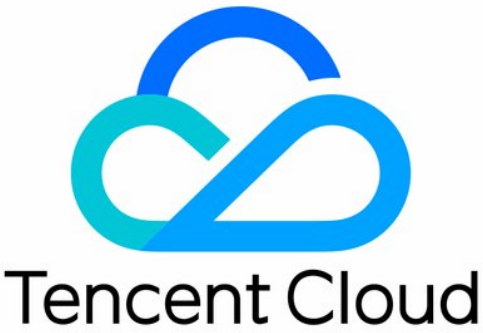
User Generated Short Video SDK

License User Guide

Product Documentation



©2013-2022 Tencent Cloud. All rights reserved.

Copyright Notice

©2013-2024 Tencent Cloud. All rights reserved.

Copyright in this document is exclusively owned by Tencent Cloud. You must not reproduce, modify, copy or distribute in any way, in whole or in part, the contents of this document without Tencent Cloud's the prior written consent.

Trademark Notice

Tencent Cloud

All trademarks associated with Tencent Cloud and its services are owned by Tencent Cloud Computing (Beijing) Company Limited and its affiliated companies. Trademarks of third parties referred to in this document are owned by their respective proprietors.

Service Statement

This document is intended to provide users with general information about Tencent Cloud's products and services only and does not form part of Tencent Cloud's terms and conditions. Tencent Cloud's products or services are subject to change. Specific products and services and the standards applicable to them are exclusively provided for in Tencent Cloud's applicable terms and conditions.

Contents

License User Guide
- Adding and Renewing a License
- Configuring and Viewing a License

©2013-2022 Tencent Cloud. All rights reserved.

License User Guide
Adding and Renewing a License

Last updated：2024-07-04 17:27:05

After purchasing a UGSV license, you can bind it in the CSS console, or the VOD console to add a new license, extend the validity of an existing license and version upgradation and downgradation. This document is used to show you how to activate a capability using a trial or official license, and how to extend the validity of an existing capability and version upgradation and downgradation.
The UGSV SDK provides a trial version license, you can **apply for a free** UGSV SDK trial version license to experience the **Video production + Video playback** features. For more details, see the Free Trial License.
Note:
The UGSV License provides UGSV + Video playback function. Starting from v10.1, if you only need the Video playback function, you can also apply for the Video playback license **separately** to unlock the Player SDK. Apply for the video playback License.

Official License

Purchasing an official license

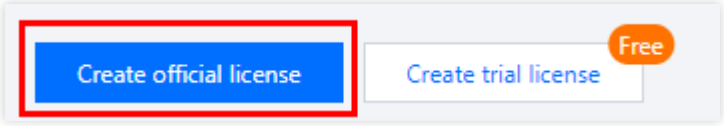
Obtain usage rights by choose the appropriate UGSV license you need (Starting from the day of purchase, the authorization is valid until 00:00:00 the day after 1 year).

License Type	Validity Period	Capability	Price (USD)	How to Get
UGSV Lite	One year (from the date of purchase)	Video production (Lite) + Video playback	1,899	Buy now
UGSV Standard	One year (from the date of purchase)	Video production (Standard) + Video playback	9,999	

Binding an Official License

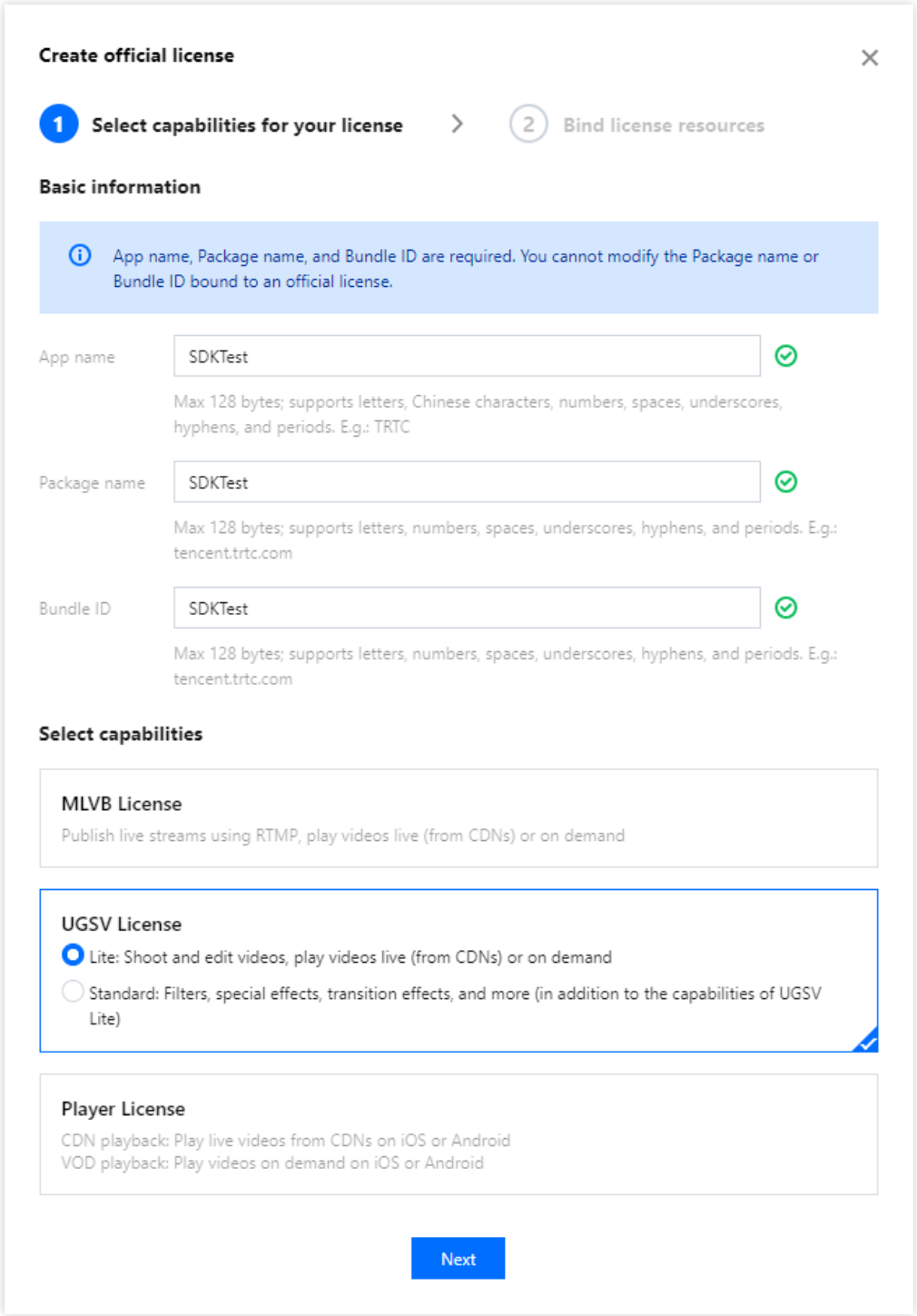
After purchasing a UGSV License, you can bind the regular edition of UGSV License on the License management page of any product console in the CSS console, or the VOD console. You can either choose to **bind an official license to a new application**, or **activate the capability for an existing application** to bind the official license.
Method1: Bind an official license to a new application
Method2: Activate the capability for an existing application
1. Go to the CSS console, or the VOD console and click **Create official license**.

©2013-2022 Tencent Cloud. All rights reserved.



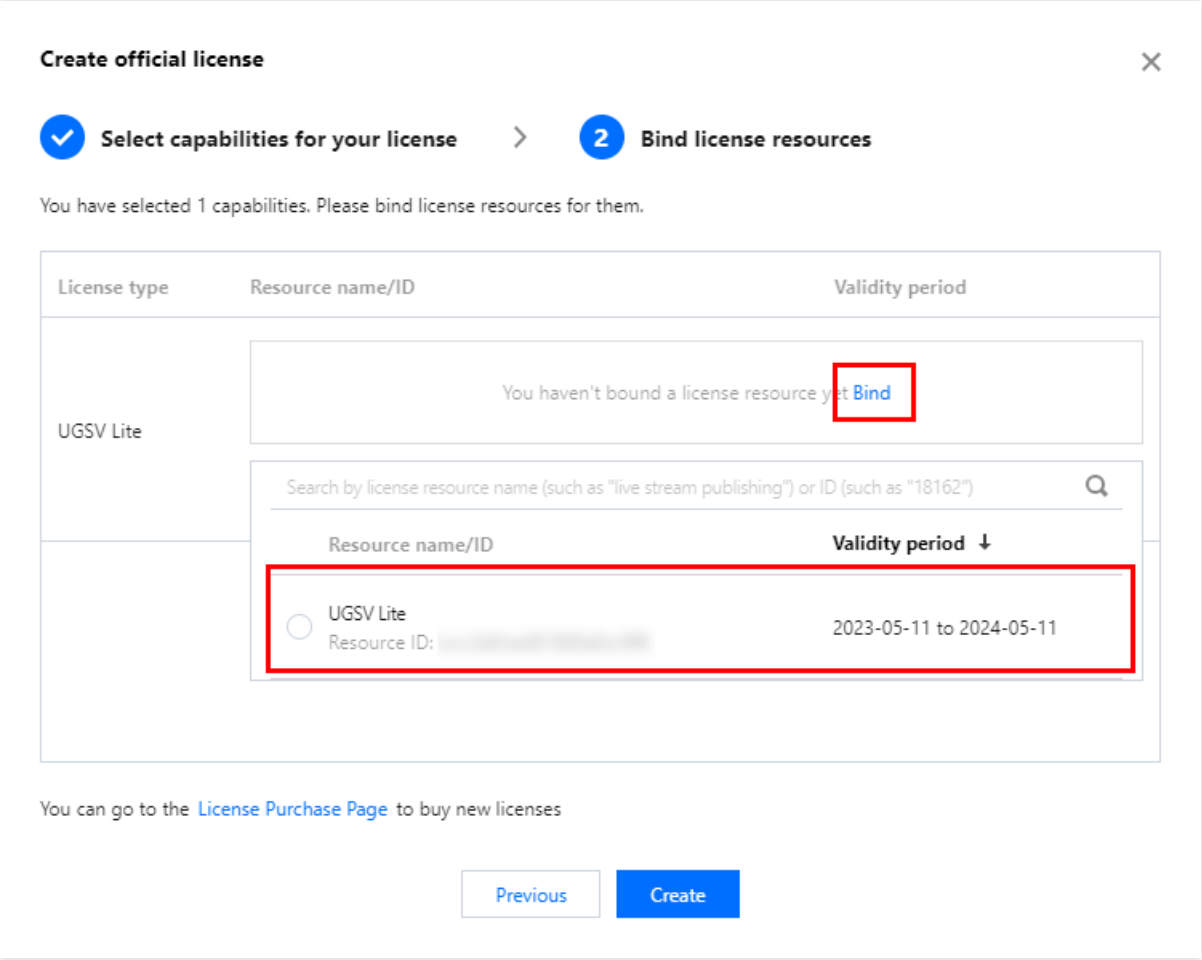
2. Enter the `App name` , `Package name` and `Bundle ID` of the regular application, select **UGSV License** (video production + video playback), choose **Standard** or **Lite**, and click **Next**.

©2013-2022 Tencent Cloud. All rights reserved.



3. Enter the **Create official license** interface, click **Bind**. Select the unbound UGSV package, and click **Create** can then generate official license. If you don't have any packages to bind, go to the Purchase Page to buy a package.

©2013-2022 Tencent Cloud. All rights reserved.

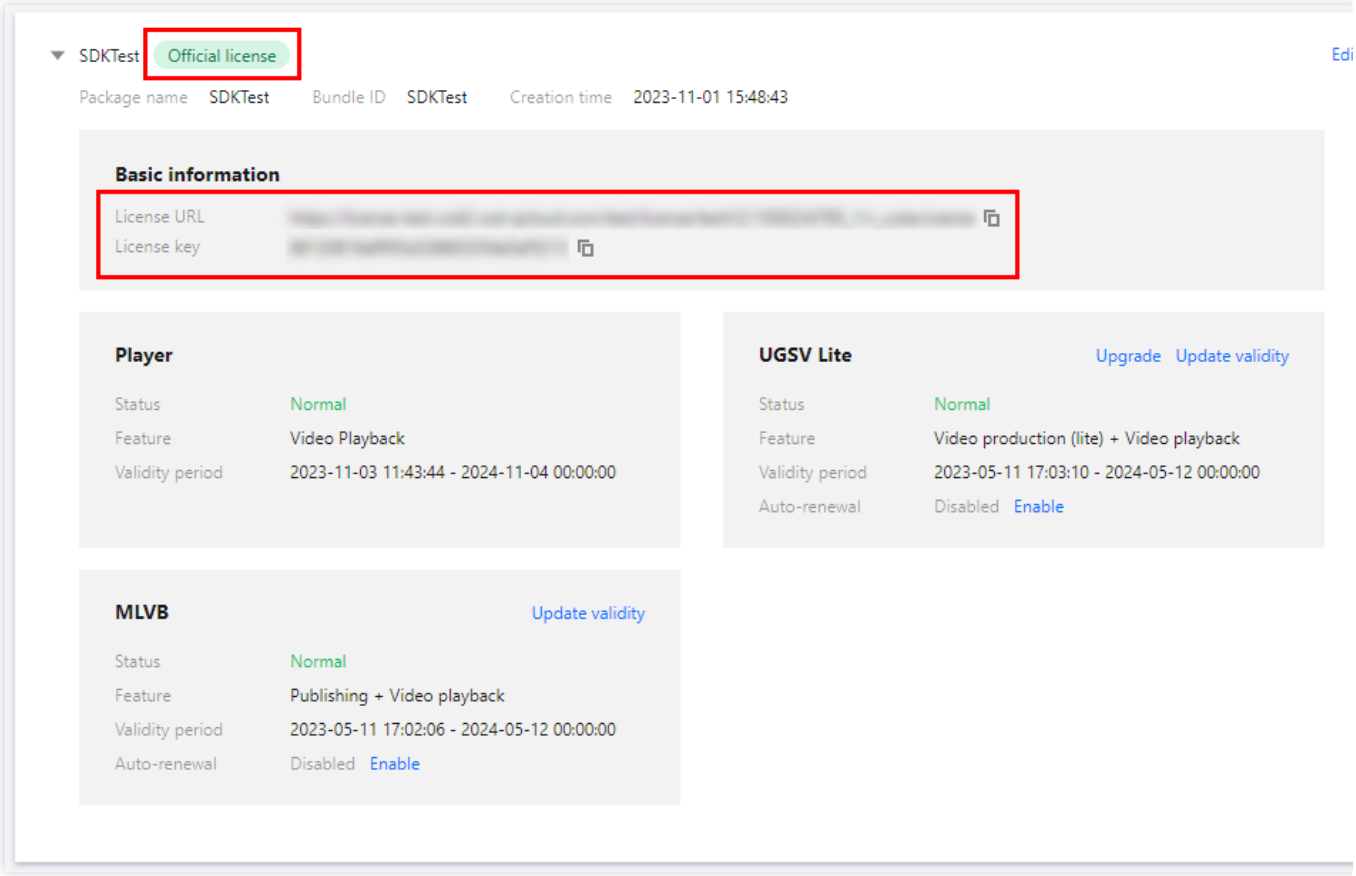


Note:

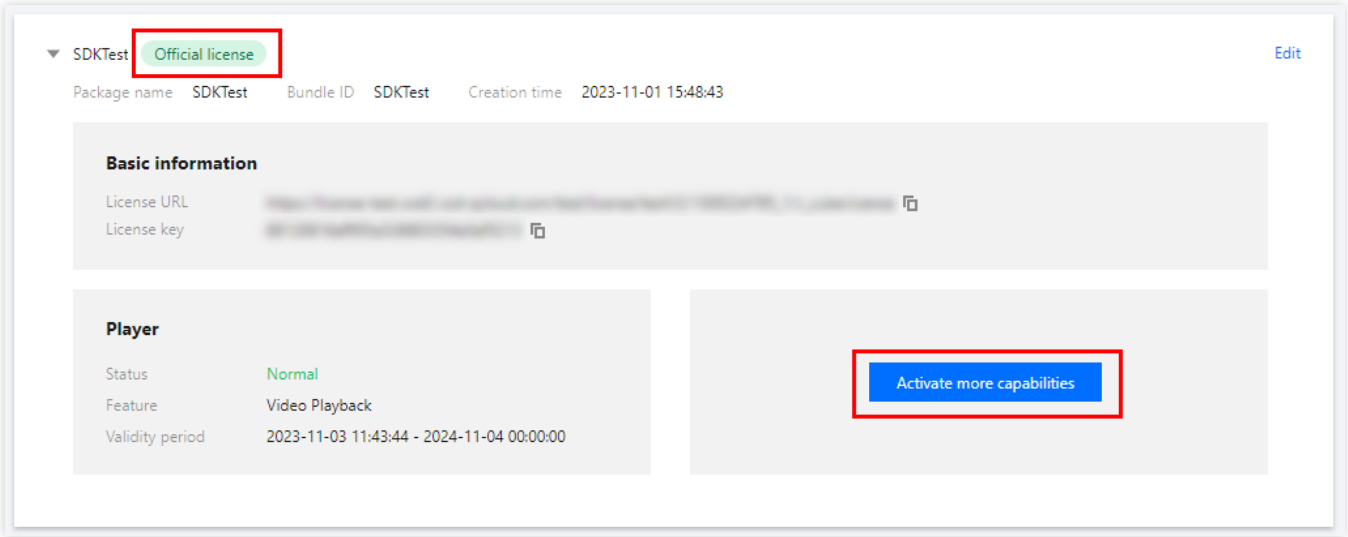
Before clicking **Confirm**, double-check the bundle ID and package name and make sure they are identical to what you submit to app stores. **The information cannot be modified after submission.**

4. Upon successful creation of an official license, the page will display the generated official license information. During the SDK initialization configuration, the License URL and License Key must be entered. Please store the following information carefully.

©2013-2022 Tencent Cloud. All rights reserved.

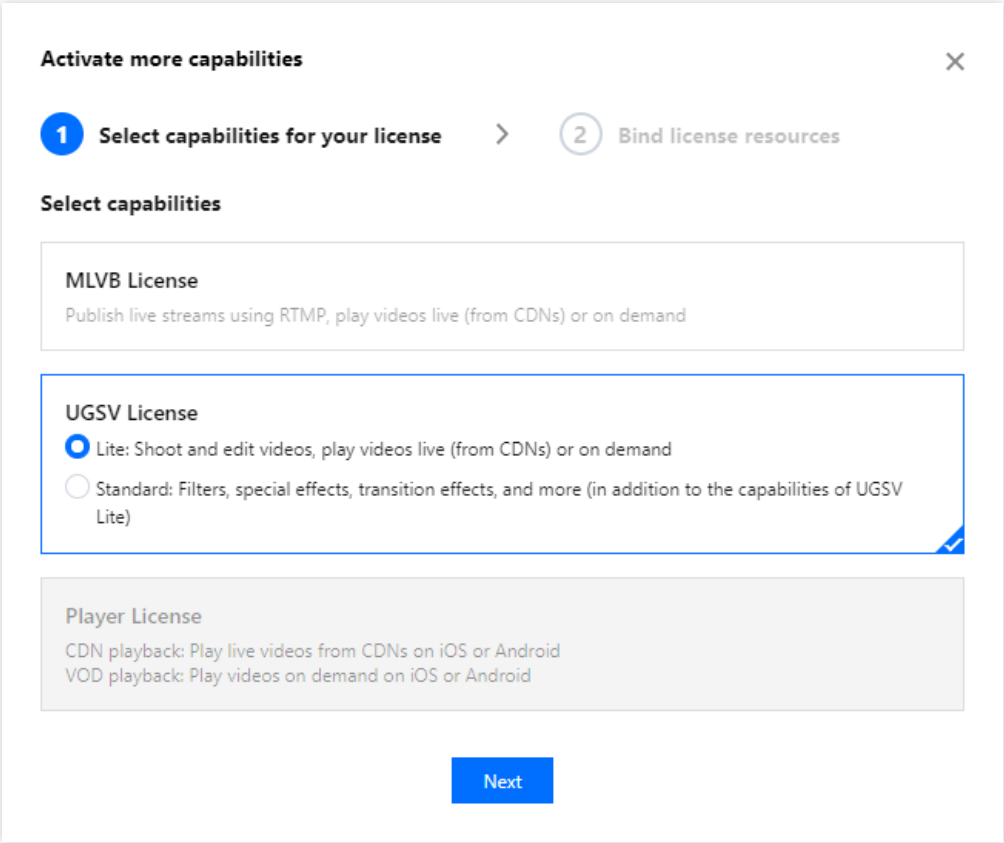


1. Select an existing official license to which you want to add the **UGSV** (video production + video playback), and click **Activate more capabilities**.



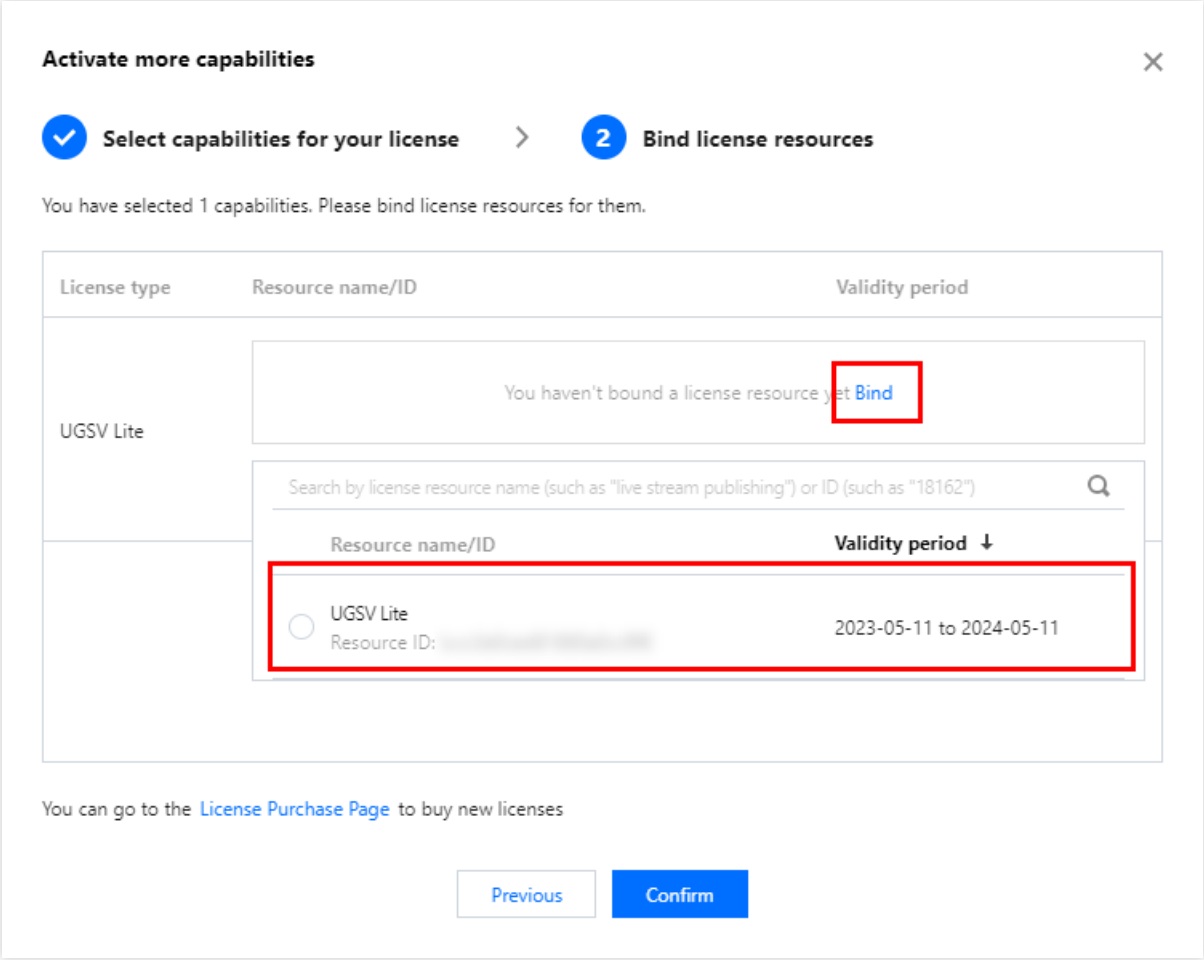
2. Select **UGSV License** (video production + video playback), choose **Standard** or **Lite**, and click **Next**.

©2013-2022 Tencent Cloud. All rights reserved.



3. Enter the **Activate more capabilities** interface, click **Bind**. Select the unbound UGSV package, and click **Confirm** can then generate official UGSV license under the application. If you don't have any packages to bind, go to the Purchase Page to buy a package.

©2013-2022 Tencent Cloud. All rights reserved.

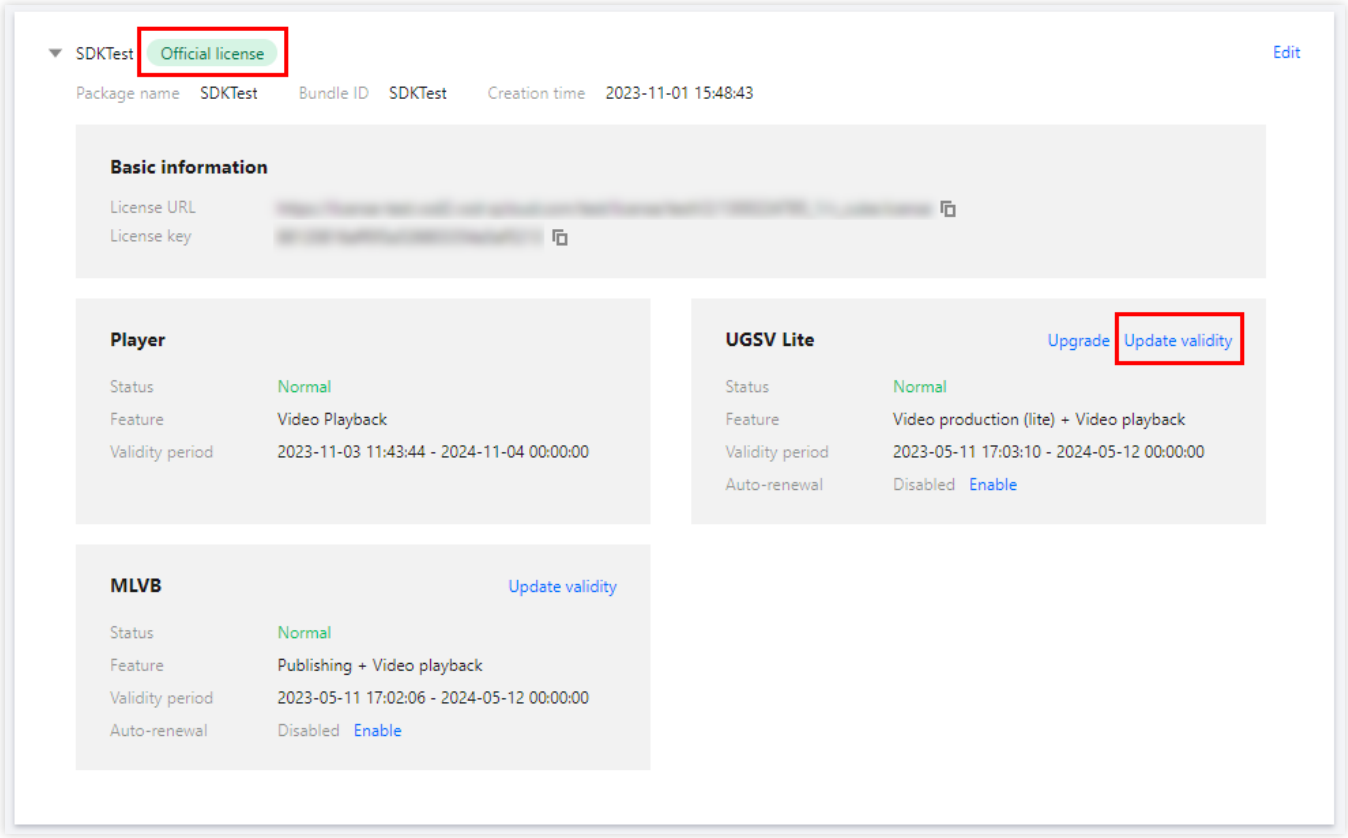


Update official license valid period

You can log in to the CSS console, or the VOD console page to view the validity of the UGSV official license. You can also subscribe to the UGSV SDK under Message Subscription, and select **Message Center**/**Email**/**SMS** as the message receipt channel to get notified when the license is about to expire. Notifications will be sent out 32, 7, 3, and 1 days before the license expires, reminding you to renew it in time to ensure business continuity. If your UGSV official license has expired, you can follow the steps below to renew it:

1. Select the license you need to renew and click **Update Validity** in the **UGSV** capability.

©2013-2022 Tencent Cloud. All rights reserved.

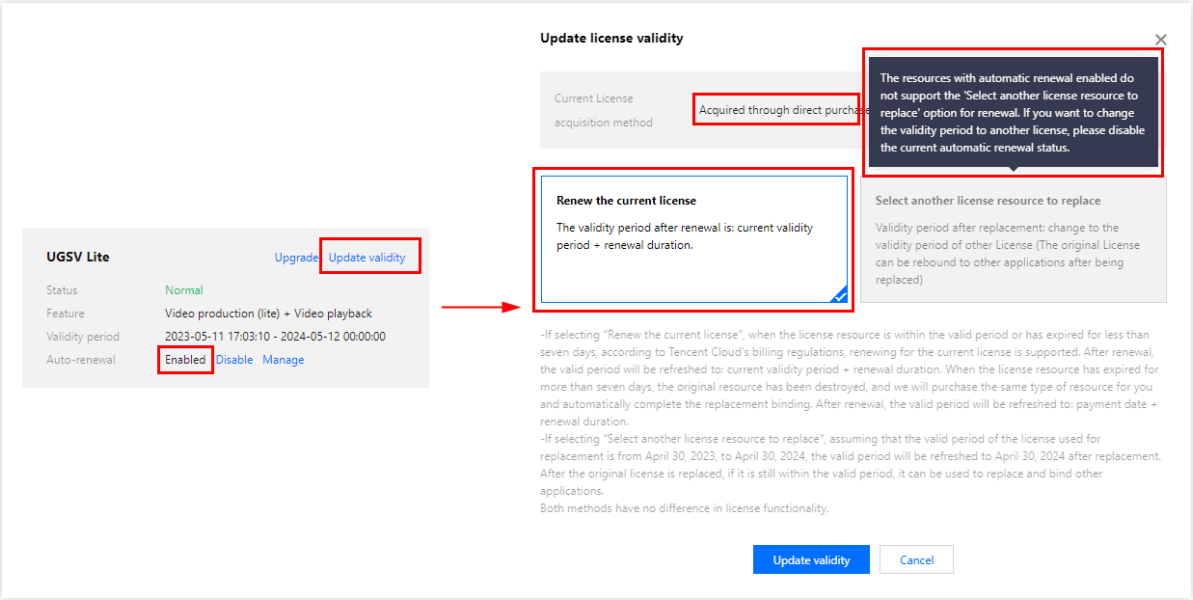


2. The acquisition method of the UGSV is **Acquired through direct purchase**. The validity can be extended through two methods: **Renew the current license** or **Select another license resource to replace**. The detailed steps are described as follows:

Note：

Resources with auto-renewal enabled do not support the license resource replacement method for renewal. If you want to change the validity period to that of another license, disable the auto-renewal function.

©2013-2022 Tencent Cloud. All rights reserved.

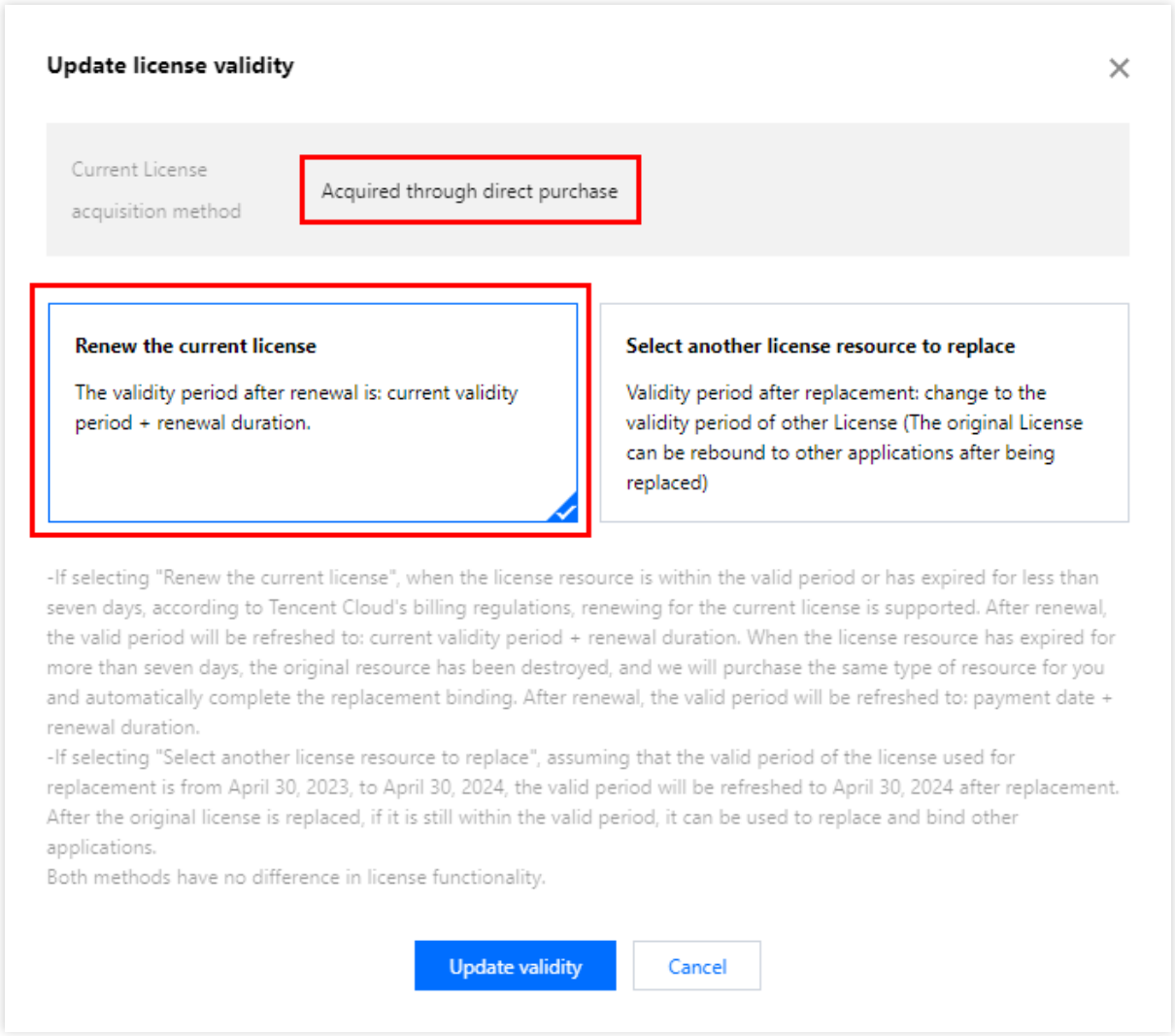


Renew the current license

Select another license resource to replace

1. Click **Renew the current license**, and click **Update validity**.

©2013-2022 Tencent Cloud. All rights reserved.



Note:

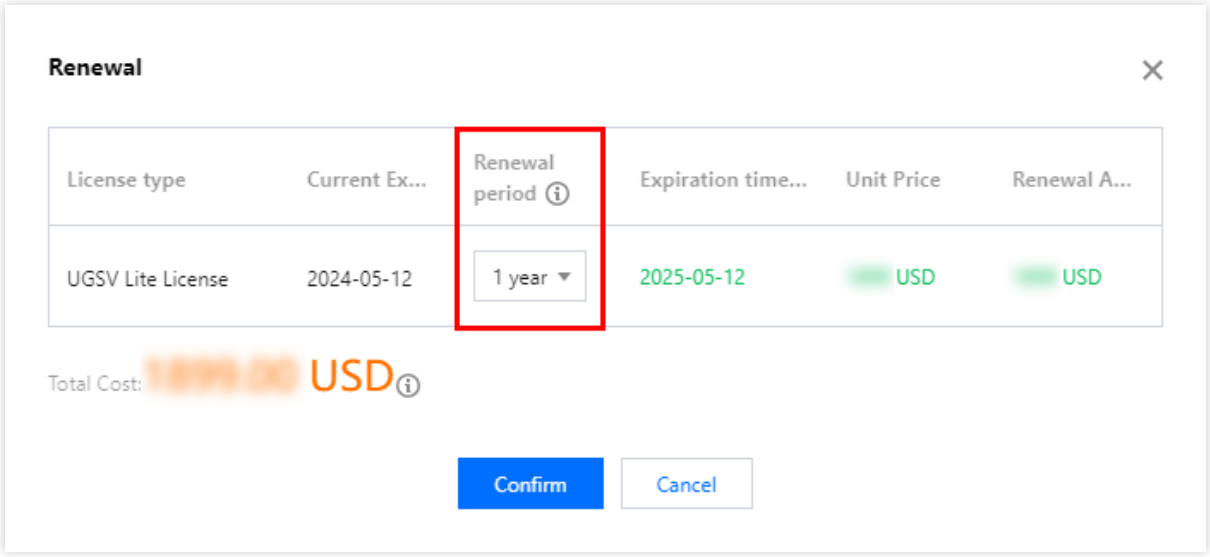
If you select **Renew the current license**:

When the license resource **is within the valid period or has expired for less than seven days**, according to Tencent Cloud's billing regulations, renewing for the current license is supported. After renewal, the valid period will be refreshed to: **current validity period + renewal duration**.

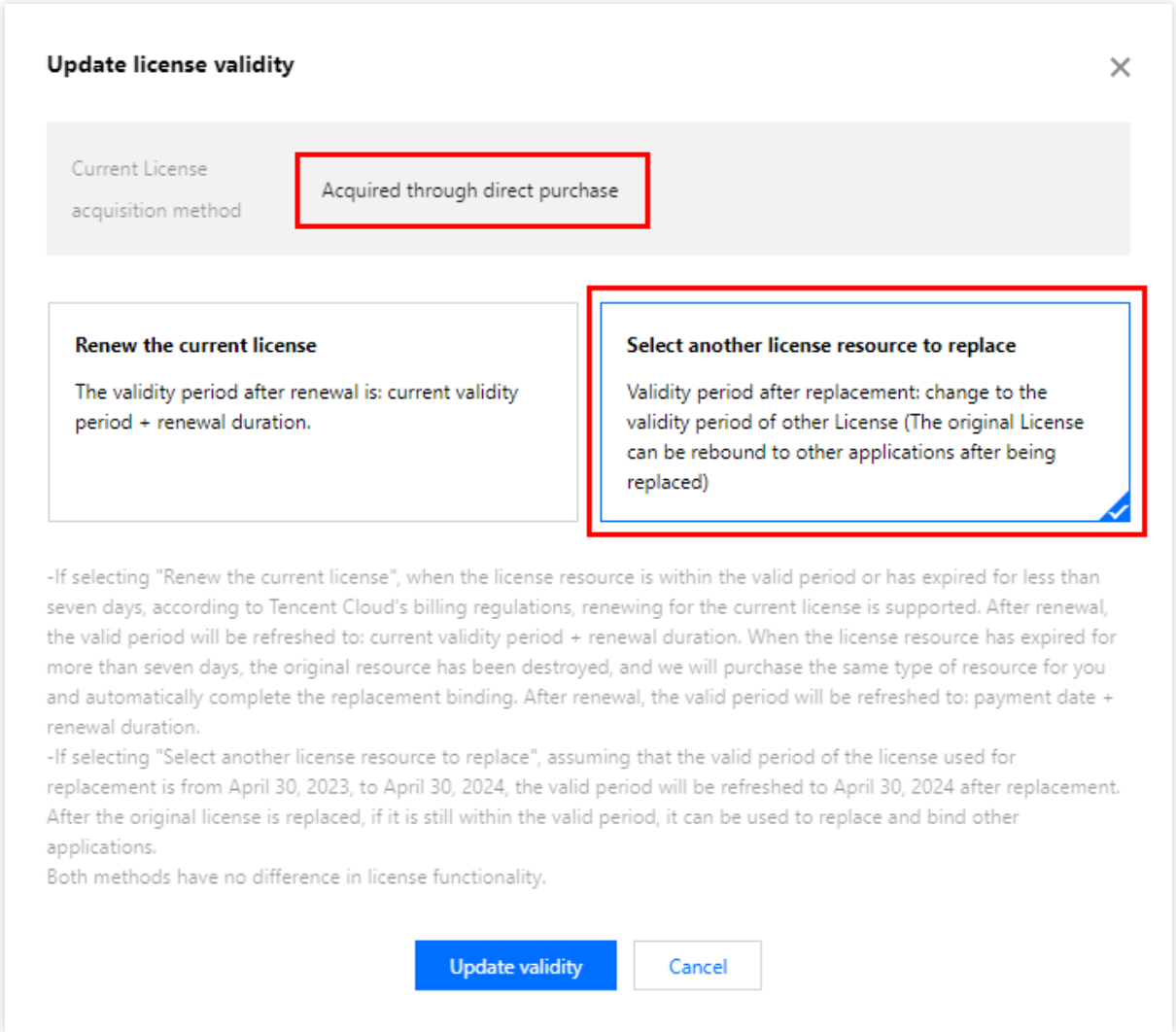
When the license resource **has expired for more than seven days**, the original resource has been destroyed, and we will purchase the same type of resource for you and automatically complete the replacement binding, After renewal, the valid period will be refreshed to: **payment date + renewal duration**.

2. In the **Renewal** interface, select the **Renewal period**. UGSV license renews **annual**. Click **Confirm** to extend the license valid period.

©2013-2022 Tencent Cloud. All rights reserved.

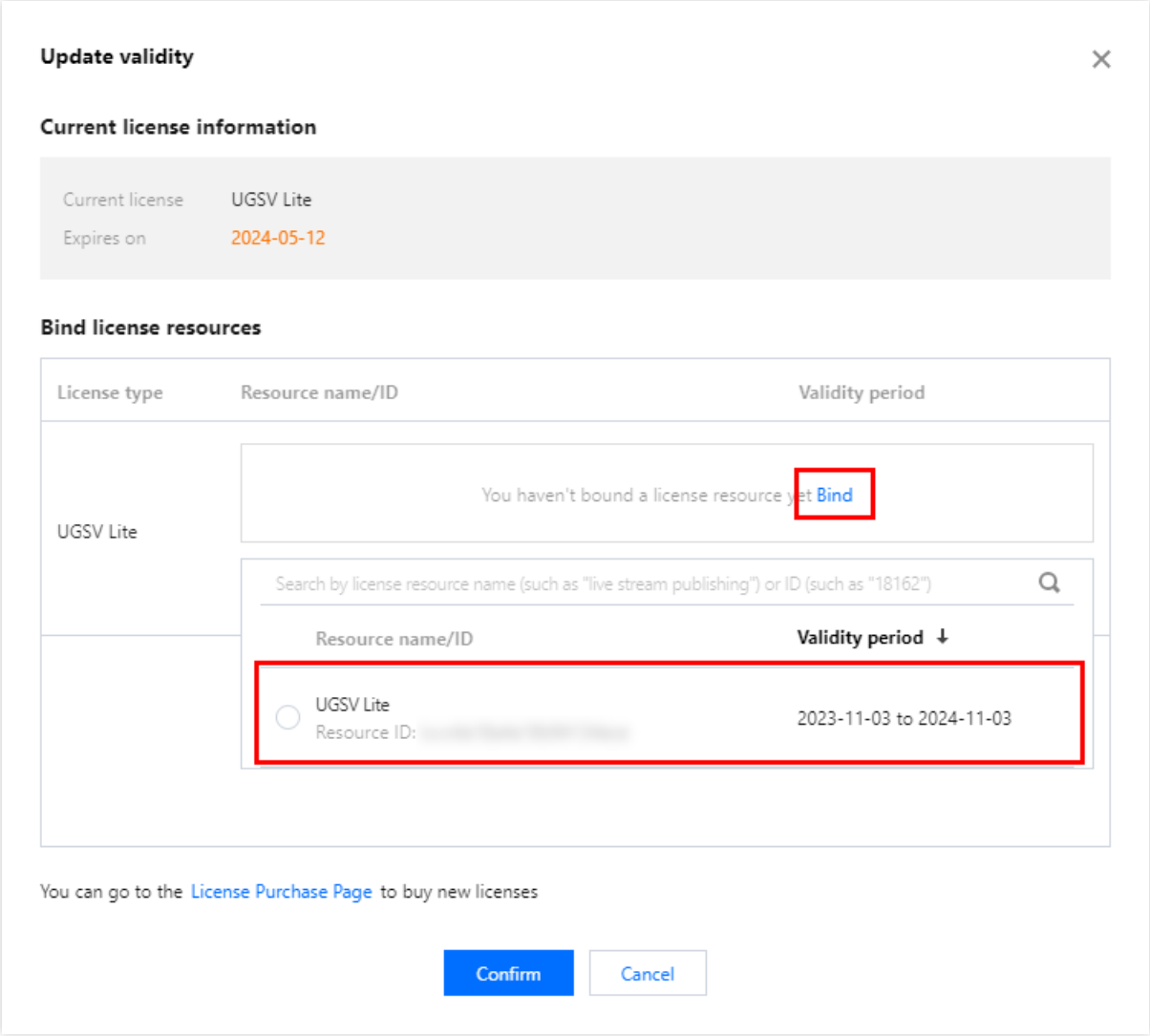


1. Click **Select another license resource to replace**, then click **Update validity**.



©2013-2022 Tencent Cloud. All rights reserved.

2. In the **Update validity** interface, click **Bind**. Select the unbound UGSV package (if there is no available resource pack to bind, you can go to Audio and Video Terminal SDK Purchase Page to buy), and click **Confirm**.



3. Check the renewed validity period.

Note:

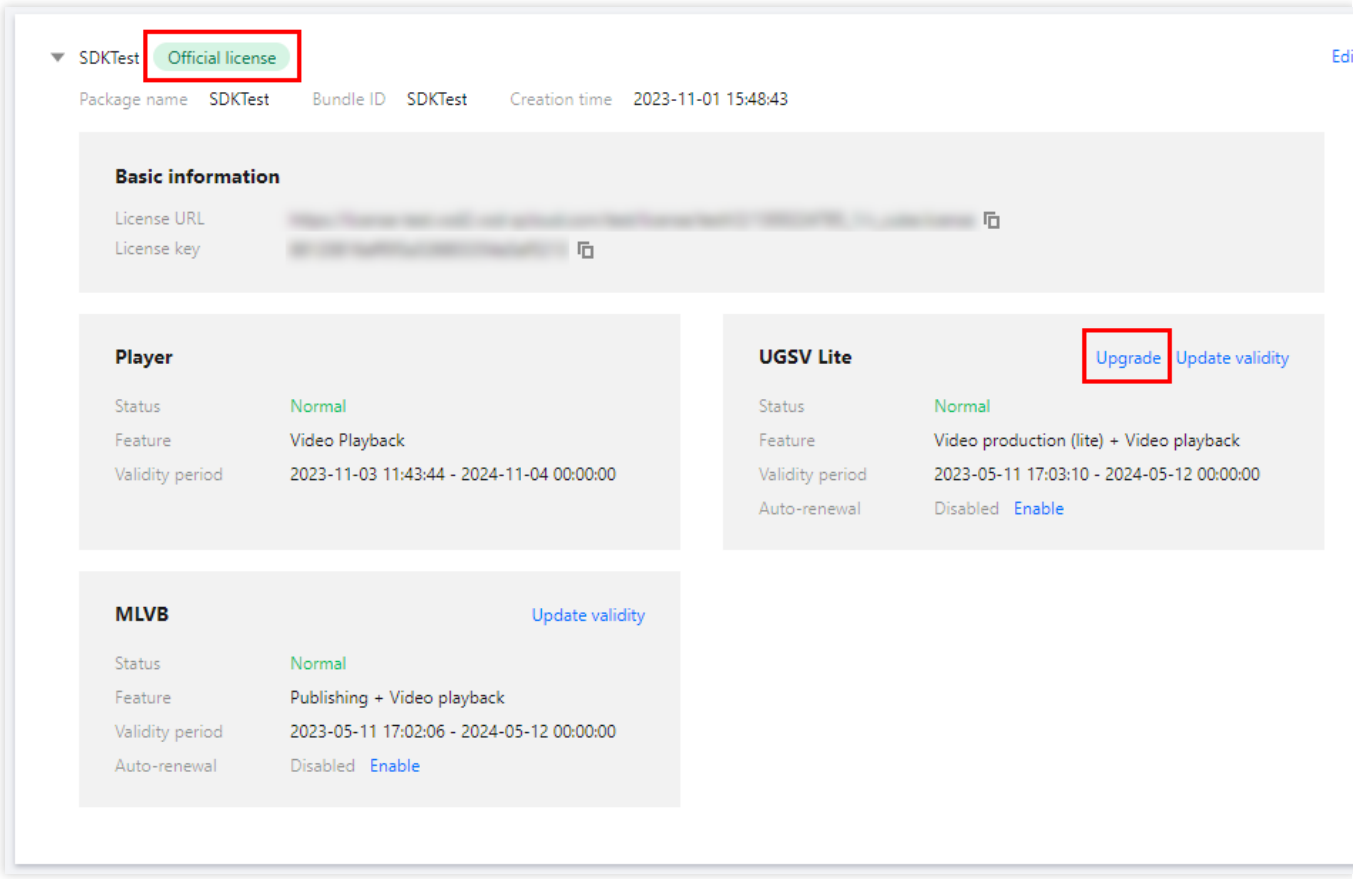
You cannot modify the information of an official license. If you want to use a package you purchased for a new application, click **Create official license** to bind it to a new application.

Upgrade Lite to Standard License

If you already have an official UGSV Lite License and need more powerful capabilities such as speed change, background music, and filter effects, you can upgrade to the Standard License:

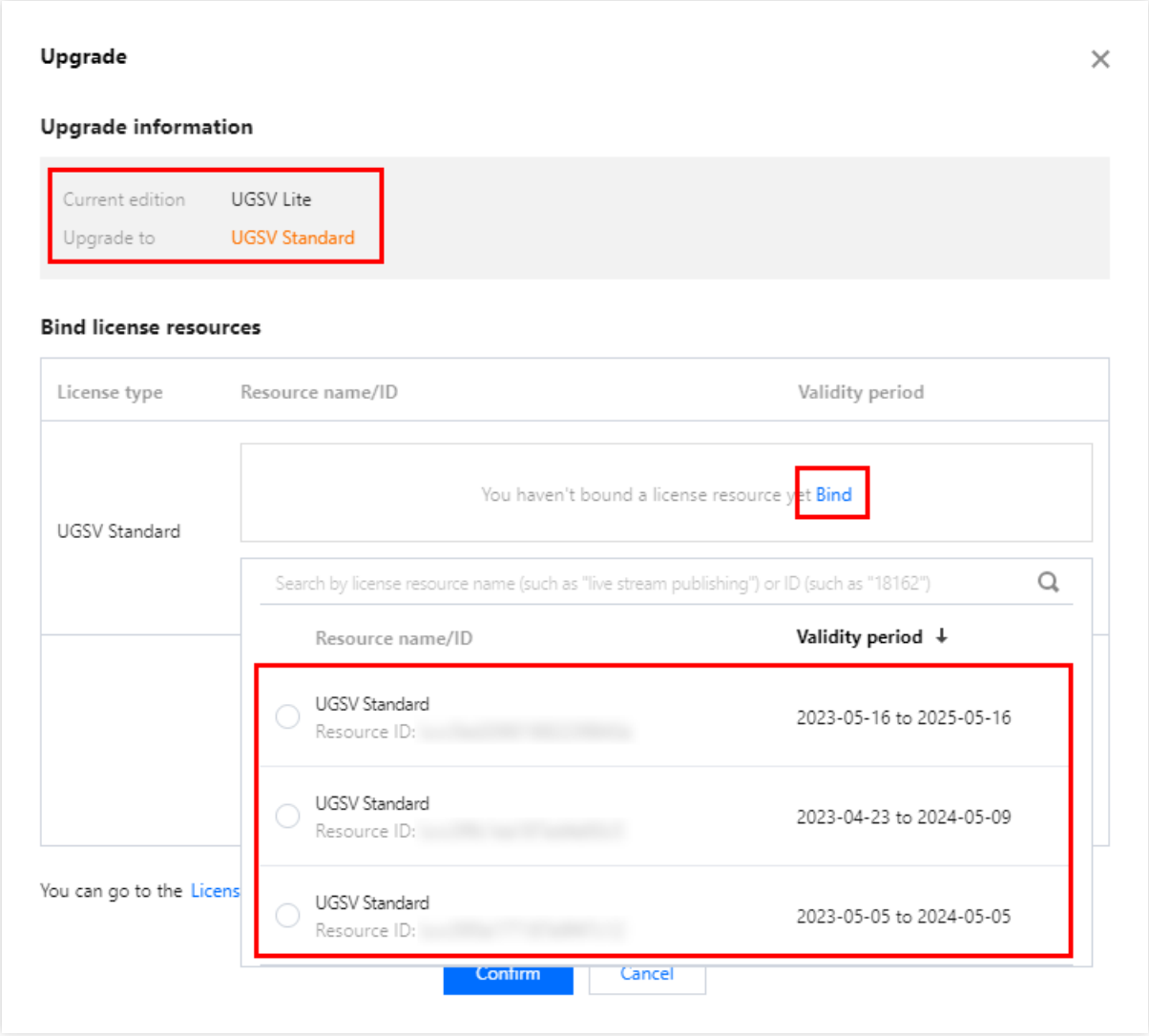
1. Select the target official UGSV Lite License, and click **upgrade**.

©2013-2022 Tencent Cloud. All rights reserved.



2. Enter the **Upgrade** interfac, click **Bind**. Choose the UGSV Standard License you want to bind, and click **Confirm** to upgrade.

©2013-2022 Tencent Cloud. All rights reserved.



Note:

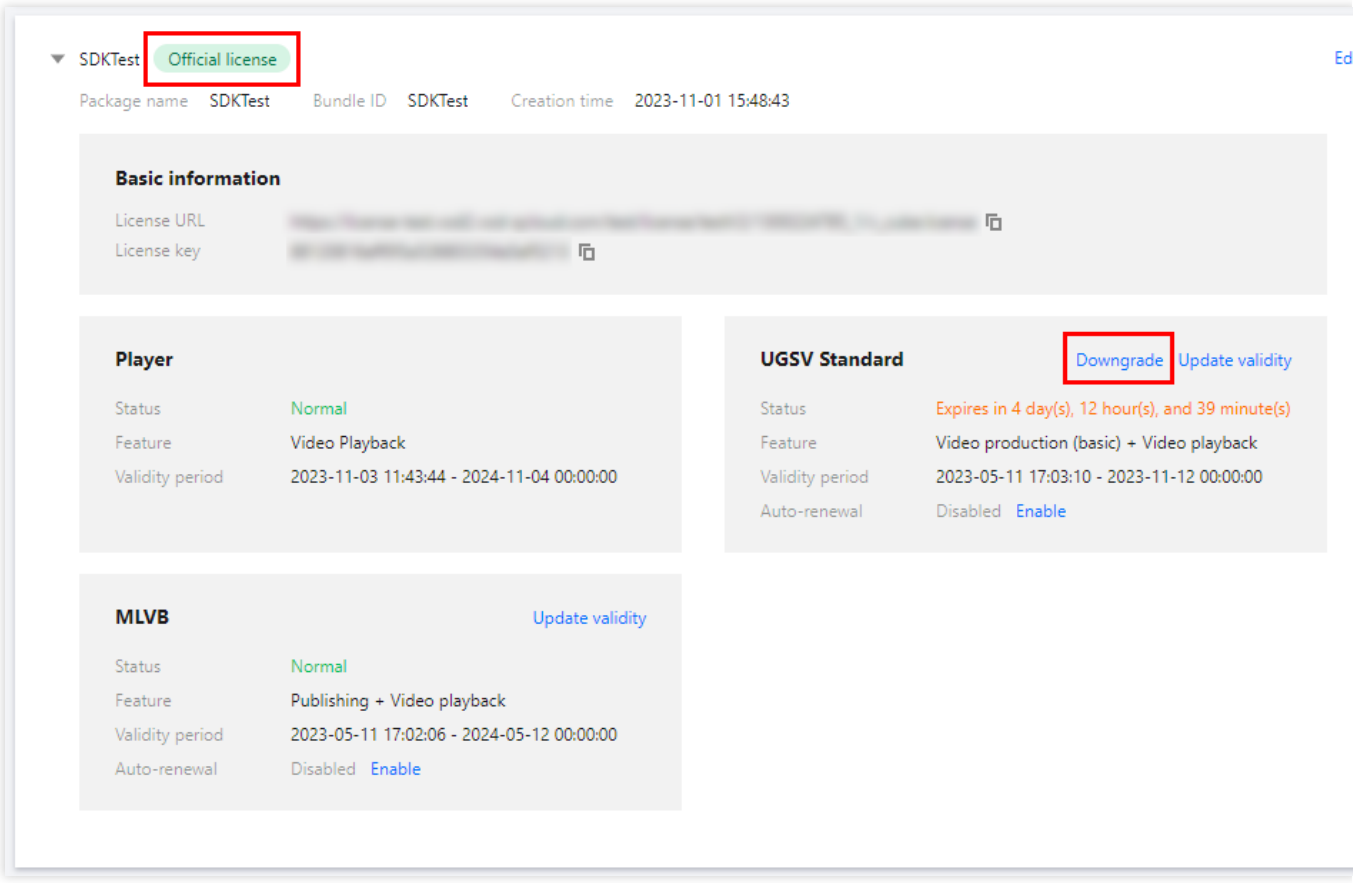
After successfully upgrading the UGSV Lite License to the Standard License, the original binding of the Lite License will be released. This UGSV Lite License can be re-bound to other applications.

Downgrade Standard to Lite License

If you need to **downgrade** the bound UGSV standard version license **to the UGSV lite version**, you can perform the downgrade operation **within seven days before** the standard version expires.

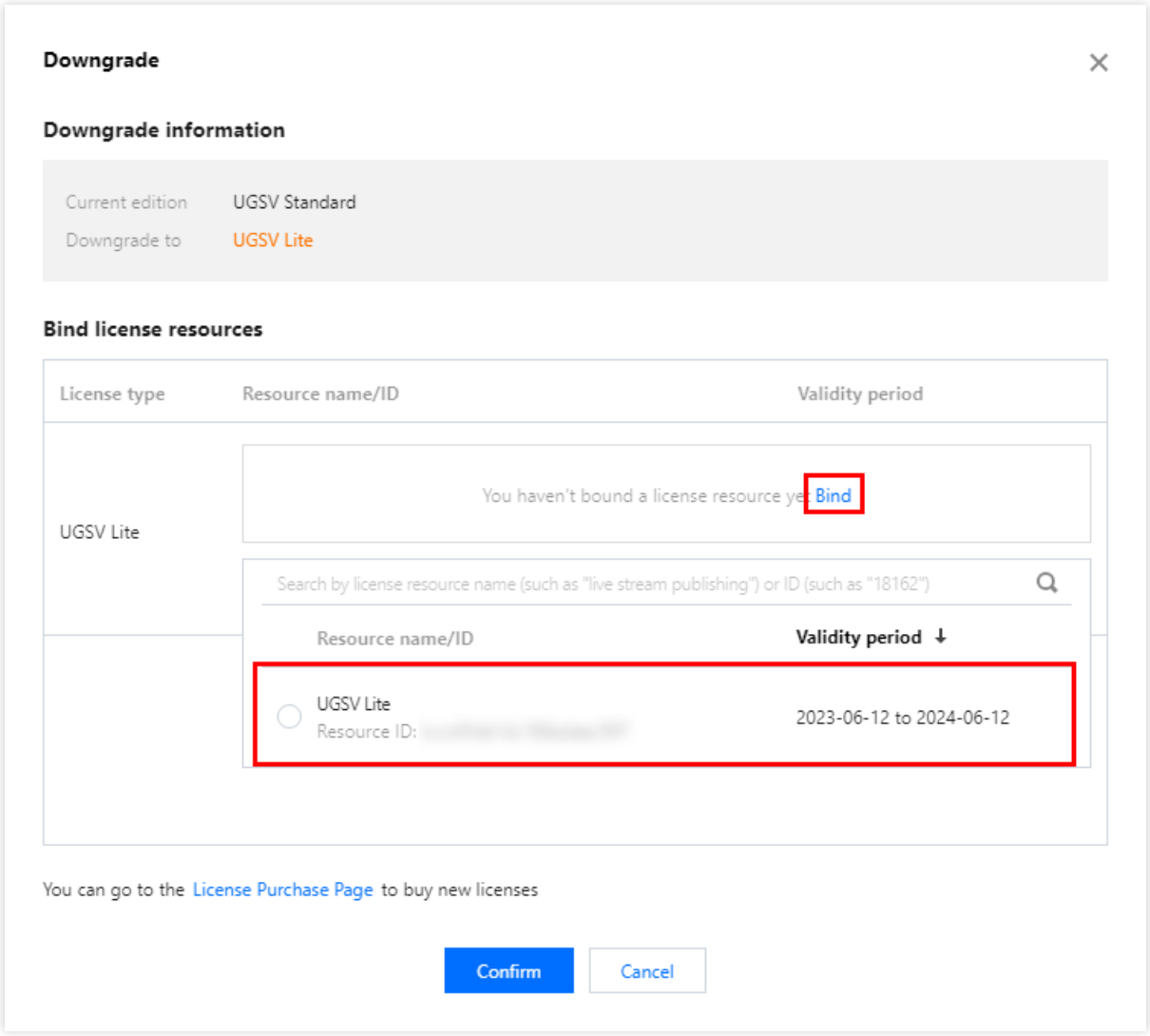
1. Select the target official UGSV Standard License, and click **Downgrade**.

©2013-2022 Tencent Cloud. All rights reserved.



2. Enter the **Downgrade** interface, click **Bind**. Choose the UGSV Lite License you want to bind, and click **Confirm** to downgrade.

©2013-2022 Tencent Cloud. All rights reserved.



Note:

After successfully downgrading the UGSV Standard License to the Lite License, the original binding of the Standard License will be released, allowing the Standard License to be re-bound to other applications.

Auto-renewal

You can manage auto-renewal through **Console** and **Billing center** in 2 methods. The details are as follows.

Console

Billing center

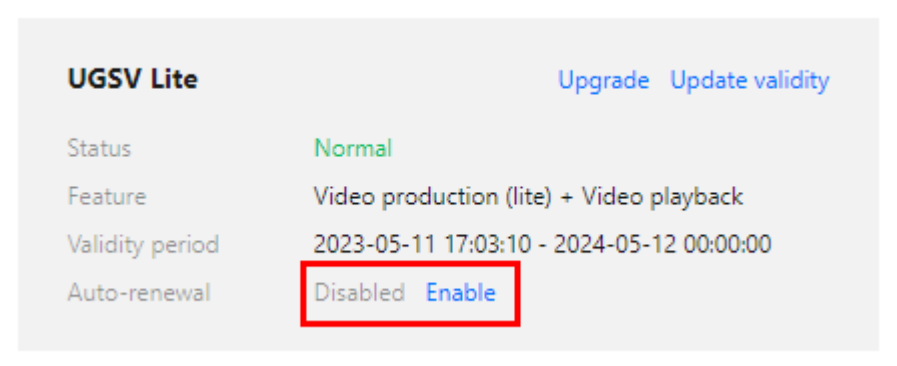
A license acquired through the direct purchase mode **supports the enabling of automatic renewal**. License resources with automatic renewal enabled will be **automatically renewed on an annual/monthly basis 3 days before expiration**. Make sure your account has sufficient available balance before enabling aotomatic renewal. Otherwise, it may lead to a renewal failure and affect your usage.

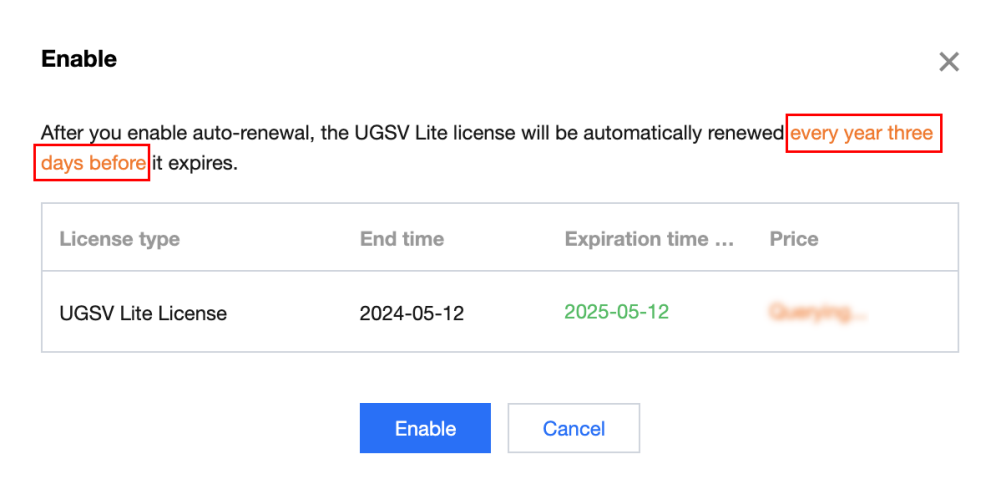
©2013-2022 Tencent Cloud. All rights reserved.

Log in to the CSS, or the VOD console of any of these products and open the **License Management** page. locate the license you wish to manage for automatic renewal:

1. Enable Auto-renewal.

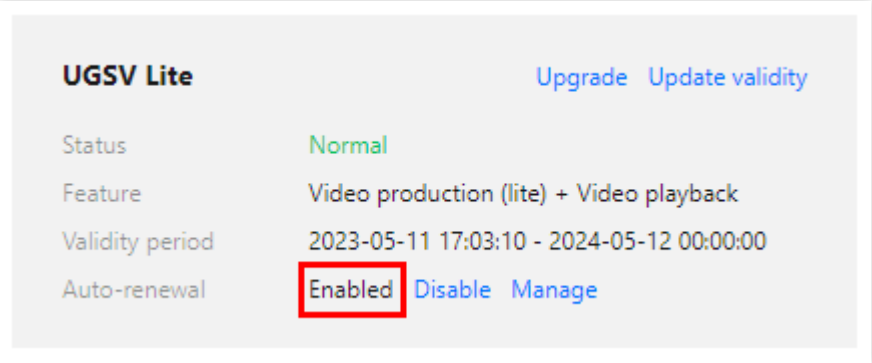
1.1 In the **Disabled** status of the license Auto-renewal, click to **Enable** auto-renewal, and it will be automatically deducted and renewed **annually** three days before expiration.



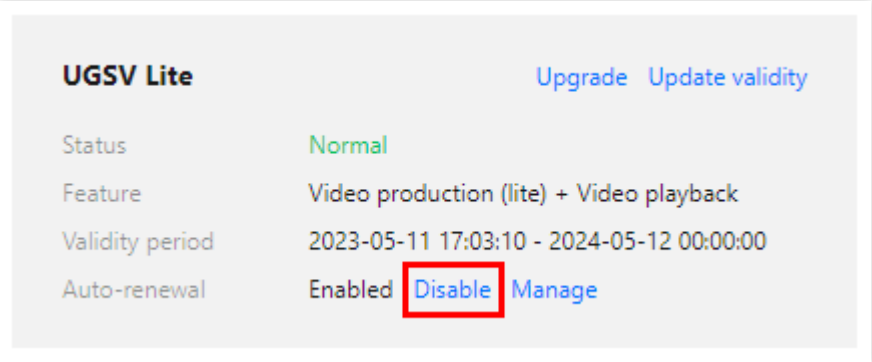


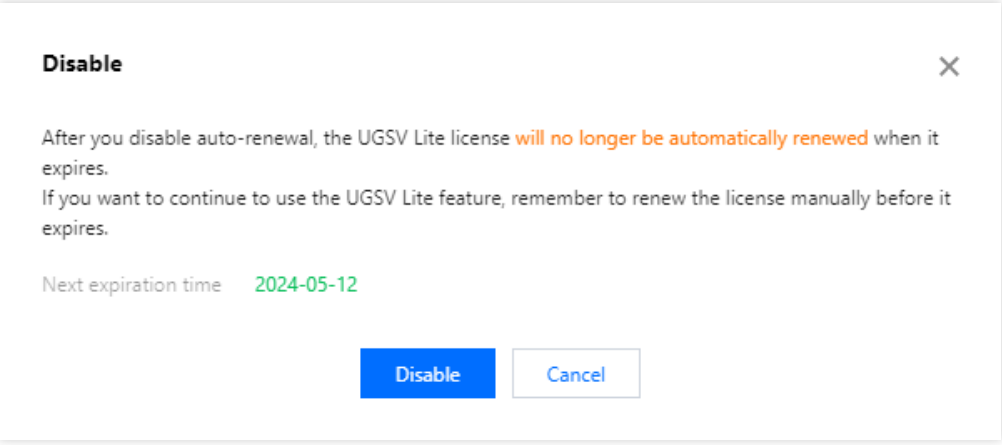
1.2 **Auto-renewal** status changed to **Enabled**.

©2013-2022 Tencent Cloud. All rights reserved.



2. Disable Auto-renewal. The **Auto-renewal** of the license can be turned off in the **Enabled** status by click **Disable**. After it expires, it will no longer be automatically renewed.

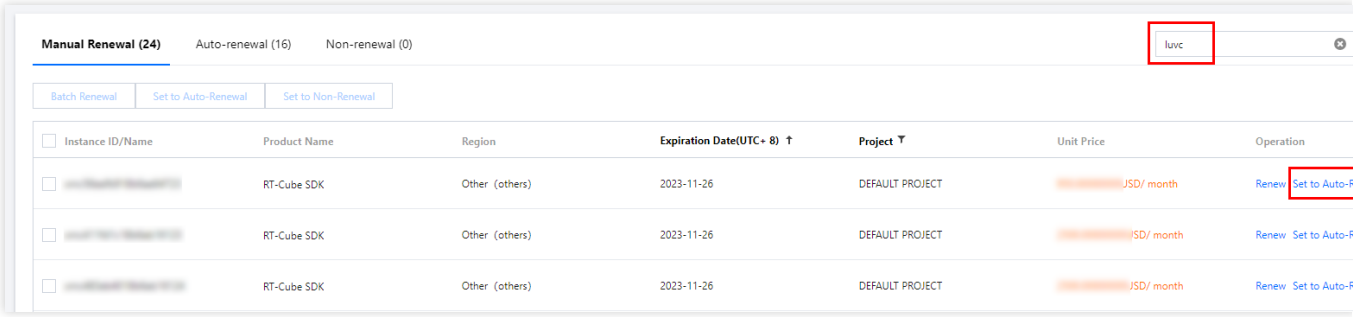




You can navigate to Renewal Management to set resources to automatic renewal.

In the search box on the right, search for a UGSV, locate the target resource, and click **Set to Auto-Renewal**.

©2013-2022 Tencent Cloud. All rights reserved.



©2013-2022 Tencent Cloud. All rights reserved.

Configuring and Viewing a License

Last updated：2024-07-04 17:27:05

UGSV License

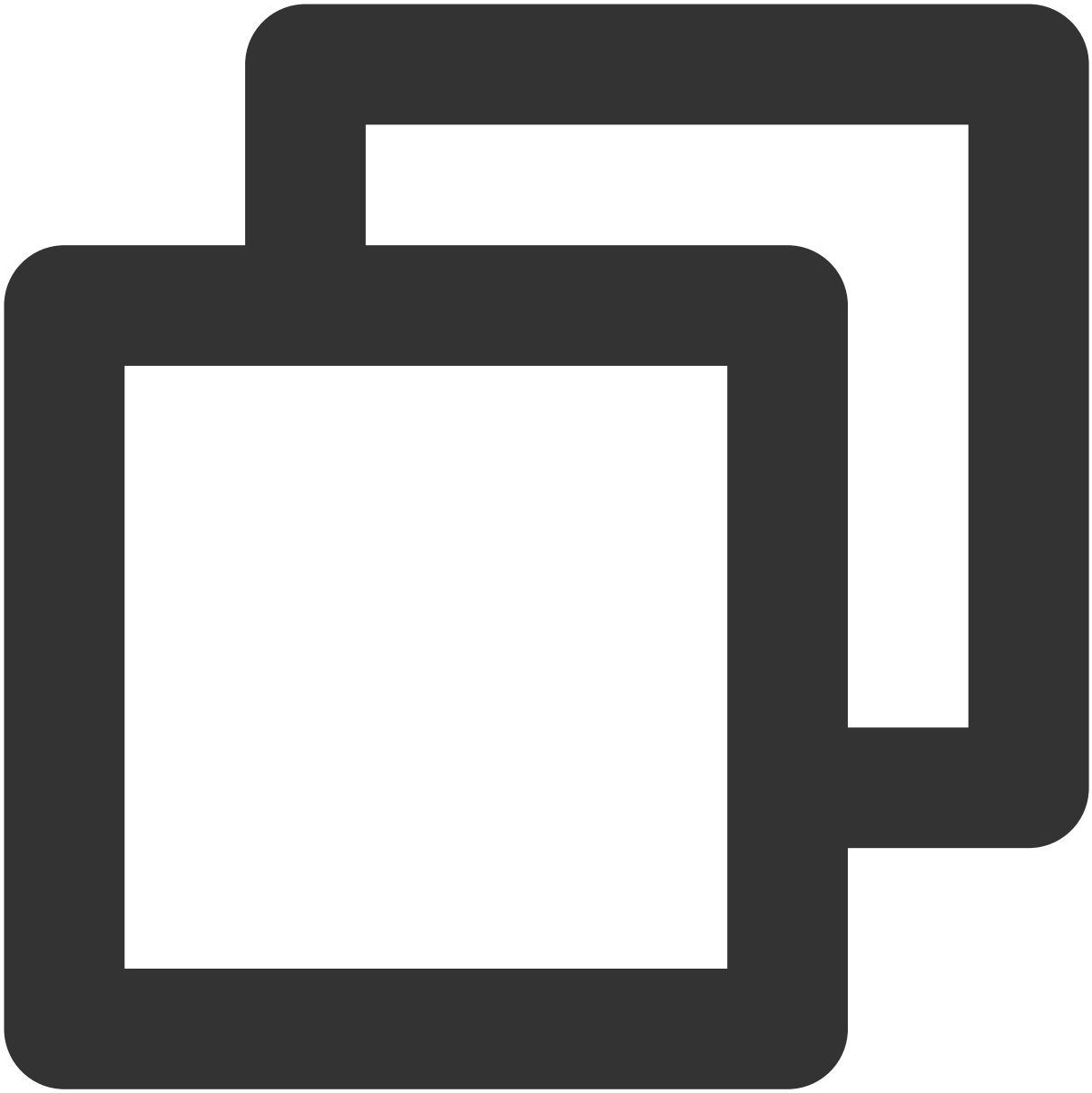
Configuration

Before you call the APIs of the media SDKs, follow the steps below to configure the license:

iOS

Add the code below in `[AppDelegate application:didFinishLaunchingWithOptions:]` :

©2013-2022 Tencent Cloud. All rights reserved.



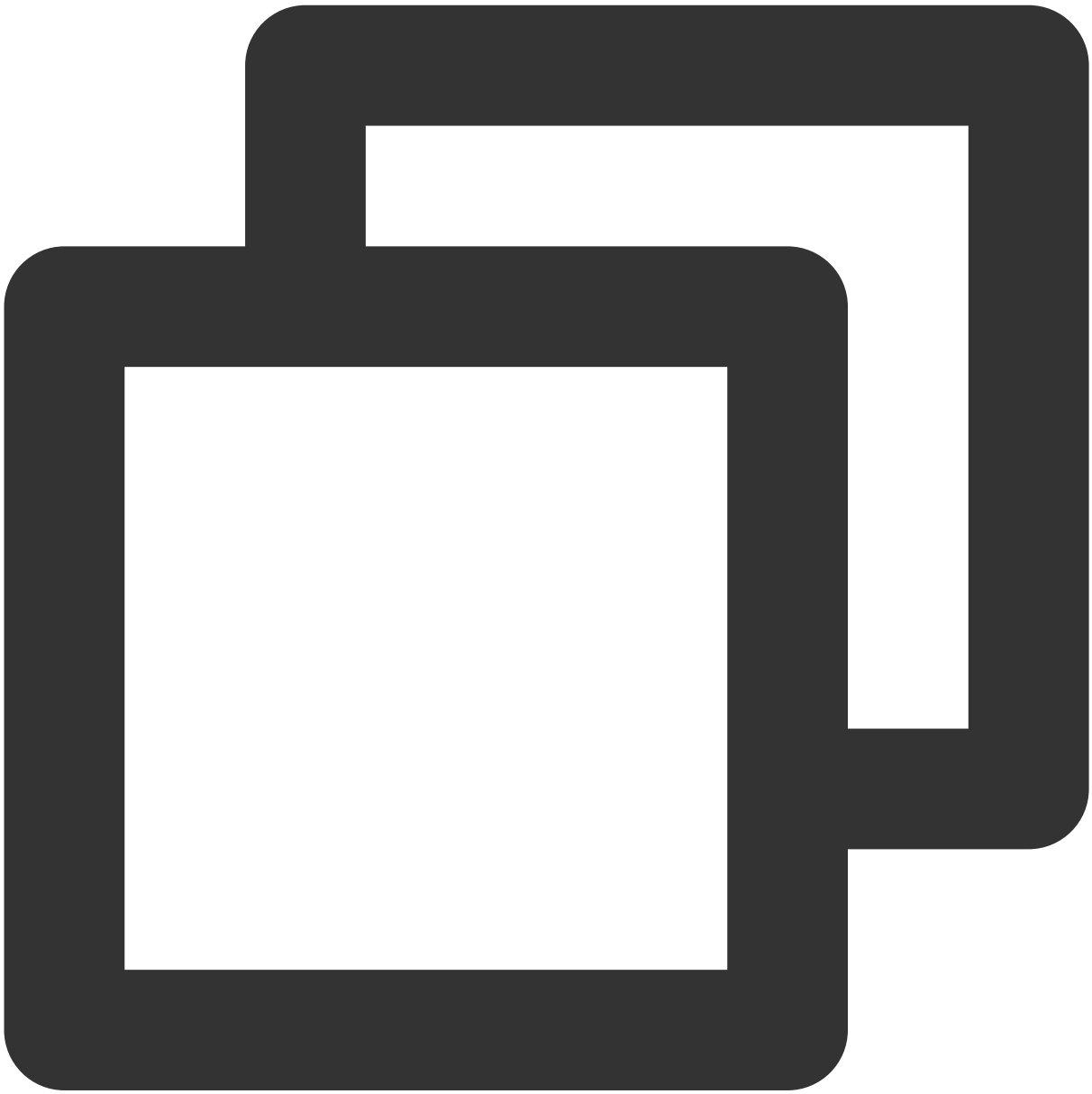
```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSD
    NSString * const licenceURL = @"<The license URL obtained>";
    NSString * const licenceKey = @"<The key obtained>";

    // `TXUGCBase` is in the header file `TXUGCBase.h`.
    [TXUGCBase setLicenceURL:licenceURL key:licenceKey];
    NSLog(@"SDK Version = %@", [TXUGCBase getSDKVersionStr]);
    return YES;
}
- (void)onLicenceLoaded:(int)result Reason:(NSString *)reason {
    NSLog(@"onLicenceLoaded: result:%d reason:%@", result, reason);
```

©2013-2022 Tencent Cloud. All rights reserved.

```
}
@end
```

Android

We recommend adding the following in the application:



```
public class MApplication extends Application {

 @Override
 public void onCreate() {
     super.onCreate();
```

©2013-2022 Tencent Cloud. All rights reserved.

```
        String licenceURL = ""; // The license URL obtained
        String licenceKey = ""; // The license key obtained
        TXUGCBase.getInstance().setLicence(this, licenceURL, licenceKey);
        TXUGCBase.setListener(new TXUGCBaseListener() {
            @Override
            public void onLicenceLoaded(int result, String reason) {
                Log.i(TAG, "onLicenceLoaded: result:" + result + ", reason:" + reason)
            }
        });
    }
}
```

Note:

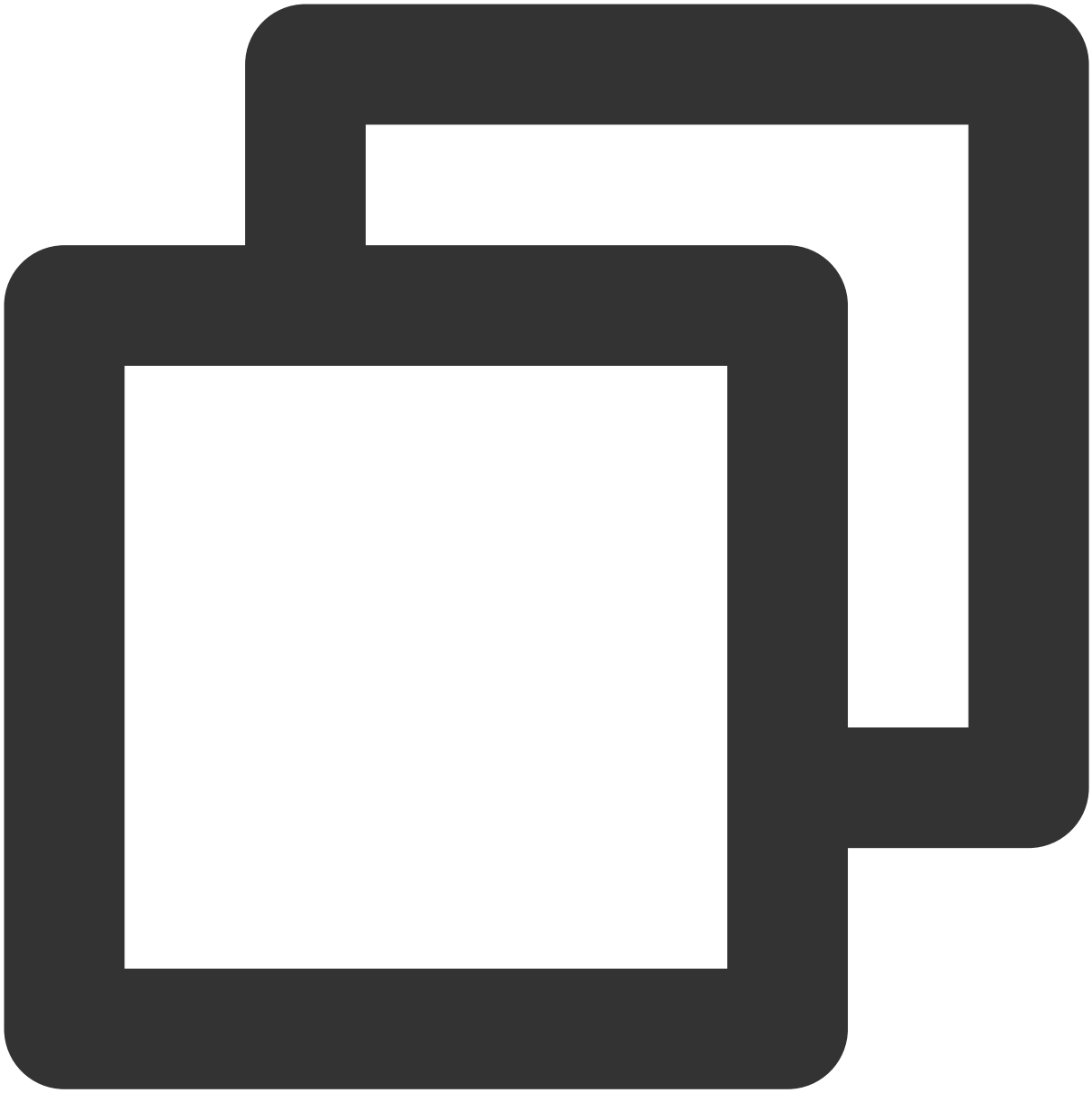
If a live stream publishing license, a UGSV license, and a video playback license have the same license URL, you only need to configure license information once. You can apply for free trial licenses in the CSS console, or the VOD console, or you can buy an official license.

Viewing license information

After the license is successfully configured, you can call the API below to view the license information. Please note that it may take a while for the configuration to take effect. The exact time needed depends on your network conditions.

iOS:

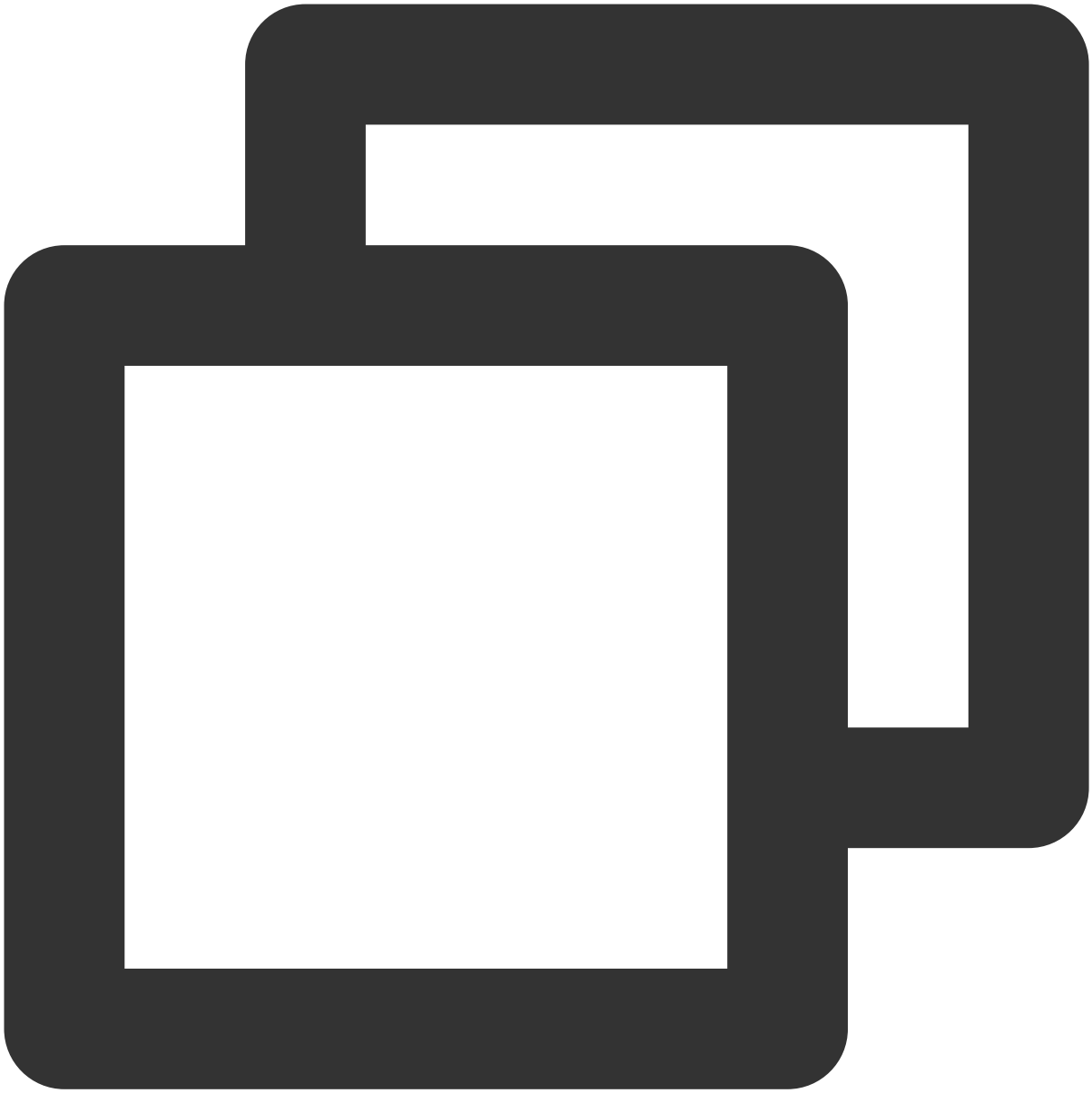
©2013-2022 Tencent Cloud. All rights reserved.



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

Android:

©2013-2022 Tencent Cloud. All rights reserved.



```
TXUGCBase.getInstance().getLicenceInfo(context);
```

©2013-2022 Tencent Cloud. All rights reserved.