

AMP Application Management Panel

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Configuring AMP for Enterprise or Advanced Usage

This guide assumes that AMP is being deployed for Enterprise Usage in a dedicated server environment with a direct internet connection with no NAT. We are not offering support for issues resulting from NAT'ed connections at this time.

If you're using AMP Advanced (previously Network) Edition, skip to [Activating ADS](#).

Prerequisites

When running in Enterprise Mode, the following requirements apply:

- AMP must be served over HTTPS, either using a reverse proxy (recommended, supports LetsEncrypt) or with the internal implementation (PFX certificate required)
- On Linux systems, hidepid must be configured. Without it AMP will not create instances.

Additionally the following changes are recommended:

- New instances should be bound to a specific IP address rather than the default of 127.0.0.1 if you want to allow users to access their instances directly instead of logging in via ADS.
- Your auth server URL should be a fully-qualified URL as HTTPS is mandatory for the auth server URL in Enterprise mode.

Activating ADS

By default ADS should be activated after performing the first time setup wizard. If you do not see the Enterprise or Advanced (previously Network) Edition features you need to set it up to allow activation, then activate it with your key.

Run the following commands while AMP is stopped (Applies on any platform):

```
ampinstmgr reactivate ADS01 *yourlicencekeygoeshere*
```

You will need to perform these steps on all your controllers and targets.

Configuration Changes

On each target/standalone server:

- Configuration / Networking / Use Host Networking for Containers - It is recommended that this is disabled if you're using Docker as customers would be able to start listening on unauthorised ports. When using the default networking mode AMP will only allow through those ports which are specifically assigned to that instance.
- Configuration / New Instance Defaults / Default Settings - It is recommended you add the following key/value pairs:

Key	Value	Comment
Core.Privacy.AllowAnalytics	False	Disables analytics, important for GDPR compliance
Core.Security.RequireSessionIPStickness	False	Users in campuses or using certain ISPs may have IP addresses that change frequently which will continually end their session unless this is set to False
Core.Branding.DisplayBranding	True	
Core.Branding.CompanyName	Your company name here	
— Other branding settings here —		See AMPConfig.conf for the rest of the settings
Core.Monitoring.UseMulticoreCPUCalc	False	AMPs default CPU usage calculation may be confusing to inexperienced users
FileManagerPlugin.SFTP.SFTPEntabled	True	Allows users to connect via SFTP using their panel username/password to a locked down SFTP server that only lets them access their instances files

*A full list of provisioning arguments are at the bottom of this article

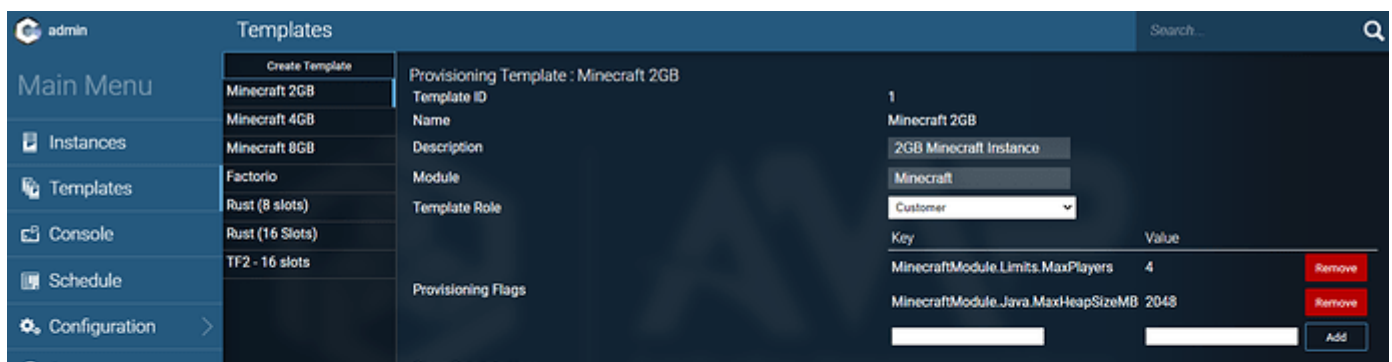
Creating a template 'customer' role.

You'll want to create a locked down role that applies to all of your customers regardless of what instance they have access to. To do this follow these steps:

- Create at least one of each instance type that you intend to sell from your controller, it doesn't matter where they're made and these can be deleted later if you don't need them around. These instances won't be required to actually run the application, just to get AMP running.
- Then in ADS, go to Configuration / Role Management and select "Create Template Role" with a name of your choice (such as Customer)
- Edit this roles permissions within ADS and make sure it has no permissions (all permissions greyed out)
- For each of the instance types you're going to sell:
 - Manage the instance
 - Go to Configuration / Role Management Find the "Customer" role you created earlier
 - Assign only those specific permissions you wish to allow customers using this instance type to have. Be careful not to allow the use of settings that affect networking behaviour such as IP/port numbers or could allow setting extra command line flags that affect things like resource allocation.

Creating deployment templates

Deployment templates are used to dictate what AMP can deploy, and these are what are exposed to billing integrations as available products.



First select 'Create Template' and name it depending on what product/service you wish to offer. This name should be unique and not shared with other templates.

The module type needs to be the name of the module that will be loaded for the deployed instance. These names are CaSe SeNsItIvE - you can see the module name for a given existing instance by selecting it and looking at the "Module" field on the right hand side.

The Template Role should be the role that any users created automatically for the created instance will be assigned to, so you should select the "Customer" role.

Provisioning Flags allow you to apply settings that will apply to this instance by default when it's created. The key takes the format of: `FullModuleName.Section.Field` - These node names exactly match those used by the .kvp files for the individual instances.

For example, for a Minecraft module based instance, there is a file called **MinecraftModule.kvp**, and it contains a line that reads **Java.MaxHeapSizeMB=1024**

So the final node name is MinecraftModule.Java.MaxHeapSizeMB with a value of whatever you'd like (for example 4096 to create a template for a 4GB Minecraft Server).

You should create a test instance for each type you intend to offer to customers and use that to pull the settings from the applicable configuration files to feed into the template.

Once you've modified your template select "Apply Changes".

Installing the AMP WHMCS module

You can download the WHMCS module here: [GitHub - CubeCoders/WHMCSModule](#) This page also includes installation instructions. You will need to request access to this repository via contact@cubecoders.com if you don't already have permission to view it.

List of all template options

Provision Flags

\$\$ContainerCPUs=4

\$\$ContainerMemoryMB=1024

ADS Module

ADSModule.Limits.InstanceLimit=32

ADSModule.Limits.CreateLocalInstances=True

ADSModule.Defaults.NewInstanceKey=enc:sNSxBfdW0TiecDH+nIx Cm15/yWy2UWUoQeKguOLhe v z/igjRrHHUGXu
FeoDZqMVL

ADSModule.Defaults.DefaultSettings={"Core.Privacy.AutoReportFatalExceptions":"true", "Core.Privacy.AllowAnalytics":"true", "CustomMountBinds":{"\ /home/amp/test\":"\ /mnt/test\"}}}

ADSModule.Defaults.DefaultReleaseStream=Mainline

ADSModule.Defaults.UseDocker=True

ADSModule.Defaults.CreateAsShared=False

ADSModule.Defaults.DefaultAuthServerURL=https://amp.example.com/

ADSModule.Defaults.PropagateAuthServer=False

ADSModule.Defaults.PropagateRepos=True

ADSModule.Defaults.UseOverlays=False

ADSModule.Defaults.OverlayPath=/opt/cubecoders/amp/shared/overlays

ADSModule.Defaults.OverlayManifestURL=

ADSModule.Defaults.MatchVersion=False

ADSModule.Defaults.DefaultPostCreate=StartInstance

ADSModule.Defaults.ExcludeFromFirewall=False

ADSModule.Defaults.UPnPSTsync=False

ADSModule.ADS.LocalAuxDataDir=localaux

ADSModule.ADS.AutoReactivate=True

ADSModule.ADS.Mode=Target

ADSModule.ADS.AutostartInstances=True

ADSModule.ADS.InstanceStartDelay=5000

ADSModule.ADS.IgnoreCompatibility=False

ADSModule.ADS.TemplateCallbackURL=https://example.com/api/deploycallback

ADSModule.ADS.DevelopmentMode=False

ADSModule.ADS.LogAllTemplateDeployments=False

ADSModule.ADS.SingleUserInstance=False

ADSModule.ADS.UseTagAsInstanceName=False

ADSModule.ADS.ConfigurationRepositories=["CubeCoders/AMPTemplates", "IceOfWraith/AMPTemplates:dev", "Gr

```
eelan/AMPTemplates:dev"]
ADSModule.ADS.ShowDeprecated=True
ADSModule.Network.DefaultIPBinding=127.0.0.1
ADSModule.Network.DefaultAppIPBinding=0.0.0.0
ADSModule.Network.DockerExternalIPBinding=0.0.0.0
ADSModule.Network.AMPPortRanges=["8081:8180"]
ADSModule.Network.PortAssignment=Include
ADSModule.Network.AppPortRanges=["40400:40599"]
ADSModule.Network.AppPortExclusions=["0:1024"]
ADSModule.Network.MetricsServerPort=12820
ADSModule.Network.UseDockerHostNetwork=True
ADSModule.Network.UseTraefik=False
ADSModule.Network.TraefikNetworkName=internal
ADSModule.Network.TraefikDomainWildcard=*.domain.tld
ADSModule.Network.AccessMode=ViaTarget
ADSModule.Network.BaseURL=https://amp.example.com
```

Generic Module

```
GenericModule.Meta.DisplayName=DayZ (Original)
GenericModule.Meta.Description=DayZ (Original) Dedicated Server
GenericModule.Meta.OS=Windows
GenericModule.Meta.AarchSupport=Unknown
GenericModule.Meta.Arch=x86_64
GenericModule.Meta.Author=Greelan, Aperture Development, IceOfWraith
GenericModule.Meta.URL=https://dayz.com/
GenericModule.Meta.DisplayImageSource=steam:221100
GenericModule.Meta.EndpointURIFormat=steam://connect/{ip}:{GenericModule.App.Ports.$QueryPort}
GenericModule.Meta.ConfigManifest=dayz-originalconfig.json
GenericModule.Meta.MetaConfigManifest=dayz-originalmetaconfig.json
GenericModule.Meta.ConfigRoot=dayz-original.kvp
GenericModule.Meta.MinAMPVersion=2.4.2.0
GenericModule.Meta.SpecificDockerImage=
GenericModule.Meta.DockerRequired=False
GenericModule.Meta.DockerBaseReadOnly=False
GenericModule.Meta.ContainerPolicy=Supported
GenericModule.Meta.ContainerPolicyReason=
```

```
GenericModule.Meta.ExtraSetupStepsURI=https://discourse.cubecoders.com/docs?topic=3454?utm_source=am
pcreate&utm_content=dayz
GenericModule.Meta.Prerequisites=[]
GenericModule.Meta.ExtraContainerPackages=[]
GenericModule.Meta.ConfigReleaseState=NotSpecified
GenericModule.Meta.NoCommercialUsage=False
GenericModule.Meta.ConfigVersion=0.0.0.0
GenericModule.Meta.ReleaseNotes=
GenericModule.Meta.BreakingReleaseNotes=
GenericModule.Meta.OriginalSource=CubeCoders-AMPTemplates
GenericModule.App.DisplayName=DayZ (Original)
GenericModule.App.RootDir=./dayz/
GenericModule.App.BaseDirectory=./dayz/223350/
GenericModule.App.SteamWorkshopDownloadLocation=
GenericModule.App.ExecutableWin=223350\DayZServer_x64.exe
GenericModule.App.ExecutableLinux=application
GenericModule.App.WorkingDir=223350
GenericModule.App.LinuxCommandLineArgs=
GenericModule.App.WindowsCommandLineArgs=
GenericModule.App.CommandLineArgs={{ ${PlatformArgs} }} "-profiles={{ ${FullBaseDir} }}DayZServerData" "-
bepath={{ ${FullBaseDir} }}battleeye" -port={{ ${GamePort} }} -config=serverDZ.cfg -dologs -adminlog -freezeCheck
-ip={{ ${ApplicationIPBinding} }} {{ ${FormattedArgs} }}
{{ filePatching }} {{ EnableLimitFPS }}"{{ ${CustomServerArgs} }}"
GenericModule.App.UseLinuxIOREDIR=False
GenericModule.App.AppSettings={}
GenericModule.App.EnvironmentVariables={"LD_LIBRARY_PATH":"{{ ${FullBaseDir} }}linux64:%LD_LIBRARY_PATH
%", "SteamAppId":"221100"}
GenericModule.App.CommandLineParameterFormat="-{0}={1}"
GenericModule.App.CommandLineParameterDelimiter=
GenericModule.App.ExitMethod=String
GenericModule.App.ExitTimeout=30
GenericModule.App.ExitString=#shutdown
GenericModule.App.ExitFile=app_exit.lck
GenericModule.App.HasWriteableConsole=True
GenericModule.App.HasReadableConsole=True
GenericModule.App.SupportsLiveSettingsChanges=False
GenericModule.App.LiveSettingChangeCommandFormat=set {0} "{1}"
GenericModule.App.ApplicationIPBinding=0.0.0.0
GenericModule.App.Ports=[{"Protocol":1,"Port":40601,"Offset":0,"Range":1,"Ref":"GamePort","Name":"Game
Port","Description":"Main game port used by the
```

```
server", "ChildPorts": null}, {"Protocol": 1, "Port": 40602, "Offset": 0, "Range": 1, "Ref": "ReservedPort", "Name": "Reserved Port", "Description": "Reserved port", "ChildPorts": null}, {"Protocol": 1, "Port": 40603, "Offset": 0, "Range": 1, "Ref": "BattleEyePort", "Name": "BattleEye Port", "Description": "Port for BattleEye traffic", "ChildPorts": null}, {"Protocol": 1, "Port": 40604, "Offset": 0, "Range": 1, "Ref": "QueryPort", "Name": "Steam Query Port", "Description": "Port used for Steam queries", "ChildPorts": null}, {"Protocol": 1, "Port": 40605, "Offset": 0, "Range": 1, "Ref": "RCONPort", "Name": "RCON Port", "Description": "Port used for RCON", "ChildPorts": null}]
```

GenericModule.App.RemoteAdminPort=0

GenericModule.App.AdminPortRef=RCONPort

GenericModule.App.PrimaryApplicationPortRef=GamePort

GenericModule.App.UniversalSleepApplicationUDPPortRef=GamePort

GenericModule.App.UniversalSleepSteamQueryPortRef=QueryPort

GenericModule.App.MaxUsers=60

GenericModule.App.UseRandomAdminPassword=True

GenericModule.App.PersistRandomPassword=True

GenericModule.App.RemoteAdminPassword=enc:Ok3RVbmp1Wd7LxIntxjh0AxnXgis+XGJvtY7W5DjqB+i+Klb8KvBT6gdPDYaKoOX

GenericModule.App.AdminMethod=BattleEyeRCON

GenericModule.App.AdminLoginTransform=None

GenericModule.App.LoginTransformPrefix=

GenericModule.App.RCONConnectDelaySeconds=15

GenericModule.App.RCONConnectRetrySeconds=15

GenericModule.App.RCONHeartbeatMinutes=0.5

GenericModule.App.RCONHeartbeatCommand=ping

GenericModule.App.TelnetLoginFormat={0}

GenericModule.App.UpdateSources=[]

GenericModule.App.ForceUpdate=False

GenericModule.App.ForceUpdateReason=

GenericModule.App.Compatibility=None

GenericModule.App.SteamUpdateAnonymousLogin=False

GenericModule.App.SteamForceLoginPrompt=True

GenericModule.App.RapidStartup=False

GenericModule.App.HasSuccessfullyUpdatedAtLeastOnce=True

GenericModule.App.MonitorChildProcess=False

GenericModule.App.DumpFullChildProcessTree=False

GenericModule.App.MonitorChildProcessWaitMs=100

GenericModule.App.MonitorChildProcessName=

GenericModule.App.SupportsUniversalSleep=False

GenericModule.App.WakeupMode=Any

```

GenericModule.App.ApplicationReadyMode=RegexMatch
GenericModule.App.AttemptedExtIPFetch=True
GenericModule.App.IPFetchLimiter=System.Threading.SemaphoreSlim
GenericModule.App.LastFailedIPFetch="2023-11-25T03:44:22.7989965Z"
GenericModule.App.TemplateMatchRegex={ {(\${?\w}+)} }
GenericModule.Console.FilterMatchRegex=
GenericModule.Console.FilterMatchReplacement=
GenericModule.Console.ThrowawayMessageRegex=^((WARNING|ERROR): Shader.+|Unknown command)$
GenericModule.Console.AppReadyRegex=^RCon admin #\d+ \([d\.:]+\\) logged in$
GenericModule.Console.UserJoinRegex=^Player #(?<sessionid>\d+?) (?<username>.+?)
\((?<endpoint>.+?):(?:\d+)\\) connected$
GenericModule.Console.UserLeaveRegex=^Player #(?<sessionid>\d+?) (?<username>.+?) disconnected$
GenericModule.Console.UserChatRegex=^$
GenericModule.Console.UpdateAvailableRegex=^\[d\d:d\d:d\d\] \[INFO\] A new server update is available!
v\[d\.] +.$
GenericModule.Console.MetricsRegex=
GenericModule.Console.SuppressLogAtStart=False
GenericModule.Console.ActivateLogRegex=
GenericModule.Console.UserActions={ }
GenericModule.Limits.SleepMode=True
GenericModule.Limits.SleepOnStart=False
GenericModule.Limits.SleepDelayMinutes=5
GenericModule.Limits.DozeDelay=2
GenericModule.Limits.AutoRetryCount=5
GenericModule.Limits.SleepStartThresholdSeconds=25

```

*Further settings can be adjusted as seen in the *config.json files found on the [AMPTemplates repo](#) by using the following format:

`GenericModule.App.AppSettings.$FieldName` so to set a Server Name for ARK SE you'd use `GenericModule.App.AppSettings.$SessionName`. Note that this applies to all generic instances created with this type and may have overlapping settings.

`GenericModule.App.AppSettings.$$MaxUsers` is a special setting that most templates support. Notice it requires double `$$`.

Minecraft Module

MinecraftModule.Java.CustomPath=
MinecraftModule.Java.MaxHeapSizeMB=1024
MinecraftModule.Java.UseSystemRAMAsTotal=False
MinecraftModule.Java.CustomOpts=
MinecraftModule.Java.JavaVersion=
MinecraftModule.Minecraft.ServerPath=./Minecraft/
MinecraftModule.Minecraft.ServerMOTD=Powered by AMP
MinecraftModule.Minecraft.SkipEULACheck=False
MinecraftModule.Minecraft.ServerType=Official
MinecraftModule.Minecraft.EnableTPSMonitor=True
MinecraftModule.Minecraft.CustomStartupString=
MinecraftModule.Minecraft.CustomNormalizerRegex=
MinecraftModule.Minecraft.CustomNormalizerReplacement=
MinecraftModule.Minecraft.FTBModpack=
MinecraftModule.Minecraft.FTBModpackNew=
MinecraftModule.Minecraft.ReleaseStream=Stable
MinecraftModule.Minecraft.SpecificVersion=
MinecraftModule.Minecraft.SpecificSpigotVersion=
MinecraftModule.Minecraft.SpecificForgeVersion=
MinecraftModule.Minecraft.SpecificSpongeVersion=
MinecraftModule.Minecraft.SpecificPaperVersion=
MinecraftModule.Minecraft.SpecificPurpurVersion=
MinecraftModule.Minecraft.FabricMCVersion=
MinecraftModule.Minecraft.FabricLoaderVersion=
MinecraftModule.Minecraft.FabricInstallerVersion=
MinecraftModule.Minecraft.ServerJAR=
MinecraftModule.Minecraft.ServerIPBinding=0.0.0.0
MinecraftModule.Minecraft.PortNumber=40401
MinecraftModule.Minecraft.AdditionalOpts=
MinecraftModule.Minecraft.SuppressGarbage=True
MinecraftModule.Minecraft.PreventProxy=True
MinecraftModule.Minecraft.EnableLANVisibility=False
MinecraftModule.Minecraft.UseNativeTransport=True
MinecraftModule.Minecraft.NetworkCompressionThreshold=256
MinecraftModule.Minecraft.EntityBroadcastRange=100
MinecraftModule.Minecraft.WorldSeed=CubeCodersPowered
MinecraftModule.Minecraft.RateLimit=0
MinecraftModule.Minecraft.WorldType=DEFAULT
MinecraftModule.Minecraft.ViewDistance=10

MinecraftModule.Minecraft.SimulationDistance=10
MinecraftModule.Minecraft.HideOnlinePlayers=False
MinecraftModule.Minecraft.EnableStatus=True
MinecraftModule.Minecraft.AllowAnalytics=False
MinecraftModule.Minecraft.LevelName=world
MinecraftModule.Minecraft.MaxWorldSize=29999984
MinecraftModule.Minecraft.WorldGenSettings=
MinecraftModule.Minecraft.GenStructures=True
MinecraftModule.Minecraft.EnableNether=True
MinecraftModule.Minecraft.RequireResourcePack=False
MinecraftModule.Minecraft.ResourcePackPrompt={"text":"A resource pack is required to connect to this server.", "color":"red"}
MinecraftModule.Minecraft.ResourcePackURL=
MinecraftModule.Minecraft.ResourcePackSHA1=
MinecraftModule.Minecraft.RestartOnSevere=False
MinecraftModule.Minecraft.SyncChunkWrites=True
MinecraftModule.Minecraft.StandaloneServer=True
MinecraftModule.Minecraft.EnableJMX=False
MinecraftModule.Game.ForceGameMode=False
MinecraftModule.Game.GameMode=Survival
MinecraftModule.Game.Difficulty=Normal
MinecraftModule.Game.OpPermissions=StopServer
MinecraftModule.Game.FuncPermissions=StopServer
MinecraftModule.Game.SpawnProtectionRadius=15
MinecraftModule.Game.HardcoreMode=False
MinecraftModule.Game.EnableMonsters=True
MinecraftModule.Game.EnableAnimals=True
MinecraftModule.Game.EnableNPCs=True
MinecraftModule.Game.EnablePVPCombat=False
MinecraftModule.Game.AllowFlight=False
MinecraftModule.Game.AllowCommandBlocks=False
MinecraftModule.Game.TimeoutMins=15
MinecraftModule.Game.Whitelist=False
MinecraftModule.Game.MaxTickTime=60000
MinecraftModule.Game.MaxBuildHeight=256
MinecraftModule.Limits.MaxPlayers=10
MinecraftModule.Limits.MaxViewDistance=32
MinecraftModule.Limits.RequireApprovedHash=False
MinecraftModule.Limits.HashWhitelist=[]

```
MinecraftModule.Limits.AutoWhitelistOfficial=True
MinecraftModule.Limits.SleepMode=True
MinecraftModule.Limits.SleepWakeMode=OnUserJoin
MinecraftModule.Limits.SleepOnStart=False
MinecraftModule.Limits.SleepMessage=Server starting, please reconnect...
MinecraftModule.Limits.SleepDelayMinutes=5
MinecraftModule.Limits.DozeDelay=2
MinecraftModule.Limits.MaxChainedNeighbourUpdates=1000000
MinecraftModule.Limits.StopTimeout=60
```

SRCDS Module (Deprecated)

 NOTE: The SRCDS Module has been deprecated in favor of the Generic Module. Please refer to the Generic Module above for details. 

```
SRCDModule.SRCDS.SteamCMDPath=./srcds/
SRCDModule.SRCDS.ExecPath=.
SRCDModule.SRCDS.Map=gm_construct
SRCDModule.SRCDS.Players=8
SRCDModule.SRCDS.ServerName=Source Dedicated Server - Powered by AMP
SRCDModule.SRCDS.ServerPassword=
SRCDModule.SRCDS.FastDLURL=
SRCDModule.SRCDS.CustomOpts={}
SRCDModule.SRCDS.ServerType=Garry's Mod Dedicated Server
SRCDModule.SRCDS.VAC=True
SRCDModule.SRCDS.GSLT=
SRCDModule.SRCDS.workshop_collection=
SRCDModule.SRCDS.workshop_auth_key=
SRCDModule.SRCDS.gmod_gamemode=sandbox
SRCDModule.SRCDS.ServerIPBinding=0.0.0.0
SRCDModule.SRCDS.ServerPortBinding=40403
SRCDModule.SRCDS.TickRate=0
SRCDModule.SRCDS.ServerPurity=WhiteListed_Content
SRCDModule.SRCDS.CustomRCONPassword=
SRCDModule.SRCDS.BetaVersion=
SRCDModule.SRCDS.CSGOGamemode=Deathmatch
SRCDModule.SRCDS.game_type=1
```

```
SRCDModule.SRCDs.game_mode=2
SRCDModule.SRCDs.mapgroup=mg_allclassic
SRCDModule.SourceTV.EnableSourceTV=False
SRCDModule.SourceTV.AutoRecord=False
SRCDModule.SourceTV.MaxTVClients=0
SRCDModule.SourceTV.SourceTVPort=40404
SRCDModule.SourceTV.AutoCopyDemos=False
SRCDModule.SourceTV.DemoCopyLocation=
SRCDModule.SourceTV.TournamentMode=False
SRCDModule.SourceTV.TournamentModeOutput=
```

FiveM Module

```
FiveMModule.ServerSettings.BaseDirectory=./fivem/
FiveMModule.ServerSettings.Game=FiveM
FiveMModule.ServerSettings.IPBinding=0.0.0.0
FiveMModule.ServerSettings.Port=40406
FiveMModule.ServerSettings.EndpointPrivacy=True
FiveMModule.ServerSettings.MaxPlayers=32
FiveMModule.ServerSettings.AllowScripthook=True
FiveMModule.ServerSettings.ShowOnServerList=True
FiveMModule.ServerSettings.Hostname=FiveM - Powered by AMP
FiveMModule.ServerSettings.LicenseKey=
FiveMModule.ServerSettings.SteamAPIKey=
FiveMModule.ServerSettings.EnableOneSync=False
FiveMModule.ServerSettings.EnableOneSyncInfinity=True
FiveMModule.ServerSettings.EnableOneSyncBeyond=True
FiveMModule.ServerSettings.Resources=["mapmanager","chat","spawnmanager","sessionmanager","fivem","hardcap","rconlog","scoreboard"]
FiveMModule.ServerSettings.Tags=["default"]
FiveMModule.ServerSettings.ConnectingBannerURL=
FiveMModule.ServerSettings.DetailBannerURL=
FiveMModule.ServerSettings.ServerIconFile=
FiveMModule.ServerSettings.AutoRestart=True
FiveMModule.ServerSettings.UpdateReleaseStream=Recommended
```

Rust Module

```
RustModule.Rust.SteamCMDPath=./rust/
RustModule.Rust.OxideModDownloadURL=https://umod.org/games/rust/download
RustModule.Rust.OxideModDownloadURLLinux=https://umod.org/games/rust/download/develop
RustModule.Rust.OxideModCompilerURL=https://umod-01.nyc3.digitaloceanspaces.com/Compiler.x86_x64
RustModule.Rust.InstallOxide=False
RustModule.Rust.Port=40408
RustModule.Rust.QueryPort=40409
RustModule.Rust.RconPort=40410
RustModule.Rust.AppPlusPort=40411
RustModule.Rust.IP=0.0.0.0
RustModule.Rust.ServerSeed=6738
RustModule.Rust.Tickrate=30
RustModule.Rust.ServerName=My Rust server | Powered by AMP
RustModule.Rust.LevelName=Procedural Map
RustModule.Rust.LevelUrl=
RustModule.Rust.ServerDescription=My Rust server | Powered by AMP
RustModule.Rust.HeaderImageUrl=
RustModule.Rust.ServerWebsiteURL=
RustModule.Rust.MaxPlayers=100
RustModule.Rust.TickRate=30
RustModule.Rust.AutoUpdate=True
RustModule.Rust.AntiCheat=False
RustModule.Rust.WorldSize=4500
RustModule.Rust.SaveInterval=4000
RustModule.Rust.EnablePvE=False
RustModule.Rust.CustomArgs=
RustModule.Rust.Release=standard
RustModule.Rust.CustomRCONPassword=
```

Email Sender Plugin

```
EmailSenderPlugin.SMTP.UseSSL=False
EmailSenderPlugin.SMTP.Host=localhost
EmailSenderPlugin.SMTP.Port=25
EmailSenderPlugin.SMTP.Username=
EmailSenderPlugin.SMTP.Password=
EmailSenderPlugin.SMTP.EmailFrom=
```

File Manager Plugin

```
FileManagerPlugin.Security.RestrictUploadExtensions=False
FileManagerPlugin.Security.RestrictDownloadExtensions=False
FileManagerPlugin.Security.DownloadableExtensions=["yaml","json","txt","conf","cfg","dat","mca","png","log","gz","jar","xml","craft","schematic","config","map","zip","lua","csv","ini","mod"]
FileManagerPlugin.Security.UploadableExtensions=["yaml","json","txt","conf","cfg","dat","mca","png","log","gz","jar","xml","craft","schematic","config","map","zip","lua","csv","ini","mod"]
FileManagerPlugin.Security.AllowExtensionChange=False
FileManagerPlugin.Security.AllowArchiveOperations=True
FileManagerPlugin.Security.OnlyExtractUploadableExtensionsFromArchives=True
FileManagerPlugin.Security.HoneypotSFTPLogins=True
FileManagerPlugin.FileManager.OverrideBasePath=False
FileManagerPlugin.FileManager.BasePath=./srcds/
FileManagerPlugin.FileManager.AdditionalVirtualDirectories={ }
FileManagerPlugin.FileManager.FastFileTransfers=True
FileManagerPlugin.SFTP.SFTPEnabled=True
FileManagerPlugin.SFTP.SFTPPortNumber=40402
FileManagerPlugin.SFTP.SFTPIPBinding=0.0.0.0
FileManagerPlugin.SFTP.SFTPSFTPKey=enc:2O7EnEy77DfIAzPHBCP220dajTL5K5gL/ZeyShrdeWAM54HQOK+8ayEkmqr
SyfCMqK+onvDBmzyjseFgQEfyR5mOmAnFYu4EZZixsNbOdzWrXla6yaUsiSRwQdT6QVSIL9Mjp6oydrdPFUJfysqatqN
6HGtNpY17FMJey8pSKqE1B3Ln7HLGs/aXvGxKaQt/uZFDta2hVJRVAfIdXOKa6E3+ZcSKTqSUpyuV5JOIONw0vgDFeK
4wvtydB1KKvRF649HO0Y/B+hVFAqdTMvuO5eyPFTRW9mejQG+3hEzdvbOOEsfl5oCcLQmjWGrnKQqr5000/EiGmq
nbE/o5V71Mjc5fkKW8s+6cdZJL6TvzfQenoxlgZcJVbaL0TusNiQ2W7ch9qqkbbkDBk1zqf1QdYscHloje/hl0/ETbVhrcIR
XgYB07bPXWVsqrUazVw8xglrNRGIGFZa9mHzSiTlZjI+jDs6DasSDIe2YdIV9beuINhG/lfNoC1oWrhsW4Jf3AuOOd/dGL
YABd0QDCEpaNpzmdkOuglS2cDWY59qYDaa3jUgGj1p96BDFmJlCEPE6j9ZFPYKUbyHH6QBqz59qUlvd9GeekRfKmaV
A090urMPQlR6EnxfQSWpBw+Kn2IXECA+WkurdFuvbbMw0onHqGpvnNt1G5MJBHxz/lRytEqc6zueQgVYNuPgUVN6O
XR8i3BGpWE64BmMHf/E1zK6DThidguQSVPMIVGzjHwCBQegHLYyVjtwxu+waaTv9Uu3O
FileManagerPlugin.SFTP.EnableCompression=False
```

Local File Backup Plugin

```
LocalFileBackupPlugin.Limits.MaxTotalSizeMB=20280
LocalFileBackupPlugin.Limits.MaxIndividualSizeMB=10140
LocalFileBackupPlugin.Limits.MaxBackupCount=28
LocalFileBackupPlugin.Limits.ReplacePolicy=DoNothing
LocalFileBackupPlugin.Limits.MaxDirectoryTraversalDepth=8
LocalFileBackupPlugin.Limits.Compression=Default
LocalFileBackupPlugin.Storage.StorePath=./Backups/
LocalFileBackupPlugin.Storage.OverrideOriginDirectory=False
LocalFileBackupPlugin.Storage.OriginDirectory=
LocalFileBackupPlugin.Storage.UseVDS=True
LocalFileBackupPlugin.Cloud.UseS3Storage=False
LocalFileBackupPlugin.Cloud.S3ServiceURL=
LocalFileBackupPlugin.Cloud.S3AuthenticationRegion=
LocalFileBackupPlugin.Cloud.S3BucketName=AMPBackups
LocalFileBackupPlugin.Cloud.S3AccessKey=
LocalFileBackupPlugin.Cloud.S3SecretKey=
LocalFileBackupPlugin.Cloud.S3UploadMode=UploadAllBackups
LocalFileBackupPlugin.Cloud.S3StorageClass=Standard
```

RCON Plugin

```
RCONPlugin.Server.ServerProtocol=SourceRcon
RCONPlugin.Server.ServerIPBinding=0.0.0.0
RCONPlugin.Server.ServerPort=7777
RCONPlugin.Server.EnableRCONPassthrough=False
RCONPlugin.Server.UseRCONSecureExtension=False
RCONPlugin.Server.RequireSecureConnection=False
RCONPlugin.Server.RCONSCertificatePath=
RCONPlugin.Server.RCONSCertificatePassword=
RCONPlugin.Server.RCONConformantMode=False
```

SteamCMD Plugin

```
steamcmdplugin.SteamWorkshop.WorkshopItemIDs=[]  
steamcmdplugin.SteamUpdateSettings.AutomaticallyRetryOnFailure=False  
steamcmdplugin.SteamUpdateSettings.AutomaticRetryLimit=5  
steamcmdplugin.SteamUpdateSettings.UpdateCheckMethod=ByBuildID  
steamcmdplugin.SteamUpdateSettings.SteamCMDBetaPassword=  
steamcmdplugin.SteamUpdateSettings.ThrottleDownloadSpeed=0  
steamcmdplugin.SteamUpdateSettings.KeepSteamCMDScripts=False  
steamcmdplugin.SteamUpdateSettings.SteamUsername=  
steamcmdplugin.SteamUpdateSettings.SteamPassword=
```

Web Request Plugin

```
WebRequestPlugin.WebhookLogins.PushbulletAccessToken=
```

GetAMP Unattended Installations

Environment Variables

On Linux, GetAMP supports unattended installations to allow AMP to be automatically provisioned and started without requiring any input.

This is achieved by specifying a number of environment variables that the GetAMP script will pick up when executed.

When using HTTPS, a domain name needs to either be specified via `EXT_HOSTNAME` or it can be discovered automatically if reverse lookups are enabled for the external IP address.

Flag	Description
USE_ANSWERS	Set to ☐ <code>y</code> to specify that you'd like to perform an unattended installation
ANSWER_AMPUSER	The username to be used for the ADS instance
ANSWER_AMPPASS	The password to be used for the above user
ANSWER_SYSPASSWORD	The password to be used for the <code>amp</code> system user
ANSWER_INSTALLJAVA	Set to ☐ <code>y</code> to specify that you'd like an appropriate Java version to be installed for running Minecraft
ANSWER_INSTALLSRCDSLBS	Set to ☐ <code>y</code> to specify that you'd like 32-bit C++ libraries and other dependencies of Source Dedicated Servers (and other applications that rely on SteamCMD) to be installed
ANSWER_INSTALLDOCKER	Set to ☐ <code>y</code> to specify that you'd like Docker to be installed and configured, and for AMP to create instances inside containers by default
ANSWER_HTTPS	Set to ☐ <code>y</code> to specify that you'd like NGINX to be installed and configured
EXT_HOSTNAME	If reverse hostname lookup isn't possible, what hostname to use for HTTPS
ANSWER_EMAIL	The email address to be used for LetsEncrypt certificate warnings (Optional)

Flag	Description
SKIP_INSTALL	Set to <code>y</code> to install the AMP Instance Manager and dependencies, but do not create the ADS instance or set up a reverse proxy. Useful for Docker scripts

Arguments

The GetAMP script accepts a number of arguments to perform individual tasks without performing a full installation, this takes the syntax of:

```
bash <(wget -qO- getamp.sh) ARGUMENT
```

Argument	Description
addRepo	Adds the CubeCoders repository to the system
configureDarkMagicNew	Installs CPx2 on an existing ARM system
installAMP	Installs <code>ampinstmgr</code> , requires that the repository has already been added
installDocker	Installs Docker, enables the Docker service, and adds the <code>amp</code> user to the <code>docker</code> group
installJava	Installs Adopt OpenJDK 8 and 11 onto the system
installSrcdsDeps	Installs 32-bit dependencies and libraries for games based on the Source engine or that use SteamCMD
postSetupHTTPS	Installs and configures nginx and certbot for use with AMP
showSystemInfo	Displays information about the system gathered by GetAMP
update	Updates <code>ampinstmgr</code> to the latest version, and upgrades all AMP instances to the latest version
updateSystem	Applies any pending system updates using the systems package manager

AMP Instance Manager command line reference

Syntax

```
ampinstmgr [Flags] [Operation] [Arguments] (Optional Arguments)
```

Available Flags

- -advanced : Show advanced operations when using the help command
- -shared : (Linux Only, Experimental Feature) When creating instances, created as 'shared' instances that lack their own copy of AMP. Saves disk space, but means that all instances are always the latest version as included in the main AMP package.
- -version : Display the version and exit
- -sync-certs : (Linux Only) sync against the system certificate store. Normally performed automatically.
- -log-sensitive : Include sensitive arguments (passwords, etc) in the main log. Use with care.
- -docker : (Linux Only) When creating instances, create inside Docker containers (requires that your AMP user is a member of the 'docker' group)
- -strict : Errors out if a parameter is missing. For use in non-interactive scripts.

Specifying Provision Settings

Commands such as `createinstance` and `reconfiguremultiple` will accept provisioning settings. These will apply any settings to the affected AMP instances. They take the format of `+Area.Setting.Key Value` - for example,

```
ampinstmgr reconfiguremultiple * +Core.Login.AuthServerURL http://localhost:8080
```

Available Operations (The - is optional)

--BrowseInstance [Instance Name]

Browse to an instance

--ChangeInstanceStream [Instance Name] [Release Stream] (Force)

Switch an instance to a different release stream

--CreateInstance, -c [Module] [Instance Name] [IP Binding] [Port Number] [Licence Key] [Admin Username]

[Admin Password] [Provision Settings]

Create a new standalone AMP instance

--DeleteInstance, -d [Instance Name] (Skip Verification)

Delete an existing AMP instance

--Help, -? (Command)

Display Help

--LastLog [Instance Name]

View the most recent log file for a given AMP instance

--QuickStart, -quick [Username] [Password] [IP Binding] (Port) (Provision Settings)

Create an ADS instance

--RebindInstance [Instance Name] [IP Binding] [Port Number]

Change the IP/Port binding of an existing AMP instance

--ReconfigureInstance [Instance Name] [Provision Settings]

Reconfigure an AMP instance

--ResetLogin, -e [Instance Name] [Username] [Password]

Reset a standalone instances login details

--RestartAllInstances (Instances) (Delay)

Restart all AMP instances

--RestartInstance, -r [Instance Name]

Restart a running AMP instance. If the instance is already stopped it will be started.

--SetStartBoot, -x [Instance Name]

Toggle boot-time flag

--ShowAllInstancePorts

Show port usage for all instances

--ShowInstanceInfo, -i [Instance Name]

Show the information for a given instance.

--ShowInstancePorts [Instance Name]

Show port usage by a specific instance

--ShowInstancesList, -l

Print the information for current instances as a list.

--ShowInstancesTable, -t

Show a table of current instances.

--ShowModuleList, -m

Display a list of available modules

--StartAllInstances, -a (Instances) (Delay)

Start all AMP instances. Delay is in milliseconds between instances to wait before moving onto the next.

--StartBoot, -b (Delay)

Start boot-time AMP instances. Delay is in milliseconds between instances to wait before moving onto the next.

--StartInstance, -s [Instance Name]

Start an existing AMP instance

--StopAllInstances, -o (Instances)

Stop all running AMP instances

--StopInstance, -q [Instance Name]

Stop a running AMP instance

--UpgradeAll, -p (Restart Running Instances) (Mainline Instances Only)

Upgrade all AMP instances. If Restart Running Instances is True, then any running instances will be automatically be restart (default behaviour). If Mainline Instances Only is 'True' then only instances whose current release stream is set to Mainline will be upgraded.

--UpgradeInstance, -u [Instance Name]

Upgrade an existing AMP instance in-place

--Version

Display the version

--View [Instance Name] (Force)

View the console of a running AMP instance. A Force value of 'True' will attempt to attach to the console of an instance even if it doesn't look like it's running.