

MODENACAM

Adult Webcam Software

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Introduction to ModenaCam

ModenaCam is the first commercial script to deliver turnkey solutions for adult/non adult videochat, pay per minute portals.

It has all the features expected of a site such as this, only needing performers and a payment gateway to get everything started. We are available to undertake custom coding changes from you and setup everything you need, not requiring any technical knowledge on your part. In addition, our script can be modified and customized by other programmers since we also provide the PHP and Flash sources.

For a few hundred €, ModenaCam delivers more than what others have spent hundreds of thousands in order to achieve!

Owing to our widespread popularity and to a large resultant volume of feedback, we offer the most advanced application of its kind on the Web.

We're always adding new features. Whereas some sites make improvements annually, we do it every week! In 3 years we have released 4 major versions, each one with its own new interface and tons of unique features.

Minimal Requirements

Software Requirements:

- PHP 5+
- PHP settings: register_globals off, short_open_tag on, allow_url_fopen on, post_max_size & upload_max_filesize 32M, max_execution_time 60
- PHP must be installed as an Apache module or running as PHP-FPM.
- PHP-GD with libjpeg
- PHP PDO MySQL Library
- MySQL server with max_heap_table_size set to minimum 50MB and strict mode disabled
- Web server, nginx recommended; the server's date and time must be properly set up in order to avoid cookie expiry problems (server's year in 2000 and cookies are set to expire in 10 days, user's year is 2011)
- No Suhosin or security modules
- Flash Media Interactive Server 4 (CentOS, FedoraCore, RHEL or Windows Server)

Hardware Requirements:

- 2GB RAM
- Dual Core CPU
- 20GB Space

For the best possible performance, we highly discourage using anything but a dedicated server with a custom compiled web server, PHP and MySQL. Running a control panel like cPanel or Plesk is discouraged.

In addition, the Flash Media Server should be hosted on a machine separate to the one hosting the website.

Installation

1. Upload the contents of web_files/ from the ModenaCam package to your server via FTP using automatic transfer mode (text files need to be uploaded in TEXT and images, exe etc. in BINARY).
2. Access the folder in your browser e.g. www.mysite.com if you uploaded the files in the root web folder of www.mysite.com. You will be automatically redirected to the installation wizard. Follow the on-screen instructions regarding directory permissions.
3. Please make sure you provide an empty database during setup. If there is a previous install, the old tables will not be deleted or affected but duplicate entries will be inserted and the site will not work properly.
4. On the last setup page you can customize the site title and site description. The site description will appear in both the title and description meta-tags. You can also define free chat limitations (in seconds) for all user types.

The currency you set here and the price per chip cannot be changed at a later time as all the settings, database enums and user sessions will become unsynchronized. During installation the whole system is set up to work with these settings and they cannot be changed at a later time without having to perform a fresh install and losing all the data in your database. There is no successful videochat site to alter these settings at a later time.

Setting your system with Chips

If you want to use chips, you must set the exchange rate to the actual currency. This will be used to convert the chips earned by performers and studios to the selected currency. For example, if you want 10 chips to be worth \$1, you need to set the "Chips per currency unit" to 10 and if you want 100 chips to be worth \$1, you need to set the "Chips per currency unit" to 100. This cannot be changed at a later date and won't affect the packages you are going to sell to users.

You will be able to create chip packages and sell them to users at rates different from the ones that you are paying to the performers. We will be able to create these packages for you when integrating the payment gateway.

You can set the name of your internal currency in the "Chips per currency unit" field. If you want to change this at a later date, you can do so by editing the language files. If you choose real currency, you won't be able to switch to another currency.

Even if you use chips on the site, you need to select a currency from the "Payment Currency" tab. This currency will be used when displaying prices to studios and performers.

Setting your system with real currency

This is pretty simple: you just need to define the currency you want to work with and this will propagate throughout the site.

5. Please make sure you save the CRON commands in a safe place as they contain a secret string that stops unauthorized individuals from running them. You can copy/paste them directly into the CRON command file.

6. Login as administrator and make sure you understand and customize all the settings to suit your needs.

7. Setup FMS Balancing (refer to "Video Streaming" for more details regarding load balancing): upload in your /opt/adobe/fms/applications folder the FMS scripts that have been provided by our support team or open a ticket to request them. These files are only released upon request, they are not in the ModenaCam archive!

At first, your site will run flawlessly with a single FMS. You can add more without downtime at a later date. You can use one server for both FMS and the web site but for the best performance and stability, we suggest separating them.

The archive we provide for the FMS contains the following directories:

- bandwidth/ - used for calculating performer's connection
- delete/ - used for securing video deletion
- main/ - the main application that controls user/performer authentication in the live chat (closed source)
- playFlv/ - responsible with recorded video authentication and storage
- preview/ - used to generate recorded video previews without giving users the ability to watch the whole video

After uploading them to /opt/adobe/fms/applications/ make sure you chmod 0777 the playFlv/ folder and all its subdirectories.

IMPORTANT! You need to edit the StorageDir tag from Application.xml in all subdirectories to reflect the full path to the playFlv/streams/ directory.

Make sure you set your firewall to allow as many connections as needed between your FMS and Web servers. If you set everything correctly and the performer still cannot go live, you need to read the application logs in /opt/adobe/fms/logs/main/ and test to see if the FMS server can make HTTP requests to the web server by using WGET (for example run wget http://www.your_modenacam_installation_url/).

9. Secure the FMS secret hash. You need to modify this value inside your configuration page to a hard-to-guess alpha-numeric string like 'Cljgh45rCkjuh47TCj4'. You must also set this value inside all FMS hash.as files. Changing this in your administration area but not in all of your FMS constants.as files will result in your site malfunctioning!

10. Customize the censure.xml file with the words you don't want to appear in the chat. The file already contains examples: follow the same pattern when adding new words. Breaking the XML structure will result in your site malfunctioning!

Words defined as censored will be replaced with ##### words defined as kick will throw the user out from the chatroom and words defined as ban will throw the user out and disallow the user from joining back in.

11. Edit default video settings in theme.xml . By default, we've set the 3 presets that web broadcasters can choose from (low, med and hi/high).

```
lowQ="90", medQ="90", hiQ="90"
```

Possible values are integers specifying the required level of picture quality as determined by the amount of compression being applied to each video frame. Acceptable values range from 1 (lowest quality, maximum compression) to 100 (highest quality, no compression). To specify that picture quality can vary as needed to avoid exceeding bandwidth, set 0. Please be advised that values higher than 95 may negatively affect the video recordings and/or framerate.

lowHres="160", medHres="640", highHres="640"

Possible values are integers specifying the horizontal web-cam resolution (width).

lowVres="120", medVres="480", highVres="480"

Possible values are integers specifying the vertical web-cam resolution (height).

lowFPS="8", medFPS="10", highFPS="12"

Possible values are integers specifying the number of frames per second the webcam captures and broadcasts. Values usually range between 8 and 30. More than 25 will result in a very high bandwidth usage and possibly poor video quality. Our testing revealed that the best values for this setting are between 10 and 15.

LowB="90", medB="150", hiB="200"

Specifies the maximum bandwidth that the outgoing video feed can use, in bytes per second. To specify that Flash Player video can use as much bandwidth as needed to maintain the quality, pass 0.

buttonUpperGradient="0xce0c12", buttonLowerGradient="0x94040c"

Custom button color scheme for choosing lower and upper thresholds for the button gradient.

staticTextFont="Verdana", staticTextSize="12", staticTextColor="0xFFFFFFFF"

Settings for the message and label texts from the flash interface. Please only use standard and generally available fonts. If the set font is not found installed on the user's machine, a default font is used, usually Times New Roman.

chatTextFont="Verdana", chatTextSize="12", chatTextColor="0xFFFFFFFF"

Settings for the chat text from the flash interface. Please only use standard and generally available fonts. If the set font is not installed on the user's machine, a default font is used, usually Times New Roman.

butTextFont="Verdana", butTextSize="12", butTextColor="0xFFFFFFFF"

Settings for the button texts from the flash interface. Please only use standard and generally available fonts. If the set font is not found installed on the user's machine, a default font is used, usually Times New Roman.

messageBackGround="0x990000"

Background color setting for flash messages.

chatInputBG="0x4e4e4e"

Background color setting for flash chat input field.

chatBG="0x4e4e4e"

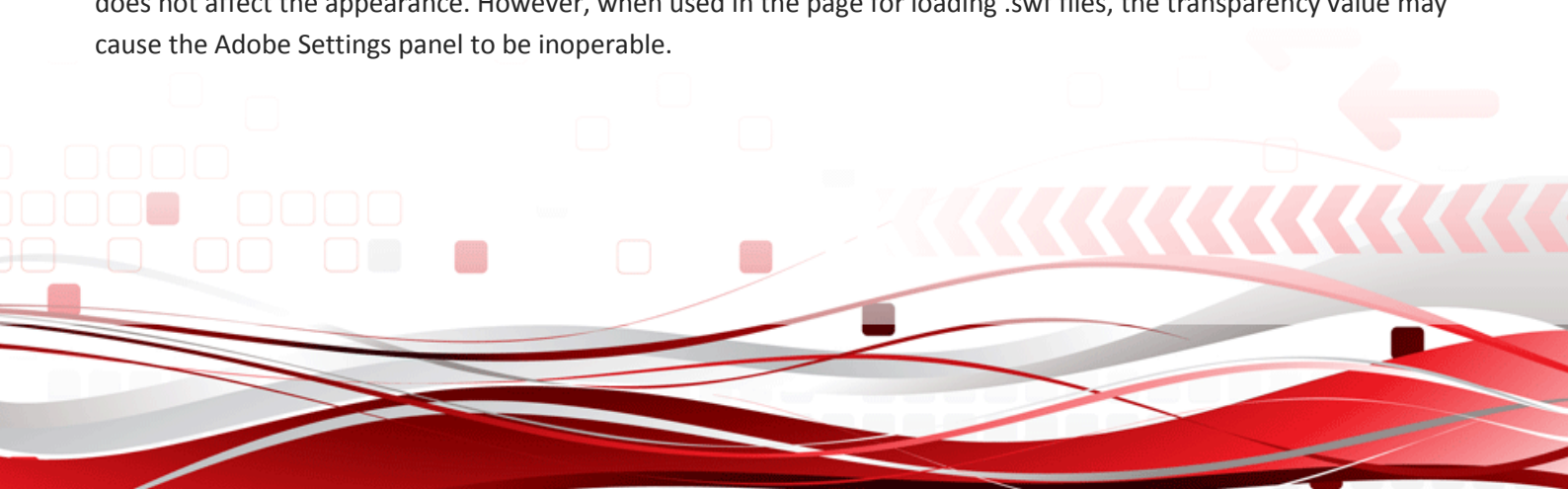
Background color setting for flash chat log field.

messageAlpha="0.8"

Transparency setting for flash messages. Integer values between 0 and 1. 0 – full transparency, 1- opaque.

mainBG="0x666666"

Background color setting for the flash component. If the flash component is loaded with transparency on, this value does not affect the appearance. However, when used in the page for loading .swf files, the transparency value may cause the Adobe Settings panel to be inoperable.



musicPlayer="true"

On/Off switch for the performer-side http mp3-player. Allowed values: "true" - on , "false" - off.

smileys="true"

On/Off switch for the emoticons in the chat. Allowed values: "true" - on , "false" - off.

multipleCamBroadcast="true"

On/Off switch for the multiple cams feature allowing the performer to broadcast more than one stream at a time. Allowed values: "true" - on , "false" - off.

w2w="true"

On/Off switch for the webcam to webcam feature allowing the user to broadcast his image while in private chat. Allowed values: "true" - on , "false" - off.

sessionSounds="true"

On/Off switch for the performer event sound signals e.g. when user enters or exits room, invitation received, etc. Allowed values: "true" - on , "false" - off.

Note that you must clear the browser's cache in order for these settings to take effect.

You're good to go!

Post Installation

1. Customize the automated e-mails your users will receive.
2. Review all the site settings and make sure they all suit your needs.
3. Paste your Google Analytics code so that you can track the visitors.
4. Edit the Terms and Conditions, Privacy Policy and 2257 pages.
5. Integrate a payment gateway into your site.
6. Set up Memcache if server load goes up.
7. Double check MySQL's max_heap_table_size variable to be set to minimum 50MB (critically important) and that strict mode is disabled.
8. Double check the CRON jobs. If they are not set, your site will NOT work!



Chips & Billing

For sites working with Chips (option set during site setup)

Inside the portal you will use a 'universal' currency, called chips. Performers and studios are paid in chips. The advantage of this is that you have better control of all the sessions, payments, currencies and billing processors. Please note that affiliates will always receive their commissions in currency, never in chips.

You have multiple methods of funding an account: SMS, PayPal and direct card processing. Suppose that the card processor takes 15% for each transaction, SMS fee is 50 cents for each successful payment and PayPal is 1,5% for each transaction. By using chips, you can transfer all other commissions in the price per chip when you redirect the user to the payment page. Had you not used chips, you would have to use a currency (such as USD) and the commissions would be paid from your pocket as you couldn't ask users to pay \$35 for a \$30 credit and so on.

Another advantage of using chips is that you can set a low site commission (so that performer percentage will be high) but sell the chips to the users at a higher rate than you sell them to the performers. You would pay the performers 10 cents per chip and you can sell the chips for 20 cents/chip to your users. This could be a good start for your business since you could get many performers without a hassle as well as get a large margin.

The last and the most important aspect is that you can create incentives to buy a bigger plan by offering a better value per chip for expensive packages.

For example:

100 chips = \$10 (you sell one chip for 10 cents)

600 chips = \$50 (you sell one chip for 8 cents)

1400 chips = \$100 (you sell one chip for 7 cents)

Most of the users will still get the smaller package, but you will still earn good money since you will be selling the chips at a high rate and when you sell the more expensive package, you get more money at once so either way you will have a large profit margin.

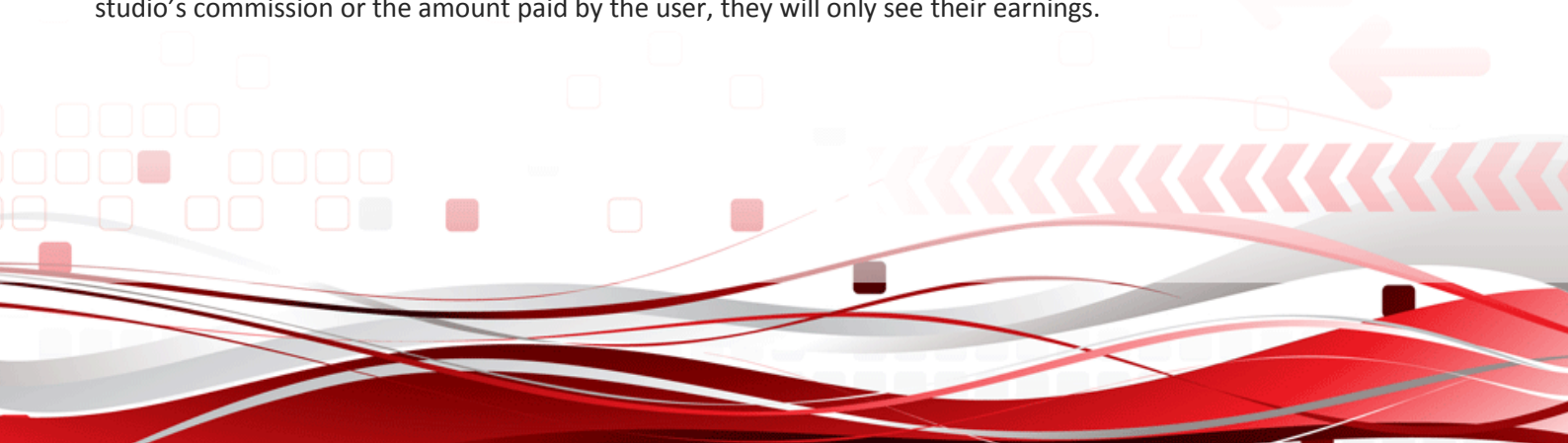
For sites working with currency (option set during the site setup)

The way this works is pretty straight forward: users pay \$10 and receive \$10 in credit. The prices for paid shows or premium videos or photo galleries are all listed in real currency.

Performers and price per minute

Your performers set the price per minute that will be shown on the site and that the users will be billed with. The site and studio's commissions (where available) are subtracted from that price per minute so that performers will always see the amount that they will earn. The same policy applies to paid videos and photos.

Performers receive their share from the total amount the user was billed with. They do not see your commission, the studio's commission or the amount paid by the user, they will only see their earnings.



Live Chat Session Types

The following are the live chat session types currently supported by ModenaCam:

- Multiple users, free chat: this allows multiple users to chat with the performer free of charge.
- Multiple users, paid chat: multiple users are billed to chat with the performer. In this case, "Free Chat" is automatically changed to "Nude Chat" on the home page buttons.
- 1 on 1, paid chat: when a performer starts a true private chat show with a user, causing all other users to be disconnected, she will no longer be available on the home page. Once the private chat ends, the performer's status is changed to "Dress Mode", and then she can go online again once she is ready.
- 1 on 1 with others peeking, paid chat: "Peek Mode" allows other customers to "spy" on private sessions at a lower cost. Peeking customers do not have access to text chat.

General functionality guide

As soon as a performer goes online, she appears as online on the home page.

Before going live, a performer can choose the online status from the following types: Free, Nude and Private, Private.

When a performer chooses the Free mode, users can access her in free chat and then they choose to get her in private/true private show.

During paid sessions, users will be billed every 5 seconds, with the minimum time set in administration area. For example, if the "Minimum chat time (seconds)" value is set to 60 and one user remains in nude chat for 30 seconds, he will be billed for one minute.

If a user calls a performer on a paid session, all users connected to the chat room will be disconnected and redirected to home page.

Performers can select specific chat session types: Free, Nude and Private, Private Only.

When performers select the first option (Free), they will receive users in free shows, with the possibility of upgrading to Private/True Private shows, whereas if they select the 3rd option (Private Only) they cannot receive users in Free Chat.

The 2nd option (Nude and Private) allows Nude sessions (multiple users, paid session) with the possibility of upgrading to the more expensive Private/True Private show.

Nude shows should be cheaper than Private shows, as they have a higher income potential compared to Private chat sessions. For example, if you sell Nude for \$1/minute and Private for \$2/minute, then a Nude show will earn you more money if you have more than 2 users online at the same time.

The same is valid for Private + Peek shows.

Peek and Nude are extremely different and it's up to your skill/pricing settings to drive the users into Nude rather than Private. If the user wants Private, you can earn more if you have users in Peek mode.



Other Paid Session Types

1. Paid videos – you can record both free and paid videos. By default, a recorded video is set as free and can be seen by anyone on your profile. If you change it into a paid video, users will be charged on a pay per view basis. Once a user has paid for a video, he will be able to view it any number of times without having to pay extra.
2. Paid photo gallery – users who subscribe to your paid photo gallery will have access to all existing images as well as new ones. They will have access to the gallery for an undefined period of time.
3. Tips – users can send you tips during any type of live chat session. When a tip is sent, a notification containing the amount and the tipper's nickname will be displayed to all the users so that they will be encouraged to do the same. All earnings are subject to the site's and the studio's commissions.

Studios and Performers

Performers represent the individuals that create the content in the site and stream live video.

Studios offer performers the ability to stream using professional tools from a specialized studio. They can retain any percentage of the performer's earnings. Performers will always see the amount they will actually get paid, even if they are being managed by a studio.

Performers managed by a studio are not required to fill in payment details since the website will pay the studio the total balance of the managed performers and the studio will pay them individually. Independent performers will be paid directly by the site owner.

Affiliates

Affiliates earn a percentage of each transaction that referred users bring (including your commission) at the time of account funding.

For example, if a user spends 100 chips on a private session, the percentage that goes to the affiliates is $x\% \times 100$ chips, so it includes your commissions and studio's commission (if any).

Affiliates DO NOT use chips. They use the site's currency for exact division and because it is common practice for affiliate programs to use real currency.

The promo tools available in that area are for illustrative purposes only. Adding more banners is highly recommended.

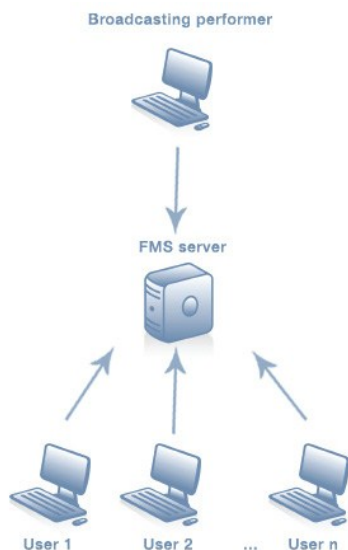


Video Streaming

ModenaCam is proud to be one of the few commercial scripts to deliver server-side authentication for all the chat sessions. Even if potential attackers decompile SWF files or feed them poisoned requests, they will not be able to disrupt the system or to access sessions without paying.

In addition to the advanced security features, ModenaCam also allows you to load balance the FMS if you have high bandwidth usage. You can add as many servers as you like and the system will automatically share the load by serving performers and users the FMS with the lowest number of active connections.

Performers stream video to the FMS server which in turn re-broadcasts the video to all the other users. This way, the performer's bandwidth only has to be enough for one transmission, improving quality for users.



When performers try to broadcast, they will be assigned by the Load Balancing System the FMS which has the smallest number of users connected.

When the 'Max. hosted performers' value is reached, the Load Balancing System will send out a warning e-mail to the administrator and try to allocate a new FMS. If all the available FMSs have reached their capacity the system will continue to load balance the load as usual. This method is effective if some servers have a higher capacity than others.

We recommend using two dedicated servers: one for the FMS and one for web hosting.

Performers can go live in two ways: using the web based encoder and Adobe's free Flash Media Live Encoder application (referenced as FMLE from now on). The interface and the functionality remain exactly the same regardless of which encoder you choose, the only thing affected being the video quality.

Web based encoder advantages:

- » Does not require 3rd party apps or plug-ins
- » Automated bandwidth selection based on speed test
- » Pre-set Low, Medium and High quality settings
- » Low resource usage

FMLE encoder advantages:

- » H.264/MP3 video/audio encoding technology
- » Customizable individual quality settings
- » The result is HD video and audio
- » Less bandwidth usage

We highly recommend using FMLE. The web based encoder should only be used when hardware resources are limited.

Multi-languages and Translations

You can add as many languages as you like to your ModenaCam site. You can easily edit all the phrases from the site inside the language files. There are no images that have to be translated, just text.

In order to add a new language, you need to create a new directory in application/language/ directory and copy the contents from application/language/english/ in the newly created folder. After doing this, you have to declare the existence of the newly created language. To do this, open the application/main/config/config.php file, find the “Default Language” section and edit the \$config['lang_avail'] array. Please make sure the array keys you use are ISO 3166-1 Alpha2-code compatible.

Afterwards, you can start translating the php files from the previously created folder. Please make sure you translate the contents of the array and not the keys (the content is in the right hand side).

For example, in order to translate the word “English” to “French” you would edit

```
$lang['English'] = 'English';
```

to

```
$lang['English'] = 'French';
```

Whenever you translate words to another language, please make sure that the length of a word/expression in the new language is not larger than its equivalent in English, otherwise they might not fit the design. You must always conduct thorough testing when adding a new language.

After you are done, you need to declare the new language files in all config/config.php files for all controllers, just like in application/main/config/config.php:

- » /application/admin/config/config.php
- » /application/affiliates/config/config.php
- » /application/performers/config/config.php
- » /application/studios/config/config.php .

It is imperative that you also create e-mail templates for the new language you created. You need to copy and re-name the files in certain directories, just like you did for the language files.

For example, register_welcome_en.php becomes register_welcome_de.php for German or register_welcome_es.php for Spanish.

You need to do this in the following folders:

- » /application/main/views/modena_t3/emails/
- » /application/affiliates/views/modena_t3/emails/
- » /application/performers/views/modena_t3/emails/
- » /application/studios/views/modena_t3/emails/



Payout System

ModenaCam uses the same payout system used by all large adult video chat sites: the payouts are generated automatically for 2 monthly periods of 15 days each. The first period starts with the 1st at 0:00:00AM and ends on the 15th at 23:59:59 PM. The second period starts on the 16th at 0:00:00 AM and ends on the last day of that month at 23:59:59 PM. The system computes the payouts a few hours after the period ends. When this happens, the account balance for all due users will be reset to 0.

The payouts are generated for all user types that should get paid by your site: Performers, Studios and Affiliates and are all subject to the minimum release amount. If the release amount is not reached, the payout will be postponed for future periods until the minimum is reached.

Studio owned performers do not require any payment details since they will be paid directly by the studio. The studio's balance represents the sum between the its performers' earnings and its own commission. Even if some performers have low balances, they will still be marked as paid if the studio's global balance reaches the minimum payout level.

All the details regarding earnings are presented under the "My Payments" tab for all user accounts. The administrator can review all the due payment inside the "To Pay" tab inside Administration Area. Once the payment is submitted (eg. the wire transfer has been ordered), the administrator can set its status to "paid". Entries listed here are for informative purposes, only.

Administration Area Overview

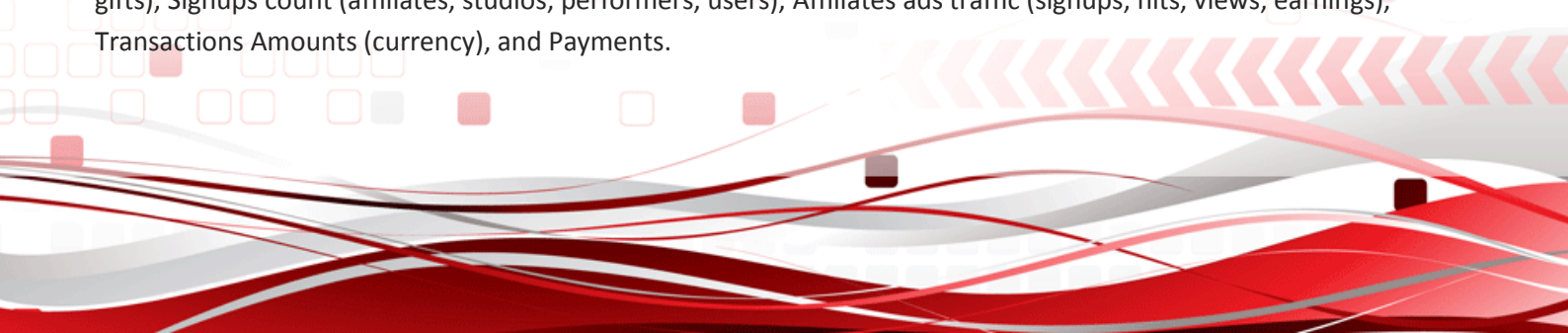
The Administration Area offers you the possibility to control the site in the easiest and most efficient way possible. You can review all the user actions, chat logs, view sales performance, spy on performers, send out newsletters and manage the FMS load balancing.

The options and settings have been designed to be as self-explanatory as possible. If, however, you find them confusing, please feel free to contact us.

We do not recommend changing any site-related settings in a production environment as it may cause unexpected results. You should always test changes in a development environment and only when you are certain that everything works as intended should you implement the changes in the live site.

Administration Area: Statistics

The statistics page offers crucial reports regarding the portal's performance, on the following categories: Totals (session duration, total sessions, total earnings), Earnings (videos, gifts, photos, private shows, true private shows, peek, free and nude shows), Viewers/hits (true private, private, peek, nude, free, premium videos, paid photos and gifts), Signups count (affiliates, studios, performers, users), Affiliates ads traffic (signups, hits, views, earnings), Transactions Amounts (currency), and Payments.



Administration Area: To Pay

This page displays a list of all the users due to be paid and the amount that they have to receive. This list has informative purposes only, so you'll know who needs to be paid and how. Once you have sent the specified amount using the selected method (Payment info), you can mark the payment as "paid" so it will no longer be listed. The same details are available on all users' "View Payments" page.

Administration Area: Performers

This page lists all the available performers and allows you to search and sort them based on certain fields and review the uploaded contracts without having to access the performer's individual page; all you have to do is click the performer's name in the list.

Accessing the performer's individual administration page allows you to manage all aspects of her account, including her public profile and her chat logs.

You can manually set her online status to offline if she broadcasts illegal content ("Is Online" option); you cannot, however, set her to online from offline as errors will be generated on the home page due to the FMS load balancing engine.

HD mode is set automatically for FMLE broadcasts, but you can also switch it from this administration page ("Is Online HD" option).

Performer's status represents the overall status for that performer: pending if their e-mail address has not yet been confirmed, active if it has been confirmed and rejected if the performer has been banned/suspended. Even if a performer's status is set to "active", they won't be able to go live or appear in the public section unless an administrator approves the contract and ID scan documents.

Further down, you can set the maximum number of users who can participate in a nude chat as well as override the performer's prices and the percentage of their gains that goes to the website.

Using the form at the bottom of the page, you can manually add/subtract funds to/from the performer's account. You can insert any real number in this field: if you insert negative amounts, you will deduct funds from the performer's account. Please note that these amounts are subject to studio's commission.

The Edit Profile tab allows you to edit the performer's public profile, Edit Photos/Videos allows you to edit the galleries, View Sessions displays the earnings list, View Payments displays all generated payments for specific intervals and Chat Logs tabs displays all the texts submitted during live chat.



Administration Area: Studios

All the available studios are listed on this page. You can search and sort them based on certain fields. You can review the uploaded contracts without having to access the studio's individual page; just click the correspondent name in the list.

Accessing the studio's individual administration page will allow you manage all aspects of its account, including managed performers and payment history, similar to performers' individual page.

Administration Area: Affiliates

All the available affiliates are listed on this page. You can search and sort them based on certain fields.

Accessing an affiliate's individual administration page will allow you to manage all aspects of their account, including traffic performance, referred users, earnings and payment history.

Administration Area: Users

All the users are listed on this page. You can search and sort them based on certain fields.

Accessing a user's individual administration page will allow you to review their payments and session statements. You can manually add/remove credits using the "Amount to Add/Remove" field, similar to performers.

Administration Area: Categories

All the categories visible in the site are listed here. When you want to add a new subcategory you need to add it to the language files with the name as the index of the variable. In order to add a category visible as "Big Tits" you need to add it under the name "bigtits" (you cannot use space, just alpha-numeric characters) and then define a new variable in the language file: `$lang[bigtits]= 'Big Tits';` .

You cannot delete categories that are already used by other performers.

In the administration area you can only edit the variable indexes; the public text can be altered in the language file.

Please pay attention when adding too many categories as you might break the design from the home page!



Administration Area: Music

Performers can choose to play music during their shows. This way they can perform striptease or create a more user friendly environment, attracting more potential clients.

The user's music is always synchronized with the performer's, even if the user joins sometime during the song. The MP3s are streamed directly from the HTTP server for both users and performers, keeping the quality intact.

Administrator must upload music files to the system. We highly recommend using low bitrate encoding for the tracks (such as 64kbps) since it's direct streaming – in order for the video quality to not be affected. Tracks start playing only after they have been downloaded to the performer's PC.

Administration Area: Admins

You can create separate administrator login details from this panel. They will all have the same privileges.

Administration Area: Payments

This panel allows you to manage all the payout methods. These details are strictly for informative purposes - no payouts will be generated automatically. Basically, you create the fields that performers, studios and affiliates will have to fill in in order to get paid - you do not have to fill the fields with your or someone else's payment information. Please note that when deleting a payment method users that are using it won't get notified; you will have to inform them on the change.

Administration Area: FMS

This panel manages the servers used by your application as explained in the "Video Streaming" section.

In order to add a new server, copy all the files from the applications/ folder to the new server and you should be ready to go.

You can add as many servers as you like. Deleting a server will also remove from the database all videos associated with that FMS.



Administration Area: Languages

This panel allows you to add/remove languages. Performers will be able to choose from these to indicate the languages that they speak.

Administration Area: Newsletter

You can send HTML newsletter to different types of users. In order to not overload the server, the maximum number of emails sent per minute is 10.

Administration Area: Templates

This panel allows you to edit the templates for all the automated e-mails.

Administration Area: Settings

This panel lists all the site's settings and allows you to change them to however you want.

If enable debugging is set, CodeIgniter's profiler will be available everywhere on the website and you will be able to see various information, such as the queries to the database which have been executed and the time it took to execute them etc.

If e-mail activation is set, all users registered on the site will receive an activation link in order to confirm that the e-mail that was used in the register process is valid.

The support email field holds the e-mail address which will appear in the "sender e-mail" field of every e-mail sent from the website; it is also the address to which e-mails sent using the contact form will be directed.

The support name field is the name which will appear in the "sender" field of every e-mail sent from the website.

Default theme is the theme that will be used throughout the site.

The website title field allows you to set what will appear as the title of the page.

The website description field allows you to set the description of the website.

The keywords field allows you to set the keywords for the website; these will be used for Search Engine Optimization, or SEO, in order to optimize the website for search engines.



The following fields allow you to enable or disable memcache, and set the server and port for it. Memcache servers are used to speed up data access time and reduce server load.

The currency area shows the currency that the website is set to use. If your website is set to use real currency, the website currency type field will display 0; otherwise it will display 1.

The rest of the currency fields show the name and symbol of the real currency used on the site as well as their equivalent in chips (in case the website uses virtual currency).

The website price settings area allows administrators to edit the minimum and maximum prices for everything on the website.

Chat settings allow you to customize the chat experience. Free chat limit for nonlogged users is the maximum amount time that a user who is not logged in can chat with performers before being asked to register or log in. Free chat limit for logged users with no credits is the maximum amount of time that a user who has registered but has not funded their account can chat with performers before being asked to buy chips. Minimum paid chat time is the minimum time for which paying chat users will be billed. If a user enters a chatroom and chats with a performer for 20 seconds and the minimum is 60 seconds, they will be billed for 60 seconds.

Ban expiration time is the number of seconds that a user will not be able to join a chatroom where they have been banned. Banned users will only be denied access to chatrooms belonging to the performers which banned them.

The affiliate settings lets you specify the percentage of a transaction which will go to an affiliate. For example, if this is set to 30 and a user referred by an affiliate spends 200 chips on the website, the affiliate will get 30% of that amount, which is 60 chips – but converted in real currency.

The FMS secret hash is the code which the Flash Media Server sends to the authentication component of the webserver. This is to prevent potential hackers from accessing the FMS and adding/removing/viewing videos which they have not paid for. This code does not appear anywhere else on the website.

Administration Area: System Logs

This panel allows you to review all the actions performed by every type of user on the website.

Customizing ModenaCam

ModenaCam was written using the CodeIgniter Framework (www.codeigniter.com), following the Model-View-Controller OOP architecture and using all the latest software technologies available today. You may customize and adapt it as per your needs by following CodeIgniter standards.

Please note that ModenaCam staff is unable to debug or further develop changes done by a 3rd party company.



Customer Support

For any questions or issues you encounter, please feel free to contact us at support@modenacam.com .

Support working hours are Monday – Friday 9 AM – 6 PM GMT+2.

This software is offered without any guarantees.

