

Mobile Live Video Broadcasting License User Guide Product Documentation



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License User Guide

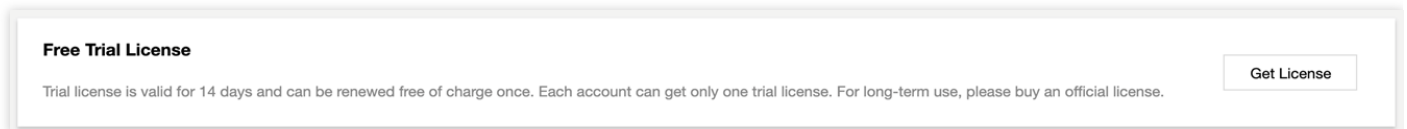
Try and Purchase a License

Last updated : 2020-11-11 11:51:50

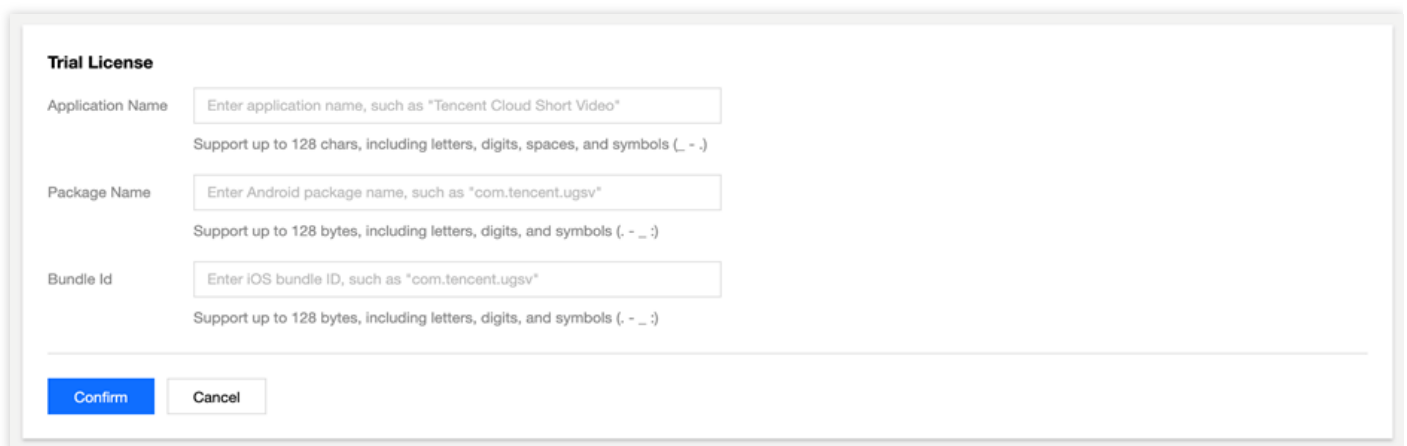
Applying for a Trial License

We provide a free trial license for the basic edition SDK. The license is valid for 14 days and can be renewed once for a total trial of 28 days. Simply follow these three steps to apply for your free trial.

1. Log in to the LVB Console, select **LVB SDK** > **License** in the left menu bar.



2. Click **Get License**, enter the package name for Android or the bundle ID for iOS. Enter "-" if you don't have a package name or Bundle ID.



The screenshot shows a form titled "Trial License" with three input fields and two buttons at the bottom.

- Application Name**: Input field with placeholder text "Enter application name, such as 'Tencent Cloud Short Video'". Below the field, it says "Support up to 128 chars, including letters, digits, spaces, and symbols (_ -)".
- Package Name**: Input field with placeholder text "Enter Android package name, such as 'com.tencent.ugsv'". Below the field, it says "Support up to 128 bytes, including letters, digits, and symbols (. - _)".
- Bundle Id**: Input field with placeholder text "Enter iOS bundle ID, such as 'com.tencent.ugsv'". Below the field, it says "Support up to 128 bytes, including letters, digits, and symbols (. - _)".

At the bottom left, there are two buttons: "Confirm" (in blue) and "Cancel".

3. Click **Confirm** to create a trial license. You can view information of the license by clicking the small triangle icon on the left side. Please retain the "Key" and "License URL" for the SDK initialization.

▼ **Trial License** [Edit](#) [Download](#)

CS_App Name_01_new

Application Name CS_App Name_01_new

Package Name CS_Package_01_new

Bundle Id CS_Bundle_01_new

Key ee9867872faf6c2d917f0935c68d8f53

LicenseUrl <http://license.vod2.myqcloud.com/license/v1/6033b55387d78e2ad037e7e34ea3cd66/TXLiveSDK.licence>

Start Date 2020-08-01

End Date 2020-08-14

4. The trial license is valid for 14 days and can be renewed once. Click **Edit** on the right of “Trial License” to go to the modification interface. Click **OK** to renew the license for another 14 days.

Trial License

Application Name
Support up to 128 chars, including letters, digits, spaces, and symbols (_ -)

Package Name
Support up to 128 chars, including letters, digits, and symbols (. - _ :)

Bundle Id
Support up to 128 chars, including letters, digits, and symbols (. - _ :)

Purchasing an Official License

1. If you want to buy the official license of the basic edition SDK, please click **Contact Sales** in **Purchase Official License**.

Purchase Official License

Official license is valid for a year. If you need to purchase one, please contact sales. Note that the bundle ID and package name in the official license cannot be modified once saved. Please make sure all information you enter is correct.

2. After you submit the ticket, our sales team will reach out and help you purchase an official license.

Fill out the below and our global sales team will reach you out to find how we can work together.

Contact Information

First Name *

Last Name *

Email Address *

+1 Phone Number

Company Information

Company Name *

Business Service *

Location

Inquiry

How can we help you? *

By clicking Send you agree that the data you submitted above will be used to respond to your query in accordance with our [Privacy Policy](#).

Send

Before clicking **Confirm**, please verify the bundle ID/package name. Please modify if the bundle ID and package name are different from the ones in the application store. License information cannot

be modified after submission.

3. Your purchased license information will be recorded on your LVB Console. Click the small triangular icon on the left to view the details. Please retain the “Key” and “License URL” for the SDK initialization.

▼ Official License		Download
CS_App Name_02		
Application Name	CS_App Name_02	
Package Name	CS_Package_02	
Bundle Id	CS_Bundle_02	
Key	ee9867872faf6c2d917f0935c68d8f53	
LicenseUrl	http://license.vod2.myqcloud.com/license/v1/6033b55387d78e2ad037e7e34ea3cd66/TXLiveSDK.licence	
Start Date	2020-08-02	
End Date	2020-08-14	

If you have any questions, please click [Contact Sales](#).

Configure and View your License

Last updated : 2021-02-24 11:31:49

Configuring a License

Before calling the SDK APIs, you need to configure the license by following steps below

- **iOS**

We recommend adding the following in `[AppDelegate application:didFinishLaunchingWithOptions:]` :

```
[TXLiveBase setLicenceURL:LicenceUrl key:Key];
```

- **Android**

We recommend adding the following in the application:

```
TXLiveBase.getInstance().setLicence(context, LicenceUrl, Key);
```

Viewing License Information

After the license is successfully configured, you can call the below commands to view the license information. Please note that it may take awhile for the configuration to be completed.

- **iOS**

```
NSLog(@"%@", [TXLiveBase getLicenceInfo]);
```

- **Android**

```
TXLiveBase.getInstance().getLicenceInfo();
```


FAQs

Last updated : 2021-09-09 15:05:46

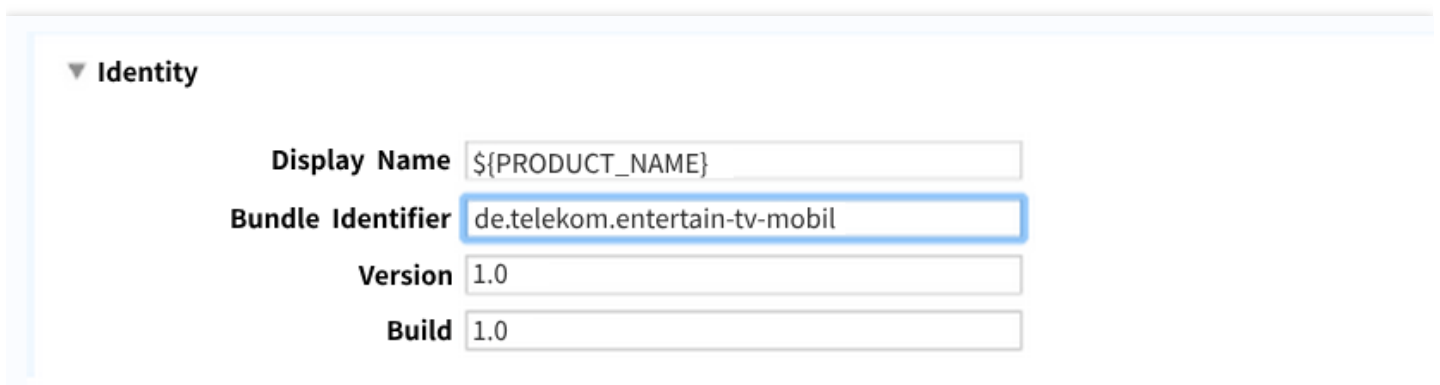
How to obtain the package name for an Android project?

You can obtain the package name in the `Mainfest.xml` file of your Android project.

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="com.huawei.player"
android:versionCode="20181111"
android:versionName="1.0">
```

How to obtain the bundle ID for an iOS project?

You can obtain the bundle ID in **General > Identity** in Xcode, as shown below:



Can I renew a trial license after it expires?

You can use a trial license for 28 days at most. When it first expires after 14 days, you can renew it for another 14 days. After 28 days, please [purchase a license](#).

If you renew a trial license within the first 14 days, the license will expire 28 days after the time of license application; if you renew a trial license that has expired once, the renewed license will expire 14 days after renewal.

- For example, if you apply for a trial license at `2021-08-12 10:28:41` , it will expire 14 days later, at `2021-08-26 10:28:41` .
- You can renew the trial license once for free. If you renew it within the first 14 days, it will expire at `2021-09-09 10:28:41` ; if you renew it after the first 14 days, at `2021-08-30 22:26:20` , it will expire at `2021-09-13 22:26:20` .

Can I change the package name for an Android project or the bundle ID for an iOS project if I use a trial license?

Yes, you can.

In the CSS console, go to **MLVB SDK** > **License Management** and click **Edit** to change the bundle ID and package name.

Can I change the package name for an Android project or the bundle ID for an iOS project if I use an official license?

No, you can't.

Can I use a license for multiple applications at the same time?

Each license can be bound to only 1 package name and bundle ID. If you want to use MLVB features in multiple applications, you need to purchase multiple licenses.

Do I have to purchase an MLVB license?

You can use the stream publishing feature of the MLVB SDK only if you have an MLVB license.

Note :

You cannot unlock MLVB features with a UGSV license.

Is there a self-help purchase page for MLVB licenses?

No, there isn't.

With a live publishing license (previously LiteAV_Smart license), you can use the LiteAV_Smart SDK on iOS and Android. With an enterprise edition license, you can use MLVB Enterprise Edition on iOS and Android. To purchase the licenses, please [contact our sales rep](#).

How does a live publishing license (previously LiteAV_Smart license) differ from an enterprise edition license?

You can use a live publishing license (previously LiteAV_Smart license) to unlock the publishing and playback features of the SDK, as well as basic beauty filters such as skin brightening and skin smoothing.

An enterprise edition license gives you access to additional features including advanced beauty filters (e.g. eye enlarging and face slimming), green screen, animated stickers, AI keying, etc. You can also use makeup and gesture materials to implement more features.

Note :

- You can use a live publishing license (previously LiteAV_Smart license) to unlock the publishing and playback features in all three editions of the MLVB SDK.
- The advanced beauty filters provided by MLVB Enterprise Edition must be unlocked with an enterprise edition license.

Can I use multiple licenses under the same account?

There is no limit on the number of licenses you use for an account, but to better manage your resources, you are advised to renew an existing license to extend your access to the SDK instead of adding a new license with the same package name.

Can I add multiple licenses with the same package name?

Yes, you can. The validity periods of different licenses are calculated separately. You are not advised to add multiple licenses with the same package name.

Can I modify a license?

You can renew an MLVB license to extend its validity period, but you cannot modify the package name of a license. Before adding a license, please make sure that your package name is not already used by another app in Google Play Store.

I added multiple licenses. Why do they have the same `licenseurl` and `key` ?

By default, licenses under the same account are assigned the same `licenseurl` and `key` . This ensures that trial licenses, official licenses, and licenses with different package names can share the API information.

Note :

You are not advised to commercially launch an app that uses a trial license. You can upgrade to the official version simply by adding an official license. You don't have to modify the `licenseurl` or `key` in APIs.