

# **Tencent Effect SDK**

## **Legacy Documentation**

### **Product Documentation**



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# Legacy Documentation

## Beauty Parameters Table

### iOS (3.3.0 and prior)

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## Beautification

### Brightening

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_WHITEN
propertyValue	30
extraInfo	nil

### Smooth skin

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_SMOOTH
propertyValue	30
extraInfo	nil

### Rosy skin

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_ROSY
propertyValue	30

extraInfo	nil
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### Contrast

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_CONTRAST
propertyValue	30
extraInfo	nil

### Saturation

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_SATURATION
propertyValue	30
extraInfo	nil

### Sharpness

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_CLEAR
propertyValue	30
extraInfo	nil

### Big eyes

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_ENLARGE_EYE

propertyValue	30
extraInfo	nil

**Slim face – natural**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_NATURE
propertyValue	30
extraInfo	@{"reshape.basicFaceSubType":@"nature"}

**Slim face – woman**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_GODNESS
propertyValue	30
extraInfo	@{"reshape.basicFaceSubType":@"femaleGod"}

**Slim face – man**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_MALE_GOD
propertyValue	30
extraInfo	@{"reshape.basicFaceSubType":@"maleGod"}

**V shape**

Field	Value
propertyType	Category_BEAUTY

propertyName	BEAUTY_FACE_V
propertyValue	30
extraInfo	nil

### Slim jaw (V2.6.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_JAW
propertyValue	30
extraInfo	nil

### Face width

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_THIN
propertyValue	30
extraInfo	nil

### Face length

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_SHORT
propertyValue	30
extraInfo	nil

### Face shape

Field	Value

propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_BASIC
propertyValue	30
extraInfo	nil

### Lipstick – retro red

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_LIPSTICK
propertyValue	30
extraInfo	@{"beauty.lips.lipsMask":@"images/beauty/lips_fuguhong.png", @"beauty.lips.lipsType":@"2"}

### Lipstick – peachy

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_LIPSTICK
propertyValue	30
extraInfo	@{"beauty.lips.lipsMask":@"images/beauty/lips_mitaose.png", @"beauty.lips.lipsType":@"2"}

### Lipstick – coral

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_LIPSTICK
propertyValue	30
extraInfo	@{"beauty.lips.lipsMask":@"images/beauty/lips_shanhuju.png", @"beauty.lips.lipsType":@"2"}



**Lipstick – pink**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_LIPSTICK
propertyValue	30
extraInfo	@{"beauty.lips.lipsMask":@"images/beauty/lips_wenroufen.png", @"beauty.lips.lipsType":@"2"}

**Lipstick – orange**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_LIPSTICK
propertyValue	30
extraInfo	@{"beauty.lips.lipsMask":@"images/beauty/lips_huolicheng.png", @"beauty.lips.lipsType":@"2"}

**Blush – light**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_RED_CHEEK
propertyValue	30
extraInfo	@{"beauty.makeupMultiply.multiplyMask":@"images/beauty/saihong_jianyue.png"}

**Blush – summer**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_RED_CHEEK
propertyValue	30

extraInfo	@{"beauty.makeupMultiply.multiplyMask":@"images/beauty/saihong_shengxia.png"}
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**Blush – shy**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_RED_CHEEK
propertyValue	30
extraInfo	@{"beauty.makeupMultiply.multiplyMask":@"images/beauty/saihong_haixiu.png"}

**Blush – mature**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_RED_CHEEK
propertyValue	30
extraInfo	@{"beauty.makeupMultiply.multiplyMask":@"images/beauty/saihong_chengshu.png"}

**Blush – freckles**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_RED_CHEEK
propertyValue	30
extraInfo	@{"beauty.makeupMultiply.multiplyMask":@"images/beauty/saihong_queban.png"}

**Contour – natural**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_SOFTLIGHT

propertyValue	30
extraInfo	@{"beauty.softLight.softLightMask":@"images/beauty/liti_ziran.png"}

**Contour – smart**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_SOFTLIGHT
propertyValue	30
extraInfo	@{"beauty.softLight.softLightMask":@"images/beauty/liti_junlang.png"}

**Contour – bright**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_SOFTLIGHT
propertyValue	30
extraInfo	@{"beauty.softLight.softLightMask":@"images/beauty/liti_guangmang.png"}

**Contour – fresh**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_SOFTLIGHT
propertyValue	30
extraInfo	@{"beauty.softLight.softLightMask":@"images/beauty/liti_qingxin.png"}

**Cheekbones**

Field	Value
propertyType	Category_BEAUTY

propertyName	BEAUTY_FACE_THIN_CHEEKBONE
propertyValue	30
extraInfo	nil

## Chin

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_THIN_CHIN
propertyValue	30
extraInfo	nil

## Forehead

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_FOREHEAD
propertyValue	30
extraInfo	nil

## Bright eyes

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYE_LIGHTEN
propertyValue	30
extraInfo	nil

## Eye distance

Field	Value
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propertyType	Category_BEAUTY
propertyName	BEAUTY_EYE_DISTANCE
propertyValue	30
extraInfo	nil

### Eye corners

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYE_ANGLE
propertyValue	30
extraInfo	nil

### Eye width (V3.0.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYE_WIDTH
propertyValue	30
extraInfo	nil

### Eye height (V3.0.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYE_HEIGHT
propertyValue	30
extraInfo	nil

### Slim nose

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Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_NOSE_THIN
propertyValue	30
extraInfo	nil

### Nose wings

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_NOSE_WING
propertyValue	30
extraInfo	nil

### Nose position

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_NOSE_HEIGHT
propertyValue	30
extraInfo	nil

### White teeth

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_TOOTH_WHITEN
propertyValue	30
extraInfo	nil

## Wrinkle

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_REMOVE_WRINKLE
propertyValue	30
extraInfo	nil

## Smile line

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_REMOVE_LAW_LINE
propertyValue	30
extraInfo	nil

## Eye bags

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_REMOVE_EYE_BAGS
propertyValue	30
extraInfo	nil

## Lip shape

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_SIZE
propertyValue	30
extraInfo	nil

**Lip height**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_HEIGHT
propertyValue	30
extraInfo	nil

**Lip width (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_WIDTH
propertyValue	30
extraInfo	nil

**Lip position (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_MOUTH_POSITION
propertyValue	30
extraInfo	nil

**Smile face (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_SMILE_FACE
propertyValue	30



extraInfo

nil

**Eyebrow angle (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_ANGLE
propertyValue	30
extraInfo	nil

**Eyebrow distance (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_DISTANCE
propertyValue	30
extraInfo	nil

**Eyebrow height (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_HEIGHT
propertyValue	30
extraInfo	nil

**Eyebrow length (V3.0.0)**

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_LENGTH

propertyValue	30
extraInfo	nil

### Eyebrow thickness (V3.0.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_THICKNESS
propertyValue	30
extraInfo	nil

### Eyebrow ridge (V3.0.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_EYEBROW_RIDGE
propertyValue	30
extraInfo	nil

### Eye shadow(V3.1.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_EYE_SHADOW
propertyValue	30
extraInfo	<pre>@{   @"beauty.eyesMakeup.mask.eyeShadow" :   @"/images/beauty/eyes_makeup_eye_shadow_0-albatross.png" }</pre> <p>Description: Pass in a dictionary, where the key is @"beauty.eyesMakeup.mask.eyeShadow" and the value is the relative path of the effect image, such as</p>

@"/images/beauty/eyes\_makeup\_eye\_shadow\_0-albatross.png". Please refer to the demo for specific beauty effects.

## Eye Liner(V3.1.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_EYE_LINER
propertyValue	30
extraInfo	<pre>@{   @"beauty.eyesMakeup.mask.eyeLiner" : @"/images/beauty/eyes_makeup_eye_liner_0.png" }</pre> <p>Description: Pass in a dictionary, where the key is @"beauty.eyesMakeup.mask.eyeLiner" and the value is the relative path of the effect image, such as @"/images/beauty/eyes_makeup_eye_liner_0.png". Please refer to the demo for specific beauty effects.</p>

## Eyelash(V3.1.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_EYELASH
propertyValue	30
extraInfo	<pre>@{   @"beauty.eyesMakeup.mask.eyelash" : @"/images/beauty/eyes_makeup_eyelash_0.png" }</pre> <p>Description: Pass in a dictionary, where the key is @"beauty.eyesMakeup.mask.eyelash" and the value is the relative path of the effect image, such as @"/images/beauty/eyes_makeup_eyelash_0.png". Please refer to the demo for specific beauty effects.</p>

## EyeBrow(V3.1.0)

Field	Value
propertyType	Category_BEAUTY
propertyName	BEAUTY_FACE_EYELASH
propertyValue	30
extraInfo	<pre>@{   @"beauty.eyesMakeup.mask.eyebrow" : @"/images/beauty/eyes_makeup_eyebrow_0.png" }</pre> <p>Description: Pass in a dictionary, where the key is @"beauty.eyesMakeup.mask.eyebrow" and the value is the relative path of the effect image, such as @"/images/beauty/eyes_makeup_eyebrow_0.png". Please refer to the demo for specific beauty effects.</p>

## Body retouch

### Slim

Field	Value
propertyType	body
propertyName	BODY_AUTOTHIN_BODY_STRENGTH
propertyValue	30
extraInfo	nil

### Long legs

Field	Value
propertyType	body
propertyName	BODY_LEG_STRETCH
propertyValue	30
extraInfo	nil

### Thin legs

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Field	Value
propertyType	body
propertyName	BODY_SLIM_LEG_STRENGTH
propertyValue	30
extraInfo	nil

### Slim waist

Field	Value
propertyType	body
propertyName	BODY_WAIST_STRENGTH
propertyValue	30
extraInfo	nil

### Slim shoulder

Field	Value
propertyType	body
propertyName	BODY_THIN_SHOULDER_STRENGTH
propertyValue	30
extraInfo	nil

### Head size

Field	Value
propertyType	body
propertyName	BODY_SLIM_HEAD_STRENGTH
propertyValue	30
extraInfo	nil

**Enlarge Chest (V3.0.0)**

Field	Value
propertyType	body
propertyName	BODY_ENLARGE_CHEST_STRENGTH
propertyValue	30
extraInfo	nil

**Filters****None**

Field	Value
propertyType	Category_LUT
propertyName	XmagicProperty_ID_NONE
propertyValue	30
extraInfo	nil

**White (example)**

Field	Value
propertyType	Category_LUT
propertyName	lut.bundle/n_baixi.png
propertyValue	30
extraInfo	nil

**Others**

Field	Value
propertyType	Category_LUT
propertyName	The path of the filter image. You can refer to the demo. If the image is one of the bundle

	resources, you can use a relative path; otherwise, use an absolute path.
propertyValue	30
extraInfo	nil

## Animated effects

### None

Field	Value
propertyType	Category_MOTION
propertyName	XmagicProperty_ID_NONE
propertyValue	xxxxxx/2dMotionRes.bundle
extraInfo	nil

### Cute graffiti

Field	Value
propertyType	Category_MOTION
propertyName	video_keaituya
propertyValue	xxxxxx/2dMotionRes.bundle
extraInfo	nil

### Names of animated effect materials

Field	Value
propertyType	Category_MOTION
propertyName	The name of the material folder (refer to the demo).
propertyValue	The absolute path of the material folder (refer to the demo).
extraInfo	nil

## Makeup

To use a makeup effect, you need to first configure it as an animated effect and then configure the makeup effect. For details, see the demo.

### None

Field	Value	
propertyType	Category_MOTION	Category_MAKEUP
propertyName	XmagicProperty_ID_NONE	BeautyConstant_MAKEUP
propertyValue	xxxxxx/makeupMotionRes.bundle	0
extraInfo	nil	nil

### Girl group

Field	Value	
propertyType	Category_MOTION	Category_MAKEUP
propertyName	video_nvтуanzhuang	BeautyConstant_MAKEUP
propertyValue	xxxxxx/makeupMotionRes.bundle	30
extraInfo	nil	nil

### Names of makeup materials

Field	Value	
propertyType	Category_MOTION	Category_MAKEUP
propertyName	The name of the material folder (refer to the demo).	BeautyConstant_MAKEUP
propertyValue	The absolute path of the material folder (refer to the demo).	30
extraInfo	nil	nil

## Keying

### None



Field	Value
propertyType	Category_MOTION
propertyName	XmagicProperty_ID_NONE
propertyValue	xxxxxx/segmentMotionRes.bundle
extraInfo	nil

### Background blurring-weak

Field	Value
propertyType	Category_MOTION
propertyName	video_segmentation_blur_45
propertyValue	xxxxxx/segmentMotionRes.bundle
extraInfo	@{"bgName":@"BgSegmentation.bg.png", @"bgType":@0, @"timeOffset": @0}

### Names of keying materials

Field	Value
propertyType	Category_MOTION
propertyName	The name of the material folder (refer to the demo).
propertyValue	The absolute path of the material folder (refer to the demo).
extraInfo	@{"bgName":@"BgSegmentation.bg.png", @"bgType":@0, @"timeOffset": @0}

### Custom keying

Field	Value
propertyType	Category_MOTION
propertyName	video_empty_segmentation
propertyValue	The absolute path of the custom keying material.
extraInfo	bgName: The absolute path of the image or video. bgType: For an image, pass in <code>0</code> ; for a video, pass in <code>1</code> .

timeOffset: For an image, pass in `0` ; for a video, pass in the video duration  
( `@{"bgName":bgName, @"bgType":bgType, @"timeOffset": timeOffset}` ).  
For details, refer to the demo.

# Android (3.3.0 and prior)

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## Beautification

### Brightening

Field		Value	
category		Category.BEAUTY	
id		null	
resPath		null	
effKey		BeautyConstant.BEAUTY_WHITEN	
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	30	30
	innerMinValue	0	0
	innerMaxValue	1	1.8

### Smooth skin

Field		Value	
category		Category.BEAUTY	
id		null	
resPath		null	
effKey		BeautyConstant.BEAUTY_SMOOTH	
effValue(XmagicPropertyValues)	displayMinValue	0	
	displayMaxValue	100	

	displayDefaultValue	50
	innerMinValue	0
	innerMaxValue	1

## Rosy skin

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_ROSY	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	20
	innerMinValue	0
	innerMaxValue	1

## Image settings

### Contrast

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_CONTRAST	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100

	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Saturation

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_SATURATION	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Sharpness

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_CLEAR	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1

	innerMaxValue	1
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## Mini facelift

### Big eyes

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_ENLARGE_EYE	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	20
	innerMinValue	0
	innerMaxValue	1

### Slim face – natural

Field	Value	
category	Category.BEAUTY	
id	BeautyConstant.BEAUTY_FACE_NATURE_ID	
resPath	null	
effKey	BeautyConstant.BEAUTY_FACE_NATURE	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	30
	innerMinValue	0

	innerMaxValue	1
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### Slim face – woman

Field	Value	
category	Category.BEAUTY	
id	BeautyConstant.BEAUTY_FACE_FEMALE_GOD_ID	
resPath	null	
effKey	BeautyConstant.BEAUTY_FACE_GODNESS	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Slim face – man

Field	Value	
category	Category.BEAUTY	
id	BeautyConstant.BEAUTY_FACE_MALE_GOD_ID	
resPath	null	
effKey	BeautyConstant.BEAUTY_FACE_MALE_GOD	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### V shape

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_V		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	30	30
	innerMinValue	0	0
	innerMaxValue	1	1.3

**Slim jaw (V2.6.0)**

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_JAW		
effValue(XmagicPropertyValues)	displayMinValue	0	
	displayMaxValue	100	
	displayDefaultValue	0	
	innerMinValue	0	
	innerMaxValue	1	

**Face width**

Field	Value		



category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_FACE_THIN	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Face length

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_SHORT		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	0	0
	innerMinValue	0	0
	innerMaxValue	1	1.3

### Face shape

Field	Value
category	Category.BEAUTY

id		null
resPath		null
effKey		BeautyConstant.BEAUTY_FACE_BASIC
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Cheekbones

Field		Value
category		Category.BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BEAUTY_FACE_THIN_CHEEKBON
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Chin

Field		Value
category		Category.BEAUTY
id		null
resPath		null

effKey		BeautyConstant.BEAUTY_FACE_THIN_CHIN
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Forehead

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_FACE_FOREHEAD	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Bright eyes

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_EYE_LIGHTEN		
effValue(XmagicPropertyValues)	Parameter	General	Strong

	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	30	30
	innerMinValue	0	0
	innerMaxValue	1	1.5

## Eye distance

Field		Value	
category		Category.BEAUTY	
id		null	
resPath		null	
effKey		BeautyConstant.BEAUTY_EYE_DISTANCE	
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	-100	-100
	displayMaxValue	100	100
	displayDefaultValue	0	0
	innerMinValue	-1	-1.3
	innerMaxValue	1	1.3

## Eye corners

Field		Value	
category		Category.BEAUTY	
id		null	
resPath		null	
effKey		BeautyConstant.BEAUTY_EYE_ANGLE	
effValue(XmagicPropertyValues)	displayMinValue	-100	

	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Eye width (V3.0.0)**

Field		Value
category		Category.BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BEAUTY_EYE_WIDTH
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Eye height (V3.0.0)**

Field		Value
category		Category.BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BEAUTY_EYE_HEIGHT
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0

	innerMinValue	-1
	innerMaxValue	1

### Eyebrow angle (V3.0.0)

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_ANGLE	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

### Eyebrow distance (V3.0.0)

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_DISTANCE	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Eyebrow height (V3.0.0)**

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_HEIGHT	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Eyebrow length (V3.0.0)**

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_LENGTH	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Eyebrow thickness (V3.0.0)**

Field	Value

category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_THICKNESS	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

### Eyebrow ridge (V3.0.0)

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_EYEBROW_RIDGE	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

### Slim nose

Field	Value
category	Category.BEAUTY
id	null



resPath		null
effKey		BeautyConstant.BEAUTY_NOSE_THIN
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Nose wings

Field		Value
category		Category.BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BEAUTY_NOSE_WING
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

### Nose position

Field		Value
category		Category.BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BEAUTY_NOSE_HEIGHT

effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	-100	-100
	displayMaxValue	100	100
	displayDefaultValue	0	0
	innerMinValue	-1	-1.3
	innerMaxValue	1	1.3

## White teeth

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_TOOTH_WHITEN	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Wrinkle

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_REMOVE_WRINKLE		
effValue(XmagicPropertyValues)	Parameter	General	Strong

	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	0	0
	innerMinValue	0	0
	innerMaxValue	1	1.3

## Smile line

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_REMOVE_LAW_LI E		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	0	0
	innerMinValue	0	0
	innerMaxValue	1	1.3

## Eye bags

Field	Value		
category	Category.BEAUTY		
id	null		
resPath	null		
effKey	BeautyConstant.BEAUTY_FACE_REMOVE_EYE_BA		

effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Lip shape

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_MOUTH_SIZE	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Lip height

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_MOUTH_HEIGHT	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100

	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Lip width (V3.0.0)**

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_MOUTH_WIDTH	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

**Lip position (V3.0.0)**

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_MOUTH_POSITION	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1

	innerMaxValue	1
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### Smile face (V3.0.0)

Field	Value	
category	Category.BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BEAUTY_SMILE_FACE	
effValue(XmagicPropertyValues)	displayMinValue	-100
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	-1
	innerMaxValue	1

## Point makeup

### Lipstick – retro red

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_LIPS_LIPK		
resPath	/images/beauty/lips_fuguhong.png		
effKey	BeautyConstant.BEAUTY_MOUTH_LIPSTICK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50

	innerMinValue	0	0
	innerMaxValue	1	1.3

**Lipstick – peachy**

Field		Value	
category		Category.BEAUTY	
id		XmagicConstant.BeautyConstant.BEAUTY_LIPS_LIPK	
resPath		/images/beauty/lips_mitaose.png	
effKey		BeautyConstant.BEAUTY_MOUTH_LIPSTICK	
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

**Lipstick – coral**

Field		Value	
category		Category.BEAUTY	
id		XmagicConstant.BeautyConstant.BEAUTY_LIPS_LIPK	
resPath		/images/beauty/lips_shanhuju.png	
effKey		BeautyConstant.BEAUTY_MOUTH_LIPSTICK	
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100

	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

### Lipstick – pink

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_LIPS_LIPK		
resPath	/images/beauty/lips_wenroufen.png		
effKey	BeautyConstant.BEAUTY_MOUTH_LIPSTICK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

### Lipstick – orange

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_LIPS_LIPK		
resPath	/images/beauty/lips_huolicheng.png		
effKey	BeautyConstant.BEAUTY_MOUTH_LIPSTICK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0



	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

**Blush – light**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_MAKEUP		
resPath	/images/beauty/saihong_jianyue.png		
effKey	BeautyConstant.BEAUTY_FACE_RED_CHEEK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.8

**Blush – summer**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_MAKEUP		
resPath	/images/beauty/saihong_shengxia.png		
effKey	BeautyConstant.BEAUTY_FACE_RED_CHEEK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0

	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.8

**Blush – shy**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_MAKEUP		
resPath	/images/beauty/saihong_haixiu.png		
effKey	BeautyConstant.BEAUTY_FACE_RED_CHEEK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.8

**Blush – mature**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_MAKEUP		
resPath	/images/beauty/saihong_chengshu.png		
effKey	BeautyConstant.BEAUTY_FACE_RED_CHEEK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0

	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.8

## Blush – freckles

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_MAKEUP		
resPath	/images/beauty/saihong_queban.png		
effKey	BeautyConstant.BEAUTY_FACE_RED_CHEEK		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.8

## Eyeshadow (V3.1.0)

Field	Value		
category	Category.BEAUTY		
id	beauty.eyesMakeup.mask.eyeShadow		
resPath	/images/beauty/eyes_makeup_eye_shadow_0-albatrc //This is the resource path. For more eyeshadow effect please refer //to the demo.		
effKey	BeautyConstant.BEAUTY_FACE_MAKEUP_EYE_SH		
effValue(XmagicPropertyValues)	displayMinValue	0	

	displayMaxValue	100
	displayDefaultValue	50
	innerMinValue	0
	innerMaxValue	1

### Eyeliner (V3.1.0)

Field	Value	
category	Category.BEAUTY	
id	beauty.eyesMakeup.mask.eyeliner	
resPath	/images/beauty/eyes_makeup_eye_liner_0.png //This is the resource path. For more eyeliner effects, please refer to //the demo.	
effKey	BeautyConstant.BEAUTY_FACE_MAKEUP_EYE_LIN	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	50
	innerMinValue	0
	innerMaxValue	1

### Eyelashes (V3.1.0)

Field	Value	
category	Category.BEAUTY	
id	beauty.eyesMakeup.mask.eyelash	
resPath	/images/beauty/eyes_makeup_eyelash_0.png //This is the resource path. For more eyelash effects, please refer //to the demo.	
effKey	BeautyConstant.BEAUTY_FACE_MAKEUP_EYELAS	
effValue(XmagicPropertyValues)	displayMinValue	0

	displayMaxValue	100
	displayDefaultValue	50
	innerMinValue	0
	innerMaxValue	1

### Eyebrows (V3.1.0)

Field	Value	
category	Category.BEAUTY	
id	beauty.eyesMakeup.mask.eyebrow	
resPath	/images/beauty/eyes_makeup_eyebrow_0.png //This is the resource path. For more eyebrow effects, please refer //to the demo	
effKey	BeautyConstant.BEAUTY_FACE_MAKEUP_EYEBRO	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	50
	innerMinValue	0
	innerMaxValue	1

### Contour – natural

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_SOFTLIG K		
resPath	/images/beauty/liti_ziran.png		
effKey	BeautyConstant.BEAUTY_FACE_SOFTLIGHT		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0

	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

**Contour – smart**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_SOFTLIG K		
resPath	/images/beauty/liti_junlang.png		
effKey	BeautyConstant.BEAUTY_FACE_SOFTLIGHT		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

**Contour – bright**

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_SOFTLIG K		
resPath	/images/beauty/liti_guangmang.png		
effKey	BeautyConstant.BEAUTY_FACE_SOFTLIGHT		
effValue(XmagicPropertyValues)	Parameter	General	Strong

	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

## Contour – fresh

Field	Value		
category	Category.BEAUTY		
id	XmagicConstant.BeautyConstant.BEAUTY_SOFTLIGHT		
resPath	/images/beauty/liti_qingxin.png		
effKey	BeautyConstant.BEAUTY_FACE_SOFTLIGHT		
effValue(XmagicPropertyValues)	Parameter	General	Strong
	displayMinValue	0	0
	displayMaxValue	100	100
	displayDefaultValue	50	50
	innerMinValue	0	0
	innerMaxValue	1	1.3

## Body retouch

### Slim

Field	Value
category	Category.BODY_BEAUTY
id	null
resPath	null

effKey		BeautyConstant.BODY_AUTOTHIN_BODY_STRENC
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Long legs

Field		Value
category		Category.BODY_BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BODY_LEG_STRETCH
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Thin legs

Field		Value
category		Category.BODY_BEAUTY
id		null
resPath		null
effKey		BeautyConstant.BODY_SLIM_LEG_STRENGTH
effValue(XmagicPropertyValues)	displayMinValue	0



	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Slim waist

Field	Value	
category	Category.BODY_BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BODY_WAIST_STRENGTH	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Slim shoulder

Field	Value	
category	Category.BODY_BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BODY_THIN_SHOULDER_STRENC	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0

	innerMinValue	0
	innerMaxValue	1

**Head size**

Field	Value	
category	Category.BODY_BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BODY_SLIM_HEAD_STRENGTH	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

**Enlarge Chest (V3.0.0)**

Field	Value	
category	Category.BODY_BEAUTY	
id	null	
resPath	null	
effKey	BeautyConstant.BODY_ENLARGE_CHEST_STRENGTH	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Filters

### None

Field	Value	
category	Category.LUT	
id	XmagicProperty.ID_NONE	
resPath	null	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

### White

Field	Value	
category	Category.LUT	
id	n_baixi.png	
resPath	xxxxxx/xmagic/light_material/lut/n_baixi.png	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

### Others

Field	Value	
category	Category.LUT	
id	The name of the filter image (refer to the demo).	
resPath	The absolute path of the filter image (refer to the demo).	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	0
	innerMinValue	0
	innerMaxValue	1

## Animated effects

### None

Field	Value	
category	Category.MOTION	
id	XmagicProperty.ID_NONE	
resPath	xxxxx /light_assets/template.json (You need to enter the absolute path. For examples, see the demo.)	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

## Cute graffiti

Field	Value	
category	Category.MOTION	
id	video_keaituya	
resPath	xxxxxx/xmagic/MotionRes/2dMotionRes/video_keaituy	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

## Names of animated effect materials

Field	Value	
category	Category.MOTION	
id	The name of the material folder (refer to the demo).	
resPath	The absolute path of the material folder (refer to the demo).	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

## Makeup

**None**

Field	Value	
category	Category.MAKEUP	
id	XmagicProperty.ID_NONE	
resPath	xxxxxx /light_assets/template.json (You need to enter the absolute path. For examples, see the demo.)	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

**Girl group**

Field	Value	
category	Category.MAKEUP	
id	video_nvtuanzhuang	
resPath	xxxxxx/xmagic/MotionRes/makeupRes/video_nvtuanz	
effKey	XmagicConstant.MakeUpEffKey.MAKEUP_EFF_KEY	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	60
	innerMinValue	0
	innerMaxValue	1

**Names of makeup materials**

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Field	Value	
category	Category.MAKEUP	
id	The name of the material folder (refer to the demo).	
resPath	The absolute path of the material folder (refer to the demo).	
effKey	XmagicConstant.MakeUpEffKey.MAKEUP_EFF_KEY	
effValue(XmagicPropertyValues)	displayMinValue	0
	displayMaxValue	100
	displayDefaultValue	60
	innerMinValue	0
	innerMaxValue	1

## Keying

### None

Field	Value	
category	Category.SEGMENTATION	
id	XmagicProperty.ID_NONE	
resPath	xxxxxx /light_assets/template.json (You need to enter the absolute path. For examples, see the demo.)	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

**Background blurring – weak**

Field	Value	
category	Category.SEGMENTATION	
id	video_segmentation_blur_45	
resPath	xxxxxx/xmagic/MotionRes/segmentMotionRes/video_s	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

**Names of keying materials**

Field	Value	
category	Category.SEGMENTATION	
id	The name of the material folder (refer to the demo).	
resPath	The absolute path of the material folder (refer to the demo).	
effKey	null	
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

**Custom keying**

Field	Value
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category		Category.SEGMENTATION
id		XmagicConstant.SegmentationId.CUSTOM_SEG_ID
resPath		The absolute path of the custom keying material.
effKey		The local path of the image/video.
effValue(XmagicPropertyValues)	displayMinValue	null
	displayMaxValue	
	displayDefaultValue	
	innerMinValue	
	innerMaxValue	

## GreenScreen

Field		Value
category		Category.SEGMENTATION
id		XmagicConstant.SegmentationId.GREENSCREEN_SE
resPath		Full path of green screen separation material
effKey		Local path of image/Video
effValue(XmagicPropertyValues)	hashMapProperty	key="keyColor", value="#00FF00", green screen color, optional, default is green, RGB string

# One-Minute Integration of TRTC iOS (3.3.0 and prior)

Last updated : 2024-07-05 12:35:44

## Integration Preparation

1. Download and unzip the [Demo package](#), import the xmagic module (bundle, XmagicIconRes, Xmagic folder) from the Demo project into your actual project.

2. **If the version of XMagic SDK used is 2.5.0 or earlier**, import `libpag.framework`, `Masonry.framework`, `XMagic.framework`, `YTCommonXMagic.framework` from the SDK directory. **If the version of XMagic SDK used is 2.5.1 or later**, import `libpag.framework`, `Masonry.framework`, `XMagic.framework`, `YTCommonXMagic.framework`, `Audio2Exp.framework`, `TEFFmpeg.framework` (renamed to `TECodec.framework` after version 3.0.0) from the SDK directory.

3. For framework signature, select **Embed & Sign** for **General > Masonry.framework** and **libpag.framework**. For **YTCommonXMagic.framework**, select **Do Not Embed** for versions before 2.5.1, and select **Embed & Sign** for versions 2.5.1 and later.

4. Change the Bundle ID to match the applied test authorization.

## Developer Environment Requirements

Developer tools XCode 14 and later: App Store or click [Download link](#).

Recommended runtime environment:

Device requirements: iPhone 5 and above. For iPhone 6 and below, the front camera supports up to 720p, not 1080p.

System requirements: iOS 10.0 and above.

## C/C++ Layer Development Environment

Xcode uses the C++ environment by default.

Type	Dependency Library
System dependent library	Accelerate AssetsLibrary AVFoundation CoreMedia CoreFoundation CoreML Foundation JavaScriptCore

	libc++.tbd libz.b libresolv.tbd libsqlite3.0.tbd MetalPerformanceShaders MetalKit MobileCoreServices OpneAL OpneGLES Security ReplayKit SystemConfiguration UIKit
Built-in library	YTCommon (static authentication library) XMagic (static beauty filter library) libpag (dynamic video decoding library) Masonry (control layout library) TXLiteAVSDK_Professional TXFFmpeg (renamed TECodec.framework after version 3.0.0) TXSoundTouch Audio2Exp (included in xmagic sdk version 2.5.1 and later) TEFFmpeg (included in xmagic sdk version 2.5.1 and later)

## SDK API Integration

objective-c

swift

[Step 1](#) and [Step 2](#) can be referred to the `viewDidLoad` and `buildBeautySDK` methods of the `ThirdBeautyViewController` class in the Demo project; The application method in the AppDelegate class contains code for authenticating Xmagic.

From [Step 4](#) to [Step 7](#), please refer to the related sample code within the demo project's

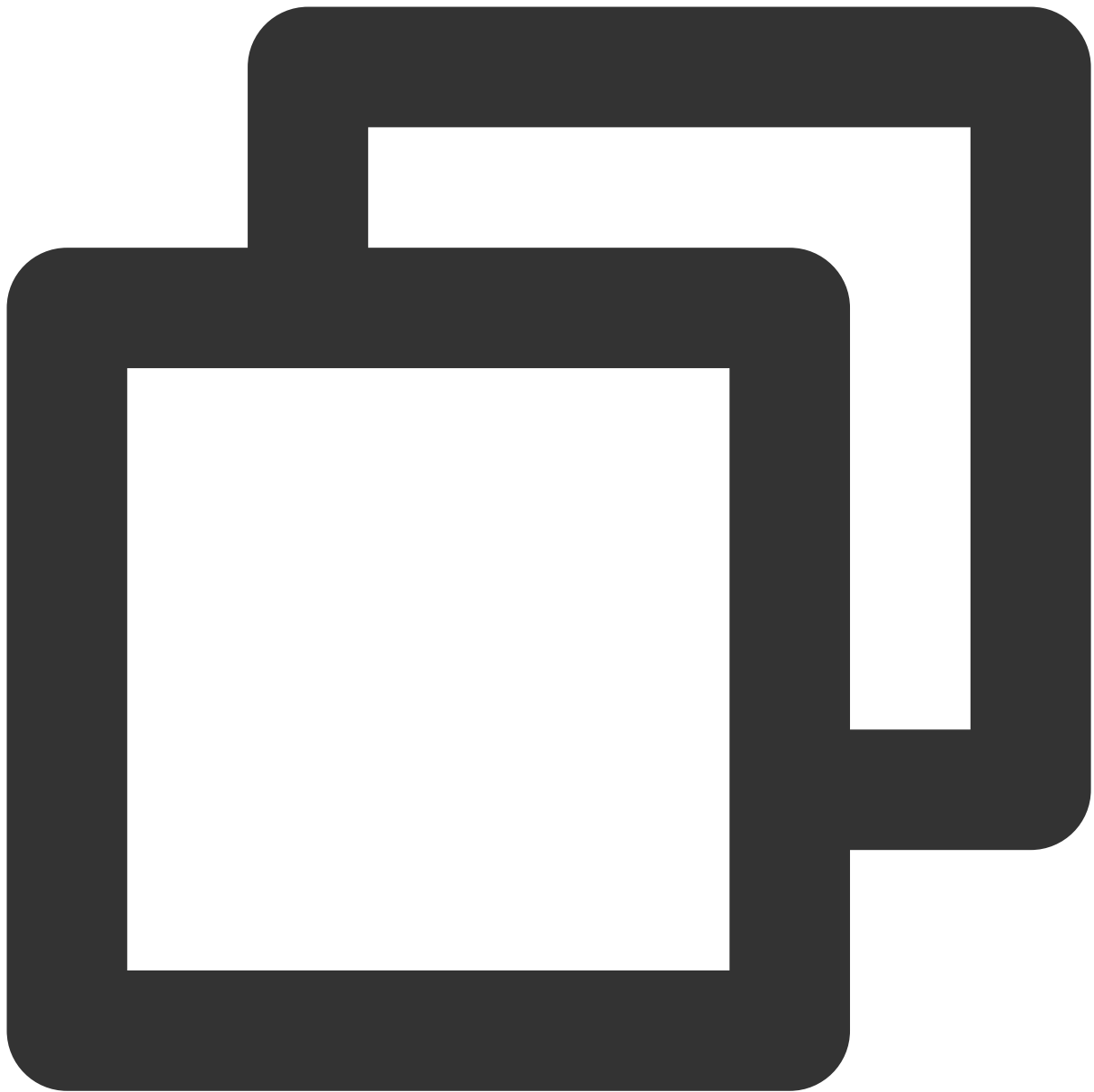
`ThirdBeautyViewController`, `BeautyView` class.

[Step 1](#) can be referred to the `viewDidLoad` method in `ThirdBeautyEnterViewController` class is `TELicenseCheck.setTELicense` of the Demo project.

[Step 2](#) to [Step 7](#) can be referred to related sample code of the `ThirdBeautyViewController`, `BeautyView` class in the Demo project.

### Note

When integrating XMagic SDK into a Swift project, if the version of XMagic SDK is version3.0.0.3 and above, module referencing is supported.



```
import XMagic
```

If the version of XMagic SDK is before version 3.0.0.3, the header file needs to be imported using a bridging file. The specific steps are as follows:

1. Create a bridging header file. For example, `***-Bridging-Header.h`, and add the following code `#import "XMagic.h"`.
2. Configure the `BuildSetting` of the project's `Objective-c Bridging Header` option. Set the path of the bridging file and add it to the `Objective-c Bridging Header` (e.g., `$(SRCROOT)/SwiftCallOC/***-Bridging-Header.h`, according to the specific project path), then compile and run.

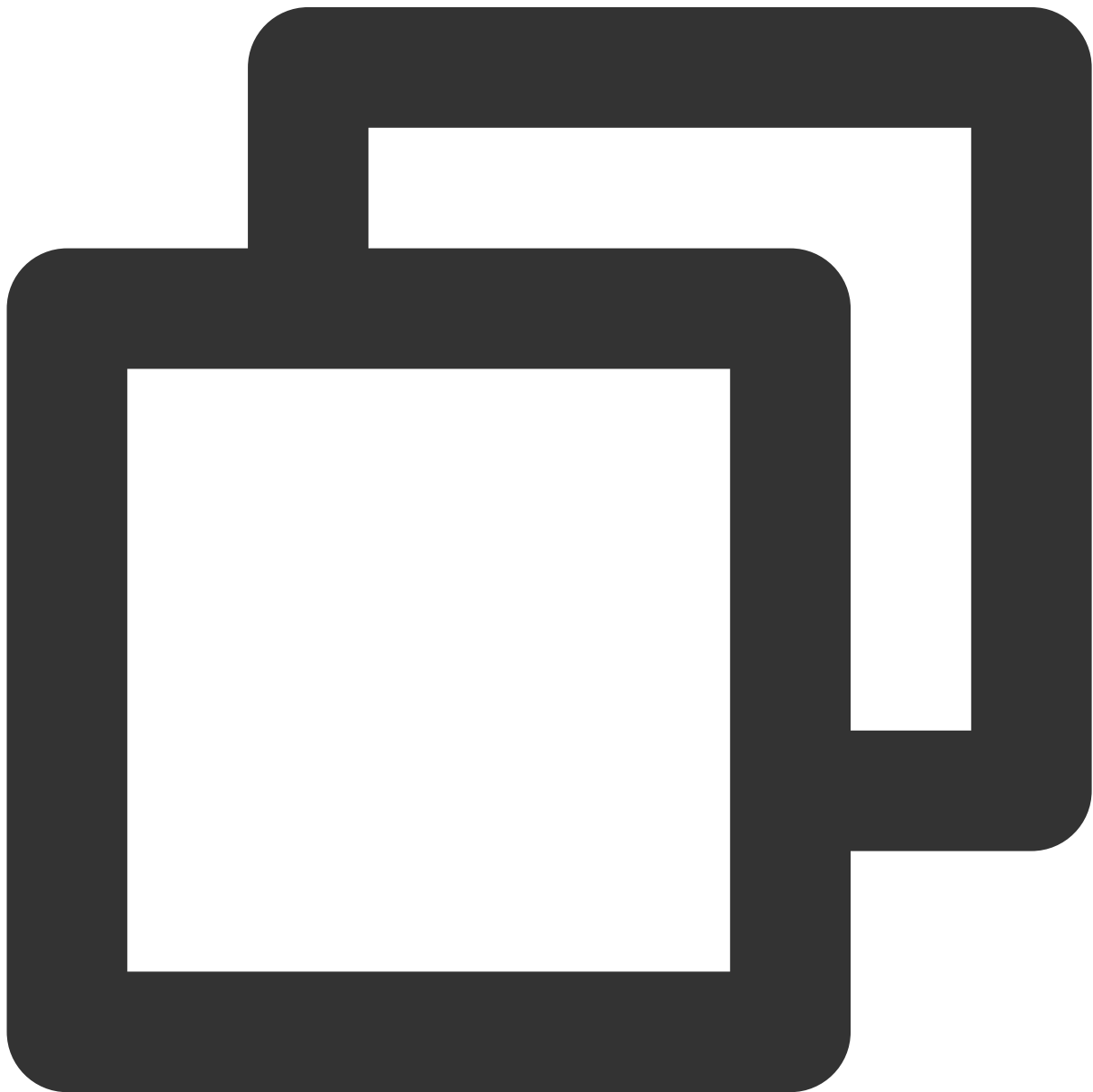
## Step 1. Initialize Authorization

XMagic Authorization: Set the URL and KEY in the initialization code of the related business module to trigger the License download, avoiding downloading it just before use. You can also trigger the download in the

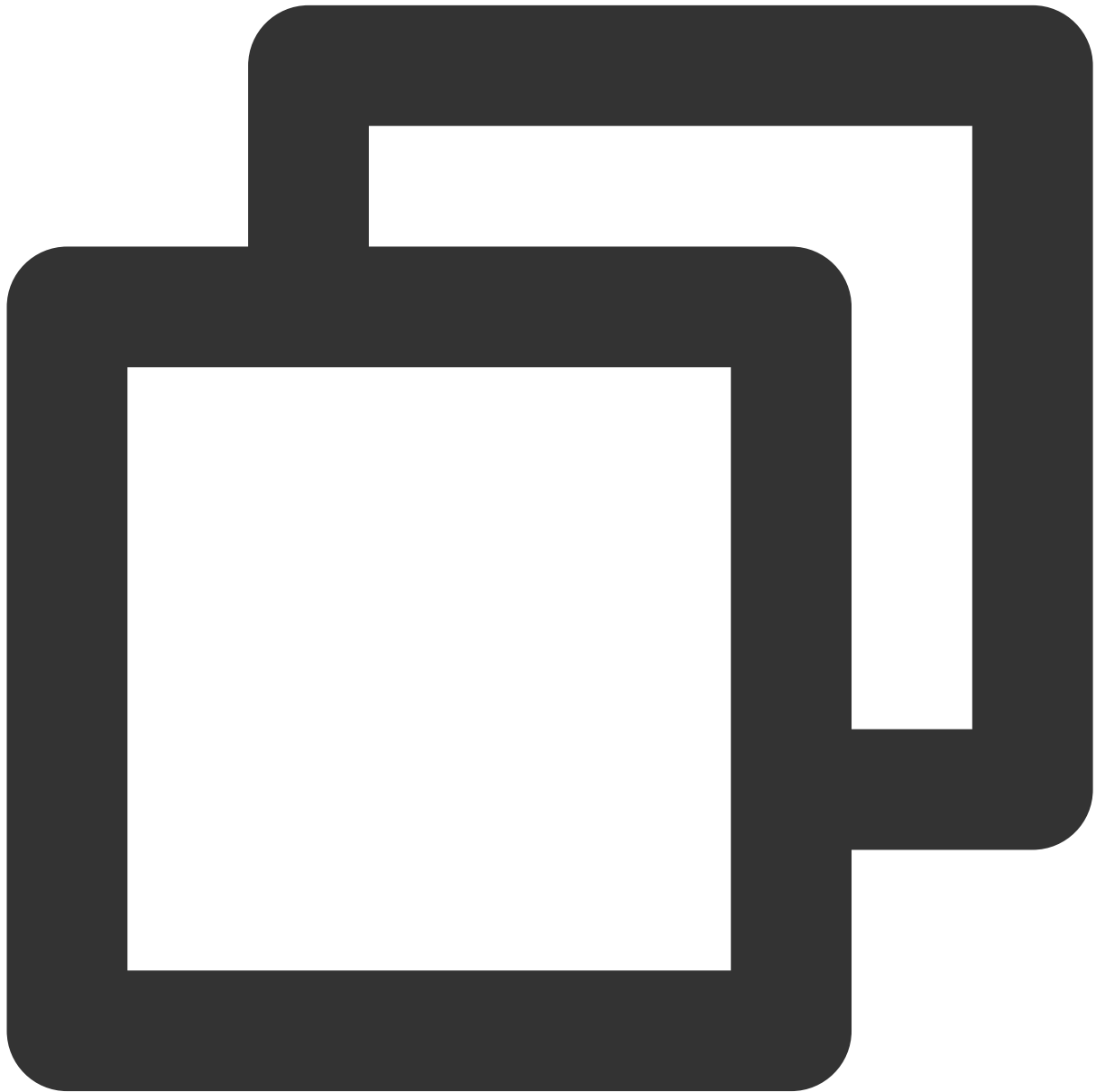
`AppDelegate` 's `didFinishLaunchingWithOptions` method. Where the `LicenseURL` and `LicenseKey` are the authorization information generated when binding the License in the console. For SDK version before 2.5.1, `TELICENSECHECK.H` is within `XMagic.framework` ; For SDK version 2.5.1 and later, `TELICENSECHECK.H` is within `YTCommonXMagic.framework` .

objective-c

swift



```
[TELICENSECHECK setTELICENSE:LICENSEURL key:LICENSEKEY completion:^(NSInteger authr
    if (authresult == TELICENSECHECKOK) {
        NSLog(@"success");
    } else {
        NSLog(@"failed");
    }
}];
```



```
TELICENSECHECK.setTELICENSE(LICENSEURL, key: LICENSEKEY) { authresult, errorMsg in
    if authresult == 0{
```

```

        print("success")
    }else{
        print("failed")
    }
}

```

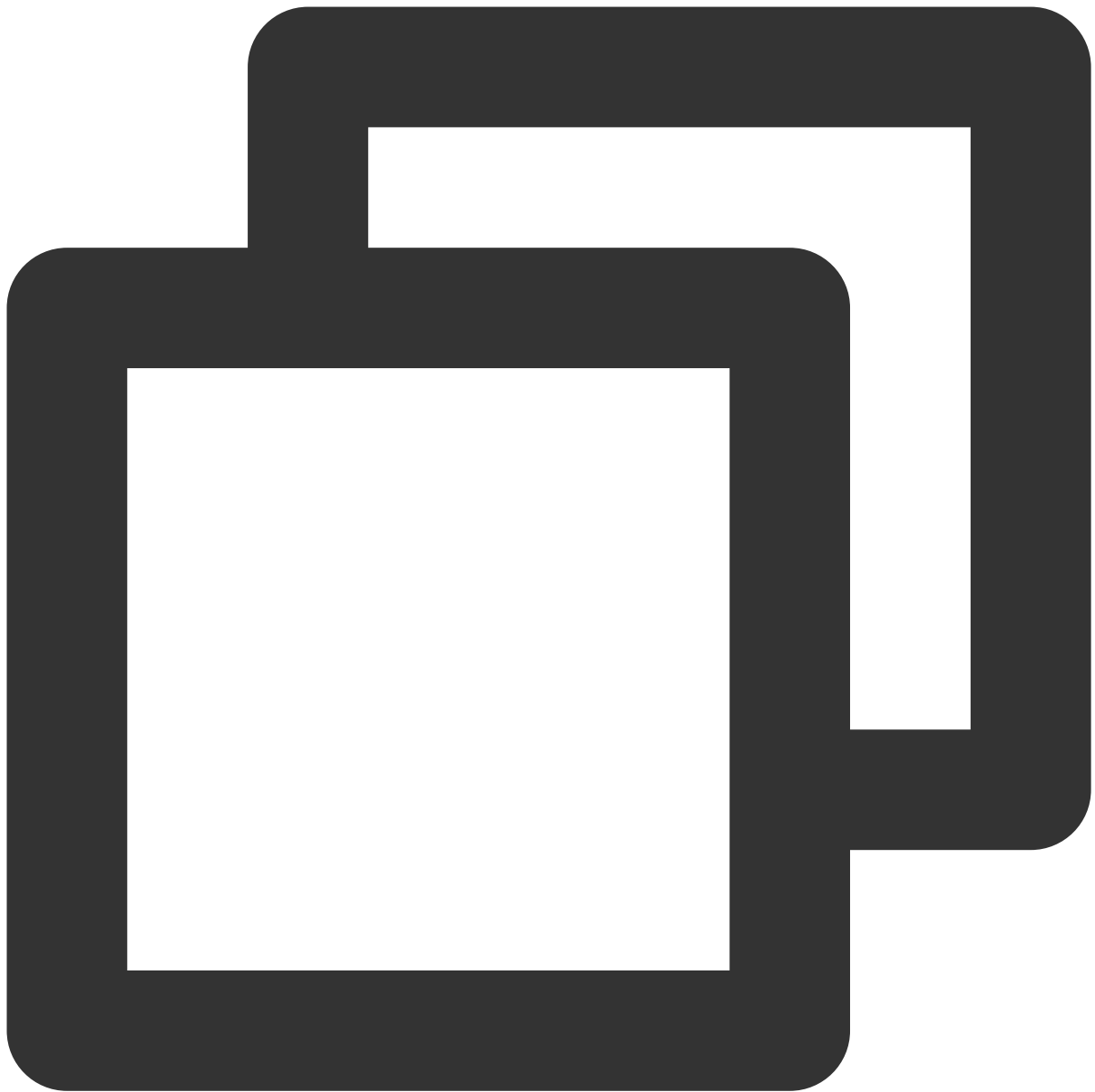
**Authentication errorCode Description:**

Error code	Description
0	Successful
-1	Invalid input parameters. URL, KEY, etc. is empty.
-3	Download stage failed. Please check your network settings.
-4	The TE authorization information read from local is empty. It may be caused by IO failure.
-5	Content of VCUBE TEMP License file is empty. It may be caused by IO failure.
-6	JSON fields in the v_cube.license file are incorrect. Please contact the Tencent Cloud team for assistance.
-7	Signature verification failed. Please contact the Tencent Cloud team for assistance.
-8	Decryption failed. Please contact the Tencent Cloud team for assistance.
-9	JSON fields in the TELicense field are incorrect. Please contact the Tencent Cloud team for assistance.
-10	The TE authorization information parsed from the network is empty. Please contact the Tencent Cloud team for assistance.
-11	Failed to write TE authorization information to local file. It may be caused by IO failure.
-12	Download failed. Local asset parsing also failed.
-13	Authentication failed.
Other	Please contact the Tencent Cloud team for assistance.

**Step 2. Set the SDK Material Resource Path**

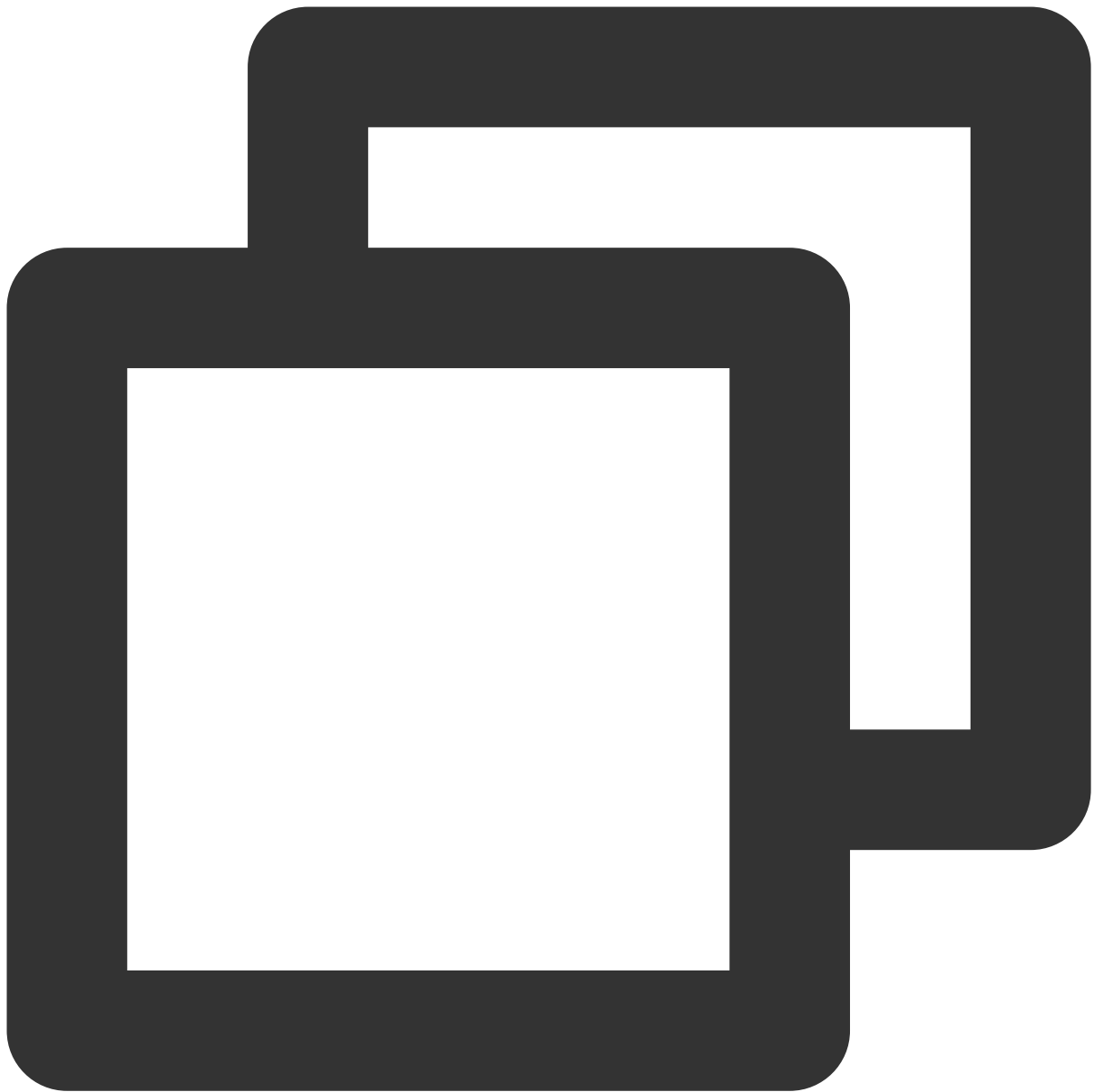
objective-c

swift



```
- (void)buildBeautySDK:(int)width and:(int)height texture:(unsigned)textureID {
    NSDictionary *assetsDict = @{@"core_name":@"LightCore.bundle",
                                  @"root_path":[[NSBundle mainBundle] bundlePath]};
    // Initialize SDK: 'width' and 'height' are respectively the width and height o
    self.xMagicKit = [[XMagic alloc] initWithRenderSize:CGSizeMake(width,height) ass
}
```



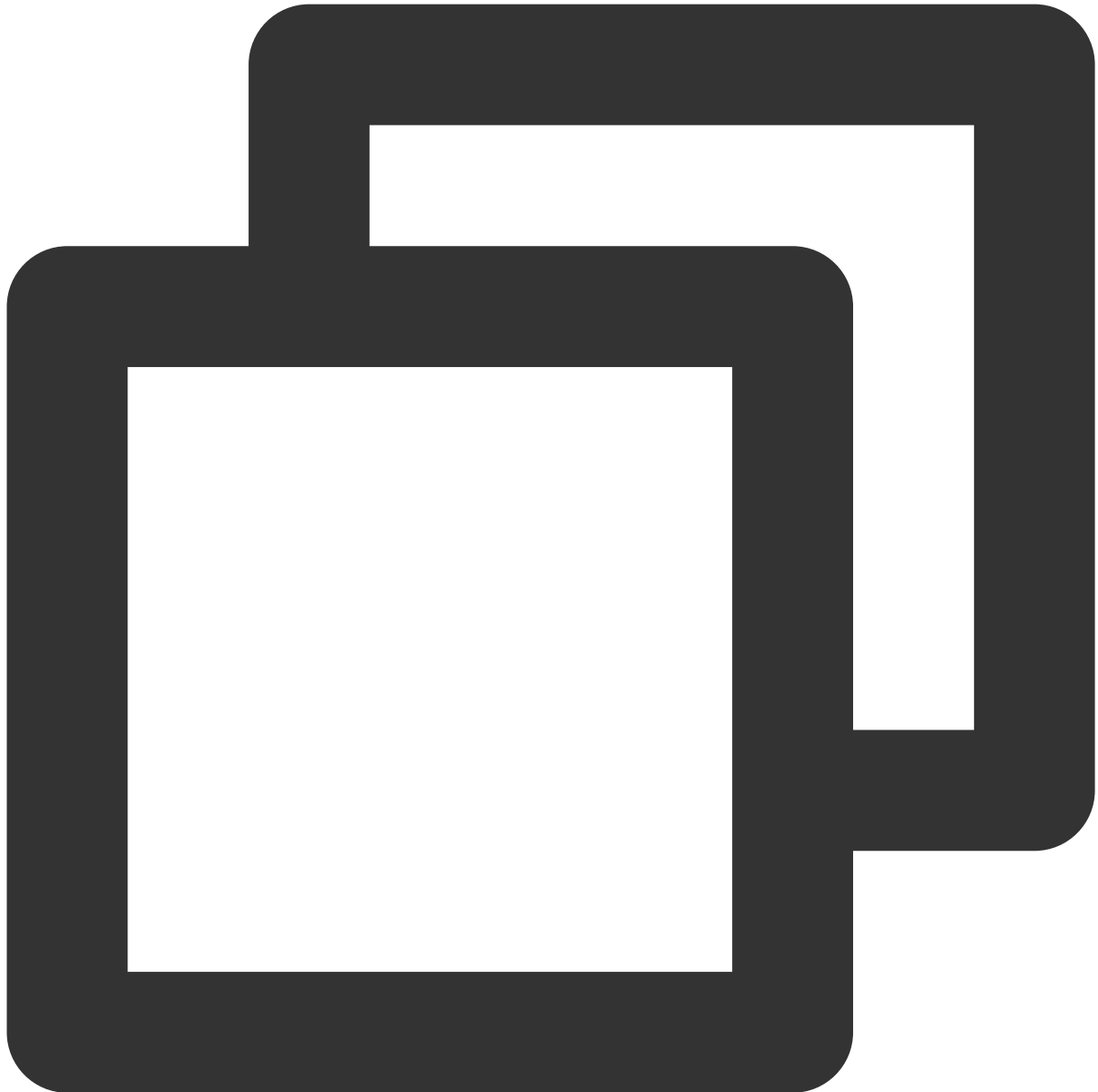


```
///Initialize SDK
func buildBeautySDK(width:UInt32,height:UInt32,texture:GLuint){
    let assetsDict:[String:String] = ["core_name":"LightCore.bundle", "root_pat
    let size = CGSize(width: CGFloat(width), height: CGFloat(height))
    xMagic = XMagic.init(renderSize: size, assetsDict: assetsDict)
}
```

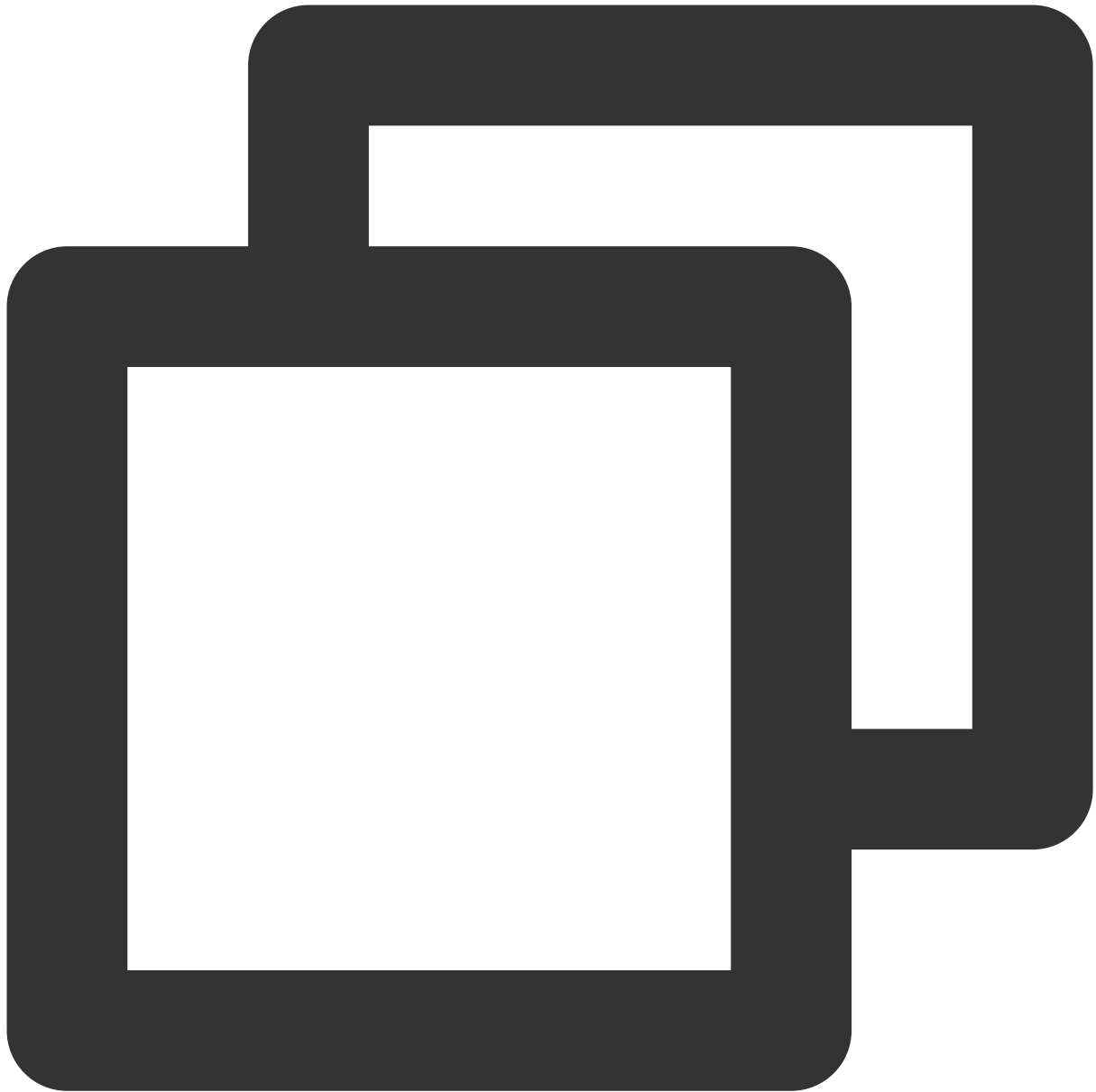
### Step 3. Add the Log and Event Listener

objective-c

swift



```
// Register log
[self.xMagicKit registerSDKEventListener:self];
[self.xMagicKit registerLoggerListener:self withDefaultLevel:YT_SDK_ERROR_LEVEL];
```



```
xMagic?.register(self)
xMagic?.registerLoggerListener(self, withDefaultLevel: YtSDKLoggerLevel.YT_SDK_DEBU
```

**Step 4. Configure Effects** (For detailed configuration instruction, please refer to [Effect Parameters](#) and [Demo](#)) .



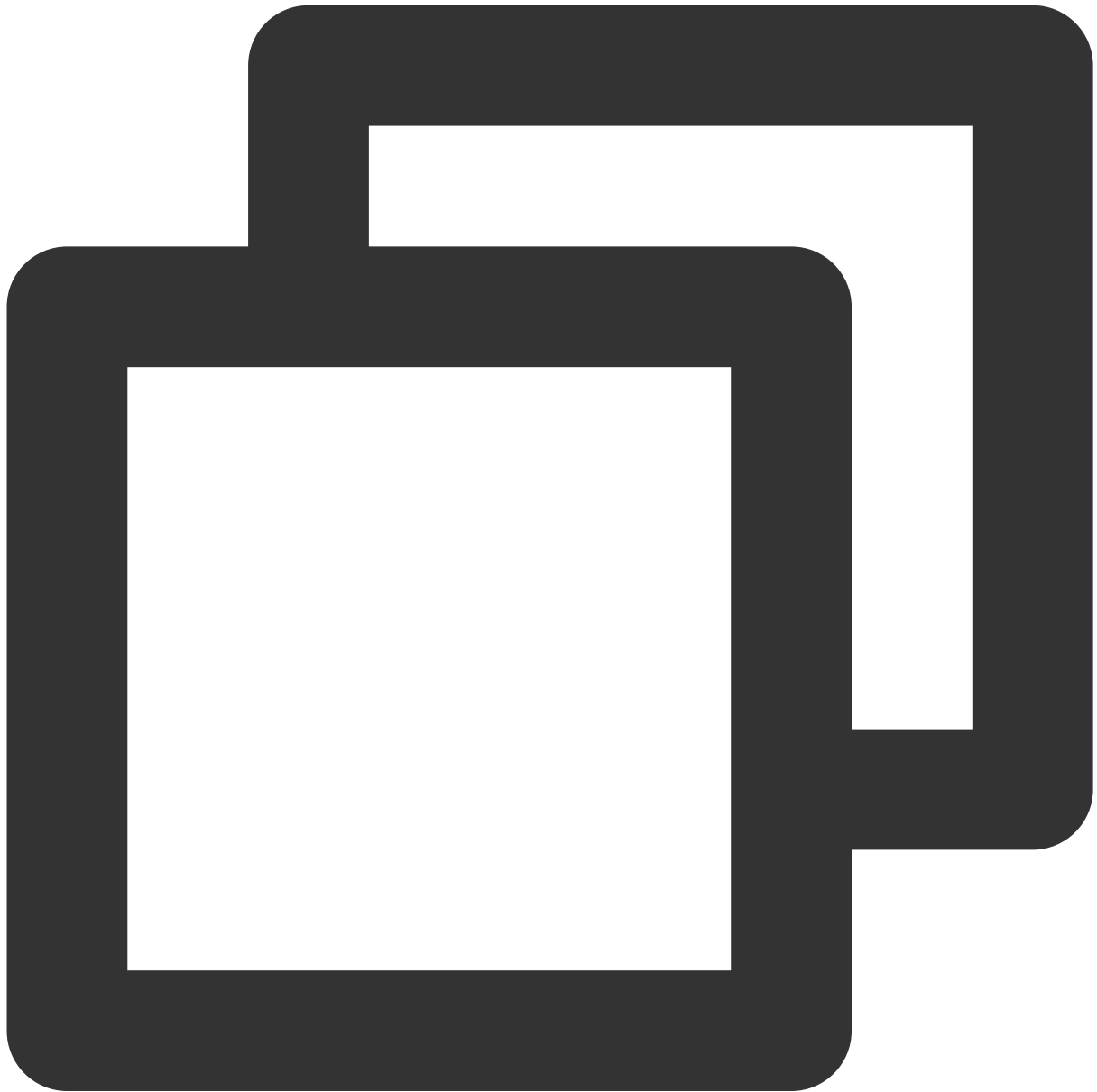
```
// @brief Configure effects
// @param propertyType Effect type character string: beauty, lut, motion
// @param propertyName Effect name
// @param propertyValue Effect value
// @param extraInfo Reserved for expansion and additional dict configuration
// @return Returns 0 if successful, others if failed
- (int)configPropertyWithType:(NSString *_Nonnull)propertyType withName:(NSString *)
```

## Step 5. Render Videos

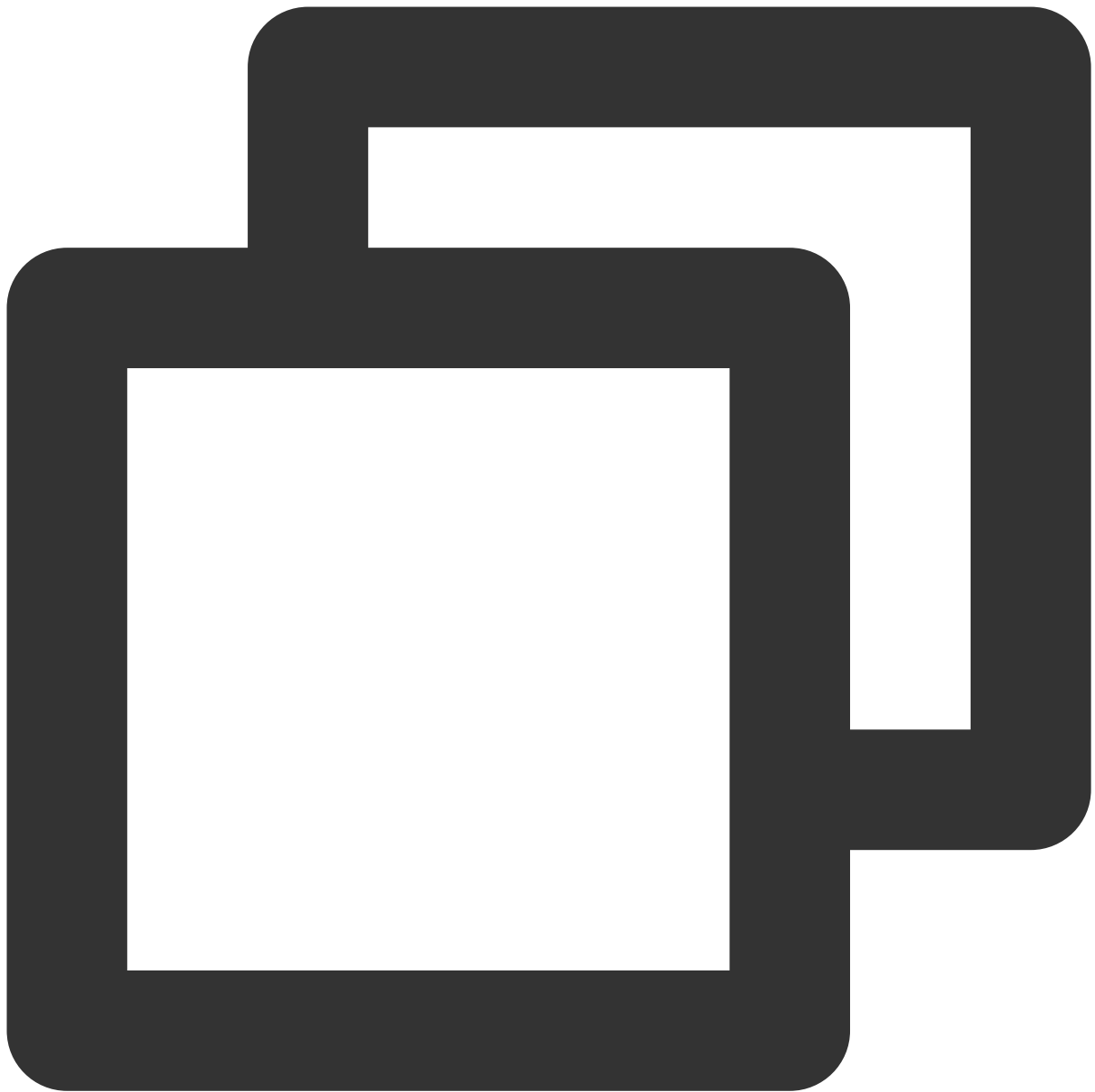
Setting up the video data callback for third-party effect in the TRTC SDK: After setting up this callback, the TRTC SDK will return the captured video frames through the delegate you've set, allowing third-party effect components to perform secondary processing.

objective-c

swift



```
[self.trtcCloud setLocalVideoProcessDelegete:self pixelFormat:TRTCVideoPixelFormat_
```



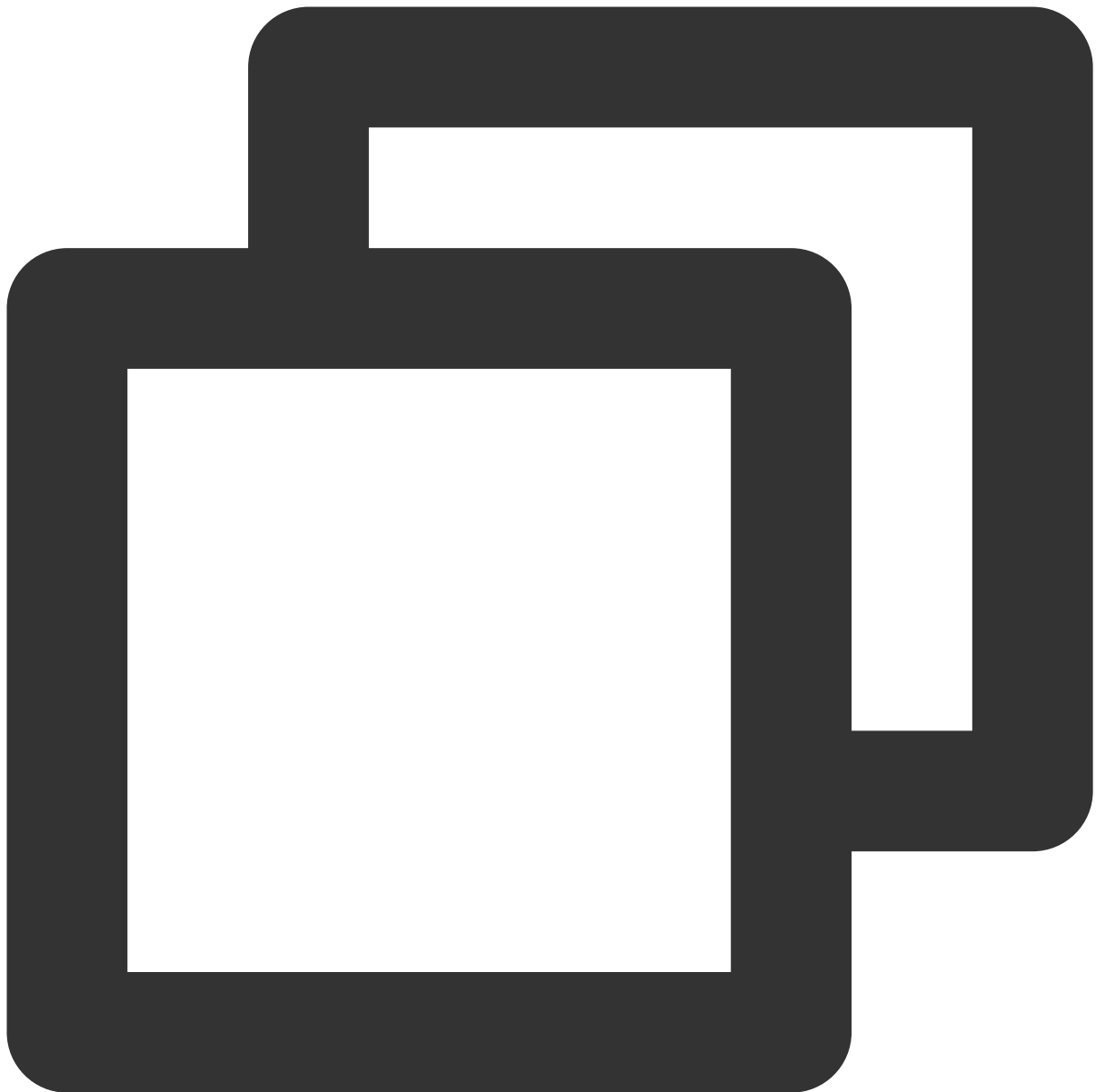
```
trtcCloud.setLocalVideoProcessDelegete(self, pixelFormat: TRTCVideoPixelFormat._Tex
```

In the video frame callback interface `onProcessVideoFrame:(TRTCVideoFrame _Nonnull)srcFrame dstFrame:(TRTCVideoFrame _Nonnull)dstFrame`

construct `YTPProcessInput` for rendering in the SDK. See `ThirdBeautyViewController` in the Demo.

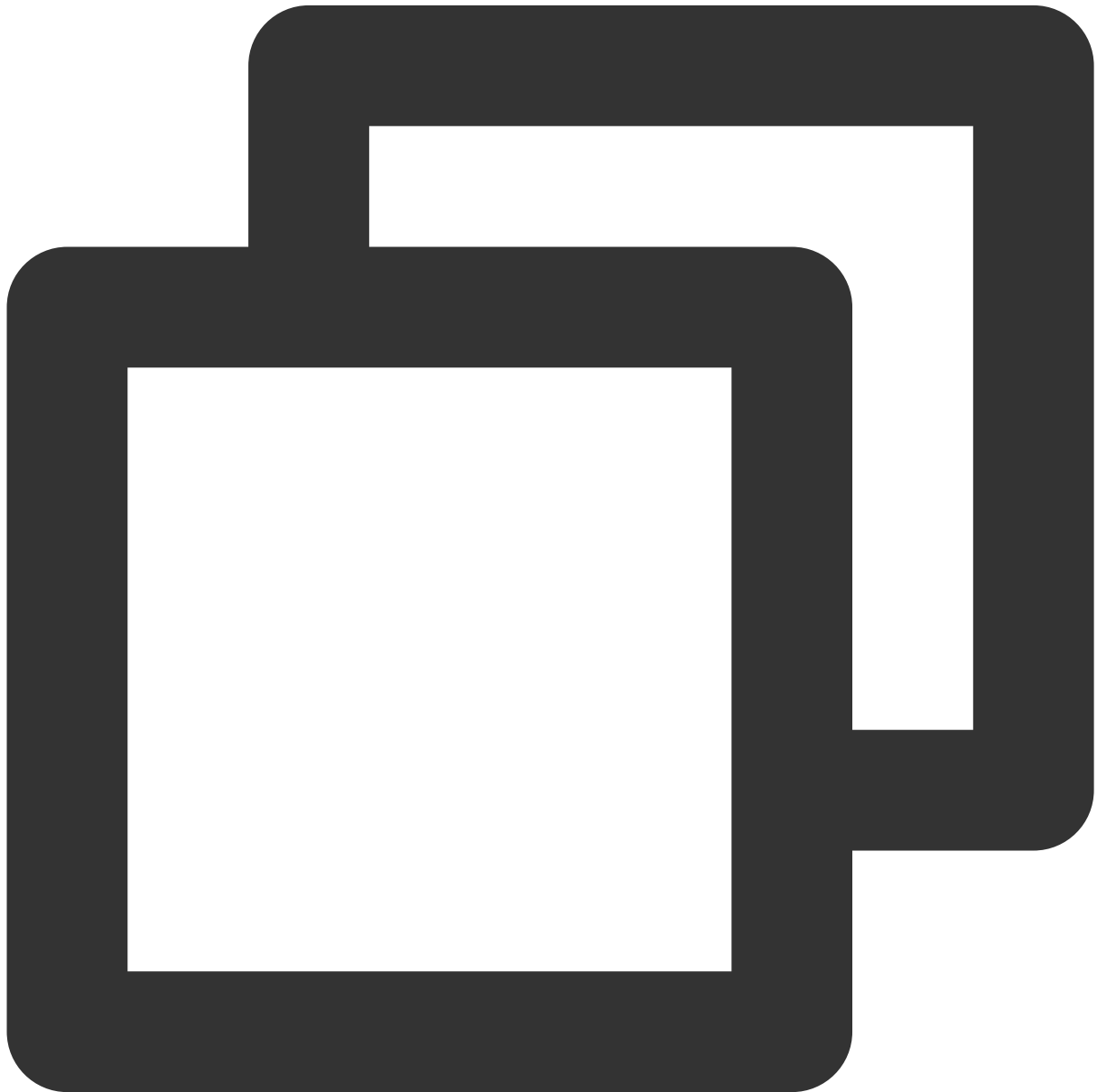
objective-c

swift



```
#pragma mark - TRTCVideoFrameDelegate
- (uint32_t)onProcessVideoFrame:(TRTCVideoFrame *_Nonnull)srcFrame dstFrame:(TRTCVi
    if (srcFrame.width != _renderSize.width || srcFrame.height != _renderSize.heigh
        _renderSize = CGSizeMake(srcFrame.width, srcFrame.height);
        if (!_xMagicKit) {
            [self buildBeautySDK:srcFrame.width and:srcFrame.height];
        } else {
            [_xMagicKit setRenderSize:_renderSize];
        }
    }
    YTProcessInput *input = [[YTProcessInput alloc] init];
```

```
input.textureData = [[YTTextureData alloc] init];
input.textureData.texture = srcFrame.textureId;
input.textureData.textureWidth = srcFrame.width;
input.textureData.textureHeight = srcFrame.height;
input.dataType = kYTTextureData;
YTProcessOutput *output = [self.xMagicKit process:input withOrigin:YtLightImage
dstFrame.textureId = output.textureData.texture;
return 0;
}
```



```
#pragma mark - TRTCVideoFrameDelegate
```



```
func onProcessVideoFrame(_ srcFrame: TRTCVideoFrame, dstFrame: TRTCVideoFrame) -> U
    if xMagic == nil {
        buildBeautySDK(width: srcFrame.width, height: srcFrame.height, texture:
    }
    if xMagic != nil && (heightF != srcFrame.height || widthF != srcFrame.width
        widthF = srcFrame.width
        heightF = srcFrame.height
        let rendersize = CGSize(width: CGFloat(srcFrame.width), height: CGFloat
        xMagic?.setRenderSize(rendersize)
    }
    let input = YTPProcessInput.init()
    input.textureData = YTTextureData.init()
    input.textureData?.texture = Int32(srcFrame.textureId)
    input.textureData?.textureWidth = Int32(srcFrame.width)
    input.textureData?.textureHeight = Int32(srcFrame.height)
    input.dataType = kYTTextureData
    let output = xMagic?.process(input, with: YtLightImageOrigin(rawValue: 0)!,
    dstFrame.textureId = GLuint((output?.textureData?.texture)!)
    return 0
}
```

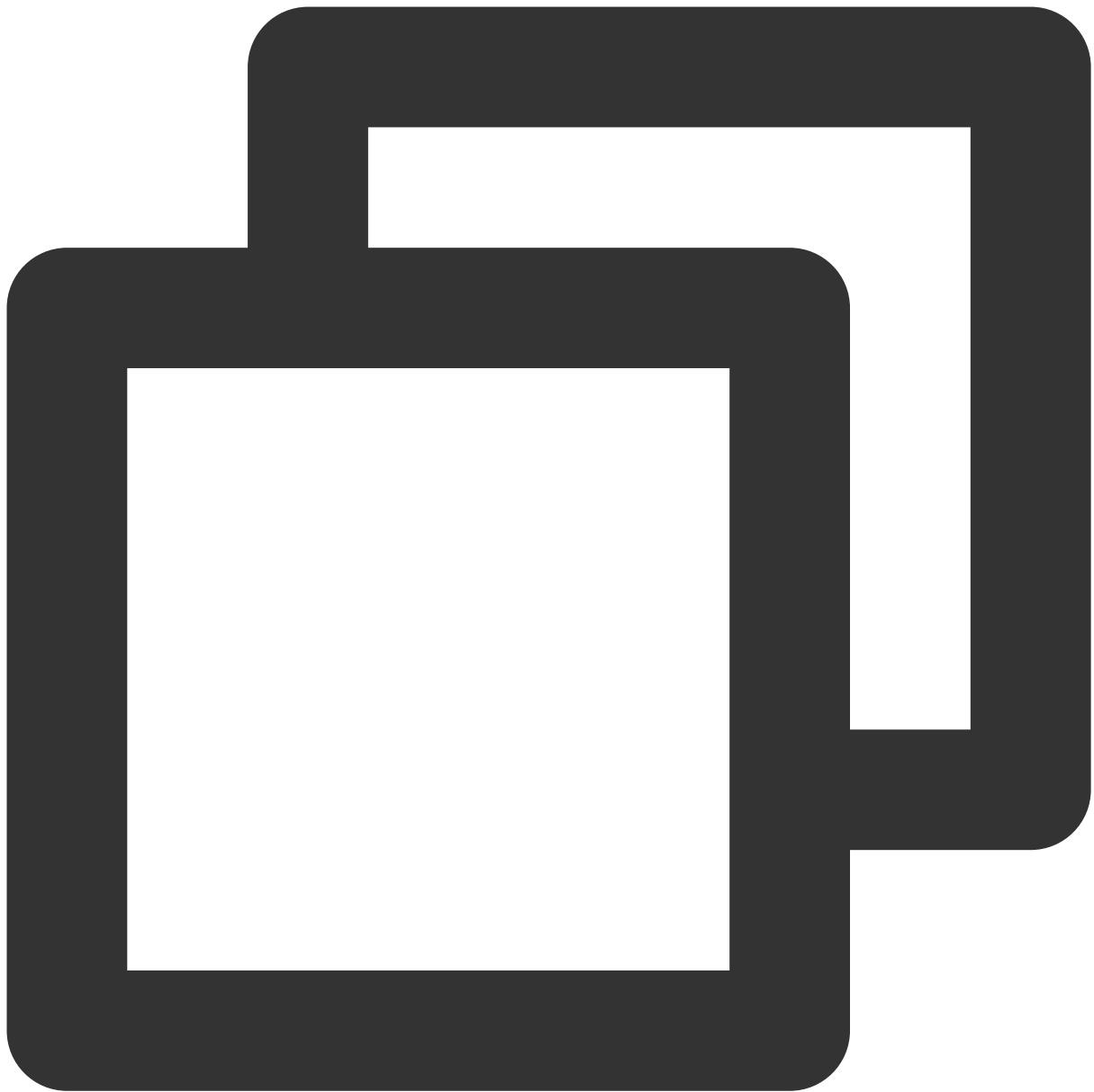
## Step 6: Pause/Resume/Destroy SDK

objective-c

swift



```
//Pause SDK
[self.xMagicKit onPause];
//Resume SDK
[self.xMagicKit onResume];
//Destroy SDK
[self.xMagicKit clearListeners];
[self.xMagicKit deinit];
self.xMagicKit = nil;
```

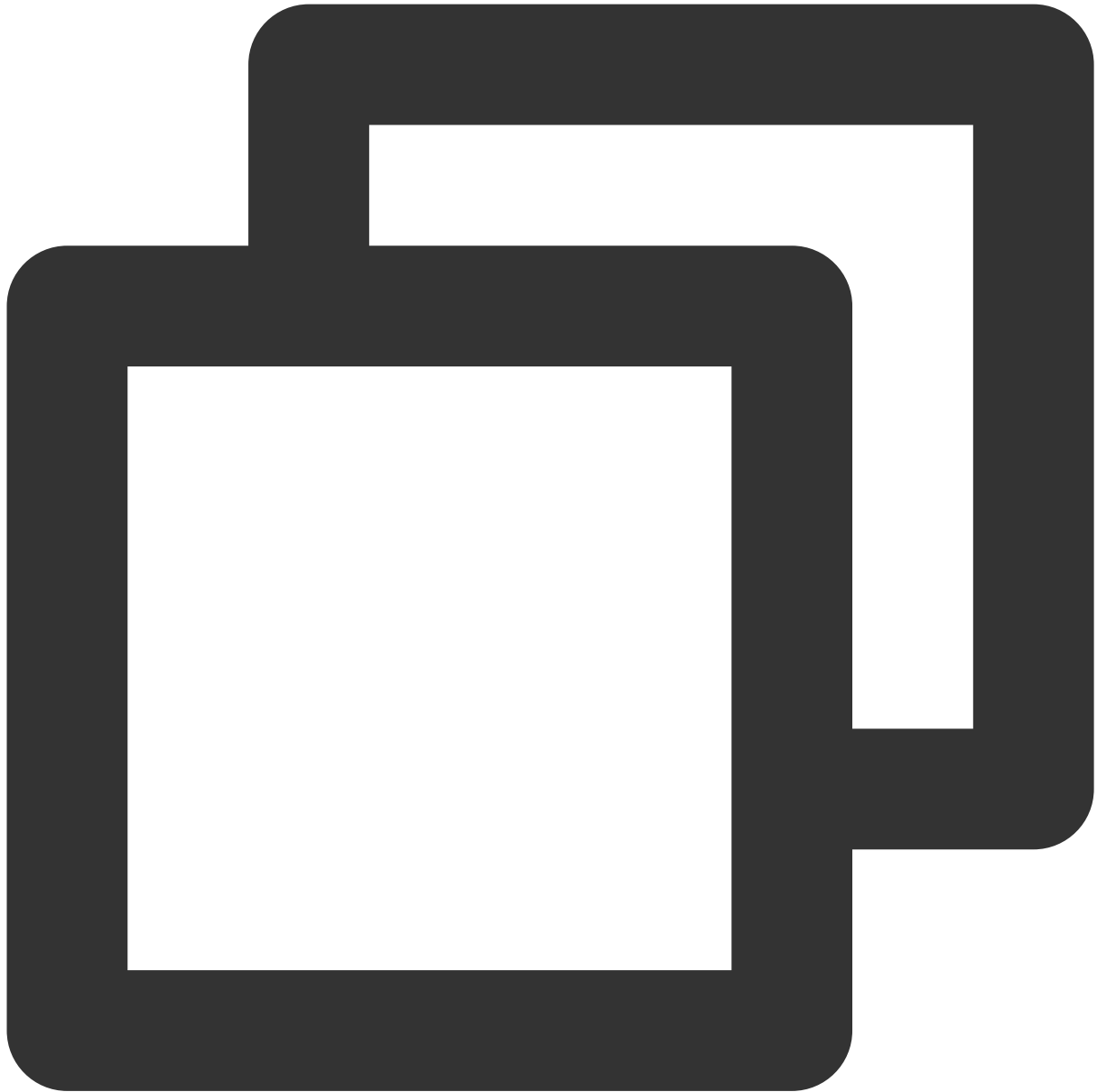


```
//Pause SDK
xMagic?.onPause()
//Resume SDK
xMagic?.onResume()
//Destroy SDK
xMagic?.clearListeners()
xMagic?.deinit()
xMagic = nil
```

## Step 7. Add the SDK Effect Panel to the Layout

objective-c

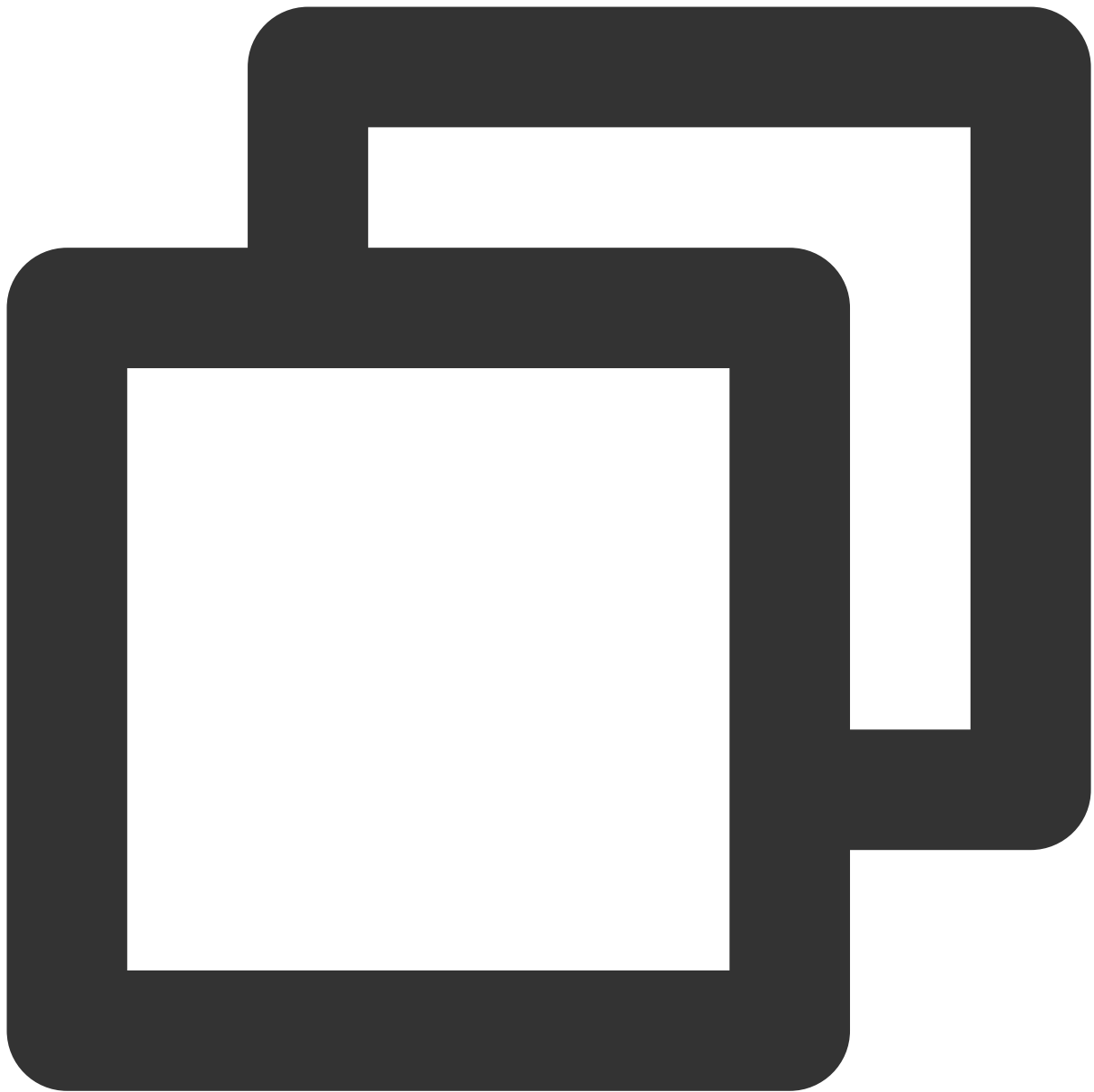
swift



```
UIEdgeInsets gSafeInset;
#if __IPHONE_11_0 && __IPHONE_OS_VERSION_MAX_ALLOWED >= __IPHONE_11_0
if(gSafeInset.bottom > 0){
}
if (@available(iOS 11.0, *)) {
    gSafeInset = [UIApplication sharedApplication].keyWindow.safeAreaInsets;
} else
#endif
```

```
{
    gSafeInset = UIEdgeInsetsZero;
}

dispatch_async(dispatch_get_main_queue(), ^{
    // Effect option UI
    self.beautyContainer = [[BeautyView alloc] init];
    [self.view addSubview:self.beautyContainer];
    [self.beautyContainer mas_makeConstraints:^(MASConstraintMaker *make) {
        make.width.mas_equalTo(self.view);
        make.centerX.mas_equalTo(self.view);
        make.height.mas_equalTo(254);
        if(gSafeInset.bottom > 0.0){ // Adapt to full-view screen
            make.bottom.mas_equalTo(self.view.mas_bottom).mas_offset(0);
        } else {
            make.bottom.mas_equalTo(self.view.mas_bottom).mas_offset(-10);
        }
    }];
});
```



```
// After initializing xMagic, pass the xMagic object to beautyView
beautyView.beautyKitRef = xMagic
view.addSubview(beautyView)
beautyView.snp.makeConstraints { make in
    make.height.equalTo(200)
    make.bottom.equalTo(switchCamButton.snp.top).offset(10)
    make.left.right.equalTo(view)
}
```



# Android (3.3.0 and prior)

Last updated : 2024-07-05 12:35:44

## Step 1. Replace resources

1. Download the [TRTC demo](#) which has integrated the Tencent Effect SDK. This demo is built based on the Tencent Effect SDK S1-04 edition.

2. Replace the SDK files in the demo with the files for the SDK you actually use. Specifically, follow the steps below:

Replace the `.aar` file in the `libs` directory of the `Xmagic` module with the `.aar` file in `libs` of your SDK.

Replace all the files in `../src/main/assets` of the `Xmagic` module with those in `assets/` of your SDK. If there are files in the `MotionRes` folder of your SDK package, also copy them to the `../src/main/assets` directory.

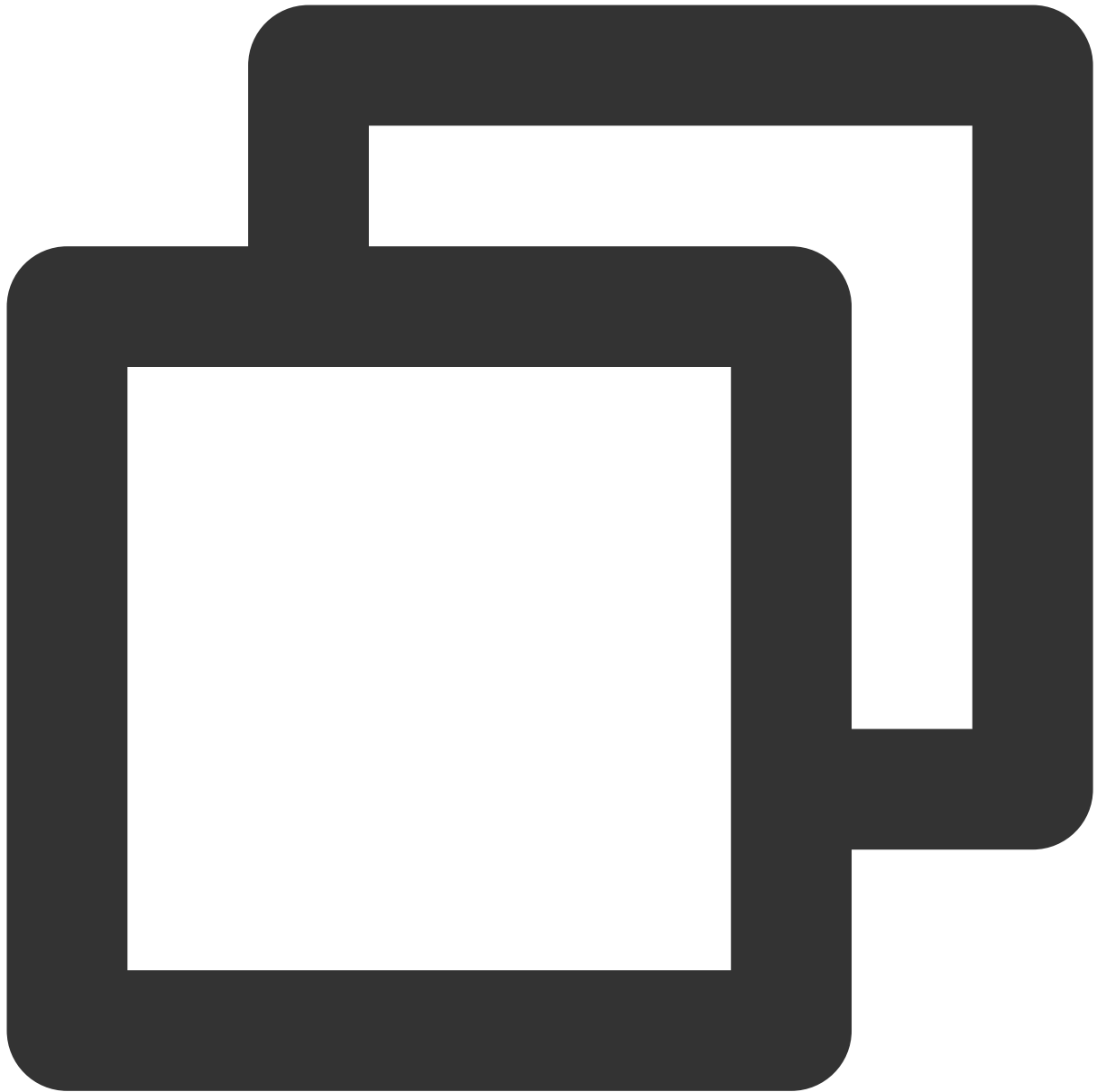
Replace all the `.so` files in `../src/main/jniLibs` of the `Xmagic` module with the `.so` files in `jniLibs` of your SDK package (you need to decompress the ZIP files in the `jinLibs` folder to get the `.so` files for arm64-v8a and armeabi-v7a).

3. Import the `Xmagic` module in the demo into your project.

## Step 2. Open `build.gradle` in `app` and do the following:

1. Set `applicationId` to the package name bound to the trial license.
2. Add Gson dependency settings.



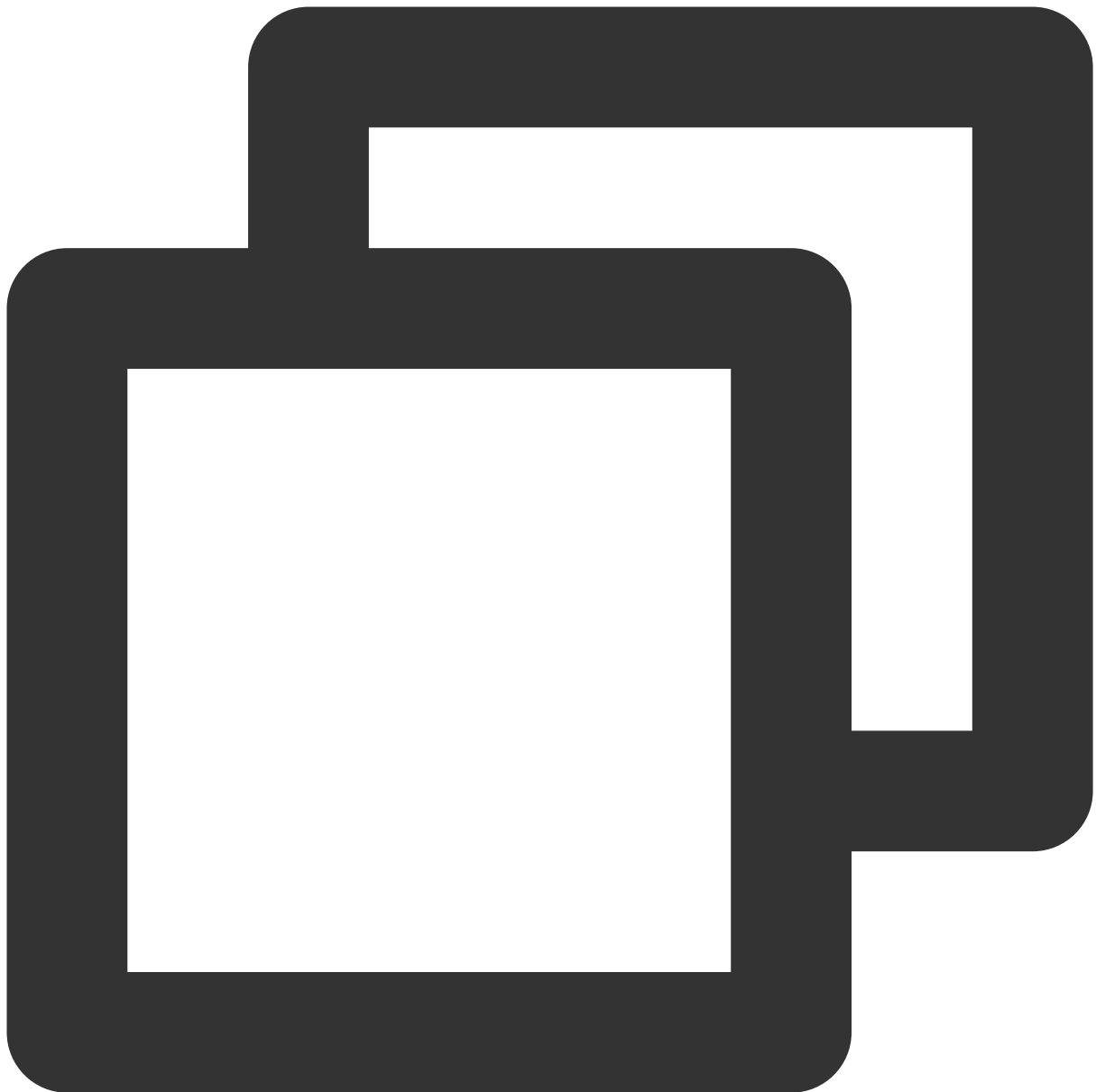


```
configurations{
  all*.exclude group:'com.google.code.gson'
}
```

## Step 3. Integrate the SDK APIs

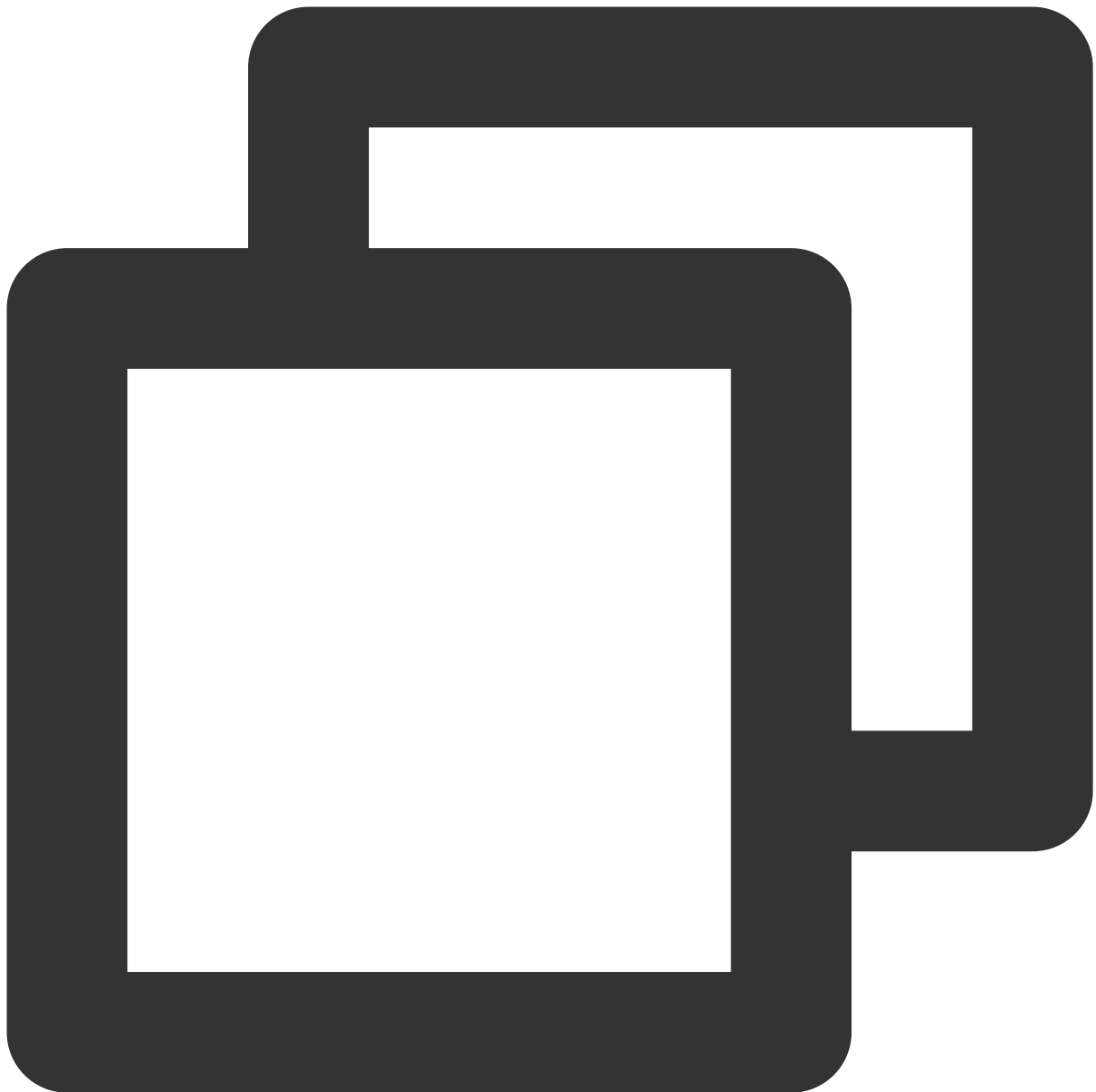
You can refer to the `ThirdBeautyActivity` class of the demo.

### 1. Authorize:



```
// For authentication precautions and error codes, see https://intl.cloud.tencent.com/
XMagicImpl.checkAuth((errorCode, msg) -> {
    if (errorCode == TELicenseCheck.ERROR_OK) {
        showLoadResourceView();
    } else {
        TXCLog.e(TAG, "Authentication failed. Check the authentication URL");
    }
});
```

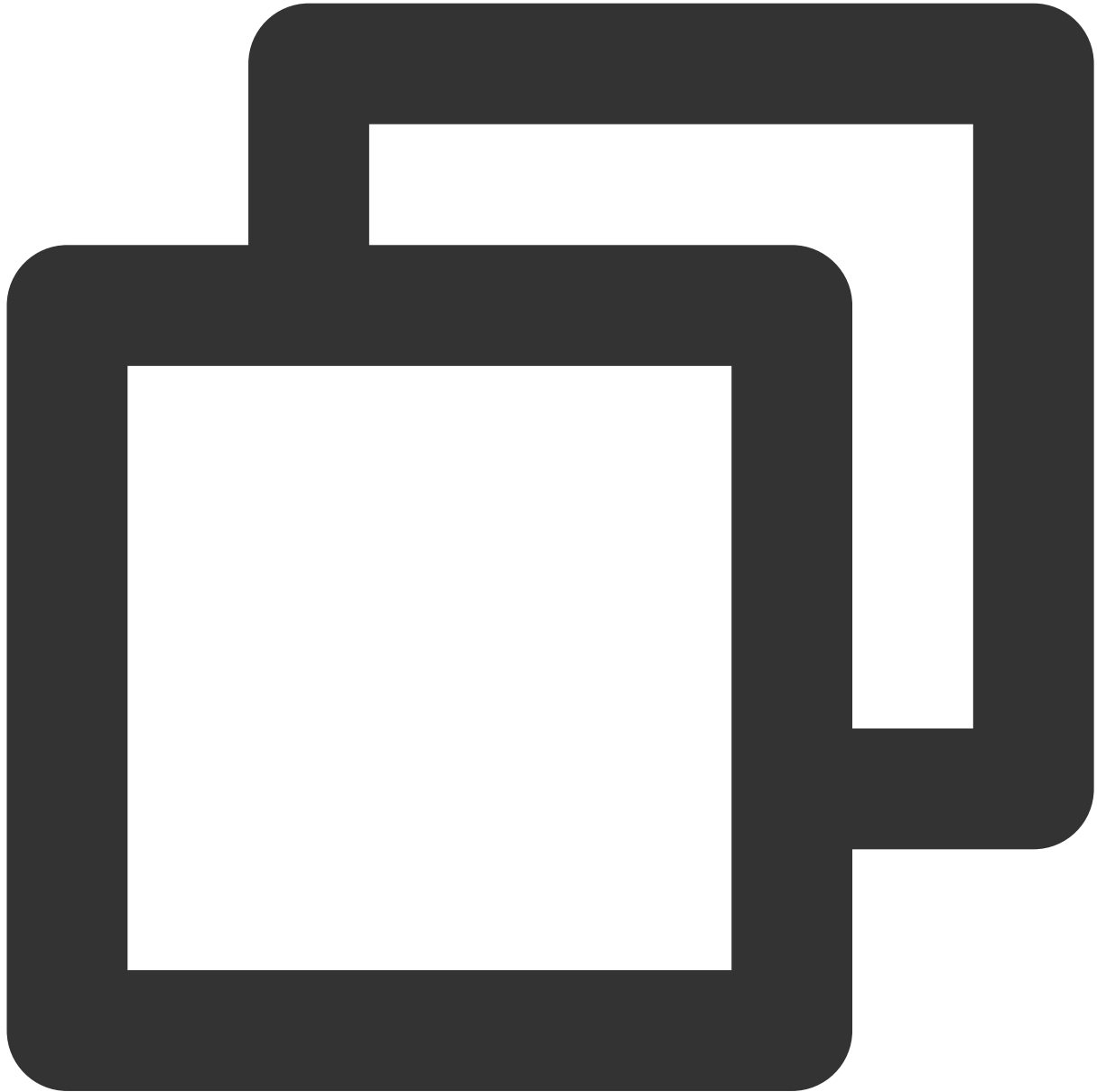
## 2. Initialize the material:



```
private void showLoadResourceView() {
    if (XmagicLoadAssetsView.isCoyedRes) {
        XmagicResParser.parseRes (getApplicationContext());
        initXMagic();
    } else {
        loadAssetsView = new XmagicLoadAssetsView(this);
        loadAssetsView.setOnAssetsLoadFinishListener(() -> {
            XmagicResParser.parseRes (getApplicationContext());
            initXMagic();
        });
    }
}
```

```
}
```

### 3. Enable push settings:

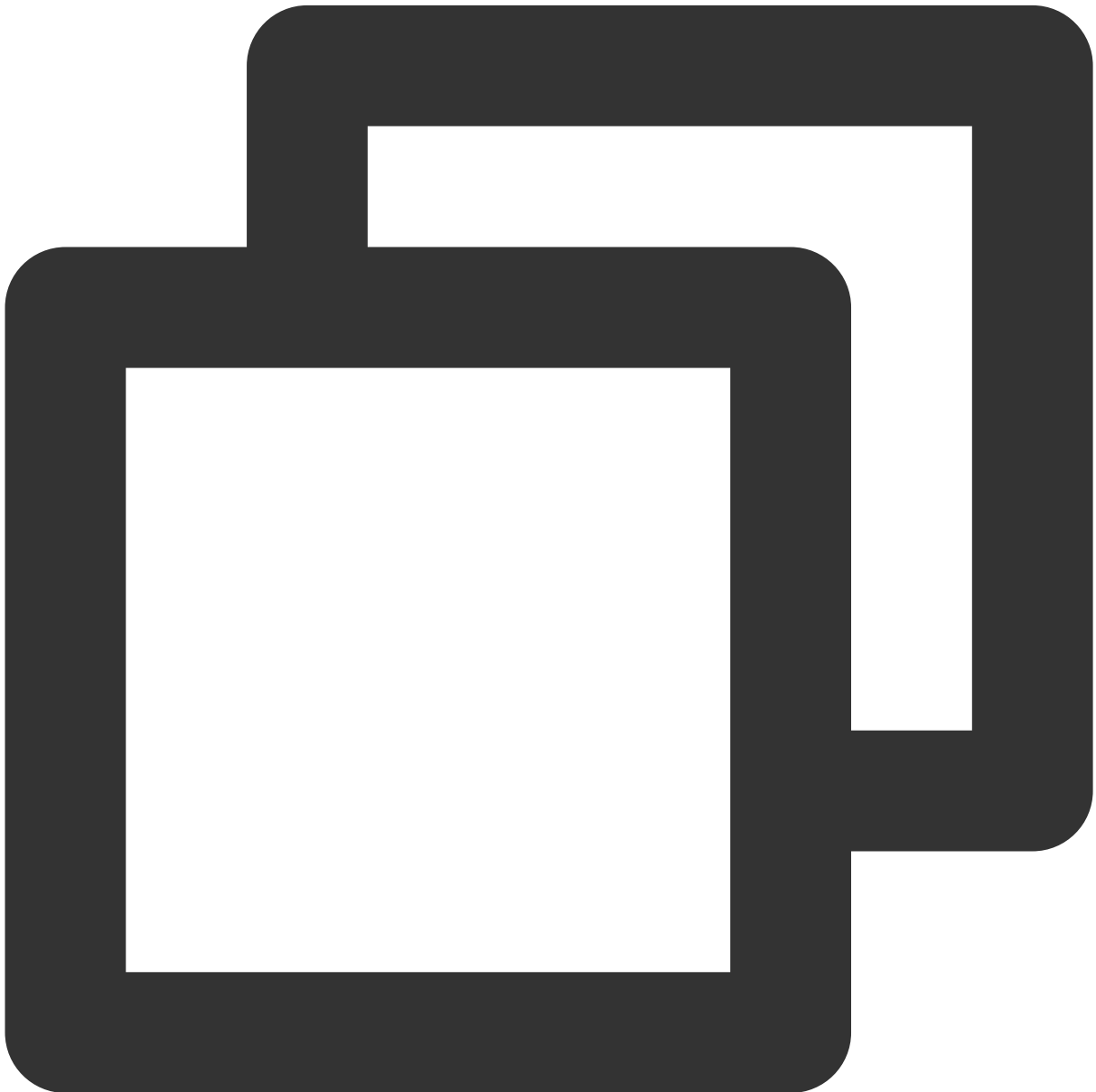


```
mTRTCCloud.setLocalVideoProcessListener(TRTCCloudDef.TRTC_VIDEO_PIXEL_FORMAT_Textur
    @Override
    public void onGLContextCreated() {
    }
    @Override
    public int onProcessVideoFrame(TRTCCloudDef.TRTCVideoFrame srcFrame, TRTCCloudDef.
    }
    @Override
```

```
public void onGLContextDestory() {  
    }  
});
```

#### 4. Pass `textureId` to the SDK for rendering:

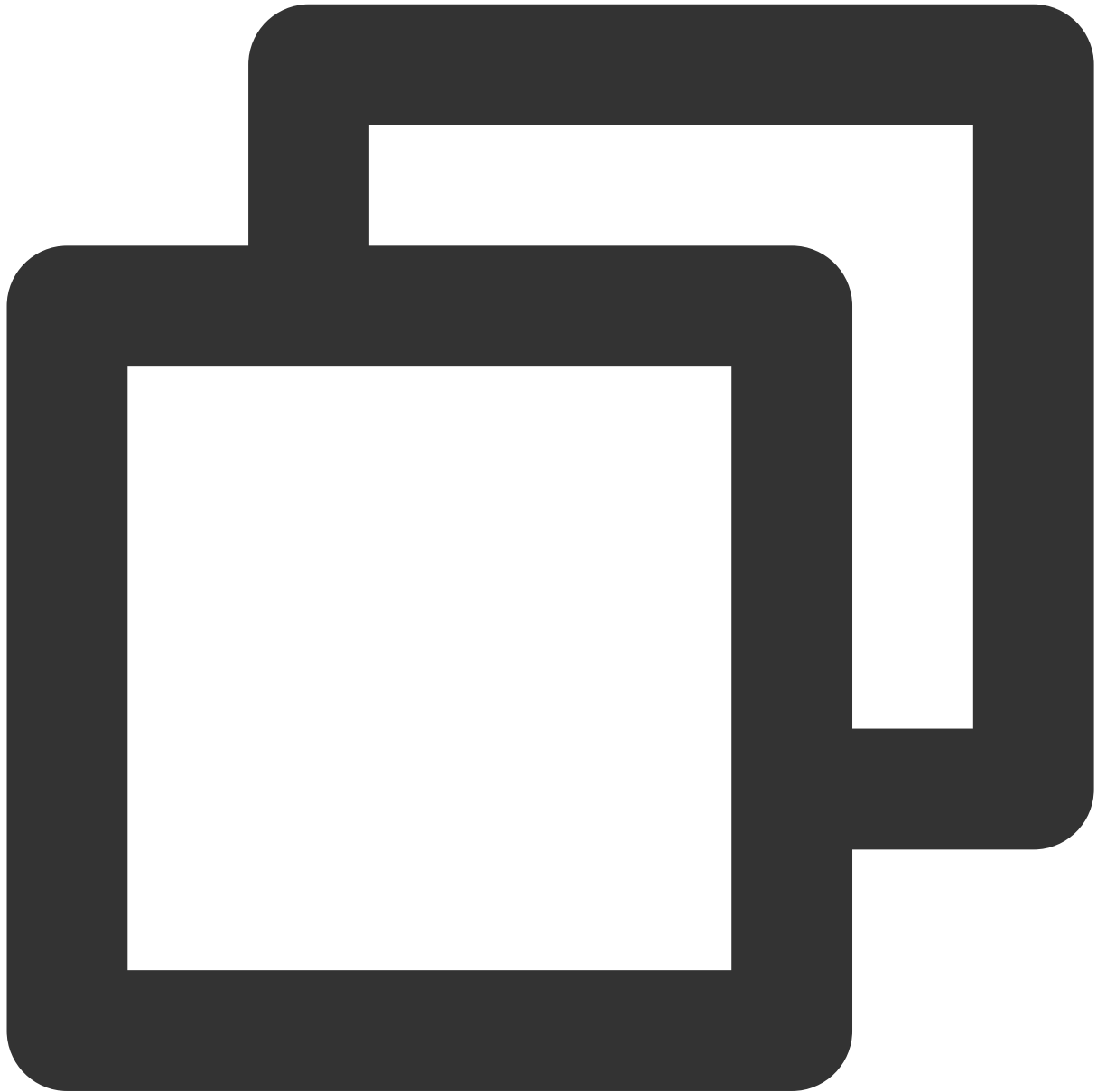
In the `onProcessVideoFrame(TRTCCloudDef.TRTCVideoFrame srcFrame, TRTCCloudDef.TRTCVideoFrame dstFrame)` method of the `TRTCVideoFrameListener` API, add the following code:



```
dstFrame.texture.textureId = mXMagic.process(srcFrame.texture.textureId, srcFrame.w
```

## 5. Pause/Terminate the SDK:

`onPause()` is used to pause beauty filter effects, which can be implemented in the `Activity/Fragment` method. The `onDestroy` method needs to be called in the GL thread (you can call `onDestroy()` of the `XMagicImpl` object in `onTextureDestroyed` ). For more information, see the demo.



```
mXMagic.onPause(); // Pause, which is bound to the `onPause` method of `Activity`  
mXMagic.onDestroy(); // Terminate, which needs to be called in the GL thread
```

## 6. Add the SDK beauty filter panel to the layout:



```
<RelativeLayout
    android:layout_above="@+id/ll_edit_info"
    android:id="@+id/livepusher_bp_beauty_annel"
    android:layout_width="match_parent"
    android:layout_height="wrap_content" />
```

## 7. Initialize the panel:



```
private void initXMagic() {  
    if (mXMagic == null) {  
        mXMagic = new XMagicImpl(this, mBeautyPanelView);  
    }else {  
        mXMagic.onResume();  
    }  
}
```

See the `ThirdBeautyActivity.initXMagic()` method of the demo for details.



# One-Minute Integration of Live Streaming iOS (3.3.0 and prior)

Last updated : 2024-07-05 12:35:44

## Integration Preparation

1. Download and unzip the [Demo package](#).
2. Import the xmagic module (bundle, XmagicIconRes, Xmagic folder) from the Demo project into the actual project.
3. **If the version of XMagic SDK used is 2.5.0 or earlier**, import `libpag.framework`, `Masonry.framework`, `XMagic.framework`, `YTCommonXMagic.framework` in the SDK directory. **If the version of XMagic SDK used is 2.5.1 or later**, import `libpag.framework`, `Masonry.framework`, `XMagic.framework`, `YTCommonXMagic.framework`, `Audio2Exp.framework`, `TEFFmpeg.framework(version3.0.0 or later, renamed as:TECodec.framework)` in the SDK directory.
4. For framework signature, select **Embed & Sign** for **General > Masonry.framework** and **libpag.framework**. For **YTCommonXMagic.framework**, select **Do Not Embed** for versions before 2.5.1, and select **Embed & Sign** for versions 2.5.1 and later.
5. Change the Bundle ID to match the issued authorization.

## Developer Environment Requirements

Developer tools XCode 14 and later: Go to App Store or click [Download link](#).

Recommended runtime environment:

Device requirements: iPhone 5 and above. For iPhone 6 and below, the front camera supports up to 720p, not 1080p.

System requirements: iOS 10.0 and above.

## C/C++ Layer Development Environment

Xcode uses the C++ environment by default.

Type	Dependency Library
System dependent library	Accelerate AssetsLibrary AVFoundation CoreMedia CoreFoundation CoreML Foundation JavaScriptCore

	libc++.tbd libz.b libresolv.tbd libsqlite3.0.tbd MetalPerformanceShaders MetalKit MobileCoreServices OpneAL OpneGLES ReplayKit SystemConfiguration UIKit
Built-in library	YTCommon (static authentication library) XMagic (static beauty filter library) libpag (dynamic video decoding library) Masonry (control layout library) TXLiteAVSDK_Professional TXFFmpeg (renamed TECodec.framework after version 3.0.0) TXSoundTouch Audio2Exp (included in xmagic sdk version 2.5.1 and later) TEFFmpeg (included in xmagic sdk version 2.5.1 and later)

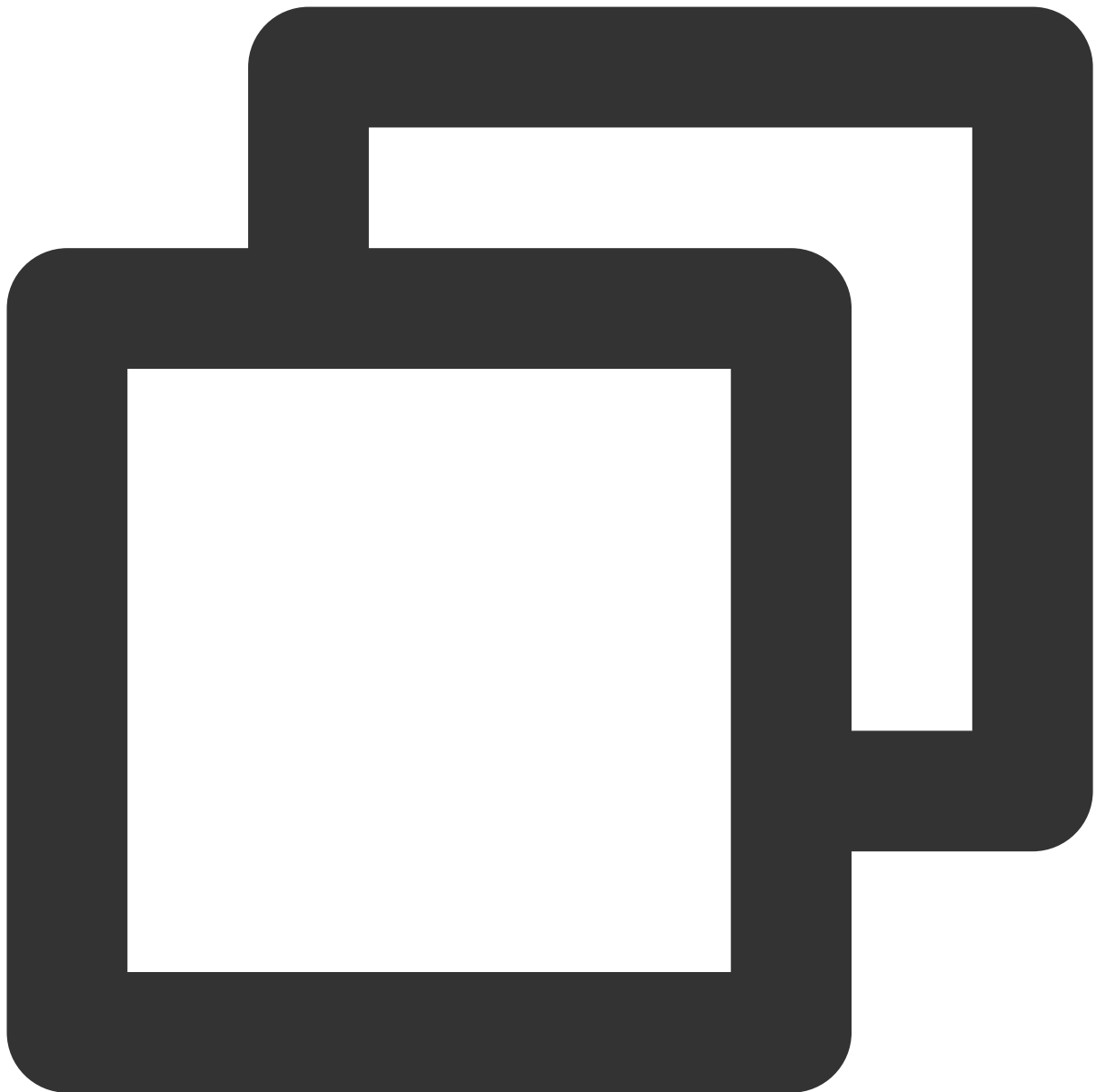
## SDK API Integration

For [Step 1](#) and [Step 2](#), please refer to the `viewDidLoad` and `buildBeautySDK` methods of the `ThirdBeautyViewController` class in the Demo project; The application method in the AppDelegate class contains code for authenticating Xmagic.

From [Step 4](#) to [Step 7](#), please refer to the related sample code within the demo project's `ThirdBeautyViewController`, `BeautyView` class.

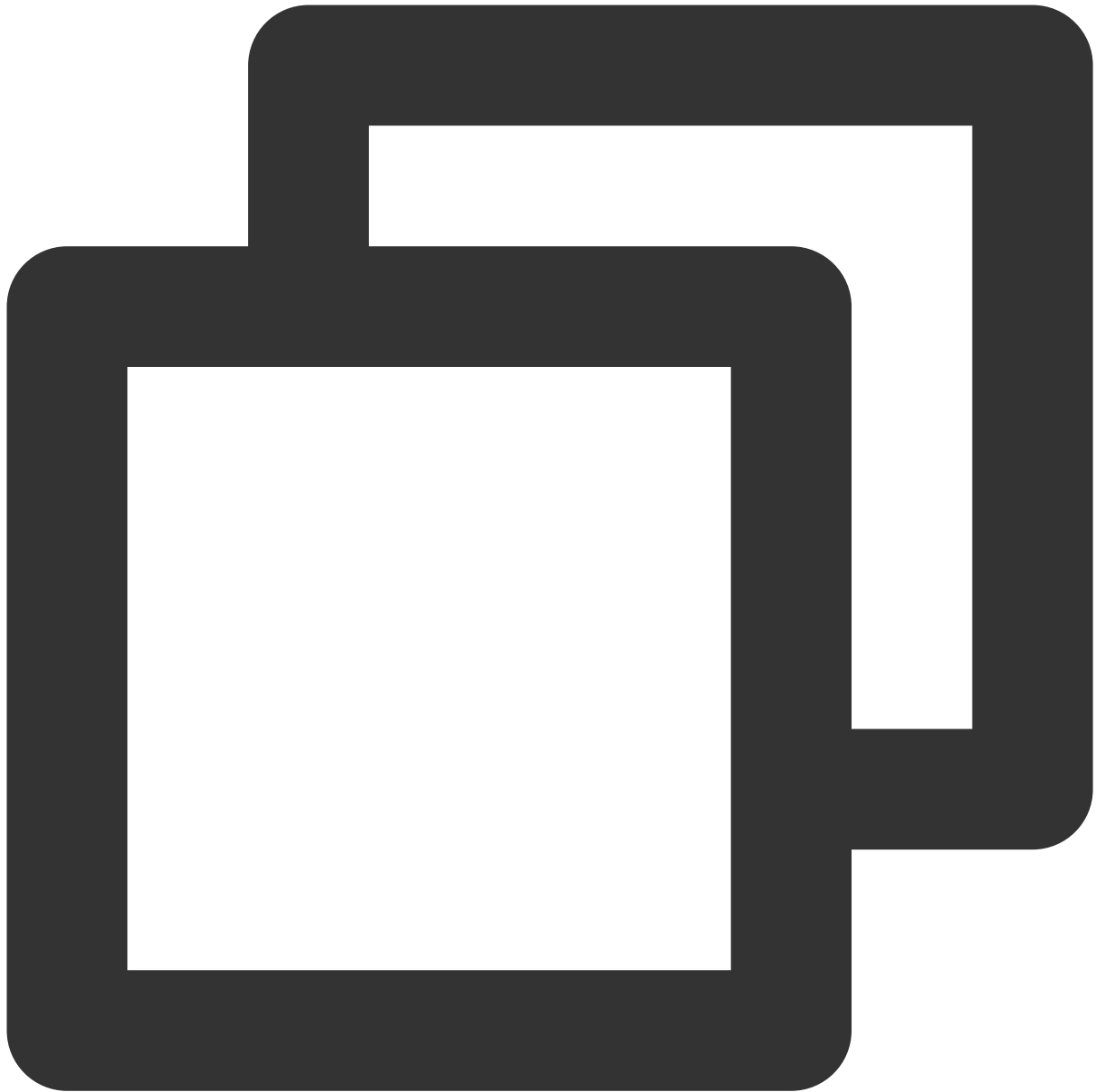
### Step 1. Initialize Authorization

1. Firstly, add the following authentication code in `AppDelegate`'s `didFinishLaunchingWithOptions`, where `LicenseURL`, `LicenseKey` are the authorization information obtained from Tencent Cloud's official website, please refer to [Licenses](#):



```
[TXLiveBase setLicenceURL:LicenseURL key:LicenseKey];
```

2. Xmagic authorization: Set the URL and KEY in the initialization code of the relevant business module to trigger License Download, avoiding temporary download before using. Also, you can trigger the download in `AppDelegate`'s `didFinishLaunchingWithOptions` method. The `LicenseURL` and `LicenseKey` are the authorization information generated when binding the License in the console. For SDK versions before 2.5.1, `TELICENSECHECK.H` is within `XMagic.framework`; For SDK versions 2.5.1 and later, `TELICENSECHECK.H` is within `YTCommonXMagic.framework`.



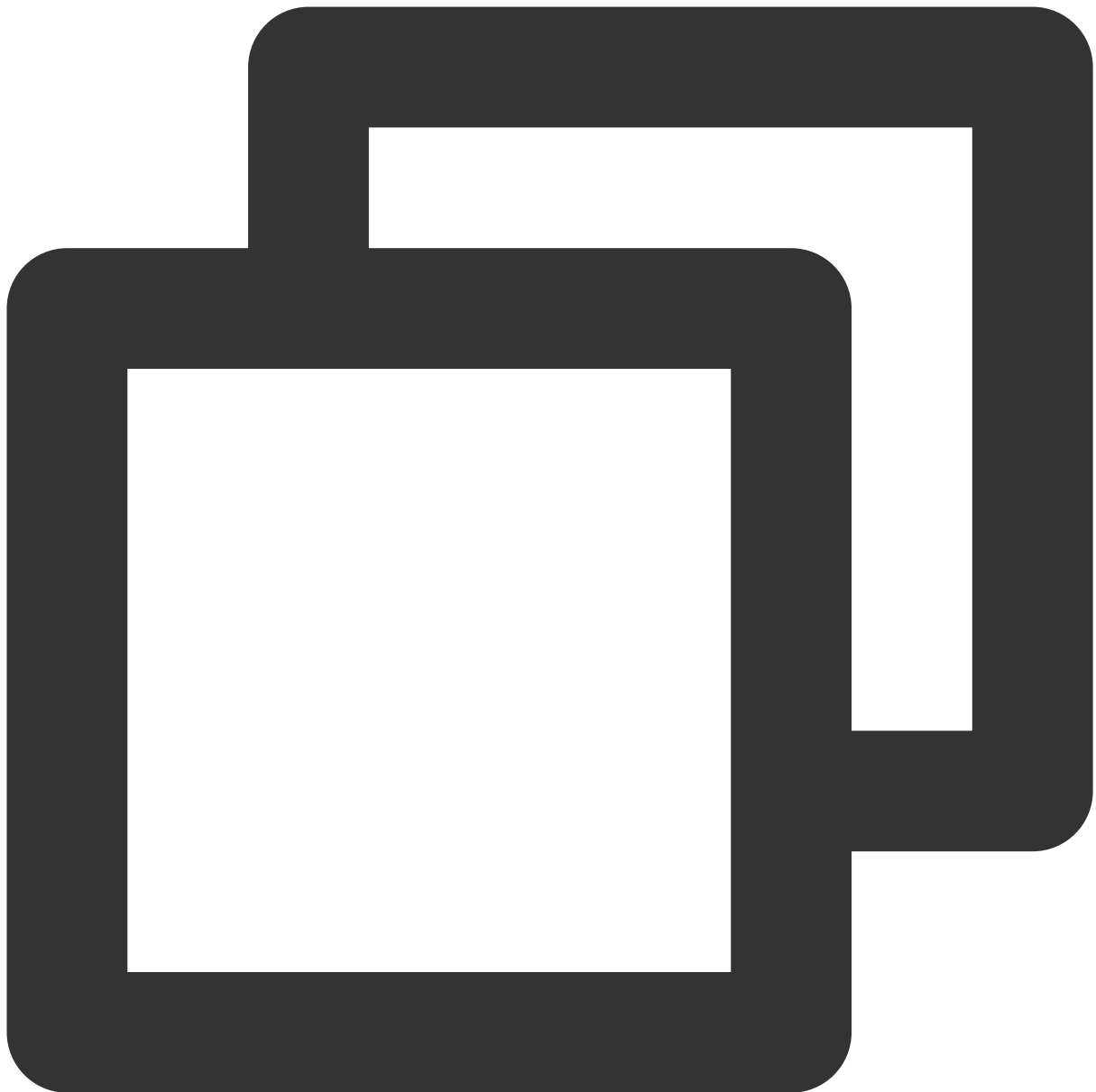
```
[TELicenseCheck setTELicense:LicenseURL key:LicenseKey completion:^(NSInteger authr
if (authresult == TETLicenseCheckOk) {
    NSLog(@"Authentication successful");
} else {
    NSLog(@"Authentication failed");
}
}];
```

**Authentication errorCode Description:**

Error	Description
-------	-------------

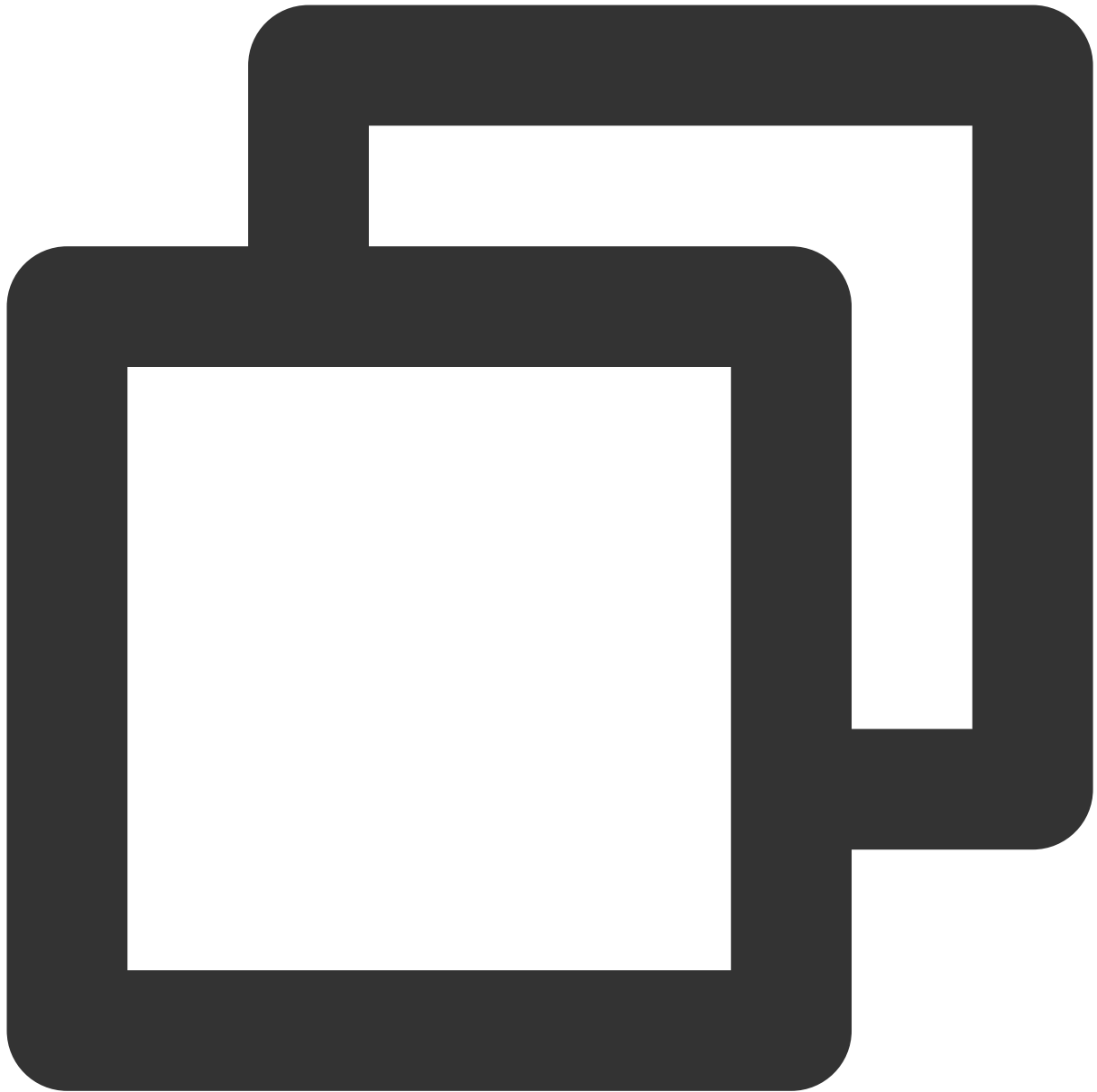
code	
0	Successful
-1	Invalid input parameters. URL, KEY, etc. is empty.
-3	Download failed. Please check your network settings.
-4	The TE authorization information read from local is empty. It may be caused by IO failure.
-5	Content of VCUBE TEMP License file is empty. It may be caused by IO failure.
-6	JSON fields in the v_cube.license file are incorrect. Please contact the Tencent Cloud team for assistance.
-7	Signature verification failed. Please contact the Tencent Cloud team for assistance.
-8	Decryption failed. Please contact the Tencent Cloud team for assistance.
-9	JSON fields in the TELicense field are incorrect. Please contact the Tencent Cloud team for assistance.
-10	The TE authorization information parsed from the network is empty. Please contact the Tencent Cloud team for assistance.
-11	Failed to write TE authorization information to local file. It may be caused by IO failure.
-12	Download failed. Local asset parsing also failed.
-13	Authentication failed.
Other	Please contact the Tencent Cloud team for assistance.

## Step 2. Set the SDK Material Resource Path



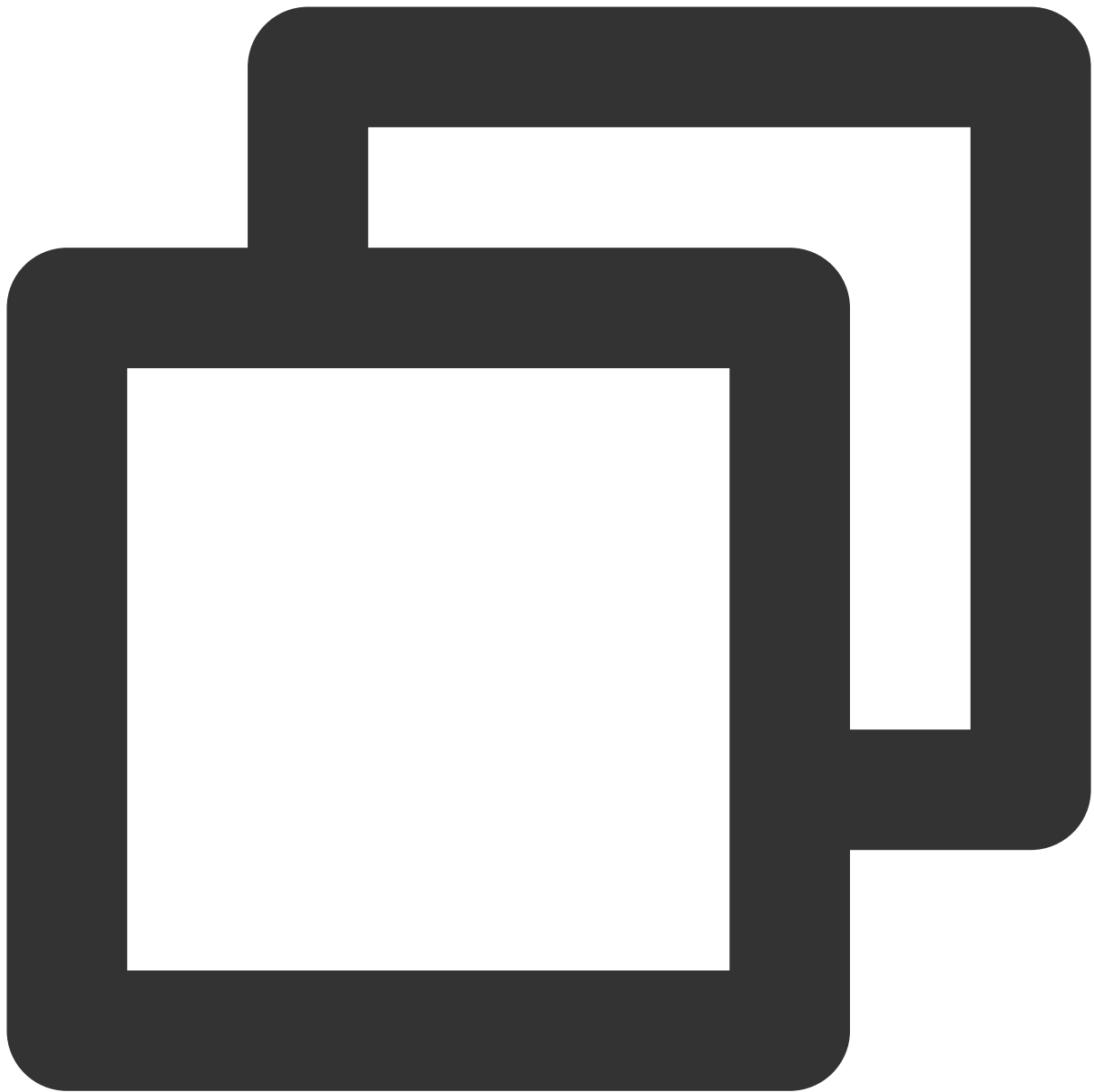
```
- (void)buildBeautySDK:(int)width and:(int)height texture:(unsigned)textureID {  
    NSDictionary *assetsDict = @{@"core_name":@"LightCore.bundle",  
                                  @"root_path":[[NSBundle mainBundle] bundlePath]};  
    // Initialize SDK: 'width' and 'height' are respectively the width and height o  
    self.xMagicKit = [[XMagic alloc] initWithRenderSize:CGSizeMake(width,height) ass  
}
```

### Step 3. Add the Log and Event Listener



```
// Register log
[self.beautyKit registerSDKEventListener:self];
[self.beautyKit registerLoggerListener:self withDefaultLevel:YT_SDK_ERROR_LEVEL
```

#### Step 4. Configure Effects



```
- (int)configPropertyWithType:(NSString *_Nonnull)propertyType withName:(NSString *
```

## Step 5. Render Videos

In the video frame callback interface, construct `YTProcessInput` and pass it to the SDK for rendering processing. Refer to 'ThirdBeautyViewController' in the Demo.





```
[self.xMagicKit process:inputCPU withOrigin:YtLightImageOriginTopLeft withOrientati
```

## Step 6. Pause/Resume the SDK



```
[self.beautyKit onPause];  
[self.beautyKit onResume];
```

### Step 7. Add the SDK Effect Panel to the Layout



```
UIEdgeInsets gSafeInset;
#if __IPHONE_11_0 && __IPHONE_OS_VERSION_MAX_ALLOWED >= __IPHONE_11_0
if(gSafeInset.bottom > 0){
}
if (@available(iOS 11.0, *)) {
    gSafeInset = [UIApplication sharedApplication].keyWindow.safeAreaInsets;
} else
#endif
{
    gSafeInset = UIEdgeInsetsZero;
}
```

```
dispatch_async(dispatch_get_main_queue(), ^{
    // Effect option UI
    _vBeauty = [[BeautyView alloc] init];
    [self.view addSubview:_vBeauty];
    [_vBeauty mas_makeConstraints:^(MASConstraintMaker *make) {
        make.width.mas_equalTo(self.view);
        make.centerX.mas_equalTo(self.view);
        make.height.mas_equalTo(254);
        if(gSafeInset.bottom > 0.0){ // Adapt to full-view screen
            make.bottom.mas_equalTo(self.view.mas_bottom).mas_offset(0);
        } else {
            make.bottom.mas_equalTo(self.view.mas_bottom).mas_offset(-10);
        }
    }];
    _vBeauty.hidden = YES;
});
```

# Android (3.3.0 and prior)

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## Step 1. Replace resources

1. Download the [MLVB demo](#) which has integrated the Tencent Effect SDK. This demo is built based on the Tencent Effect SDK S1-04 edition.

2. Replace resources. As the SDK edition used by the demo project may be different from the SDK edition you actually use, you need to replace the different SDK files in the demo with the files in the SDK edition you actually use as follows:

Replace the `.aar` file in the `libs` directory of the `Xmagic` module with the `.aar` file in `libs` of your SDK.

Replace all the files in `../src/main/assets` of the `Xmagic` module with those in `assets/` of your SDK. If there are files in the `MotionRes` folder of your SDK package, also copy them to the `../src/main/assets` directory.

Replace all the `.so` files in `../src/main/jniLibs` of the `Xmagic` module with the `.so` files in `jniLibs` of your SDK package (you need to decompress the ZIP files in the `jinLibs` folder to get the `.so` files for arm64-v8a and armeabi-v7a).

3. Import the Xmagic module from the demo into your actual project.

## Step 2. Open `build.gradle` in `app` and do the following:

1. Replace the `applicationId` with the package name under the obtained trial license.

2. Add Gson dependency settings.

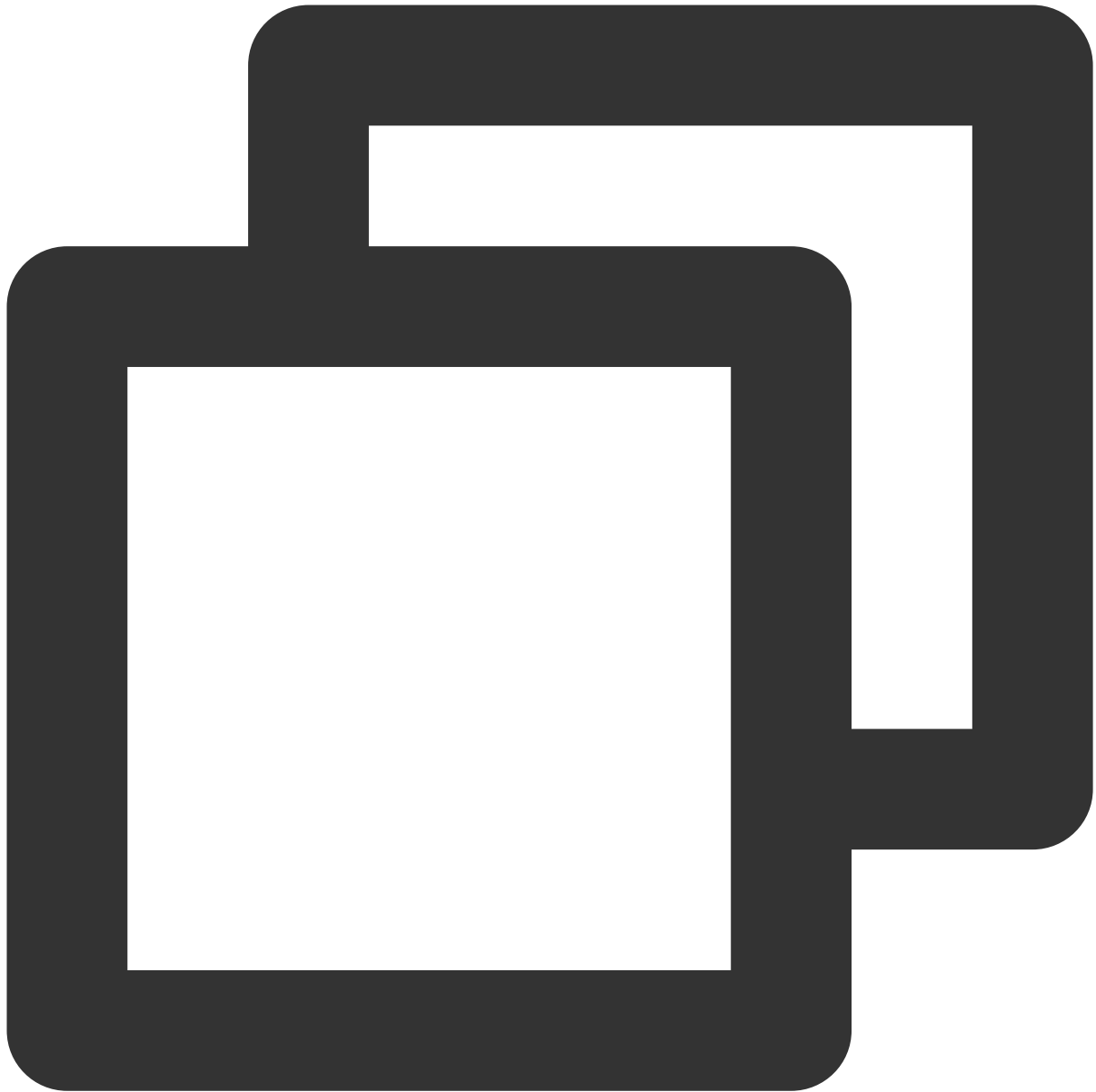


```
configurations {  
  all*.exclude group: 'com.google.code.gson'  
}
```

## Step 3. Integrate the SDK APIs

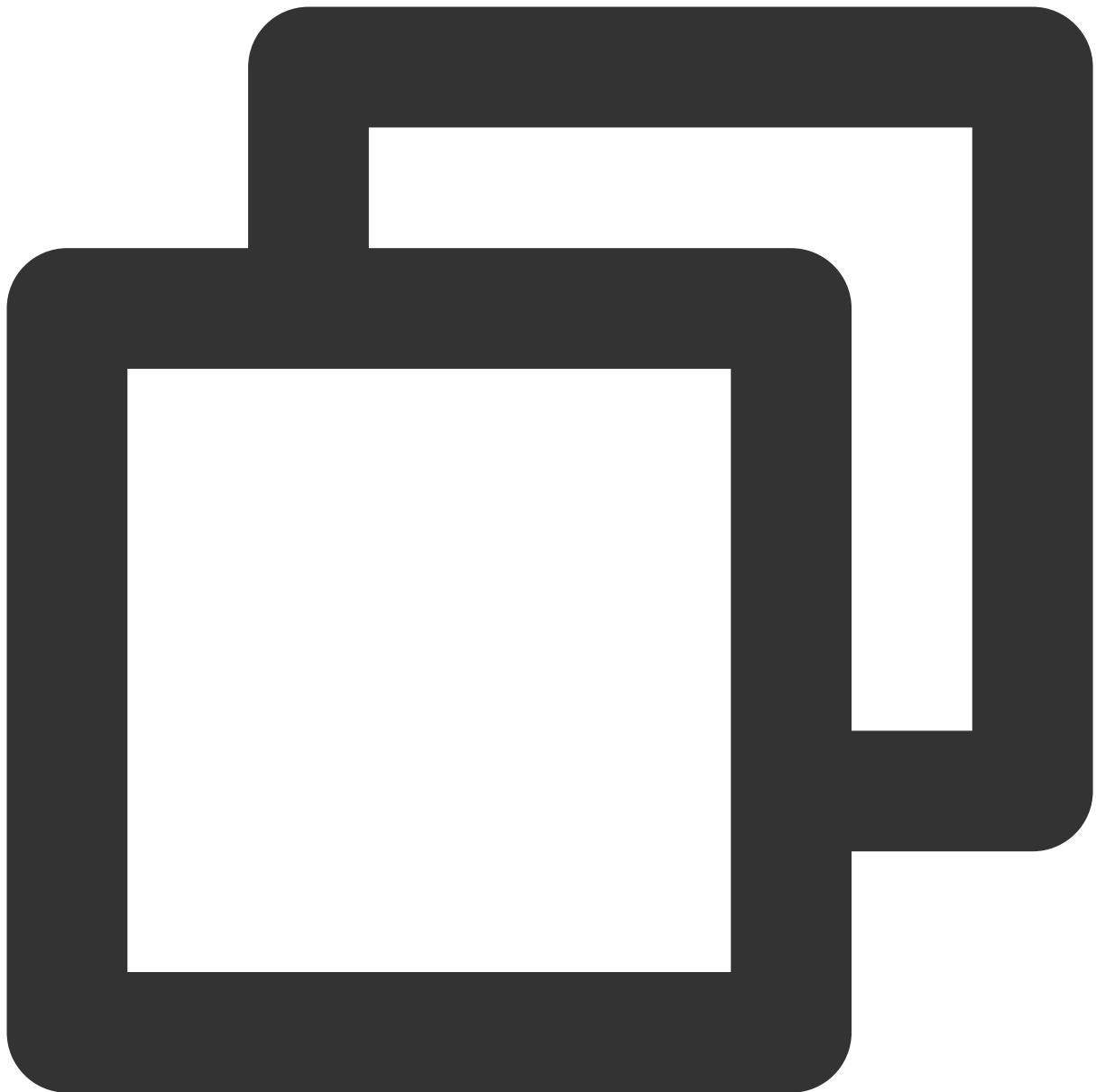
You can refer to the `ThirdBeautyActivity` class of the demo.

### 1. Authorize:



```
// For details about authentication and error codes, see https://cloud.tencent.com
XMagicImpl.checkAuth((errorCode, msg) -> {
    if (errorCode == TELicenseCheck.ERROR_OK) {
        showLoadResourceView();
    } else {
        TXCLog.e(TAG, "Authentication failed. Check the authentication URL and
    }
});
```

## 2. Initialize the material:

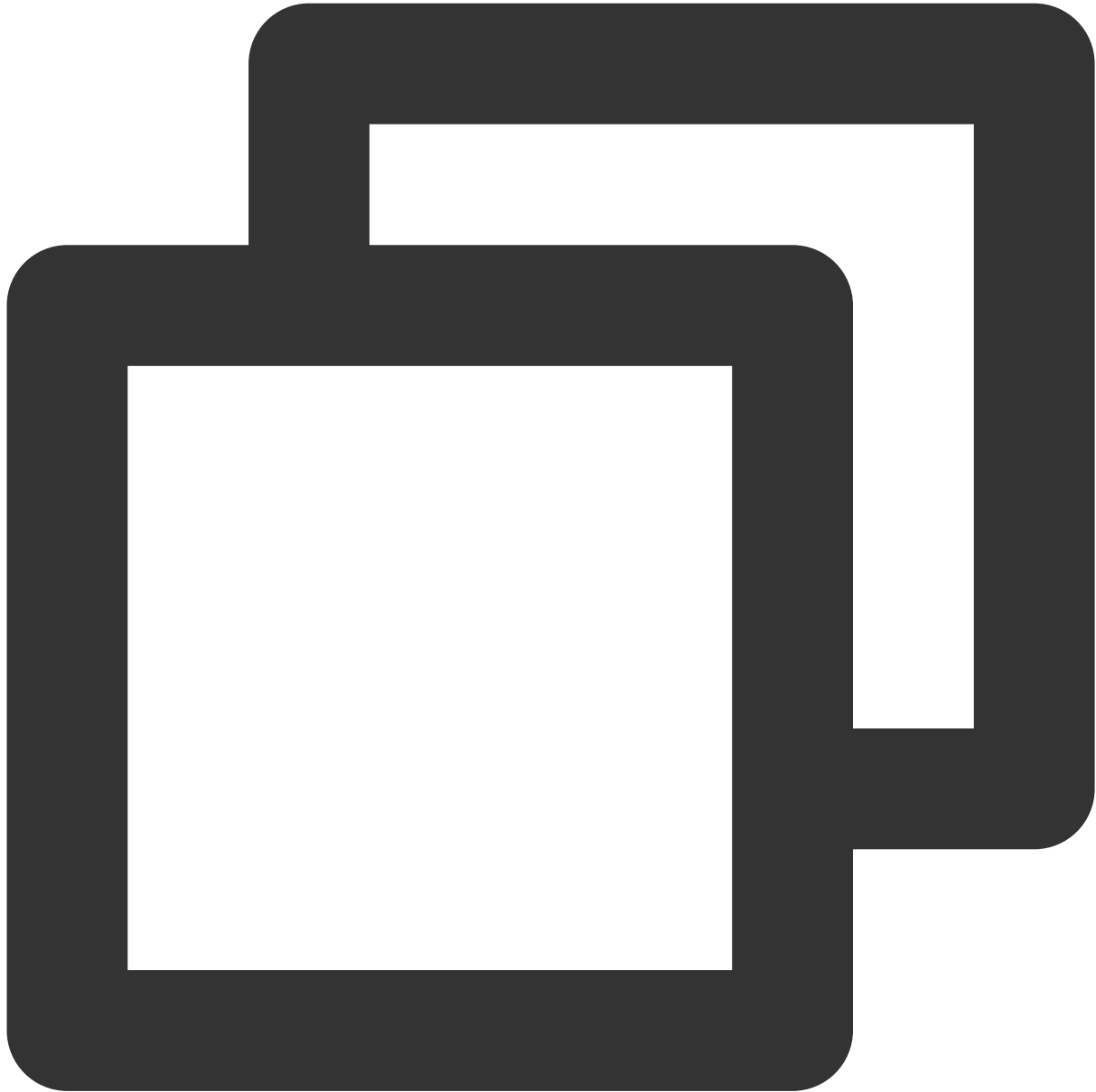


```
private void showLoadResourceView() {
    if (XmagicLoadAssetsView.isCoyedRes) {
        XmagicResParser.parseRes (getApplicationContext ());
        initXMagic ();
    } else {
        XmagicLoadAssetsView loadAssetsView = new XmagicLoadAssetsView(this);
        loadAssetsView.setOnAssetsLoadFinishListener(() -> {
            XmagicResParser.parseRes (getApplicationContext ());
            initXMagic ();
        });
    }
}
```



```
}
```

### 3. Enable publishing settings:



```
String userId = String.valueOf(new Random().nextInt(10000));  
String pushUrl = AddressUtils.generatePushUrl(streamId, userId, 0);  
mLivePusher = new V2TXLivePusherImpl(this, V2TXLiveDef.V2TXLiveMode.TXLiveMode_RTC)  
mLivePusher.enableCustomVideoProcess(true, V2TXLivePixelFormatTexture2D, V2TXLiveBu  
mLivePusher.setObserver(new V2TXLivePusherObserver() {  
    @Override  
    public void onGLContextCreated() {  
    }  
}
```

```
@Override
public int onProcessVideoFrame(V2TXLiveDef.V2TXLiveVideoFrame srcFrame, V2TXLiveDe
    if (mXMagic != null) {
        dstFrame.texture.textureId = mXMagic.process(srcFrame.texture.textureId, s
    }
    return srcFrame.texture.textureId;
}

@Override
public void onGLContextDestroyed() {
    if (mXMagic != null) {
        mXMagic.onDestroy();
    }
}
});
mLivePusher.setRenderView(mPushRenderView);
mLivePusher.startCamera(true);
int ret = mLivePusher.startPush(pushUrl);
mLivePusher.startMicrophone();
```

4. Pass `textureId` to the SDK for rendering:

In the `onProcessVideoFrame(V2TXLiveDef.V2TXLiveVideoFrame srcFrame, V2TXLiveDef.V2TXLiveVideoFrame dstFrame)` method of the `V2TXLivePusherObserver` API, add the following code:

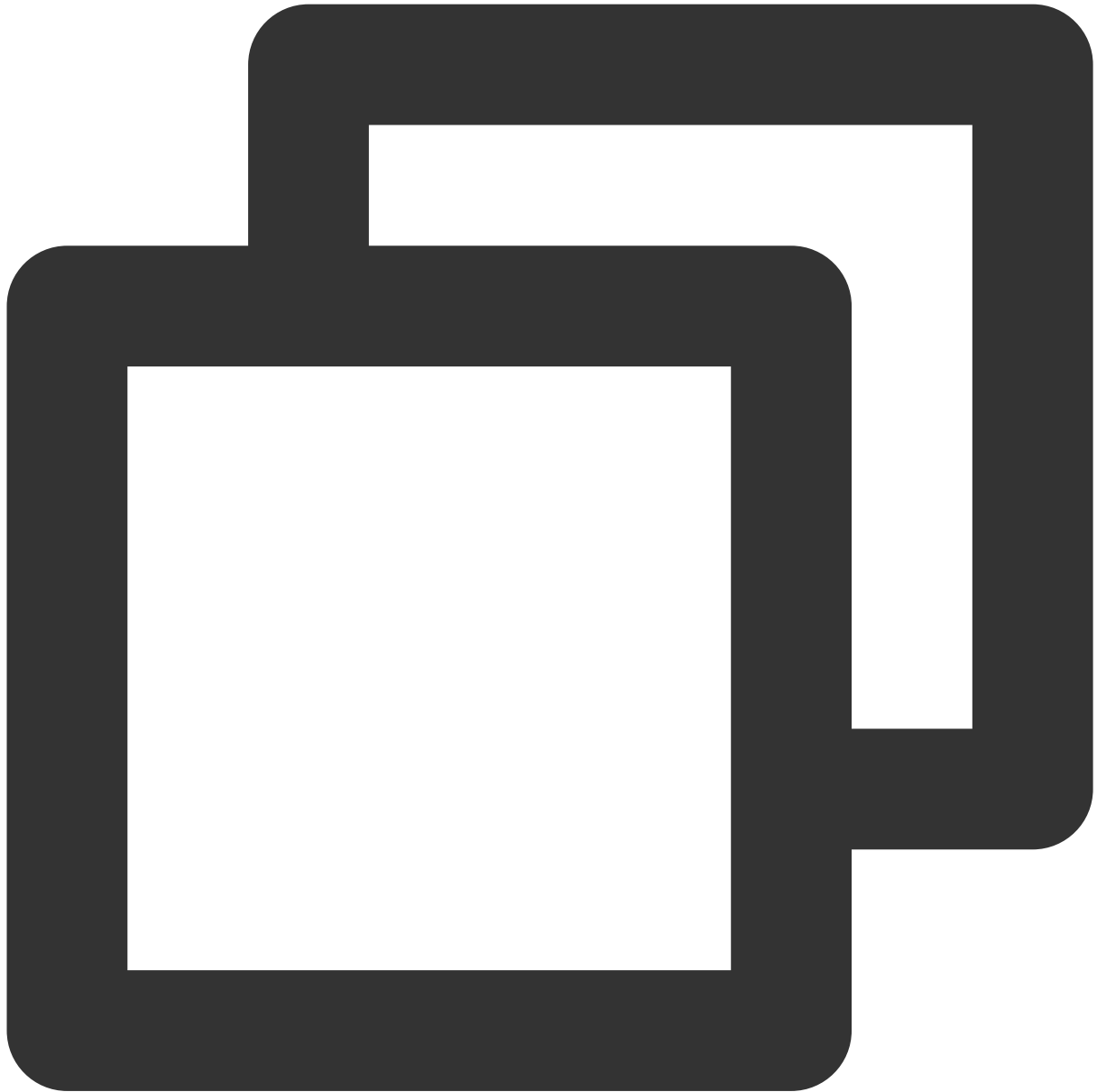


```
if (mXMagic != null) {  
    dstFrame.texture.textureId = mXMagic.process(srcFrame.texture.textureId, srcFrame.  
}  
return srcFrame.texture.textureId;
```

## 5. Pause/Terminate the SDK:

`onPause()` is used to pause the beauty filter effect, which can be executed in the `Activity/Fragment` lifecycle method. The `onDestroy` method needs to be called in the GL thread (the `onDestroy()` of the

`XMagicImpl` object can be called in the `onTextureDestroyed` method). For more information, see the demo.



```
mXMagic.onPause(); // Pause, which is bound to the `onPause` method of `Activity`  
mXMagic.onDestroy(); // // Terminate, which needs to be called in the GL thread
```

#### 6. Add the SDK beauty filter panel to the layout:



```
<RelativeLayout
    android:id="@+id/livepusher_bp_beauty_annel"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_above="@+id/ll_edit_info" />
```

## 7. Initialize the panel:



```
private void initXMagic() {  
    if (mXMagic == null) {  
        mXMagic = new XMagicImpl(this, mBeautyPanelView);  
    }else{  
        mXMagic.onResume();  
    }  
}
```

See the `ThirdBeautyActivity.initXMagic();` method of the demo for details.