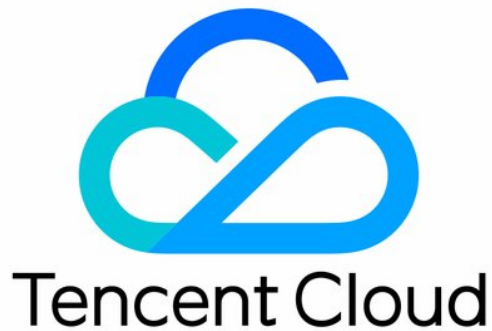


# Tencent Effect SDK

## FAQs

### Product Documentation



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# FAQs

## General

Last updated : 2022-07-25 15:05:50

### **What is Tencent Effect SDK?**

Tencent Effect SDK leverages Tencent's proprietary AI capabilities and real-time effects to offer a wealth of services for diverse video processing use cases.

### **Is Tencent Effect SDK free? How do I get it?**

Tencent Effect SDK can only be used after you purchase an SDK edition license. For detailed edition prices, see [Billing Overview](#) or contact sales.

### **Which platforms does Tencent Effect SDK support?**

Supported platforms include iOS, Android, and web.

### **What are the use cases of Tencent Effect SDK?**

Tencent Effect SDK can be integrated into live streaming and short video applications.

### **How do I purchase Tencent Effect SDK?**

It is available in 11 editions in two categories: basic and advanced. They differ in features, and you choose the edition that best fits your needs. For more information, see [Pricing Overview](#).

### **What are the strengths of the makeup module?**

In Tencent Effect SDK, the full face makeup and partial makeup can be used together for higher flexibility.

### **Is landscape mode supported?**

Yes.

### **Can I customize the background with keying?**

Yes. You can change the background image and video in both the demo and SDK.

### **How is the model compatibility?**

The product has passed the tests for low-, mid-, and high-end device models with great performance.

# Technical

Last updated : 2022-08-12 11:42:55

## What should I do if the `release` package on Android reports an error that some methods are not found?

- If you have enabled compilation optimization (by setting `minifyEnabled` to `true` ) when printing the `release` package, some code that is not called at the Java layer will be trimmed out and may be called at the native layer, causing a `no xxx method` exception.
- If you have enabled such compilation optimization, add the following `keep` rules to prevent xMagic code from being trimmed out:

```
-keep class com.tencent.xmagic.** { *;}
-keep class org.light.** { *;}
-keep class org.libpag.** { *;}
-keep class org.extra.** { *;}
-keep class com.gyailib.**{ *;}
-keep class com.tencent.cloud.iai.lib.** { *;}
-keep class com.tencent.beacon.** { *;}
-keep class com.tencent.qimei.** { *;}
```

## What should I do if the SDK for Android integrated to the host project reports a `gson` library conflict?

Add the following code to the `build.gradle` file of the host project:

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

## Why did `.so` library loading fail on Android `targetSdkVersion` 31 or later?

On Android `targetSdkVersion` 31 or later, you need to find the `AndroidManifest.xml` file in the `app` module and add the following tags under the `application` tag:

```
<uses-native-library
    android:name="libOpenCL.so"
    android:required="true" />
```

For more information, see .

## What should I do if "Building for iOS Simulator, but the linked and embedded framework '.framework'..." is reported during compilation by Xcode 12.X after resources are imported on iOS?

Go to **Build Settings** > **Build Options**, change **Validate Workspace** to **Yes**, and click **Run**.

Note :

Note that the execution will also be normal if you change **Validate Workspace** from **Yes** to **No** after the compilation is completed.

## What should I do if the filter settings don't take effect?

Check whether the value is set properly (value range: 0-100). You may have set too small a value so the effect is not obvious.

## What should I do if an error is reported when `dSYM` is generated during demo compilation on iOS?

- **Error message:**

```
PhaseScriptExecution CMake\ PostBuild\ Rules build/XMagicDemo.build/Debug-iphon
eos/XMagicDemo.build/Script-81731F743E244CF2B089C1BF.sh
cd /Users/zhenli/Downloads/xmagic_s106
/bin/sh -c /Users/zhenli/Downloads/xmagic_s106/build/XMagicDemo.build/Debug-iph
oneos/XMagicDemo.build/Script-81731F743E244CF2B089C1BF.sh
Command /bin/sh failed with exit code 1
```

- **Problem analysis:** The cause is the failure to sign `libpag.framework` and `Masonry.framework` again.

- **Solution:**

- i. Open `demo/copy_framework.sh`.
- ii. Change `$(which cmake)` to the absolute path of the local `cmake` .
- iii. Replace `Apple Development: .....` with your own account signature.

## What should I do if the homepage shows an authorization error in the demo for iOS?

Check the license failure error code printed in the log. If you are using a local license file, check whether the file has been added to the project.

## What should I do if the demo for iOS reports a compilation error?

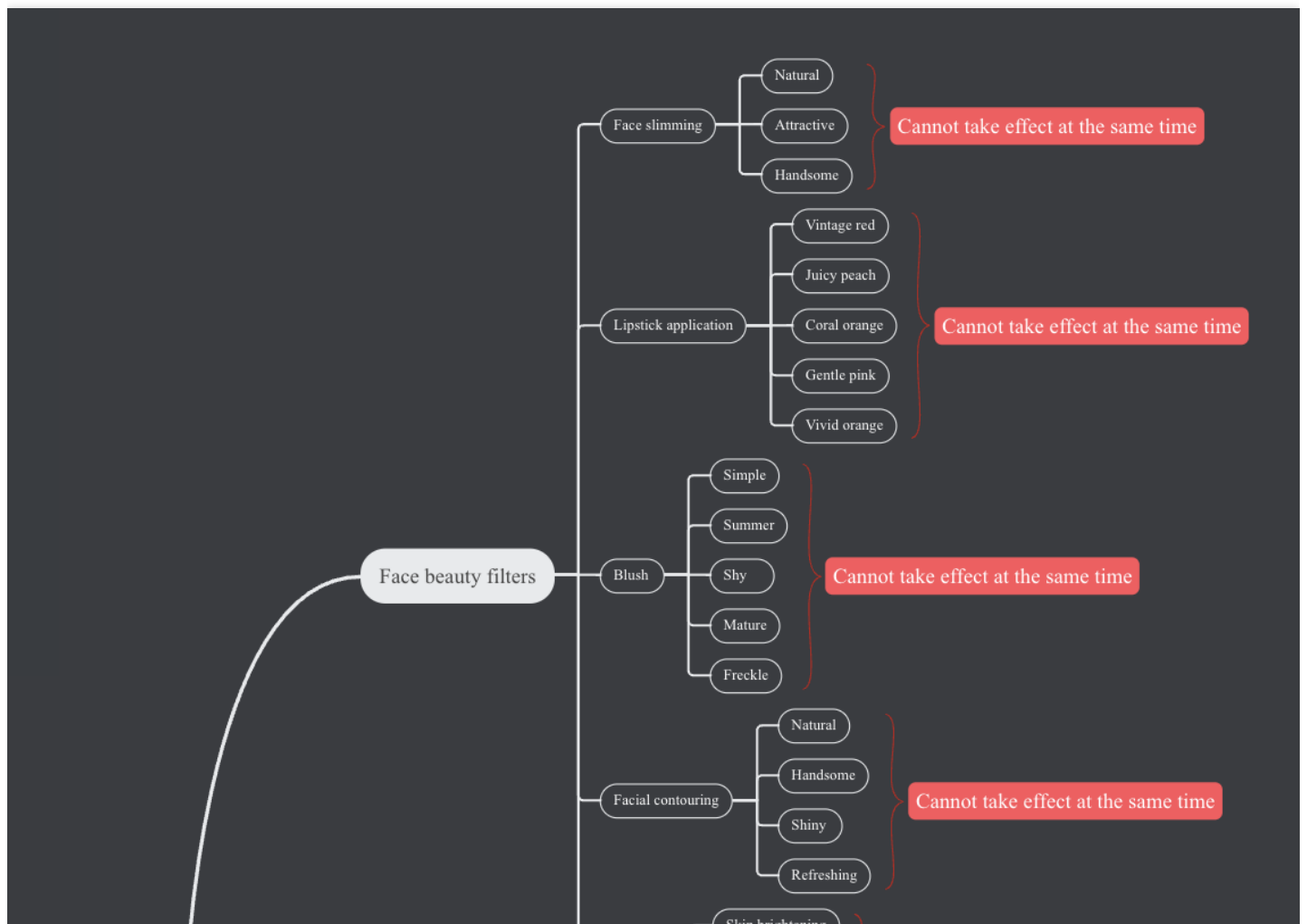
- **Error message:**

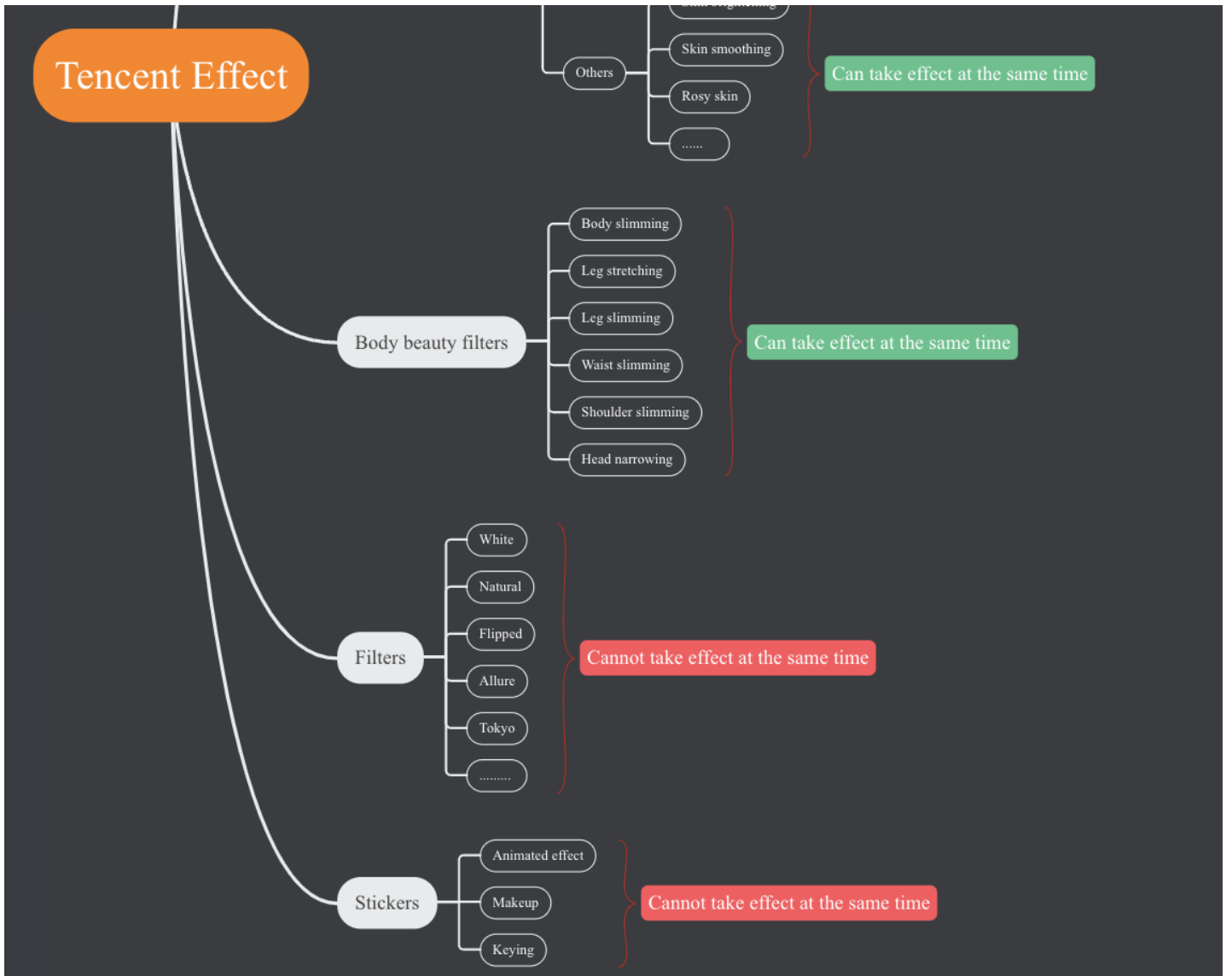
```
unexpected service error: build aborted due to an internal error: unable to write manifest to-xxxx-manifest.xcbuild': mkdir(/data, S_IRWXU | S_IRWXG | S_IRWXO): Read-only file system (30):
```

- **Solution:**

- Go to **File > Project settings > Build System** and select **Legacy Build System**.
- For Xcode 13.0++, you need to select **File > Workspace Settings > Do not show a diagnostic issue about build system deprecation**.

## What is the effective relationship between various attributes of Tencent Effect SDK?







# License

Last updated : 2022-11-17 16:10:21

This document answers questions you may encounter when using Tencent Effect licenses.

## What are the relationships between a license, a license key, and the Tencent Effect SDK?

You need a license issued by Tencent Cloud to legitimately use the Tencent Effect SDK. Using Tencent Effect without a license constitutes infringement. There are two types of license available: trial licenses and official licenses.

An SDK is a collection of software development tools that facilitate your creation of applications for specific software packages, software frameworks, or operating systems. When you are issued a license by Tencent Cloud, you will get a license key and a license URL, which you need to pass to the Tencent Effect SDK in order to use its features.

## How do I get an official license for Tencent Effect?

You can refer to the “Pricing Overview” document to purchase a Tencent Effect package and get a license to use the Tencent Effect SDK. After purchasing a package, you need to bind it in the Tencent Effect console before you can use the corresponding features. For detailed directions, see [Purchasing an official license](#).

## What is the validity period of a license? How do I renew it?

- **Trial license:** A trial license is valid for 28 days after issuance. For example, if you applied for a trial license on January 1, 2022, and it was issued to your account on January 2, 2022, the license would expire at 00:00:00 on January 31, 2022.
- **Official license:** An official license is valid for one year (365 days) after you bind it in the console. For example, if you bound an official license on January 1, 2022, it would expire at 00:00:00 on January 2, 2023.
- You renew an official license for an application by purchasing a new package and binding it to the application. For detailed directions, see [Renewing an official license](#).

## Can I modify the bundle ID/package name bound to a license?

You can change the Android package name and iOS bundle ID bound to a trial license.

However, you cannot change the package name or bundle ID bound to an official license.

## How many applications and devices can I use a license for?

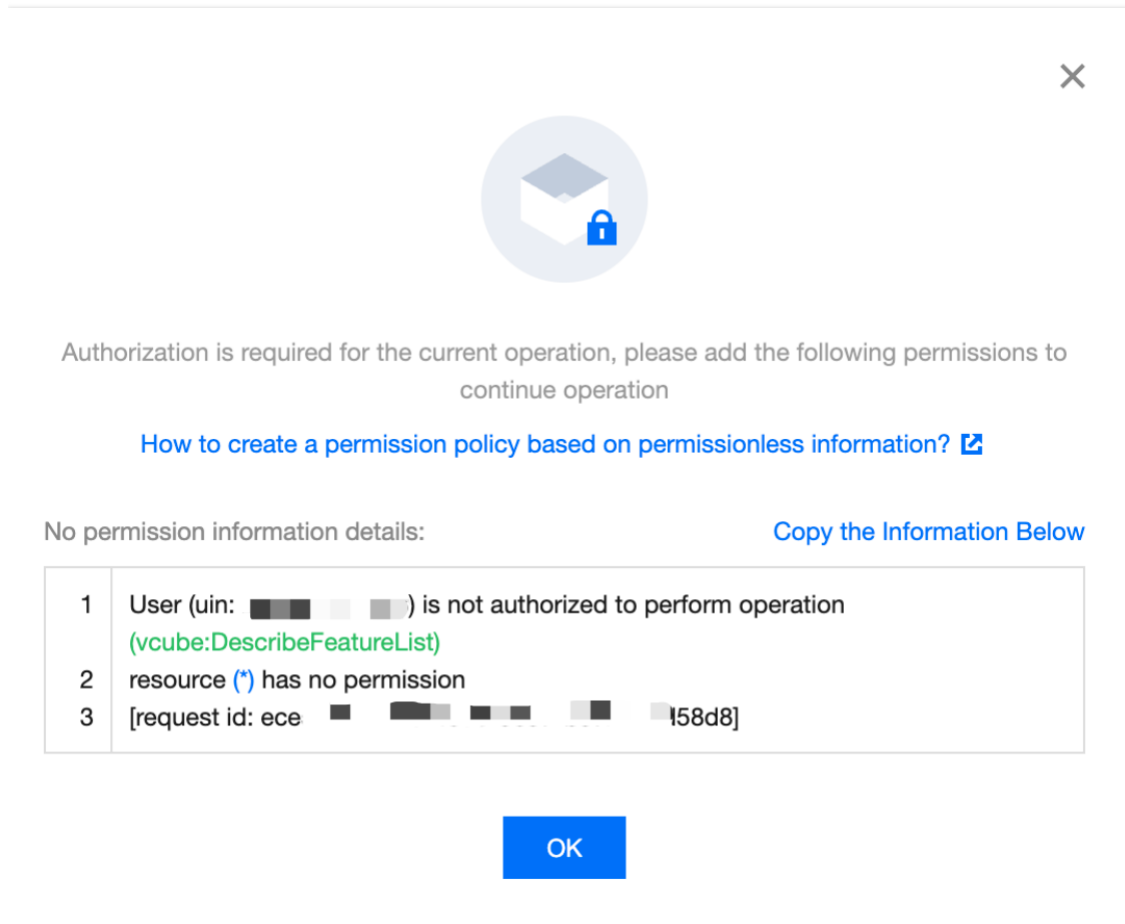
You can bind one bundle ID and one package name to each license. There isn't a limit to the number of licenses an account can have or the number of devices a license can be used for.

## How do I upgrade or downgrade a Tencent Effect license?

The Tencent Effect SDK comes in 14 editions. To learn about their features, see [Pricing Overview](#). If you want to change to a different SDK edition, wait till your current license expires and purchase and bind a different package to your application. You cannot change the SDK edition when a license is still valid.

The package offered for trial is the full-featured S1 - 04. You can upgrade to an official license even before your trial license expires.

## Why couldn't I find Tencent Effect permissions when I tried to grant permissions to a sub-account?



Authorization is required for the current operation, please add the following permissions to continue operation

[How to create a permission policy based on permissionless information?](#)

No permission information details: [Copy the Information Below](#)

1	User (uin: [redacted]) is not authorized to perform operation (vcube:DescribeFeatureList)
2	resource (*) has no permission
3	[request id: ece [redacted] 158d8]

OK

You can search “vcube” to grant Tencent Effect permissions.

- If you want to grant a sub-account only the permission to view licenses, associate the `QcloudVCUBEReadOnlyAccess` policy.
- If you want to grant a sub-account all license permissions, associate the `QcloudVCUBEFullAccess` policy.