

# **Mobile Live Video Broadcasting Purchase Guide Product Documentation**



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# Purchase Guide

## Billing Overview

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### Billing Overview

The fee of the Mobile Live Video Broadcasting (MLVB) SDK contains the following parts:

| Fee type  | Description   |
|---|---|
| <a href="#">SDK License</a>                       | Usage authorization fee of MLVB SDK (Android & iOS & Flutter).  |
| <a href="#">Other Related Cloud Services Fees</a> | Fee generated by corresponding usage of MLVB SDK when cooperating with Tencent <a href="#">Cloud Streaming Services</a> . |

### SDK License

#### Pricing of MLVB licenses

| License                        | Validity Period | Capability                              | Price (USD) | How to Get                     |
|--------------------------------|-----------------|---|-------------|--------------------------------|
| Live streaming License (trial) | 28 days         | Live stream publishing + Video playback | 0           | <a href="#">Apply for free</a> |
| Live stream License            | One year        |   | 5,988       | <a href="#">Buy now</a>        |

#### Usage Rule

Each Tencent Cloud account can apply for one Live streaming license for free to try out the corresponding capabilities. You can use a trial license for at most 28 days.

About validity: The license is valid for one year from the date of successful purchase(expires at 00:00:00 the next day).

After purchasing, please go to the console and bind the package name in a timely manner.

Each license can be bound to one iOS bundle ID and one Android package name, regardless of whether you use it in the development or production environment. If you want to use the MLVB SDK with more than one application, you need to purchase multiple licenses.

A purchased license is not refundable after it's bound to an application.

#### Example

The customer purchased the Live streaming License A at 11:36:59 on July 1, 2022; one day later, at 12:32:50 on July 2, 2022, they bind the iOS Application A1 and Android Application A2. Therefore:

After the purchase, the Live streaming License A is in an activated status, with a validity period from 11:36:59 on July 1, 2022, to 00:00:00 on July 2, 2023.

After binding, both Application A1 and Application A2 obtain permission for the usage of the MLVB SDK, and the validity period of the authorization for Application A1 and Application A2 is the same as the validity period of License A.

## Other Related Cloud Services Fee

In addition to license fees, using the MLVB SDK may also incur the following service fees. Related fees will not be generated if the related services are not used.

## Cloud Streaming Services (CSS)

The live stream publishing and video playback capabilities of the MLVB SDK rely on a backend to receive, process, and deliver live streams. We recommend you use [CSS](#).

CSS offers capabilities including live stream receiving, on-cloud recording, live transcoding, live screencapture, and live stream delivery and playback.

Using CSS to receive and deliver live streams will incur basic service fees, which are charged based on the traffic/bandwidth consumed.

Using CSS features such as live transcoding (including stream mixing and watermarking), live recording, live screencapture, RTC-based co-anchoring, and relay to CDN will incur value-added service fees.

### Note

For more information about the billing of CSS, see [Pricing Overview](#).

## Tencent Real-Time Communication (TRTC)

[TRTC](#) service fees will be incurred if you use the MLVB SDK to implement features such as audio/video calls, group conference, and interactive live streaming.

Billing of TRTC:

Basic service fees are charged based on the duration of an audio/video live streaming session or an audio/video call.

Value-added service fees are incurred if you use TRTC services such as on-cloud recording and On-Cloud MixTranscoding.

**Note**

For more information about the billing of TRTC, see [Billing Overview](#).

## Video on Demand (VOD)

You can use Tencent Cloud's [VOD](#) service to record and replay live streams or store and distribute short videos after editing.

Billing of VOD:

Storage fees are charged based on the storage space used by files uploaded to VOD and their transcoding outputs. If you transcode files stored in VOD, transcoding fees are charged based on the specifications and durations of the outputs.

If you use VOD's acceleration service to deliver videos, acceleration fees will be charged based on the traffic consumed for playback.

**Note**

For more information about the billing of VOD, see [Billing Overview](#).

## Instant Messaging (IM)

You can use Tencent Cloud's [IM](#) to implement features such as room management, on-screen commenting, red packet/gift sending, and messaging. For the billing details, see [Billing Overview](#).

**Note**

The messaging feature relies on IM's audio-video group capability. The maximum number of audio-video groups that can be created depends on the IM plan and value-added services you purchase.

You can use Tencent Cloud's IM to implement features such as on-screen commenting, messaging, and red packet/gift sending. You can also develop your own solutions or use a third-party service.

IM has a free edition that allows you to try out its features. You can purchase plans or value-added services based on your actual needs.