

# FreePBX Development

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This Guide will walk you through the module creation process for FreePBX 2.10+.

If you would like to create a module outside of FreePBX that isn't a FreePBX module, but has access to all of the features and functions, then please take a look at [Bootstrap](#).

We generally try to follow a loose [MVC](#) model of programming.

For a visual example of a working FreePBX module, please see our "Hello World" example on GitHub: <https://github.com/FreePBX/helloworld>

## Directory Structure

Our module directory should be created in /<webroot>/admin/modules, and the structure will be as follows (click each for more information):

<modulename>	/module.xml
	install.php
	uninstall.php
	functions.inc.php
	bin
	assets
	i18n
	views

Additional files can be as such (and there is no limit to these):

<modulename>	page.<pagename>.php
	<pagename>.html.php

*Note: install.sql and uninstall.sql are deprecated and never worked quite right*

## Assets

<modulename>	assets	js	yourfiles.js
		css	yourfiles.css
		less	<modulename>.less (<modulename>.less is loaded first if it exists)
		images	
		fonts	

These files are linked on "apply config".

## FreePBX 12.0 and Higher Additions

<modulename>	<modulename>.class.php (CamelCase)
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For BMO development see: [FreePBX Big Module Object \(BMO\)](#)

## FreePBX 13.0 and Higher

<modulename>	Console	<modulename.class.php (CamelCase)
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For console development see: [FWConsole Development](#)

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