User Generated Short Video SDK

Technical Support

Product Documentation

Contents

Technical Support
Error Codes

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Shooting

Code	Corresponding Constant in `TXRecordCommon`	Description
-1	START_RECORD_ERR_IS_IN_RECORDING	There was an uncompleted task when user tried to start shooting.
-2	START_RECORD_ERR_VIDEO_PATH_IS_EMPTY	Empty value for video path when user tried to start shooting.
-3	START_RECORD_ERR_API_IS_LOWER_THAN_18	API version is below 18.
-4	START_RECORD_ERR_NOT_INIT	Initialization was not finished when user tried to start shooting.
-5	START_RECORD_ERR_LICENCE_VERIFICATION_FAILED	License verification failed.
-1	RECORD_RESULT_FAILED	Shooting failed.

Editing

Code	Corresponding Constant in `TXVideoEditConstants`	Description
-100001	ERR_SOURCE_NO_FOUND	Source video file passed in via `setVideoPath` not found.
-100002	ERR_SOURCE_DAMAGED	Source video file passed in via `setVideoPath` is damaged.
-100003	ERR_SOURCE_NO_TRACK	Unsupported video format for demuxing (extracting audio/video files of different formats from composed videos).

Uploading

SDK Error Codes

The UGSV SDK listens for publishing-related events through the
`TXRecordCommon.ITXVideoPublishListener` API. Therefore, you can check the publishing status of videos
from `retCode` in `TXRecordCommon.TXPublishResult`.

Code	Event Definition	Description
0	NO_ERROR	Published successfully.
1001	ERR_UGC_REQUEST_FAILED	Uploading request failed.
1002	ERR_UGC_PARSE_FAILED	Parsing request failed.
1003	ERR_UPLOAD_VIDEO_FAILED	Failed to upload video.
1004	ERR_UPLOAD_COVER_FAILED	Failed to upload thumbnail.
1005	ERR_UGC_FINISH_REQUEST_FAILED	Request to finish uploading failed.
1006	ERR_UGC_FINISH_RESPONSE_FAILED	Response error for finishing uploading.
1007	ERR_USER_CANCEL	Publishing canceled by user.
1007	ERR_CLIENT_BUSY	Client is busy (Object cannot handle more requests.)
1008	ERR_FILE_NOEXIT	File to be uploaded does not exist.
1009	ERR_UGC_PUBLISHING	Video is being uploaded.
1010	ERR_UGC_INVALID_PARAM	Incorrect uploading parameters.
1011	ERR_UGC_INVALID_SECRETID	Incorrect `secretID` for uploading. This error code has been disused and will not be thrown.
1012	ERR_UGC_INVALID_SIGNATURE	Incorrect signature for uploading.
1013	ERR_UGC_INVALID_VIDOPATH	Incorrect video file path.
1014	ERR_UGC_INVALID_VIDEO_FILE	Video file does not exist under current path.
1015	ERR_UGC_FILE_NAME	Video file name is too long or contains special characters.
1016	ERR_UGC_INVALID_COVER_PATH	Incorrect thumbnail path. File does not exist.

Note：

> If error codes 1003 and 1004 are returned, troubleshoot the problems according to the error messages
> (`errMsg`) returned. To handle COS errors, see Troubleshooting.

Server Error Codes

If you are unable to determine the result of video publishing using the SDK error codes, check for the following error codes returned by the server, which can be found in the log.

Error Code	Description
0	Published successfully.
-20001	Instant upload successful.
-20002	Task cancelled.
-20003	Task paused.
-20004	File does not exist.
-20007	Server returned empty packets.
-20008	Request timeout.
-20009	Empty value for `appid` .
-20010	Empty value for `bucket` .
-20011	Empty value for COS remote path.
-20012	Reserved characters in COS directory.
-20013	Empty value for `dest_fileId` .
-20014	Empty value for `bucket_authority` .
-21001	Out of memory.
-22000	IO exception.
-25000	Other errors. If you need help handling such errors, contact Tencent Cloud sales at 4009100100 or submit a ticket.

Feature FAQs

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This document answers some FAQs about service features based on user feedback and will be updated continuously.

1. Which system versions are supported by the SDK?

iOS: iOS 8.0 or later, Xcode 9 or later, and OS X 10.10 or later.
Android: Android 4.0.3 (API 15) or later. However, hardware encoding can be enabled only on Android 4.3 (API 18) or later.

2. Does the SDK support x86 architecture?

iOS: yes.
Android: no.

3. Does the SDK support image stabilization for shooting?

No.

4. Are legacy SDKs (such as 3.9) available?

No. We recommend you use the latest version.

5. Is a License for Publication of Audio-Visual Programs Through Information Network required for connecting to UGSV?

No.

6. Can I use the background music files in the demo and UGSV application?

No. The background music files in the demo and UGSV application are only for feature demonstration. If you use them in a commercial application, there will be legal risks.

7. Can shot and edited videos be converted to .gif images?

No. You can get the list of sampled video images by using SDK APIs (`TXVideoEditor` > `TXVideoInfoReader` > `getSampleImages`) and generate .gif images by yourself.

8. Does the SDK support photo capturing?

Yes. You can call the capturing API in the shooting API (`TXUGCRecord` > `snapshot`).

9. Can I directly upload videos generated by the SDK to a non-Tencent Cloud platform (such as a WeChat Official Account)?

Videos generated by the SDK can be uploaded to the Tencent Cloud VOD server, which is described in the demo source code. If you want to upload videos to another platform, please check the corresponding upload requirements by yourself.

10. Does the SDK support WeChat Mini Programs?

No.

11. Does the SDK support eye enlarging and face slimming filters?

Only the Enterprise Edition SDK supports them.

12. How does the SDK get video information such as video image width and height?

`TXVideoEditer` > `TXVideoInfoReader` > `getVideoInfo` .

13. Can I insert images at any place in the video during video editing?

No.

14. What is the SDK decompression key?

You can contact your Tencent Cloud rep to get the decompression key for the Enterprise Edition SDK.

There are no decompression keys for the Lite and Basic Edition SDKs.