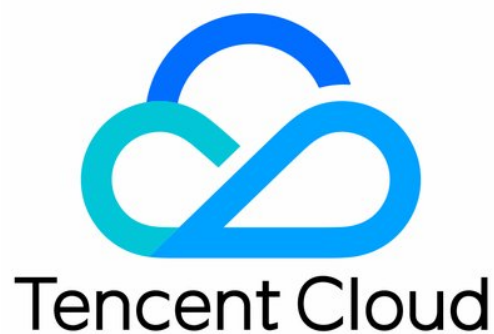


Tencent Real-Time Communication Console Guide Product Documentation



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Console Guide

Overview

Last updated : 2021-09-01 15:44:20

The TRTC console allows you to configure and manage your TRTC services via features including Usage Statistics, Monitoring Dashboard, Development Assistance, Package Management, and Application Management.

Overview

Click [Overview](#) on the left sidebar to view your usage duration of the month and duration trends in the last 30 days. You can also use the shortcut buttons on the page to view related documents and go to sections including Demo Quick Run, Application Management, and Monitoring Dashboard.

Usage Statistics

Cumulative duration of the month

This section shows your cumulative usage of TRTC services of the month, including **audio duration**, *SD video duration*, **HD video duration**, and **FHD video duration**.

To view more usage details, click **View More** in the top right to visit the [Usage Statistics](#) section. For more information, see [Usage Statistics](#).

Duration trends in last 30 days

This section shows your usage (measured in minutes) of TRTC services in the last 30 days. You can mouse over the graph to view the usage of a specific day.

Package Overview

This section shows you package usage. You can view information including package ID, package type, package name, package duration, remaining duration, creation time, end time, and status.

- If the status of your package is **In Use**, you can click **Alarm Settings** to enable **Remaining Usage Alarm**.

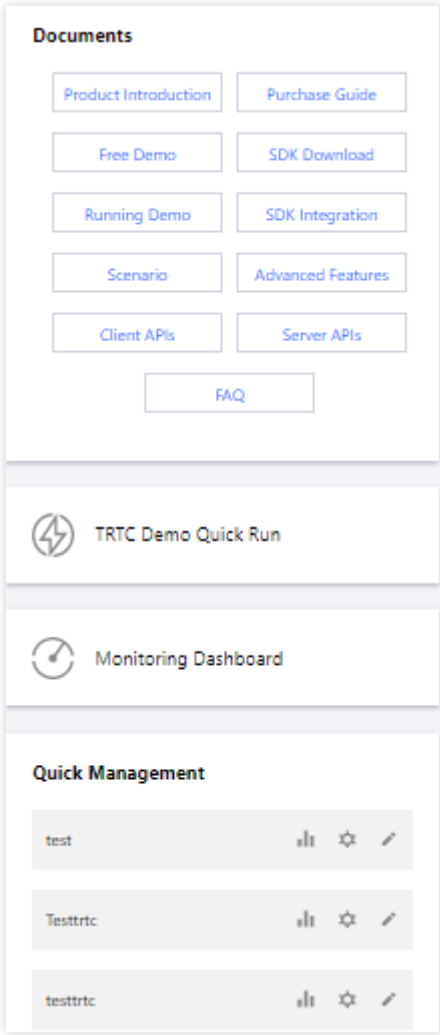
- To purchase a package, click **Purchase Package** to visit the TRTC general package purchase page.

Note :

Before purchasing a package, make sure that you are aware of the billing standards. For details, please see [Billing Overview](#).

- To manage your packages, click **Package Management**. For details, please see [Package Management]

Shortcuts

Sidebar	Section	Description
	**Documents**	You can learn about different features of TRTC by reading the documents in this section.
	TRTC Demo Quick Run	This takes you to the demo run page, where you can download and run the TRTC demo by following the steps in Demo Quick Start .
	Monitoring Dashboard	This takes you to **Monitoring Dashboard** to view call quality details and the call status of users. For more information, see Monitoring Dashboard .
	Quick Management	This section lists the applications recently created in **Application Management** . For more information, see Application Management .

Usage Statistics

Interactive Audio/Video

Last updated : 2021-06-03 17:13:19

In **Usage Statistics > Interactive Audio/Video**, you can view the usage details of your applications.

Note

The data is updated every 5 minutes instead of in real time, so there may be a delay of 5-20 minutes in the display of statistics.

Directions

1. Log in to the TRTC console, and select **Usage Statistics > Interactive Audio/Video** on the left sidebar.
2. Select the application whose usage details you want to view, and select a time range.

Usage Details

Durations are calculated in seconds and rounded up to minute. Therefore, the cumulative duration used for billing may differ slightly from your actual usage. For the actual billable amount, see the bills generated in [Billing Center](#).

Usage Statistics

Last updated : 2021-06-03 17:12:46

In **Usage Statistics > On-Cloud Recording**, you can view your [usage of the on-cloud recording service by duration](#). If you use live recording, which is charged based on the [peak number of recording channels](#), you need to go to the [CSS console](#) to view the usage details.

Note

The data is updated every 5 minutes instead of in real time, so there may be a delay of 5-20 minutes in the display of statistics.

Directions

1. Log in to the TRTC console, and select **Usage Statistics > On-Cloud Recording** on the left sidebar.
2. Select the application whose usage details you want to view, and select a time range.

Usage Details

Durations are calculated in seconds and rounded up to minutes. Therefore, the cumulative duration used for billing may differ slightly from your actual usage. For the actual billable amount, see the bills generated in [Billing Center](#).

Monitoring Dashboard

End-to-End Details

Last updated : 2021-06-03 17:14:55

TRTC offers a monitoring dashboard for developers to monitor call quality. You can view call details and learn about the call status of users in the monitoring dashboard.

Viewing Call List

Log in to the TRTC console, and click **Monitoring Dashboard** to view the call details of all rooms under the logged-in account. By default, the call list displays the calls made under the last created application during the day of query. The most recent calls appear at the top of the list.

The information displayed in the call list includes:

Item	Description
Room ID	The room ID of the call
Start Time - End Time	The start and end time of the call
Room Duration	The time between the entry of the first user and exit of the last user. If a call is in progress, the time from the entry of the first user to when the query takes place is displayed.
Joined Users	The total number of users who have entered the room
Operation	Click View Call Details to go to the details page and view the details of the call.

Searching for Calls

In the monitoring dashboard, you can filter the call list using a number of search methods.

)

- To view the information of call rooms of a particular application, click **Select application**, select the application from the drop-down list, and click **Search**.

- To view the information of calls during a specific time period, select **Today**, **Yesterday**, **Last 6 hours**, or **Last 14 days**, or enter a time range, and click **Search**.
- To view the information of a particular call, select a time range, enter a room ID (`roomid`) or user ID (`userid`), and click **Search**.

More Operations

If you want to view the call details of a particular room, see [Call Details](#).

Call Details

Last updated : 2021-06-03 17:14:10

This document describes the information you can view on the details page of a particular call room in the monitoring dashboard.

Directions

1. Log in to the TRTC console, click **Monitoring Dashboard**, and find the room whose call details you want to view.
2. Click the room ID or **View Call Details** on the right to go to the details page.

Information Displayed

Basic information

- **Call room information:** the basic information of the call room, including **SDKAppID**, **Application Name**, **Room ID**, **User Count**, **Start Time - End Time**, and **Room Duration**.
- **Current time range:** the time range queried. The calls of up to 5 hours can be displayed per query.

User list

This section shows the user information of the call, including user ID, role, type, region, stay in the selected time range, time of room entry and exit, length of stay, SDK version, SDK type, as well as device and network information.

Item	Description
User ID	By default, the recently joined 6 users are displayed. To display more than 6 users, click Add user or View All Users . Up to 20 users can be displayed.
User Role	Anchor or audience. Anchors can send and receive data, but audience can only receive data.
User Type	Upstream or downstream. A green up arrow means the user has sent data, and a yellow down arrow means the user has received data.

Item	Description
Region	The geographic location of the user
User's Stay in This Period	A blue segment represents the period when the user is in the room, and the gray segment represents the period when the user is not in the room.
Room In/Out Time	The time of the user's first entry and last exit
Duration	The length of the user's stay in the room
SDK Version	The version number of the user's SDK
SDK Type	The platform or OS used by the user
Device	The model or number of the device used by the user
Network	The network type used by the user (empty if the user uses WeChat Mini Program)

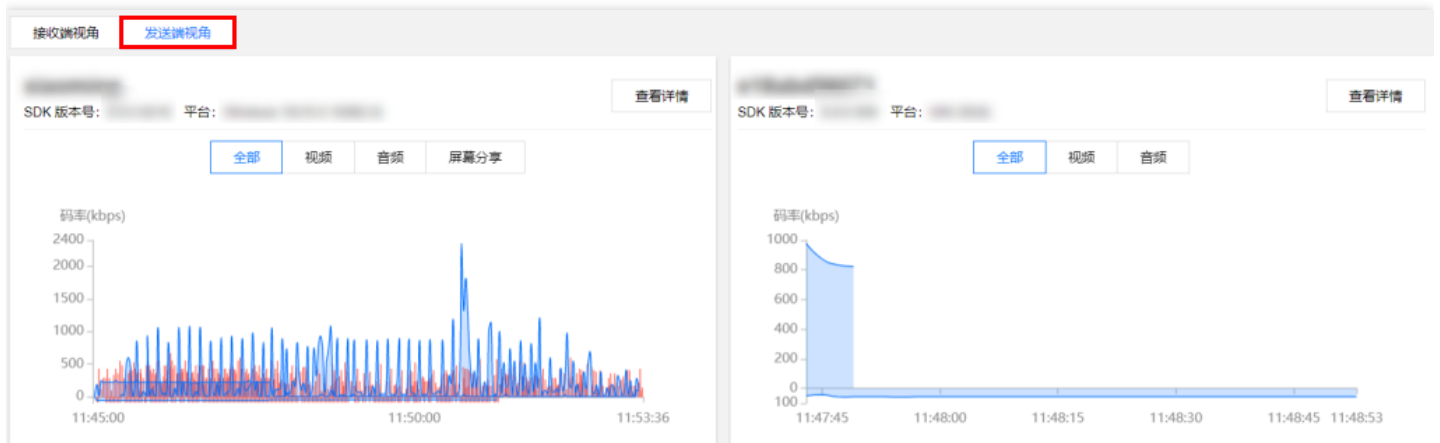
Data received and sent

A user in a call receives the data of other users while sending local data. It is therefore necessary to display the information of data going both ways. By default, the call details page of the monitoring dashboard displays statistics from the perspective of the **receiver**. You can also switch to the perspective of the **sender**.

Receiver

- You can switch between four tabs: **All**, **Video**, **Audio**, and **Screen Sharing**. A tab is displayed only if the corresponding data is received.
- By default, the graph shows the data received from all remote users, which is marked by different colors. You can select a specific remote user to view the data received from that user.
- Red lines in the graph indicate network jitter. You can click **Select sender to view details** in the top right and select the corresponding user ID to check the details in [End-to-End Details](#).
- If a long time span is displayed, you can use the mouse wheel to zoom in part of the graph to view the details of a specific point.

Sender



- You can switch between four tabs: **All**, **Video**, **Audio**, and **Screen Sharing**. A tab is displayed only if the corresponding data is sent.
- Red lines in the graph indicate network jitter. You can click **View details** in the top right to check the details in [End-to-End Details](#).
- If a long time span is displayed, you can use the mouse wheel to zoom in part of the graph to view the details of a specific point.

End-to-End Details

Last updated : 2021-06-03 18:08:13

End-to-end call details are the details of data transferred across the sender-receiver link. The preconditions of a smooth audio/video call are good network connections and stable device performance, which are what you should start with when checking the end-to-end details of a call.

Directions

1. Log in to the TRTC console. In **Monitoring Dashboard**, select the room whose call details you want to view.
2. Click the room ID or **View Call Details** on the right to go to the **Call Details** page.
3. On the receiver/sender page, select the ID of the user whose data you want to view, and go to the end-to-end details page via either of two methods.
 - On the **Receiver** page, click **Select sender to view details** on the right and select a user ID.
 - On the **Sender** page, click **View Details**.

Information Displayed

The end-to-end details page shows the data of **Video**, **Audio**, and **Screen Sharing**, which can be viewed from the perspective of the receiver or sender.

You can analyze end-to-end data from [network conditions](#) and [device status](#).

Analyzing network conditions

Ideally, data should be transferred at high bandwidth, with zero packet loss and no delay, but in reality, packet loss, delay, and instability are common, and bandwidth is often limited. Given this, you need to pay special attention to the following points when analyzing network conditions.

Packet loss

In the graph, packet loss is represented by a red line.

Packet Loss Rate	Network Conditions
= 0	Excellent
< 2%	Good

Packet Loss Rate	Network Conditions
> 5%	Poor
> 10% (or constant packet loss)	Serious network congestion

Bitrate

Normally, the fluctuations of audio/video bitrate should be smaller than 10%. If **the bitrate experiences dramatic fall or fluctuations larger than 30%, it indicates network congestion or jitter.**

Note :

Because the GOP duration of screen sharing is relatively long (5-10 seconds), normally, the bitrate follows a regular cycle, represented by a curve which peaks at keyframes.

- Upstream video bitrate and packet loss
- The bitrate curve of screen sharing follows a cycle with regular peaks.

Frame rate

Normally, video frame rate should stabilize at around 15 FPS or higher (5-10 FPS for screen sharing). **If the frame rate experiences fluctuations larger than 5 FPS or falls and stays below 10 FPS, it indicates network congestion or jitter.** When this happens, users experience lag. Points of excessively low frame rates are marked red in the graph.

- Upstream video frame rate (capture or send)
- Video rendering frame rate. Excessively low frame rates are marked red, with the lag time provided.

Viewing device status

Stable device performance is necessary for a successful audio/video call. Preferably, the device uses a small amount of system resources, does not compete for resources with other devices, and collects data without interference. Pay attention to the following aspects when checking device status.

CPU usage

Both system CPU usage and application CPU usage are displayed. Normally, system CPU usage should be lower than 50%. The lower, the better. If **system CPU usage exceeds 85%, the program may stop responding or respond slowly. This is marked by red lines in the graph.**

Volume

- Audio **Capturing Volume** is the audio volume of data captured from the sender's mic. **Fluctuations in audio capturing volume indicate that the mic is capturing audio and functioning normally.**
- Audio **Playback Volume** is the audio volume of data played back by the receiver's speaker after encoding and rendering. **Fluctuations in audio playback volume indicate that the SDK has sent audio to the speaker and is functioning normally.**

The normal volume range is 40-80 dB. If the volume is lower than 40 dB, and the user cannot hear any audio, check for hardware failure or whether the user's phone is muted.

Resolution

The resolutions of video and screen sharing are additional information used mainly to analyze relayed live streaming and playback of recorded streams. Fluctuations in the resolution indicate that viewers watching relayed live streams via [CDN](#), especially web users, may be experiencing issues caused by player incompatibility, such as frozen and blurry images.

Note :

[Resolution](#), [bitrate](#), and [frame rate](#) are related to each other. Generally, when resolution is fixed, the higher the bitrate, the clearer the image; when bitrate is fixed, the higher the resolution, the blurrier the image. Set resolution, bitrate, and frame rate properly to ensure good video quality.

Client events

Client events correspond to the calling of SDK methods by the application and are usually used to help locate software problems, analyze bugs, as well as simulate scenarios by analyzing users' operations. Pay attention to these client events:

- Entering/Exiting a room
- Enabling/Disabling the camera or mic
- Device change, such as switching cameras, connecting/disconnecting headphones, and connecting Bluetooth headphones.
- Starting/Stopping stream pushing or playback
- Muting/Unmuting audio or video

- Switching networks, for example, from 4G to Wi-Fi

Click **View Detailed Event** to open the event list and view the operations of key client events.

Development Assistance

Demo Quick Run

Last updated : 2021-08-13 17:44:37

TRTC offers demos for different platforms to help you get started quickly.

Prerequisites

You have activated TRTC and logged in to the [TRTC console](#).

Directions

Step 1. Create an application

1. In the TRTC console, select **Development Assistance** > **Demo Quick Run**.
2. Enter an application name such as `TestTRTC` and click **Create**.

Note :

An application name can contain up to 16 characters. Only digits, letters, Chinese characters, and underscores are allowed.

Step 2. Download the source code

1. Download the SDK and demo source code for your platform.
2. Click **Next**.

Step 3. Modify configuration

1. In the **Modify Configuration** step, select the platform in line with the source package downloaded.
2. Find and open the specified file, and paste the `SDKAppID` and key generated to the specified locations in the file.
3. Click **Next** to complete the creation.

✓ Create Application > ✓ Download Source Code > **3 Modify Configuration** > 4 Compile & Run

Paste SDKAppID and Secret Key to Specified Location

SDKAppID

Secret Key

* The secret key is sensitive information. Please do not disclose it.

Pasted and Next

Decompress the source package downloaded in Step 2, and open Android/TRTCScenesDemo/debug/src/main/java/com/tencent/liteav/debug/GenerateTestUserSig.java File

```
Android iOS&macOS Windows(C++) Windows(C#) Web Mini Program Electron

public class GenerateTestUserSig {

    private static final int SDKAPPID = 0;

    private static final int EXPIRETIME = 604800;

    private static final String SECRETKEY = "";
```

Note :

Keep the key confidential and do not disclose it to others.

Step 4. Compile and run

Use the method that suits your development environment to compile the demo. For details, see the documents below:

- [Demo Quick Start \(iOS & macOS\)](#)
- [Demo Quick Start \(Android\)](#)
- [Demo Quick Start \(Windows\)](#)
- [Demo Quick Start \(Desktop Browser\)](#)
- [Demo Quick Start \(Electron\)](#)
- [Demo Quick Start \(Flutter\)](#)
- [Demo Quick Start (Unity)]

After compilation, click **Return to Overview Page**.

UserSig Generation and Verification

Last updated : 2021-06-03 17:26:02

You can generate UserSig online in the TRTC console, but it should be used only for quick testing at the development stage. For official launch, please [calculate UserSig on the server](#). This avoids key leakage and prevents attackers from stealing your traffic.

Signature (UserSig) Generator

Signatures (UserSig) allow you to build trust with Tencent Cloud.

1. Log in to the TRTC console and select **Development Assistance** > **UserSig Generation & Verification**.
2. In **Signature (UserSig) Generator**, select the application (SDKAppID) you created from the drop-down list. A secret key (key) is generated automatically.
3. Enter the user name (UserID).
4. Click **Generate Signature (UserSig)** to generate your UserSig.

Signature (UserSig) Checker

This is used to check the validity of your signature (UserSig).

Note :

Make sure that you enter the correct SDKAppID and UserID for the UserSig you want to verify.

1. Log in to the TRTC console and select **Development Assistance** > **UserSig Generation & Verification**.
2. In **Signature (UserSig) Checker**, select the application (SDKAppID) whose signature you want to verify. A secret key is generated automatically.
3. Enter the user name (UserID).
4. Copy and paste the signature (UserSig) that needs verification to **Signature (UserSig)**, and click **Verify Now**.

Note :

If your UserSig is generated in **Signature (UserSig) Generator**, click **Copy Signature (UserSig)** to copy the signature.

5. View the verification results.

- Example of successful verification:
- Example of failed verification:

Reference

For more information about UserSig, see [FAQs \(UserSig\)](#).

Application Management

Creating Application

Last updated : 2021-06-03 17:52:13

TRTC manages different businesses or projects by application. You can create different applications for your business or projects in the TRTC console to achieve data separation.

Note

Each Tencent Cloud account can create up to 100 TRTC applications.

Creating Application

1. Log in to the [TRTC console](#) and click **Application Management** on the left sidebar.
2. Click **Create Application** and enter an application name.

Note :

An application name can contain up to 15 characters. Only digits, letters, Chinese characters, and underscores are allowed.

3. Click **Confirm**.

Viewing Application List

After an application is created, its information, including SDKAppID, application name, tag, service status, and creation time, is displayed in the application list.

Item	Description
SDKAppID	SDKAppID is the unique identifier of an application and is generated automatically upon application creation. It is a required parameter for calling audio APIs.
Application name	The name specified during application creation

Item	Description
Tag	Tags added in Application Info , used to mark and sort your Tencent Cloud resources. For example, your company may have multiple business units, each using one or more TRTC applications. You can tag the applications with the information of the corresponding business units.
Service status	The service status of the application, which may be Normal or Disabled . If it is Disabled , please check whether your package has remaining minutes, and whether your account has overdue payment.
Creation time	Time when the application is created
Operation	Usage Statistics, Function Configuration, Application Info

References

- To search for an application in the application list, see [Searching for Application](#).
- To view the basic information of an application, see [Application Info](#).
- To configure the functions of an application or view configuration information, see [Function Configuration](#).
- To set an image as the background displayed during on-cloud stream mixing, add the image in **Material Management**. For details, see [Material Management](#).
- To get the demo source code for a quick start, see [Quick Start](#).

Searching Application

Last updated : 2021-06-03 17:34:31

You can search by application name, SDKAppID, or tag in the TRTC console to quickly find an application.

Notes

- The TRTC console supports searching for multiple keywords by the same field. Press Enter to separate them.
- The TRTC console does not support searching for multiple keywords by different fields. If you enter different keywords in different search fields, the console will search for the last keyword entered.

Directions

1. Go to **Application Management**, and click the search box at the top.
2. Select a search field, enter the keywords you want to search for, and click the search button

Note :

- If you enter keywords without selecting a field, the console will search by application name.
- To modify a keyword entered, click it, modify the content, and press Enter.
- To delete a keyword entered, click next to it.

References

- To create an application, see [Creating Application](#).
- To view the basic information of an application, see [Application Info](#).
- To configure the functions of an application or view configuration information, see [Function Configuration](#).
- If you want to set an image as the background displayed during on-cloud stream mixing, you can add the image in **Material Management**. For details, see [Material Management](#).
- To get the demo source code for a quick start, see [Quick Start](#).

Application Info

Last updated : 2021-06-03 17:43:20

After creating an application, you can click **Application Info** to view its detailed information, including the basic information, relayed live streaming information, TRTC service status, and tags.

Application Info

Description

1. Log in to the TRTC console and click **Application Management** to view the application list.
2. Select the application whose information you want to view, and click **Application Info** on the right.
3. View the basic information of the application in the **Application Info** section on the **Application Info** tab page.

Item	Description
Application name	The name specified during application creation, can be modified
SDKAppID	The SDKAppID generated automatically upon application creation. It uniquely identifies an application and is a required parameter for calling audio APIs.
Creation time	Time when the application is created
Description	Description of the application, can be modified
Application source	Source of the application <ul style="list-style-type: none">• This item is displayed if the application is created automatically after TRTC is activated in the IM console.• It is not displayed if the application is manually created in the TRTC console.

Modifying application info

1. In **Application Management**, click ****Application Info** for the application whose information you want to modify.

2. In the **Application Info** section on the **Application Info** tab page, click **Edit**.
3. In the dialog box that pops up, modify the **Application Name** or **Description**, and click **Modify** to save the information.

Note :

- **Application Name** can contain up to 15 characters. Only numbers, letters, Chinese characters, and underscores (_) are allowed.
- **Description** can contain up to 300 characters. Only numbers, letters, Chinese characters, and underscores (_) are allowed.

Relayed Live Streaming Info

In relayed live streaming, TRTC uses relayed transcoding clusters to convert its UDP audio/video streams into RTMP streams in the cloud, which are then pushed to the standard CSS system and distributed through CDN. You will need the information here to implement [CDN Relayed Live Streaming](#).

TRTC Service Status

This section shows the TRTC service status of the current application, which may be **Available** or **Unavailable**.

- **Available:** you can use TRTC services after purchasing a package.
- **Unavailable:** you cannot use TRTC services if you haven't purchased a package.

Tag

[Tags](#) are used to mark and sort your Tencent Cloud resources. For example, your company may have multiple business units, each using one or more TRTC applications. You can tag the applications with the information of the corresponding business units.

Adding tags

1. In [Application Management](#), click **Application Info** for the application whose tag information you want to modify.
2. In the **Tag** section on the **Application Info** tab page, click **Edit**.
3. In the dialog box that pops up, select a **tag key** and **tag value** created in [Manage Tags](#).

Note :

- If existing tags do not meet your needs, click [Manage Tags](#) to create new tags.
 - You can add multiple tags for an application by clicking **+Add**.
4. Click **OK** to save the information. A dialog box pops up telling you whether the operation is successful.

Deleting tags

1. In [Application Management](#), click **Application Info** for the application whose tag information you want to modify.
2. In the **Tag** section on the **Application Info** tab page, click **Edit**.
3. In the dialog box that pops up, find the tag you want to delete, and click the delete button on its right.
4. Click **OK** to save the information. A dialog box pops up telling you whether the operation is successful.

References

- To create an application, see [Creating Application](#).
- To search for an application in the application list, see [Searching for Application](#).
- To configure the functions of an application or view configuration information, see [Function Configuration](#).
- If you want to set an image as the background displayed during on-cloud stream mixing, you can add the image in **Material Management**. For details, see [Material Management](#).
- To get the demo source code for a quick start, see [Quick Start](#).

Function Configuration

Last updated : 2021-06-03 17:50:07

After creating an application, you can enable [relayed push](#), [on-cloud recording](#), and [advanced permission control](#) for it in **Function Configuration**. The configuration takes effect in about 5 minutes.

Relayed Push

Notes

- The process of TRTC converting UDP-based audio/video streams and pushing them to the [CSS](#) system is known as “relayed push”.
- Relayed push is disabled by default. To enable the feature, you need to activate CSS first.
- If you use relayed push to implement [CDN relayed live streaming](#), CSS will charge you based on the downstream traffic generated or bandwidth used. For details, see [CSS > Bill-by-Traffic/Bandwidth](#).
- If you use relayed push for [on-cloud recording](#), you will be charged for recording streams and storing the recording files. For details, see [On-Cloud Recording and Playback > Billing](#).
- If you bind templates of billable features such as recording, transcoding, screencapturing & porn detection, and watermarking to the domain name (`xxxx.livepush.myqcloud.com`) used by relayed push in the [CSS console](#), you will be charged [value-added service fees](#).

Enabling relayed push

1. Log in to the TRTC console and click [Application Management](#).
2. Click **Function Configuration** for the application whose configuration you want to modify.
3. In **Relayed Push Configuration**, click the button next to **Enable Relayed Push**.
4. In the dialog box that pops up, **read the risk statement carefully**; if you are sure you want to enable the feature, check the box and click **Enable Relayed Push**.

Choosing relayed push mode

After [enabling relayed push](#), you can choose the relayed push mode that fits your needs.

- **Specified stream for relayed push:** after you select this mode, if you do not need the On-Cloud MixTranscoding feature, call the client SDK API [startPublishing](#) to start relayed push; if you need the service, follow the steps in [On-Cloud MixTranscoding](#). Relayed push starts automatically after On-Cloud MixTranscoding.
- **Global auto-relayed push:** after you select this mode, all upstream audio/video streams of TRTC are automatically pushed to the CSS system.

Disabling relayed push

To disable relayed push, follow these steps:

1. Click [Application Management](#), and click **Function Configuration** for the application whose configuration you want to modify.
2. In **Relayed Push Configuration**, click the button next to **Enable Relayed Push**.
3. In the dialog box that pops up, **read the risk statement carefully**; if you are sure you want to disable the feature, check the box and click **Disable Relayed Push**.

On-Cloud Recording

Notes

- The relayed push feature of TRTC allows you to use the on-cloud recording capability of [CSS](#) throughout the live streaming process and store the recording files in [VOD](#).
- The recording feature is based on CSS, which charges you by the peak number of concurrent recording channels in a month. For details, see [CSS > Live Recording > Billing Overview](#).
- Recording files are stored in VOD, which charges you based on the storage space used. For details, see [VOD > Pay-as-You-Go](#).
- If you play or download the recording files, you will be charged a traffic (video acceleration) fee based on the downstream traffic accelerated. For details, see [VOD > Purchase Guide > Pay-as-You-Go \(Postpaid Daily Billing Cycle\)](#).
- On-cloud recording is disabled by default. To enable the feature, you need to activate CSS and VOD first.
- On-cloud recording relies on [relayed push](#), which you need to enable first.

Enabling on-cloud recording

The on-cloud recording feature of TRTC allows you to record the audio/video streams of each user as a separate file. To enable the feature, follow the steps in [On-Cloud Recording and Playback](#).

Modifying on-cloud recording configuration

Note :

Modifying on-cloud recording configuration may affect your active business. Make sure you understand the risks before the modification.

1. Click **Application Management**, and click **Function Configuration** for the application whose configuration you want to modify.
2. In **On-Cloud Recording Configuration**, click **Edit** to go to the edit page.
3. Modify the **configuration information** as needed, and click **Confirm** to save the modification.

Disabling on-cloud recording

After you disable on-cloud recording, your active business will be unable to record streams on the cloud, whether manually or automatically. Please make sure that your business no longer needs the feature before disabling it.

1. Click **Application Management**, and click **Function Configuration** for the application whose configuration you want to modify.
2. In **On-Cloud Recording Configuration**, click the button next to **Enable On-Cloud Recording**.
3. If you are sure about disabling the feature after reading the risks, click **Disable On-Cloud Recording**.

Advanced Permission Control

You may consider **enabling advanced permission control** if you want to control room entry and mic-on permissions (i.e., allowing only specific users to enter a room or use their mics), but are worried that giving permissions on the client makes the service vulnerable to attacks and cracking.

Notes

After you enable advanced permission control for an SDKAppID, all users using the SDKAppID must pass the correct `privateMapKey` in `TRTCParams` to enter a room. Therefore, you are not advised to enable the feature if a user is using the SDKAppID.

Enabling advanced permission control

1. Click **Application Management**, and click **Function Configuration** for the application for which you want to enable advanced permission control.
2. In **Advanced Permission Control**, click the button next to *Enable*.

Disabling advanced permission control

1. Click **Application Management**, and click **Function Configuration** for the application for which you want to disable advanced permission control.
2. In **Advanced Permission Control**, click the button next to **Enable**.

References

- To create an application, see [Creating Application](#).
- To search for an application in the application list, see [Searching for Application](#).
- To view the basic information of an application, see [Application Info](#).
- If you want to set an image as the background displayed during on-cloud stream mixing, you can add the image in **Material Management**. For details, see [Material Management](#).
- To get the demo source code for a quick start, see [Quick Start](#).

Callback Configuration

Last updated : 2021-03-03 12:10:34

The event callback feature can send notifications about TRTC events in the form of HTTP/HTTPS requests to your server. Currently, you can register callbacks for room events (`Room Event`) and media events (`Media Event`). Follow the directions below to configure callbacks in the TRTC console.

Prerequisites

1. Log in to the TRTC console and click [Application Management](#).
2. Find the application for which you want to configure callbacks, and click **Application Info** in the **Operation** column on the right.
3. In the details page, click the **Callback Configuration** tab.

Setting Callback Key

1. In the **Callback Key** section of the [Callback Configuration](#) tab, click **Edit**.
2. Enter a callback key (optional).

Note :

A callback key can contain up to 32 uppercase and lowercase letters and digits.

3. Click **Confirm** to complete the configuration.

Setting Callback Address

1. In the **Callback Address** section of the [Callback Configuration](#) tab, click **Edit**.
2. Enter a callback address (required).
 - Room event callback: supports sending notifications about creating/closing a room, entering/exiting a room, etc.
 - Media event callback: supports sending notifications about starting or stopping video/audio/substream data push, etc.

Note :

Protocols for callback URLs: http and https; up to 2,083 characters

3. Click **Confirm** to complete the configuration.

Material Management

Last updated : 2021-06-03 17:29:29

If you want to set an image as the background displayed during on-cloud stream mixing, you can add the image in **Material Management**.

Adding Image

1. Log in to the TRTC console, click **Application Management**, and find the application you want to manage.
2. Click **Application Info** to go to the details page, and click the **Material Management** tab.
3. Click **Add Image** and set the following parameters.

Item	Configuration	Note
Image name	Enter an image name.	The name can contain up to 30 characters. Only Chinese characters, letters, numbers, underscores (_), and hyphens (-) are allowed.
Upload local image	Click Select image to select and upload a local image.	For better visual experience, please upload a png image of up to 2 MB.
Set image size and coordinates	<ul style="list-style-type: none">• Drag the image to adjust its position.• Scale up the image.• Scale down the image.	The values of X-axis and Y-axis change accordingly as you adjust the image's position.
X-axis	Adjust the X-axis position of the image.	Enter a number from 1 to 100. The preview changes accordingly as the value changes.
Y-axis	Adjust the Y-axis position of the image.	Enter a number from 1 to 100. The preview changes accordingly as the value changes.

4. Click **Save** and the image is successfully added.

Previewing Image

1. After [adding images][#add], select an image in the list and click **Preview**.

2. In the window that pops up, view the effect with the image set as the background.

Modifying Image

1. In [Application Management](#), find the application you want to manage.
2. Click **Application Info** to go to the details page, and click the **Material Management** tab.
3. Find the image you want to modify in the list on the left, and click **Edit**.
4. On the edit page, modify the [image information](#), and click **Save**.

Deleting Image

1. In [Application Management](#), select the image you want to manage.
2. Click **Application Info** to go to the details page, and click the **Material Management** tab.
3. In the list on the left, select the image you want to delete, and click **Delete** in the list or in the **Image Info** section.
4. A dialog box pops up asking you to confirm the deletion.
5. Click **Confirm** to delete the image.

References

- To create an application, see [Creating Application](#).
- To search for an application in the application list, see [Searching for Application](#).
- To view the basic information of an application, see [Application Info](#).
- To configure the functions of an application or view configuration information, see [Function Configuration](#).
- To get the demo source code for a quick start, see [Quick Start](#).

Quick Start

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After creating an application, you can follow the steps in **Quick Start** to run the demo TRTC provides and get started quickly.

Directions

1. Log in to the TRTC console, click **Application Management**, and find the application you want to manage.
2. Click **Application Info** to go to the details page, and click the **Quick Start** tab.
3. Download the SDK and demo source code that fit your needs.
4. Click **Copy Secret Key** to copy the key for generating UserSig of the application.
5. Decompress the downloaded source package, find and open `Android/TRTCScenesDemo/debug/src/main/java/com/tencent/liteav/debug/GenerateTestUserSig.java` , and paste the SDKAppID and key to the specified locations.

References

- To create an application, see [Creating Application](#).
- To search for an application in the application list, see [Searching for Application](#).
- To view the basic information of an application, see [Application Info](#).
- To configure the functions of an application or view configuration information, see [Function Configuration](#).
- If you want to set an image as the background displayed during on-cloud stream mixing, you can add the image in **Material Management**. For details, see [Material Management](#).