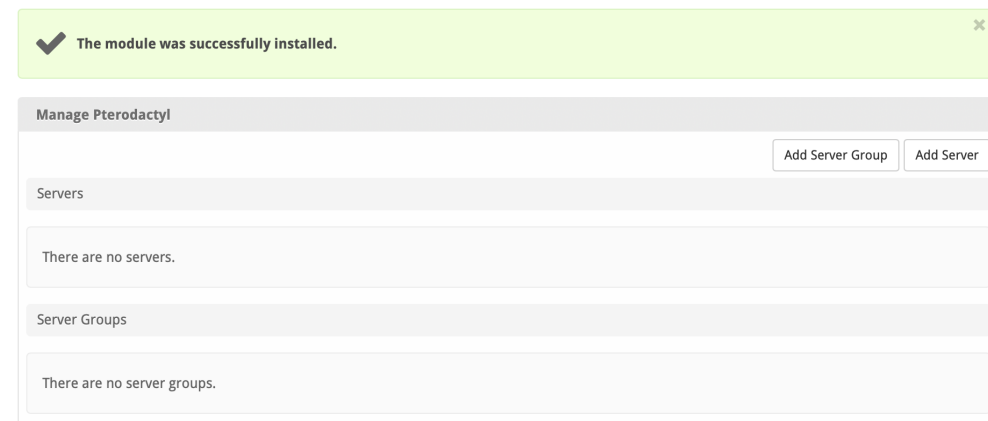


Installing Pterodactyl

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

Pterodactyl 1

Hostname

pterodactyl01.blesta.com

Account API Key

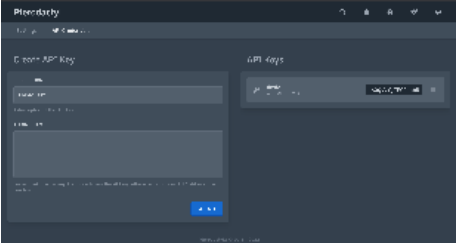
VadOj6rA6dAOAjaGlov910dyFCCJvFrkPMm00pda6

Application API Key

WPsZHQGfLzGGWcx5Yrt0mdXRXc2lMYTGkveba4gzi

☒ 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	Enter your Pterodactyl API Key from your Pterodactyl Panel. (Under "API Credentials") Your username > API Credentials Click screenshot for full version: 
Application API Key	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: 
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

Production

Add Order

First Non-full Server

Assigned Servers

Pterodactyl 1

Available Servers

☐ Force Server Limits

Add Group

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.

Pterodactyl

NO SERVICE PACK

Select a data pack to be automatically installed on this server when first created.

☐ Skip Egg Install Script

If the selected Egg has an install script attached to it, the script will run during install after the pack is installed. If you would like to skip this step, check this box.

Startup Configuration

Startup Command

/srcds_run -game {{SRCDS_GAME}} -console -port {{SERVER_PORT}} +map {{SRCDS_MAP}} +ip 0.0.0.0 -strictportbind -norestart

The following data substitutes are available for the startup command: {{SERVER_MEMORY}}, {{SERVER_IP}}, and {{SERVER_PORT}}. They will be replaced with the allocated memory, server IP, and server port respectively.

Service Variables

Game ID

232250

The ID corresponding to the game to download and run using SRCDS.
Access in Startup: {{SRCDS_GAME}}
Validation Rules: required|regex:^(232250)\$

Game Name

tf

The name corresponding to the game to download and run using SRCDS.
Access in Startup: {{SRCDS_GAME}}
Validation Rules: required|regex:^(tf)\$

Default Map

cp_dustbowl

The default map to use when starting the server.
Access in Startup: {{SRCDS_MAP}}
Validation Rules: required|regex:^(?!(s_20))\$

Create Server

Basic Administration

Overview

Statistics

Settings

Application API

Management

Databases

Locations

Nodes

Servers

Users

Service Management

Nests

Packs

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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:

New Package

Basic

English, US

Package Name

Minecraft

Description

Status

Active

Quantity Available

Unlimited

Use renewal prices for package upgrades

Configurable Options

Module

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

Production

Location

Tustin, CA

Nest

Minecraft

Egg ID

5

Dedicated IP (optional)

☐

Port Range

25565-25595

Pack ID (optional)

Memory (MB)

1024

Swap (MB)

512

CPU Limit (%)

100

Disk Space (MB)

1024

Block IO Weight

100

Startup (optional)

Image (optional)

Database Limit (optional)

Allocation Limit (optional)

Server Jar File

server.jar

Server Version

latest

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.

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
)

```


Add Pterodactyl Server Group

Group Name

Production

Add Order

First Non-full Server

Assigned Servers

Pterodactyl 1

Available Servers

Force Server Limits

Add Group

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.