

# Game Panel

# Documentation

This section is dedicated for explaining how to interact with your Game Server provided by us

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# Console Tab

You can view the terminal output of your server, as well as interact with your server via the console tab,

You can see the name of your server, and its status indicated with a green (online), yellow(starting/stopping), or red(off) dot.

You can see your primary connection address as well as the port on the left of the view of your terminal,

You can see the total amount of ram and disk space allocated to your server on the left on your terminal view as well as how much your server is currently using, You can also see these statistics below your terminal in fancy graphs

You can manually interact with the power actions to Start, Restart, and Stop your server

# File Manager

Using the file manager you can interact with your server's files in an intuitive way. Much like you can interact with files and folders on your desktop, You can interact the same way on our file manager

You have the ability to:

- Right click : Opens a context window for more options
- Upload files to your server either with upload window, or you can drag & Drop files into the file manager window (150mb limit)
- Compress files into a tar.gz file for easier downloading & moving of files,
- Decompress tar.gz, and windows .zip files, (not compatible with .RAR)
- Download files from your server onto your local machine

## Permissions

You don't usually have to touch permissions, but in the odd case that you do. Here is a good article explaining it

<https://danb.me/blog/posts/unix-permissions/>

# Text Editor

Instead of having to download, edit, and reupload your text files. You can save the hassle by using our text editor on the panel.

The text editor has a couple nifty features such as:

- Auto detect the file type, showing you visual language formatting, (You can manually select the language if autodetect fails)
- Collapsing code blocks to keep clutter down and make reading your files easier
- Color coded text blocks to further help making your text files easier to read

# Databases

Databases are useful for sharing information between servers, If you are trying to run a Minecraft network, you will most likely be using them for plugins like, Luckperms, or any plugins you want to share between.

Using the databases is simple, Depending on how many available databases you have to your server, the panel will prompt you to create a new database, All you have to do is type a name, And (advanced) choose which ip's/domains are allowed to connect to it

Once your database has been created. it will bring you to your list of active databases created by you/your server

On this list you will see the:

- database name
- database connection address
- Username.

To view your password, please click the eye icon on the right side of the database list



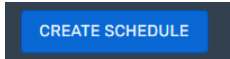
Also upon clicking the eye icon, you will see a "JDBC CONNECTION STRING" Most plugins that use a MySQL database will use this connection string, Though make sure you double check if you copy and paste for simplicity

# Schedules

The scheduler on our panel is simple to use, but extremely powerful at the same time. Cycle power actions, Or create custom payloads to fit your needs, all can be accomplished with this powerful scheduling system

## Creating a schedule

The panel will prompt you to create a schedule by clicking this button



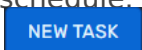
You will want to choose a name for your schedule that is descriptive to its task

Our scheduler uses Cron Jobs, It can be slightly confusing at first but with this handy little website it will help you greatly in creating tasks you want to schedule on whatever basis you want to have it to be ran. <https://crontab.guru> Once you have found the interval you would like your task to run, Input it as you see in the website in the "Create new schedule" prompt.

## Creating a Task

Now that you have created the Schedule for your server, You need some tasks for it to execute, Here is where we set that up

First off, you need to select the Schedule you would like to create a task for. Once selected it will bring up information about that specific schedule. But you are going to want to create a "NEW TASK" at the top right-ish of the content



## Create Task Window

### Create Task

**ACTION**

Send command

Send command

Send power action

Create backup

**TIME OFFSET (IN SECONDS)**

0

The amount of time to wait after the previous task executes before running this one. If this is the first task on a schedule this will not be applied.

**PAYLOAD**

☐ **CONTINUE ON FAILURE**

Future tasks will be run when this task fails.

CREATE TASK

Upon opening the Create Task Window you will be greeted with a hand full of options laid out in front of you. The first of which we are going to be focusing on is the ACTION Dropdown. You will have 3 options to choose from in this dropdown section:

Send Command, Send Power Action, And Create Backup. For the sake of the explanation we will stick to "Send command"

Time Offset (In Seconds) is the amount of time to wait after the previous task executes before running this one. If this is the first task on a schedule this will not be applied.

The Payload is the command we want to send/execute. So for instance lets say we're on a Minecraft server, and we want to automate the server saying You are Awesome!. You are going to want to put "say You are Awesome!" (without the "" ) then hit "CREATE TASK" You have successfully created your first task. You can add more tasks by repeating the shown steps, but adjust the time offset, (maybe 5-60 seconds inbetween? it depends on what your using it for)



# Users

The Users tab is where you can allow other people on to use your panel, (usually reserved to highly trusted people) Not only can you add people to your panel, but you can specifically choose what permissions they should receive as well

## User Email

To start things off you want to input the users email into the "USER EMAIL" Text box Make sure it is correct as the panel will send them a conformation email to let them know that they have been added as a sub user to your server

## Assigning Permissions

Now that you have entered the user's email, you want to assign permissions to the user so they can have access different files and functions. Be careful when assigning permissions as most of them are dangerous things to hand out randomly

**Console & Power action Permissions.**

## CONTROL

Permissions that control a user's ability to control the power state of a server, or send commands.

- ☐ **CONSOLE**  
Allows a user to send commands to the server instance via the console.
- ☐ **START**  
Allows a user to start the server if it is stopped.
- ☐ **STOP**  
Allows a user to stop a server if it is running.
- ☐ **RESTART**  
Allows a user to perform a server restart. This allows them to start the server if it is offline, but not put the server in a completely stopped state.

## Permissions that allow a user to manage other subusers on a server.

### USER

Permissions that allow a user to manage other subusers on a server. They will never be able to edit their own account, or assign permissions they do not have themselves.

- ☐ **CREATE**  
Allows a user to create new subusers for the server.
- ☐ **READ**  
Allows the user to view subusers and their permissions for the server.
- ☐ **UPDATE**  
Allows a user to modify other subusers.
- ☐ **DELETE**  
Allows a user to delete a subuser from the server.

\*note: Sub-users will never be able to edit their own account, or assign permissions they do not have themselves.

## Permissions that control a user's ability to modify the filesystem for your server.

## FILE

Permissions that control a user's ability to modify the filesystem for this server.

- ☐ **CREATE**  
Allows a user to create additional files and folders via the Panel or direct upload.
- ☐ **READ**  
Allows a user to view the contents of a directory, but not view the contents of or download files.
- ☐ **READ-CONTENT**  
Allows a user to view the contents of a given file. This will also allow the user to download files.
- ☐ **UPDATE**  
Allows a user to update the contents of an existing file or directory.
- ☐ **DELETE**  
Allows a user to delete files or directories.
- ☐ **ARCHIVE**  
Allows a user to archive the contents of a directory as well as decompress existing archives on the system.
- ☐ **SFTP**  
Allows a user to connect to SFTP and manage server files using the other assigned file permissions.

## Permissions that control a user's ability to generate and manage server backups.

### BACKUP

Permissions that control a user's ability to generate and manage server backups.

- ☐ **CREATE**  
Allows a user to create new backups for this server.
- ☐ **READ**  
Allows a user to view all backups that exist for this server.
- ☐ **DELETE**  
Allows a user to remove backups from the system.
- ☐ **DOWNLOAD**  
Allows a user to download a backup for the server. Danger: this allows a user to access all files for the server in the backup.
- ☐ **RESTORE**  
Allows a user to restore a backup for the server. Danger: this allows the user to delete all of the server files in the process.

Permissions that control a user's ability to modify the port allocations for your server.

ALLOCATION

Permissions that control a user's ability to modify the port allocations for this server.

☐

**READ**  
Allows a user to view all allocations currently assigned to this server. Users with any level of access to this server can always view the primary allocation.

☐

**CREATE**  
Allows a user to assign additional allocations to the server.

☐

**UPDATE**  
Allows a user to change the primary server allocation and attach notes to each allocation.

☐

**DELETE**  
Allows a user to delete an allocation from the server.

Permissions that control a user's ability to view your server's startup parameters.

STARTUP

Permissions that control a user's ability to view this server's startup parameters.

☐

**READ**  
Allows a user to view the startup variables for a server.

☐

**UPDATE**  
Allows a user to modify the startup variables for the server.

☐

**DOCKER-IMAGE**  
Allows a user to modify the Docker image used when running the server.

Permissions that control a user's access to the database management for your server.

## DATABASE

Permissions that control a user's access to the database management for this server.

☐

### CREATE

Allows a user to create a new database for this server.

☐

### READ

Allows a user to view the database associated with this server.

☐

### UPDATE

Allows a user to rotate the password on a database instance. If the user does not have the view\_password permission they will not see the updated password.

☐

### DELETE

Allows a user to remove a database instance from this server.

☐

### VIEW\_PASSWORD

Allows a user to view the password associated with a database instance for this server.

## Permissions that control a user's access to the schedule management for your server.

## SCHEDULE

Permissions that control a user's access to the schedule management for this server.

☐

### CREATE

Allows a user to create new schedules for this server.

☐

### READ

Allows a user to view schedules and the tasks associated with them for this server.

☐

### UPDATE

Allows a user to update schedules and schedule tasks for this server.

☐

### DELETE

Allows a user to delete schedules for this server.

## Permissions that control a user's access to the settings for your server.

SETTINGS



Permissions that control a user's access to the settings for this server.



RENAME

Allows a user to rename this server.



REINSTALL

Allows a user to trigger a reinstall of this server.

# Backups

The backups tab is where you can see, create, download, delete, and restore from server backups

## Creating a backup

Creating a backup is pretty simple, To start off click the Create Backup Button

CREATE BACKUP

Then you are going to want to choose a backup name (Good practice to include the date in the backup name)

If you would like to ignore any files when creating the backup, Enter the directory path / filename in the 2nd textbox

If you would like to lock the backup (prevent accidental deletion) check the "LOCKED" switch at the bottom of the window

### Create Server Backup Window

#### Create server backup

BACKUP NAME

If provided, the name that should be used to reference this backup.

IGNORED FILES & DIRECTORIES

Enter the files or folders to ignore while generating this backup. Leave blank to use the contents of the .pteroignore file in the root of the server directory if present. Wildcard matching of files and folders is supported in addition to negating a rule by prefixing the path with an exclamation point.



LOCKED

Prevents this backup from being deleted until explicitly unlocked.

START BACKUP

# Backup Options



Now that you have a backup, There are multiple things that you will be seeing. The Name & Size of the backup, Below that you will see the sha1 hash, To the right see how long ago the backup was created. To open the context menu click the 3 dots

Upon clicking the 3 dots a small context menu will pop up with 4 options: Download, Restore, Lock, And Delete

Clicking download will download your backup in a tar.gz file (standard linux version of a .zip)

Clicking Restore will restore the backup to your server instance, (it is advised to create a backup before doing this)

Clicking Lock/Unlock will Lock/Unlock the backup, This is an accidental backup deletion prevention method

Clicking Delete will Delete the backup from your server

 Download

 Restore

 Lock

 Delete

# Network Tab

The network tab allows you to view the available ports allocated to your server, If you have multiple ports allocated to your server, You will be able to manage which port is primary (connection port)

Ports are at its core are theoretical doorways for programs to communicate over the internet. Ports are usually closed, but can be opened to allow connections to/from 3rd party plugins for Minecraft, RCON for game consoles etc, they all have the ability, if not forced to use ports for communication

**\*Note\*** At this time you are unable to assign your own ports, Please request one in a ticket on our support discord server

# Startup

The startup tab is where you can change various settings about your server at a more advanced level.

The Startup command is locked, If you would like to make changes to it, please make a ticket on our support discord server

Changing the docker image is moreover needed with minecraft, If you plan on running older/newer servers you will need to run different docker images. each image changes what java version your server will use

Other Variables will change with each game service, so read around

# Settings Tab

In the Settings Tab you are able to:

View the SFTP Connection Details (Filezilla, WinSCP, etc)

View Debug Information about your server (When creating a support ticket, it would be helpful to include this information)

Change your server name visible on the panel

Reinstall your server via the service script (This probably will be destructive, Be sure you have a backup as it will restore your server to a fresh install)