

Video on Demand Player SDK Product Documentation



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Player SDK

Overview

Last updated : 2023-08-16 11:26:55

Product Description

Player SDK is a comprehensive, stable, and smooth video playback service provided for VOD businesses. It helps you connect to Tencent Cloud services and build cloud-based integrated capabilities. The Player and Player Adapter are offered for VOD playback scenarios and support various platforms including web, iOS, Android, and Flutter. In addition, it comes with a variety of video playback solutions to meet your diverse requirements in different business scenarios.

Quick Introduction

To help you quickly understand the Player SDK, we recommend you first read [Concepts](#) of Player and quickly select the player type suitable for your business as instructed in [How to Select Player](#) before using Player and Player Adapter.

Core Strengths

Cloud-based integration

Player integrates powerful VOD audio/video service capabilities and provides comprehensive cloud-based integration features to offer your business more capabilities.

All-around video security

Player supports video security solutions such as hotlink protection, URL authentication, HLS encryption, private protocol encryption, and offline download. It also features video security capabilities such as dynamic watermarking to

help protect the security of your media assets in different scenarios.

Comprehensive data support

Player supports monitoring the video playback quality over the entire linkage through metrics such as playback performance, user behaviors, and file characteristics.

Ultimate playback experience

Player relies on Tencent Cloud's high numbers of cache nodes to provide complete video delivery acceleration capabilities with millisecond-level latency, delivering an ultrafast video playback experience.

Diverse playback capabilities

Player provides various features such as instant broadcasting of the first frame, buffering during playback, adjustable-speed playback, video timestamping, on-screen commenting, and addon subtitles.

Use Cases

Short video playback

By integrating various VOD features, including content moderation, media asset management, seamless switch, instant broadcasting of the first frame, and interactive floating window, Player is often used in UGSV application development. For more information, see [Demo](#).

Long video playback

Player integrates VOD features such as adaptive bitrate streaming, seamless definition switch, thumbnail generation, screencapturing, and adjustable-speed playback. It can be used for playback of long videos such as TV series on video platforms as well as portal development. For more information, see [Overview](#).

Video copyright protection

Player supports video security capabilities of VOD, including private protocol encryption, offline download, scrolling text, and hotlink protection, to help you protect your video security. For more information, see [Overview](#).

Live recording

Player supports live recording playback, time shifting during live streaming, and pseudo-live streaming to help you deliver an integrated viewing experience in audio/video live and VOD playback scenarios.

SDK Download

To try out the Player demo, see [Free Demo](#).

To download the applicable SDK for integration, see [SDK Download](#).

To learn more about the features and capabilities of Player, see [Feature Description](#).

Integration Guide

To help you quickly integrate Player, we provide a Player integration guide to describe the integration steps using demos.

If you encounter any playback issues, see [FAQs](#).

More Media SDKs

In addition to Player SDK, we also provide [User Generated Short Video \(UGSV\)](#) , [Player](#) and [Effect](#) SDKs to quickly meet different applications requirement. You can choose the appropriate SDK you need. If you need both MLVB, UGSV, Player functions, you can also choose the All-In-One SDK.

Player SDK

MLVB SDK

UGSV SDK

TRTC SDK

All-In-One SDK

Basic Concepts

Last updated : 2023-06-16 10:59:52

This document describes the basic concepts involved in the VOD playback scenarios of Tencent Player to help you quickly understand and use its VOD capabilities.

Concepts

Player can be connected to Tencent Cloud VOD through Player or Player Adapter.

Player

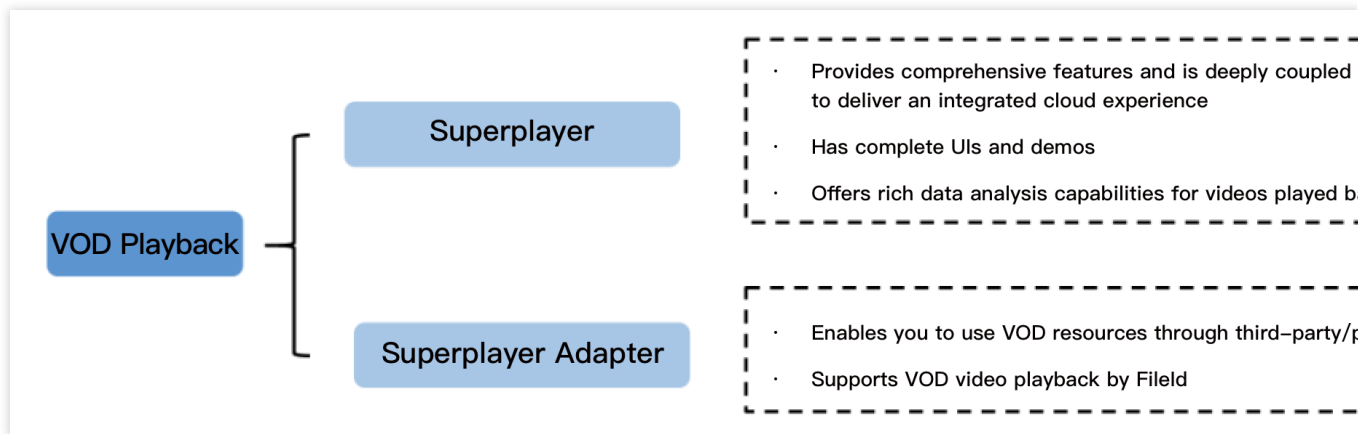
Player is a standalone and complete video player with a full range of video playback features, such as video encryption, thumbnail preview, and definition switch. It comes with complete UIs and demos, is deeply integrated with VOD, and can play back resources in VOD through their `FileID`. In addition, it provides a full-linkage VOD playback quality data service. To quickly connect Player, see [Stage 1. Play back a video with player](#).

Player Adapter

Player Adapter is a player plugin used to connect a third-party player with resources in VOD. It offers diverse capabilities, including video playback and encryption, so you can integrate it into your third-party players to play back resources in VOD through their `FileID`. To quickly connect Player Adapter, see the integration documents for different platforms.

How to Select Player

To simplify connection and match your business scenarios, we recommend you select the most suitable player type when connecting the player service.



Player: Recommended for users who haven't integrated a player but need to quickly build VOD playback capabilities. Player is fully featured and easy to connect. VOD provides a detailed [guide](#) on how to connect it.

Player Adapter: Recommended for users who need to play back resources in VOD with a proprietary or third-party player. VOD offers Player Adapter to help you smoothly connect and use resources in VOD.

Platforms supported by Player include:

Player Type	Player	Player Adapter
Web	✓	✓
iOS	✓	✓
Android	✓	✓
Flutter	✓	-
UI	✓	-
Demo	✓	-

Features

Last updated : 2024-06-28 17:41:57

The Player SDK provides video playback capabilities for live streaming and video-on-demand (VOD) on platforms such as web/HTML5, iOS, Android, and Flutter. Supported features are detailed below.

Feature Module	Functional Item	Overview	Web	iOS & Android	Flutter
Playback protocol/format	VOD/live streaming	Supports both VOD and live streaming	✓	✓	✓
	Live streaming formats	Supports formats such as RTMP, FLV, HLS, DASH, and WebRTC	WebRTC, FLV,HLS, DASH	RTMP, FLV,HLS, WebRTC	RTMP, FLV,HLS,WebRTC
	VOD formats	Supports audio and video formats such as HLS, DASH, MP4, and MP3	HLS, MP4, MP3,FLV, DASH	MP4, MP3, HLS, DASH (DASH is only supported in the premium version)	MP4, MP3,HLS
	URL playback	Supports URL playback for online videos, where the URL can be used for either VOD or live streaming	✓	✓	✓
	File ID playback	Supports video playback through VOD file identification (FileID), including videos of multiple resolutions,	✓	✓	✓

		thumbnails, markers, and other information			
	Local video playback	Supports playback of videos stored locally	-	✓	✓
	Live Event Broadcasting	Supports Tencent Cloud Live Event Broadcasting playback with millisecond-level ultra-low latency	✓	✓	✓
	DASH protocol	Supports DASH video playback with standard protocols	✓	✓ (supported only in the premium version)	×
	Panoramic VR video	Supports playback of panoramic VR video sources. Mobile devices allow finger dragging or gyroscope operations to view panoramic video content, while PC devices support dragging with a mouse to animate and view the interface	✓ (supported only in the premium version)	×	×
	QUIC acceleration	Supports the QUIC transport	-	✓	✓

		protocol, effectively improving video transmission efficiency		(supported only in the premium version)	
	SDR/HDR video playback	Supports playback of SDR videos and HDR videos in HDR 10/HLG standards	-	✓	✓
	H.264 video playback and software and hardware decoding	Supports playback of H.264 video sources, including software and hardware decoding	✓	✓	✓
	H.265 video hardware decoding	Supports hardware decoding playback of H.265 video sources	-	✓	✓
	AV1	Supports playback of videos encoded in AV1 format	Partially supported	Partially supported (supported only in the premium version)	×
	Audio playback	Supports playback of pure audio files such as MP3	✓	✓	✓
	Dual-channel audio	Supports playback of dual-channel audio	×	✓	✓

	Multiple audio tracks	Supports playback of video files with multiple audio tracks, allowing for switching between tracks, such as from English to Chinese	✓	✓ (supported only in the premium version)	×
	Http Header Setting	When requesting video resources, you can customize HTTP Header content	×	✓	✓
	HTTPS	Supports playback of video resources over HTTPS	✓	✓	✓
	HTTP 2.0	Supports the HTTP 2.0 protocol	✓	✓	✓
Playback performance	Short Video Playback Component	Achieve ultra-fast first frame, seamless start playback, and silky-smooth short video playback experience at an extremely low cost of integration. By combining pre-play, pre-download, player reuse, precise traffic control, and loading	-	✓ (supported only in the premium version)	×

		strategies, this ensures an extremely smooth playback effect with low energy consumption			
	Pre-downloading	Supports pre-downloading of specified video file content, and configuration of specified size and resolution for pre-downloaded video files.	✓	✓	✓
	Streaming with caching	Supports content caching during playback to reduce network usage. A caching policy can be set	✓	✓	✓
	Exact seek	Supports jumping to a specific point for playback on the progress bar. Mobile playback supports frame-level accuracy, while Web playback offers millisecond-level precision	✓	✓	✓
	Adaptive bitrate (ABR)	Supports ABR streaming of HLS, DASH, and WebRTC,	✓	✓ (Only the premium version	✓ (DASH is not supported)

		which can automatically select the appropriate bitrate for playback based on network bandwidth		supports DASH)	
	Real-time download speed	Provides real-time download speed monitoring, allowing display to end-users during buffering as needed. It is also crucial for using the ABR bandwidth prediction module	✓	✓	✓
	Multiple instances	Supports adding multiple players for simultaneous playback on a single interface	✓	✓	✓
	Dynamic frame rate adjustment	When lag occurs, a "fast forward" method can be employed to automatically catch up to maintain real-time quality during live streaming	✓	×	×
	PDT Seek	Jump to a specific PDT in the video stream to	×	✓ (supported only in the	✓

		enable fast-forward, rewind, and progress bar jumps		premium version)	
Playback control	Basic controls	Supports start, end, pause, and resume playback control features	✓	✓	✓
	Basic picture-in-picture component	Supports switching to picture-in-picture for playback in a small window, with mobile support for picture-in-picture playback both within and outside the integrated App.	✓	✓	✓
	Advanced picture-in-picture component	Compared to basic picture-in-picture, it adds support for encrypted video picture-in-picture, offline playback picture-in-picture, and the "instant switch" effect	-	✓ (supported only in the premium version)	×
	Seek within caching	Supports not clearing Caching video during seek and allows for fast seek	✓	✓	✓

	Live streaming time shifting	Supports live streaming time shifting playback, with settings of start, end, and current positions and a draggable progress bar	✓	×	×
	Progress bar marking and thumbnail preview	Supports adding marker information on the progress bar and supports Sprite Thumbnail previews	✓	✓	✓
	Cover	Supports setting the video cover for playback	✓	✓	✓
	Replay, loop playback, list playback	Supports automatic or manual replay after video playback ends; also supports playing videos in a list sequentially, and even looping them by automatically playing the first video again after the last one finishes.	✓	✓	✓
	Breakpoint resume	Supports playback from the last stop position	✓	✓	✓

Custom playback start time	Supports custom video start time	✓	✓	✓
Playback speed change	Supports 0.5–3x speed change for playback, with pitch-preserving audio speed change	✓	✓	✓
Background playback	Supports continued audio and video playback when the interface is switched to the background	-	✓	✓
Playback callback	Supports callback for playback status, first frame, completion, or failure of playback	✓	✓	✓
Retry upon playback failure	Automatic retry upon playback failure, includes auto-reconnection during live streaming	✓	✓	✓
Volume settings	Supports real-time adjustment of system volume and mute operations	✓	✓	✓
Resolution switching and	Supports seamless and	✓	✓	✓

	naming	buffer-free switching of HLS video streams at various resolutions, and allows for custom naming of different resolution streams			
	Screen-capturing	Supports intercepting any frame of the playback screen	-	✓	×
	Preview	Supports playing videos with the preview feature enabled	✓	✓	×
	On-screen comments	Supports displaying on-screen comments for the video	✓	✓	×
	External subtitles	Supports importing custom subtitle files; Web version supports WebVTT format, while mobile version supports VTT and SRT formats	✓	✓ (supported only in the premium version)	×
	SEI Callback	Parse SEI frames in the video stream	×	✓ (supported only in the	×

		and perform event callbacks		premium version)	
	HEVC Degraded Playback	The player supports the simultaneous input of HEVC and other video encoding formats such as: H.264 playback links. When the playback device does not support the HEVC format, it will automatically degrade to the video playback of the other configured encoding formats (such as: H.264)	×	✓ (supported only in the premium version)	×
	Volume Equalization	Automatically adjust the volume during audio playback to ensure a consistent volume level across all audio tracks	×	✓ (supported only in the premium version)	×
Video security	Referer blocklist/allowlist	Supports identifying the request source through the Referer field in the playback request and controlling source requests	✓	✓	✓

		through the blocklist or allowlist			
	Key hotlink protection	Supports adding control parameters in the playback link to manage link validity, preview duration, and number of IPs allowed for playback	✓	✓	✓
	HLS encryption	Supports AES encryption provided through HLS by using a key to encrypt video data	✓	✓	✓
	HLS private encryption	Supports encrypting videos in Cloud VOD's private protocol, which can only be decrypted and played through the Player SDK, effectively preventing the cracking by various browser plugins and gray-market tools	✓	✓	✓
	Commercial-grade DRM	Provides native encryption solutions like Apple FairPlay	✓	✓ (supported only in the premium version)	×

		and Google Widevine			
	Secure download	Supports the decryption and playback of offline downloaded encrypted videos only through the Player SDK	-	✓	✓
	Dynamic watermarks	Supports adding dynamic text watermarks to the playback interface to effectively prevent piracy	✓	✓	×
	Ghost watermarks	Randomly appear on the playback interface for a short time at random positions, and the video playback will automatically pause if an exceptional removal of the watermark is detected. This ensures video security with minimal impact on viewing experience.	✓	×	×
	Web security plugins	Checks the Web playback environment and status and	✓ (supported only in the	-	-

		pauses exceptional video playback to protect video security. The plugins cover MSE environment detection, security architecture check, and interface response integrity verification.	premium version)		
Display effect	Custom UI	The SDK offers an integrated solution with UI, which provides UI-included common playback components that can be selected as needed	✓	✓	✓
	Screen filling	Supports choosing different fill patterns to fit the video screen size	✓	✓	×
	Player size settings	Supports customizing the player size	✓	✓	✓
	Image stickers	Supports adding image stickers for advertising during playback pause	✓	✓	×

	Video mirroring	Supports mirroring in horizontal, vertical, and other directions	✓	✓	×
	Video rotation	Supports rotating video images by angle and automatically rotating videos based on the rotate parameter in the video file	×	✓	×
	Screen locking	Supports the screen locking feature, including locking rotation and hiding interface elements	-	✓	×
	Brightness adjustment	Supports adjusting system brightness during video playback	-	✓	✓

Note:

"-" means the feature is not supported or the concept doesn't exist on the platform.

"✓" without "supported only in the premium version" means it is supported in the basic version.

Free Demo

Last updated : 2024-04-11 16:11:38

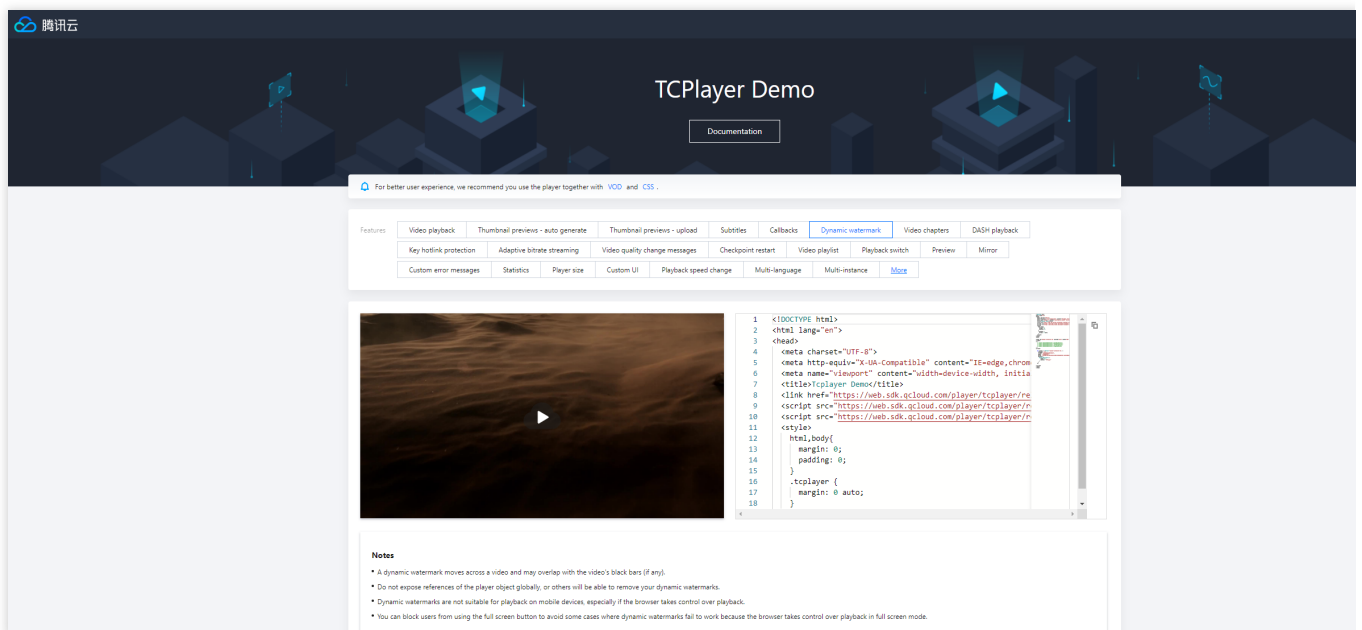
The Player SDK demo provides complete product-grade interactive UIs and business source code for you to use on demand.

Demo

Demos

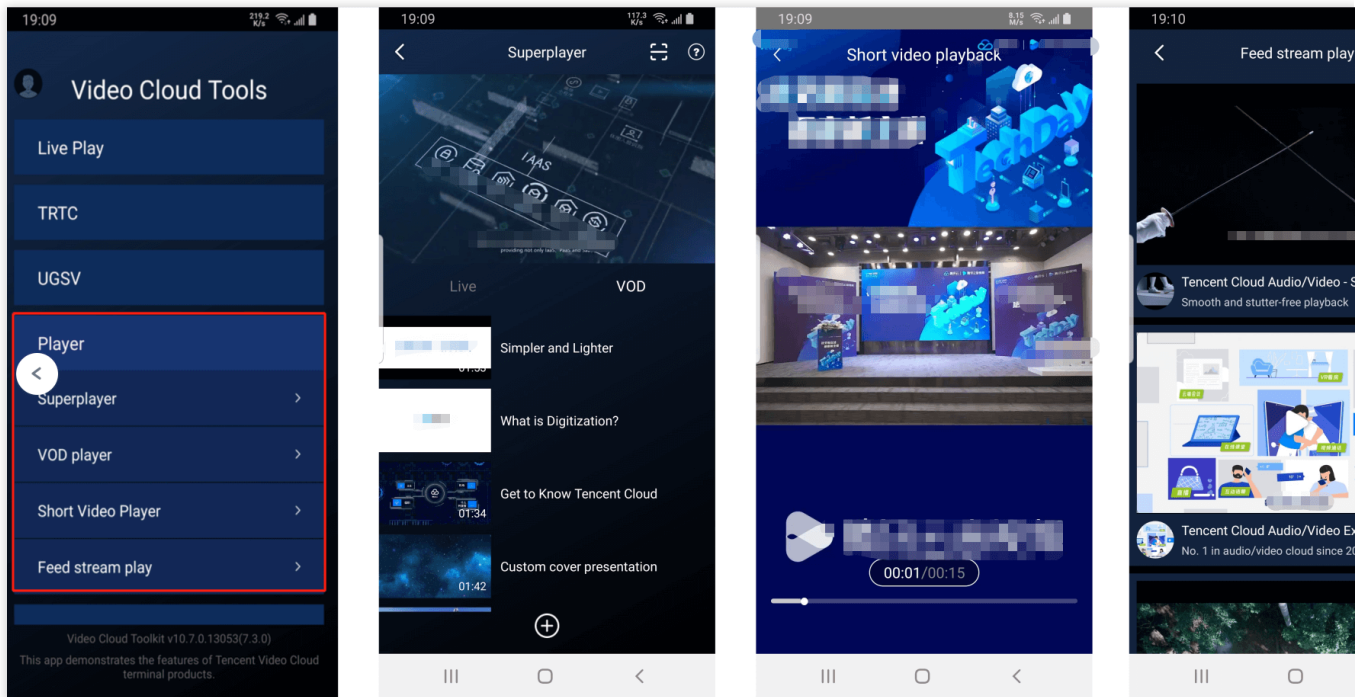
Player for web (TCPlayer)

TCPlayer supports video playback in a browser on a PC or mobile device. It provides demo pages for you to compare and view the video playback features and code. You can modify the code samples to view the effect of modified features in the playback area in real time.



Develop and Debug Demo

To help developers better understand how to use the Player SDK, the Player SDK mobile version offers a demo source code for development and debugging, along with instructions on interfacing. You can follow the steps below for usage.



Step 1: Access the Demo project source code

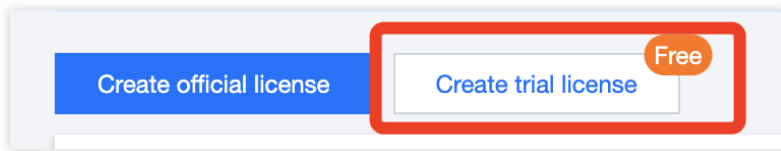
You can visit the following GitHub address to access the demo source code for debugging, or download the corresponding ZIP package.

Platform	Source code address	Download ZIP package
iOS	GitHub	ZIP package
Android	GitHub	ZIP package
Flutter	GitHub	-

Step 2. Configure the license

The Player SDK for mobile (iOS & Android & Flutter) requires access to a License for use.

1. Sign in to the [VOD console](#) or [CSS console](#), select **License Management** > **Mobile License** on the left menu, and click **Create Trial License**.



2. Fill in the `App Name` , `Package Name` , and `Bundle ID` according to your actual needs, check the feature module **Player Premium Version**, and click **Confirm**.

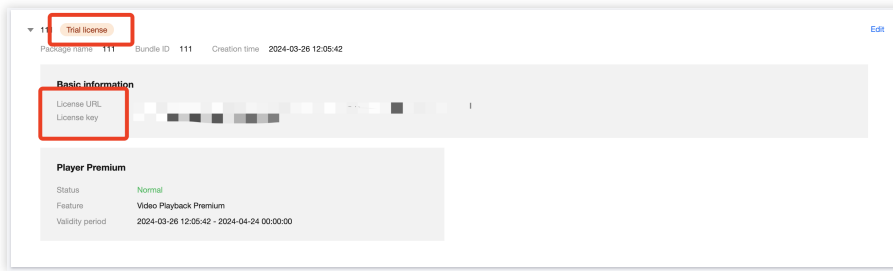
Package Name: Please peek at the **build.gradle** file in the App directory for the **applicationId**.

Bundle ID: Please peek at the **xcode** for the project's **Bundle Identifier**.

Note:

If the Package Name or Bundle ID applied for in the Tencent Cloud Console is inconsistent with the actual Package Name or Bundle ID in the project, playback will fail.

3. After the trial version License is successfully created, the page will display the generated License information. **Upon SDK initialization, the License URL and License Key are required; please save the following information carefully.**



4. After accessing the Licence URL and Licence Key, please refer to the tutorial below to configure them in the Demo project.

Android configuration for Licence

iOS configuration for Licence

Flutter configuration for Licence

Open the Demo/app/src/main/java/com/tencent/liteav/demo/TXCSDKService.java file, and replace the Licence URL and License Key with the applied Licence content.

```
TXCSDKService.java
8
9 public class TXCSDKService {
10     private static final String TAG = "TXCSDKService";
11     // 如何获取License? 请参考官网指引 https://cloud.tencent.com/document/product/454/34750
12     private static final String licenceUrl =
13         "请替换成您的licenceUrl";
14     private static final String licenceKey = "请替换成您的licenceKey";
```

Open the Demo/TXLiteAVDemo/App/config/Player.plist file, and replace the Licence URL and Licence Key with the applied Licence content.

```
Player
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
3 <plist version="1.0">
4 <dict>
5     <key>licenceConfig</key>
6     <dict>
7         <key>licenceKey</key>
8         <string>...</string>
9         <key>licenceUrl</key>
10        <string>...</string>
11    </dict>
```

替换成申请到的 Licence

Open the Flutter/example/lib/main.dart file, and replace the Licence URL and Licence Key with the applied Licence content.

```
main.dart x
37  }
38
39  /// set player license
40  Future<void> initPlayerLicense() async{
41    String licenceURL = ""; // 获取到的 licence url
42    String licenceKey = ""; // 获取到的 licence key
43    await SuperPlayerPlugin.setGlobalLicense(licenceURL, licenceKey);
44  }
```

Free Trial License

Last updated : 2024-04-11 16:11:37

The Player SDK offers a trial License, including **Mobile** trial License and **Web** trial License. You can refer to this document for guidance and apply for a free trial as needed.

Trial License Types	Features that can be authorized	Validity Period
Mobile trial License	Player SDK Mobile all features (including premium features)	By default, 28 days after application
Web trial License	Player SDK Web all features (including premium features)	By default, 14 days after application, renewable once for a total of 28 days

Note:

After purchase, you can add and renew the player License via the [VOD console](#) or [CSS console](#). For details, please see [Adding and Renewing License](#).

Mobile trial License

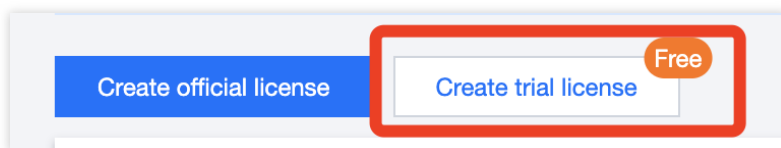
Trial License Application

You can apply for a free trial of the Player Mobile License (valid for total of 28 days) for testing. When applying for the test module, you can choose to **create a new trial License and select Player trial License** or **apply for a new License in an existing test application**.

Method 1: Create a new trial License and select Player trial License

Method 2: Apply for a New Trial License within an Already Created Test Application

1. Sign in [VOD console](#) or [CSS console](#) > **License Management** > **Mobile Client License**, click **Create Trial License**.



2. Fill in the `App Name` , `Package Name` , and `Bundle ID` according to actual needs, select **Player Premium** , and click **Create**.

Create trial license

Basic information

App name:
Max 128 bytes; supports letters, Chinese characters, numbers, spaces, underscores, hyphens, and periods. E.g.: TRTC

Package name:
Max 128 bytes; supports letters, numbers, spaces, underscores, hyphens, and periods. E.g.: tencent.trtc.com

Bundle ID:
Max 128 bytes; supports letters, numbers, spaces, underscores, hyphens, and periods. E.g.: tencent.trtc.com

Capability

Each trial license can only be used for one capability. A trial license is valid for 28 days and cannot be renewed after expiration.

UGSV Standard	Valid for 28 days	Already used
MLVB	Valid for 28 days	Already used
Player Premium	Valid for 28 days	Available

Create **Cancel**

3. After the trial License is successfully created, the page will display the generated License information. **When initializing the SDK configuration, you need to input both the Key and License URL. Please save the following information accordingly.**

Note:

For the same application, the License URL and Key are unique. When the trial License upgrades to an official version, the License URL and Key remain unchanged.

Trial license

Package name: 111 Bundle ID: 111 Creation time: 2024-03-26 12:05:42

Basic information

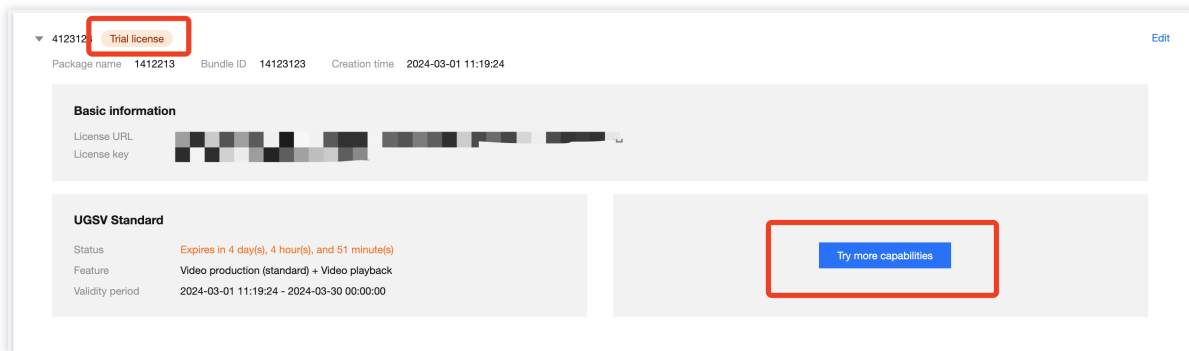
License URL:
License key:

Player Premium

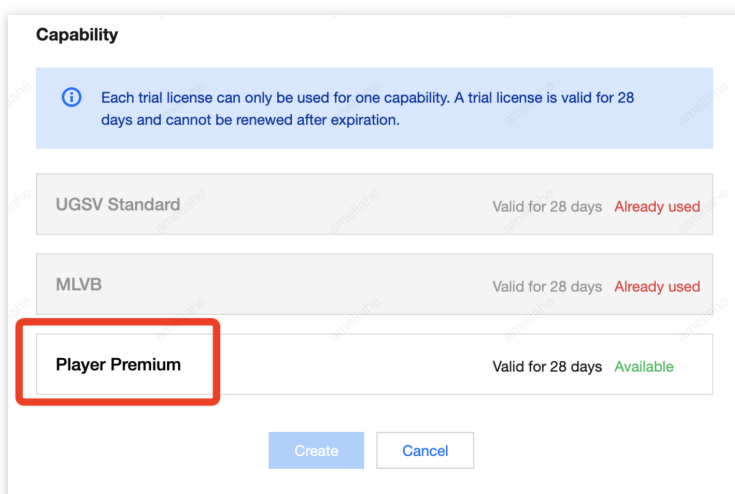
Status: Normal
Feature: Video Playback Premium
Validity period: 2024-03-26 12:05:42 - 2024-04-04 00:00:00

If you wish to apply for a trial of the **Player** feature within an already created test application, follow these steps:

1. Sign in to [VOD console](#) or [CSS console](#) > **License Management** > **Mobile License**, select the application you wish to test, and click **Test New Feature**.



2. Select **Player Premium**, and click **OK**.



Note

During the trial License's validity period, you can click on the **Edit** button on the right, enter to modify the Bundle ID and Package Name information, and click **OK** to save.

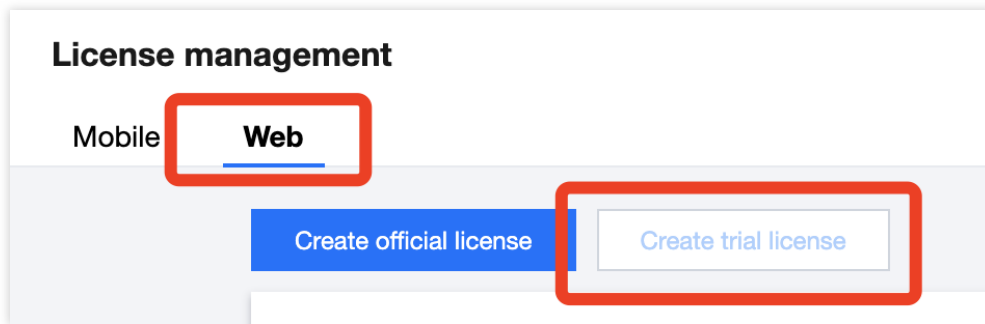
If there is no Package Name or Bundle ID, you may fill in "-".

Web Trial License

Trial License Application

You can apply for a free Player Web Client trial License (valid for 14 days, renewable once, totaling 28 days) for a test experience.

1. Sign in to [VOD console](#) or [CSS console](#) > **License Management** >, click **Create Trial License**.



2. Fill in the **Project Name** and **Domain**, then click **Create** to complete the application.

Create Player trial license

Player trial license only supports one application with 14 days validity period and one renewal chance, totally 28 days. Trial license supports all features included in Web Player Premium.

Project name

test

Support English, Chinese, number, space, _, -, ., up to a maximum of 128 bytes

Domain

*.test.com|

Only wildcard domain name bound is supported, up to a maximum of 128 bytes

One Web premium license can bind one wildcard domain name.

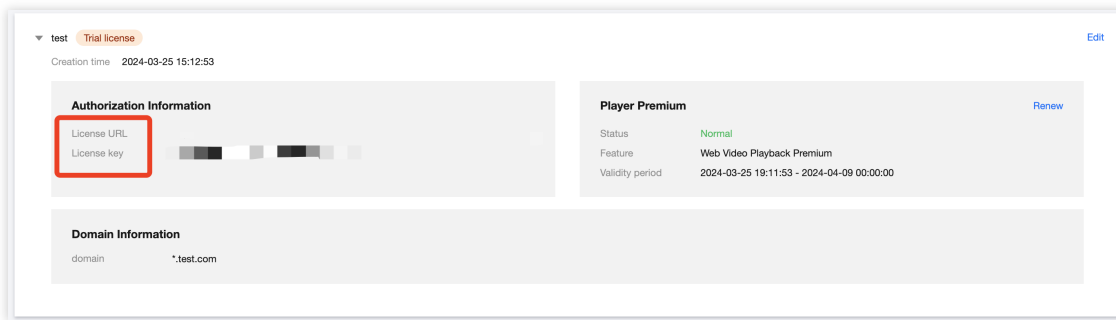
Create

Cancel

Note:

Only version 5.1.0 and above of the Web Player SDK support the use of wildcard domain authorization.

3. After the trial License is successfully created, the page will display the generated License information. **When initializing the SDK configuration, you need to input both the Key and License URL. Please save the following information accordingly.**

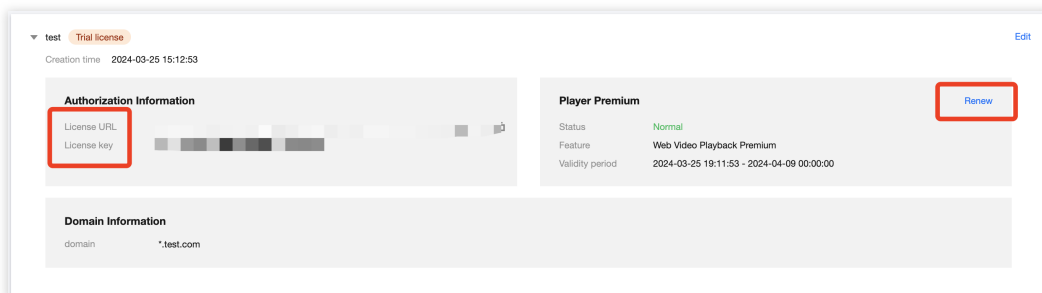
**Note:**

A single Web Premium Version License can only be associated with one wildcard domain.

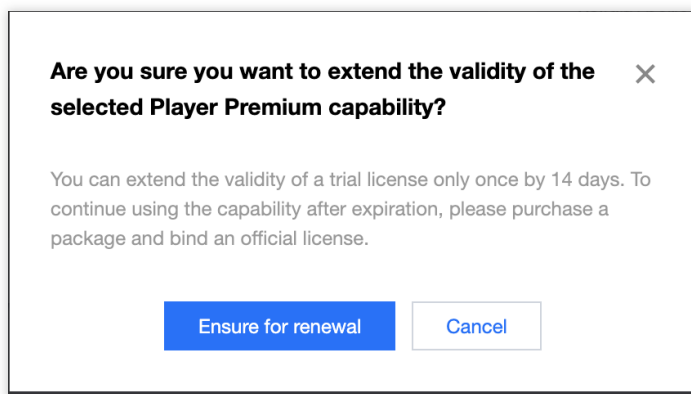
You can click the **Edit** on the right side to modify the domain name.

Trial License Renewal

1. The Web trial License initially has a default validity period of 14 days. You can renew it **once**. Click the **Player Premium** feature on the right and select **Renew**.



2. Click **Ensure for renewal** to renew the feature for 14 days.

**Note:**

The trial License has a total validity of 28 days, and **can only be renewed once**. If you wish to continue using it, please [purchase](#) and [bind Web Formal License](#).

Purchase Guide

Billing Overview

Last updated : 2024-04-11 16:11:38

The cost of the Player SDK includes the following:

Type of Expense	Description
SDK authorization fees	The use of authorization fees for Player SDK.
Other related cloud service fees	When using the Player SDK in conjunction with cloud services like VOD and CSS , corresponding fees are generated.

Note:

The Player SDK offers a cumulative 28-day trial License for both the Mobile Premium Version and the Web Premium Version. You can apply for free in the console.

SDK Authorization Fees

The Player SDK authorizations for Mobile and Web are separate. Both platforms offer Basic and Premium versions, and you can obtain the usage authorization for the corresponding version by purchasing the designated License. For differences between the platforms and the versions, see [Product Features](#).

Acquisition Method

Player SDK Platform	Feature Version	Required License Type	Price	Authorization Unit
Mobile Player (iOS & Android & Flutter)	Basic version	Player Mobile Basic Version License /UGSV License /MLVB License	0 USD (1 year, renewable for free) Apply for free	One license can authorize one iOS application Bundle ID and one Android application Package Name
	Premium version	Player Mobile Premium Version License	499 USD/month Purchase Now	
Web Player	Basic version	Player Web Basic Version License	0 USD (1 year, renewable for free) Apply for free	Precise domain (one License can authorize up to ten precise domains)
	Premium	Player Web Premium	99 USD/month	Wildcard Domain

	version	Version License	Purchase Now	(one License can authorize up to one wildcard domain)
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If you have already purchased one of the following three Licenses, you can also obtain the Player Mobile SDK authorization with the Basic version without needing to purchase an additional player License.

Official License Type	Validity Period	Price (USD/Year)
UGSV Lite Version License	1 Year (From the Date of Purchase)	1,899
UGSV Basic Version License	1 Year (From the Date of Purchase)	9,999
MLVB License	1 Year (From the Date of Purchase)	5,988

Billing

Each account can apply for one free mobile player trial license and one web player trial license via the [VOD console](#) or [CSS console](#) to experience and test the product. The first application provides a 14-day validity period, which can be renewed in the console for another 14 days, totaling 28 days. Mobile and web trial licenses have separate application counts and durations.

A mobile license can be associated with one iOS application Bundle ID and one Android application Package Name, while a web license can be associated with up to ten precise domains. Associating a license with an application/domain provides the corresponding authorization without distinction between business environments. If multiple applications need to be integrated, the corresponding number of licenses must be purchased for binding.

Domain Name Description:

A precise domain refers to a specific fixed domain address, such as: `a.com` , `a.b.com` , `a.b.c.com` and other unique and fixed domain addresses.

A wildcard domain refers to a series of domain addresses with the same domain suffix, such as a wildcard domain `*.a.com` associated with a license. It allows `a.a.com` , `b.a.com` , `c.a.com` and other domains with the same suffix to unlock package capabilities. The `*` position can support custom definitions of multi-level domains, such as `b.c.a.com` and `b.c.d.a.com` .

An application supports changing the associated license. The authorization validity period for changing the application is the validity period of the newly associated license. The replaced license can be used to associate with other applications, and its validity period remains unchanged.

For refund-related content, see [Refund Explanation](#).

New License Validity Period Example

A customer purchased the Player Mobile Premium Version License A on July 1, 2022, at 11:36:59, and associated it with iOS application A1 and Android application A2. Later, on July 2, 2022, at 11:36:59, the customer purchased

another Player Mobile Premium Version License, obtained its License B, and associated it with iOS application B1 and Android application B2. Therefore:

The validity period of Player Mobile Premium Version License A is from July 1, 2022, 11:36:59 to August 2, 2022, 00:00:00.

The validity period of Player Mobile Premium Version License B is from July 2, 2022, 11:36:59 to August 3, 2022, 00:00:00.

Applications A1, A2, B1, and B2 all receive authorization to use features of the Player SDK Mobile Premium Version. Meanwhile, the authorization validity period for applications A1 and A2 is based on the validity of License A, and for applications B1 and B2, it is based on the validity of License B.

Validity Period Update Example

Based on the previous example, the same customer purchased the Player Mobile Premium Version License C on December 1, 2022, 15:48:12, and used License C to renew applications A1 and A2. As a result:

The validity period of Player Mobile Premium Version License C is from August 1, 2022, 15:48:12 to September 2, 2022, 00:00:00. When renewing for applications A1 and A2, License C will replace the originally affiliated License A with applications A1 and A2.

Since an application's authorization validity period is based on the actual affiliated License's validity period, the renewal changes the validity period of applications A1 and A2 to that of License C, which is from August 1, 2022, 15:48:12 to September 2, 2022, 00:00:00. Thus, the authorization validity period of applications A1 and A2 is extended from the original August 2, 2022, 00:00:00 to September 2, 2022, 00:00:00.

After License C becomes affiliated with applications A1 and A2, the originally affiliated License A with applications A1 and A2 will naturally disaffiliate, while the validity period of License A remains unchanged, still serving as an available License resource that can be affiliated with other applications.

Other Related Cloud Services Fee

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

Video on Demand (VOD)

Tencent Cloud's [VOD](#) service provides functions such as video upload, storage, transcoding, acceleration distribution playback, copyright protection, and play quality monitoring.

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](#).

Cloud Streaming Services (CSS)

CSS offers capabilities including live stream receiving, on-cloud recording, live transcoding, live screencapture, and live stream delivery and playback. If you need to use related functions, we recommend you use [CSS](#).

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](#).

Refund Policies

Last updated : 2024-04-11 16:11:38

Five-Day Unconditional Refund

To facilitate the use of the Player SDK, if your purchased License meets the following conditions, Tencent Cloud supports an unconditional refund within 5 days:

Mobile License not bound to an application package name (including both new additions and renewals binding methods), and Web License not bound to a domain.

The purchase date of the License is no more than 5 days ago (including the 5th day).

Refund Policy

Orders that meet the Five-Day Unconditional Refund policy can submit a refund request via [ticket](#), see [Refund Steps](#) for details.

If there is suspected abnormal or malicious return, Tencent Cloud reserves the right to reject your return request.

For orders that meet the 5-day unconditional refund policy, the refund amount will be the total payment made at the time of purchase, including the cash account balance, transferred earnings, and gift account balance.

Note

Rebates and vouchers will not be returned.

A full refund will be returned to your Tencent Cloud account.

Refund Steps

1. Click [Submit Ticket](#) to go to the ticket submission page.
2. In the search box on the right, search for and select "**Other Tencent Cloud Products**".
3. Select the problem type as "**Feature Consultation**".
4. Go to the ticket creation page, fill in the relevant information, and click **Submit Ticket** to complete.

Note

Before returning the resources, please check if they meet the conditions for a 5-day unconditional refund. If they do not, a refund cannot be processed.

Overdue and Suspension Policy

Last updated : 2024-04-11 16:18:08

When the Tencent Cloud billing platform detects that your Tencent Cloud account balance is insufficient, it will remind you to top up. You have 24 hours to replenish your account after it falls into arrears. If you do not top up your account after this period, services such as Cloud Streaming Services, Video on Demand, and live co-anchoring will be temporarily suspended. If you top up your account within 24 hours of falling into arrears, your co-anchoring service will not be affected.

SDK Download

SDK Download

Last updated : 2024-04-11 16:11:38

Player SDK

Release Notes(Web)

Last updated : 2024-04-11 16:11:38

TCplayer update log

TCplayer 5.1.0 @ 2023.11.13

New support for configuration native decoding strategy

MacOS iOS optimize subtitle display effect

Full scene support for loadVideoByID method

Support for parsing wildcard domain names

Added new server-side error codes and license-related error codes

Fixes

TCplayer 5.0.0 @ 2023.08.16 Breaking Change

Adding a License.

New support for VR and security environment check plugins.

Live Event Broadcasting ABR interface adjustment.

Live Event Broadcasting downgrade logic adjustment, added automatic downgrade.

Open M4A.

Optimized pseudo-fullscreen effect.

macOS Safari supports private encryption.

TCplayer 4.8.0 @ 2023.04.20

New support for P2P.

Added a switch for downgrading WebRTC.

Fixes.

TCplayer 4.7.2 @ 2023.1.10

Fixed an issue with incorrect iOS environment detection.

TCplayer 4.7.0 @ 2022.12.20

Added automatic asynchronous loading of dependency SDK.

Adding Element (XML) checks.

New support for ghost watermark.

Improving code aliasing.

TCplayer 4.6.0 @ 2022.11.04

New support for multiple audio tracks.

New support for URL-based resuming playback.

Fixed some issues.

TCplayer 4.5.4 @ 2022.08.26

New support for Live Event Broadcasting ABR, updated txliveplayer.

New support for AV1 in FLV, updated flv.js.

New support for SDMC DRM.

New support for unifying the auto-play blocked events in Live Event Broadcasting and Live Video Broadcasting to 'blocked'.

New support for marker callback events.

Fixed some issues.

TCplayer 4.5.3 @ 2022.06.15

New support for commercial-grade VOD DRM.

TCplayer 4.5.2 @ 2022.04.15

Fixed a vulnerability where videos could be stolen by hijacking MSE to bypass private encryption schemes.

Fixed some data reporting issues.

TCplayer 4.5.0 @ 2022.01.14

New support for data reporting features in Live Video Broadcasting and Live Event Broadcasting.

New support for playing MP3 audio formats.

New support for frame synchronization capabilities under poor network conditions.

Optimized watermark feature, supporting more configuration options.

Fixed several issues.

TCplayer 4.4.0 @ 2021.12.14

New support for playing Live Event Broadcasting.

New data reporting feature for on-demand scenarios.

New support for playing original and transcoded media files via the v4 interface.

TCplayer 4.1 @ 2020.07.10

Updated the default version of hls.js to 0.13.2.

Support for enabling the Key Hotlink Protection feature.

Fixes for other known issues have been implemented.

TCplayer 4.0 @ 2020.06.17

Fix preview video to keep displaying the original duration.

Enable background quality configuration.

Fixes for other known issues have been implemented.

TCplayerLite update log

TCplayerLite 2.4.1 @ 2021.06.25

New support for WebRTC stream addresses with v1 signaling.

Added webrtcConfig parameter.

Added events for WebRTC stutter, stutter end, and stream end.

TCplayerLite 2.4.0 @ 2021.06.03

Added support for the Live Event Broadcasting feature.

Fixes for other known issues have been implemented.

TCplayerLite 2.3.3 @ 2020.07.01

Fixed an issue where switching to fullscreen in the X5 environment causes abnormal event dispatch.

Avoided the issue where switching HLS sources causes related events to trigger slowly, leading to abnormal cover display.

TCplayerLite 2.3.2 @ 2019.08.20

Updated the default HLS version to 0.12.4.

Fixes for other known issues have been implemented.

TCplayerLite 2.3.1 @ 2019.04.26

Added fivConfig parameter.

Load flv.1.5.js by default.

Fixes for other known issues have been implemented.

TCplayerLite 2.3.0 @ 2019.04.19

Added some feature parameter options.

Changed the parameter 'coverpic' to 'poster'.

Destroy the flv.js instance.

Fixes for other known issues have been implemented.

TCplayerLite 2.2.3 @ 2018.12.17

Optimized playback logic.

Resolved the issue where loading animation appears on iOS WeChat without triggering play events.

Fixes for other known issues have been implemented.

TCplayerLite 2.2.2 @ 2018.05.03

Optimized the loading component.

Optimized the Flash destroy method.

Use H5 playback by default.

Fixed known issues.

TCplayerLite 2.2.1 @ 2017.12.20

Added configurable definition text feature.

Set default definition.

Supports method to switch definition.

TCplayerLite 2.2.1 @ 2017.12.07

Added systemFullscreen parameter.

Added flashUrl parameter.

Fixed the UI issue when toggling mute at maximum volume.

Fixed the issue where two clicks are required to play on iOS 11 WeChat.

Fixed the issue where system styles are obscured in Safari 11.

Adapted to the situation where seeking is triggered in the X5 kernel, but seeked is not.

Fixed the problem where dragging the progress bar to the starting position and setting currentTime fails.

Switching definition keeps the volume unchanged.

Fixed the issue where the page width is 0, causing the player width determination to fail.

The destroy method now completely removes the player node.

TCplayerLite 2.2.0 @ 2017.06.30

Added parameters to control the playback environment: Flash, h5_flv, x5_player.

Adjusted player initialization logic to optimize error message effects.

Added support for flv.js, allowing FLV playback with flv.js under the right conditions.

Supports the x5-video-orientation attribute.

Enhanced the logic for determining the playback environment. Parameters can now adjust the priority between H5 and Flash, and whether to enable TBS playback.

Implemented version numbering for releases to avoid impacting users of older versions.

Optimized the timestamp for event triggers, standardizing it to universal time.

Bug fixes.

TCplayerLite 2.1.0 @ 2017.03.04

As of 2017.06.30, after several iterations of development, it has gradually become stable. Currently, unless otherwise specified in the documentation, all feature descriptions are based on this version.

Adapter plugin update log

Adapter plugin released @ 2021.07.16

First release of the player Adapter version

Release Notes(iOS & Android)

Last updated : 2024-06-07 17:09:28

Player SDK

Player SDK 11.9 @ 2024.06.03

Bug fixes:

Android&iOS: Optimize the first frame time statistics to make the statistics more accurate.

Android&iOS: Fix the crash problem of the player downloader module in multi-threaded scenarios.

Android: Remove the call to `NetworkInfo#getExtraInfo` to avoid being mistakenly detected as reading ssid.

Player SDK 11.8 @ 2024.05.06

New features:

Android&iOS: Support HLS EVENT live source (supported by the advanced version).

Android: Support playing local videos with `content://` and `asset://` URIs.

Android&iOS: Support precise and non-precise Seek.

Bug fixes:

Android: Fix the problem of callback progress after receiving the `PLAY_EVT_VOD_PLAY_PREPARE` event when the `TXVodPlayer#setAutoPlay` parameter is false.

iOS: Fix the abnormal problem caused by directly `stopPlay` without calling `exitPictureInPicture` during picture-in-picture playback.

Player SDK 11.7 @ 2024.03.04

New features:

Android&iOS: Added playback volume equalization control function (supported by premium version).

Android&iOS: HECV adaptive downgrade playback (supported by premium version).

Android&iOS: Support HLS EVENT live broadcast source (supported by premium version).

Player SDK 11.6 @ 2024.01.10

New features:

Android & iOS: Upgraded network kernel for advanced player version, providing better performance (supported by premium version).

Android & iOS: Preloading supports FileId encrypted videos (supported by premium version).

Android & iOS: FileId video playback supports ghost watermark.

Android & iOS: Supports SEI information callback (supported by premium version).

Android & iOS: Supports real-time acquisition and seek ability of Program Date Time for HLS video format (supported by premium version).

Function optimization:

Android & iOS: First frame event carries additional first frame duration information.

Android & iOS: Fixed built-in subtitle parsing exception for advanced player version.

Android & iOS: No need to set http proxy to bypass localhost when using packet capture tool.

Bug fixes:

Android & iOS: Fixed issue where playback retry count is invalid after network disconnection.

Android & iOS: Fixed slow seek issue for some mp3 files.

Android & iOS: Fixed issue where AES-128 encrypted m3u8 files cannot be played offline.

Android: Fixed issue where only the first seek is effective when seeking multiple times in a short period.

iOS: Fixed issue where built-in subtitle causes abnormal playback in Picture-in-Picture mode.

Player SDK 11.4 @ 2023.08.29**New Features:**

iOS: Added advanced picture-in-picture capabilities, supporting picture-in-picture playback of encrypted videos, offline playback of picture-in-picture, and automatic picture-in-picture when switching to the background.

Function Optimizations:

Android & iOS: Cache-related interfaces support KB granularity control.

Android & iOS: Optimized the network scheduling strategy of the player.

Bug Fixes:

Android & iOS: Fixed the issue where network traffic consumption could not be stopped in a timely manner after playback stopped.

Player SDK 11.3 @ 2023.07.07**New Features:**

Android&iOS: Video preloading now supports specifying media types (TXPlayInfoParams#mMediaType) to reduce type detection and improve download efficiency.

iOS: Added network exception retry mechanism during playback.

Function Optimizations:

Android&iOS: Optimized the issue of excessive memory allocation during playback in the event of network disconnection.

Bug Fixes:

Android&iOS: Fixed issue where playing HLS videos after network disconnection caused repeated playback of a certain segment.

Android&iOS: Fixed issue where small preloadSize settings caused occasional video playback failures.

iOS: Fixed issue where httpDns service occasionally caused crashes in weak networks.

Player SDK 11.2 @ 2023.06.01

New features:

Android&iOS: Added callback for VOD_PLAY_EVT_HIT_CACHE event during VOD playback.

Android: DRM playback can now be configured with COM or CN certificate providers using TXPlayerGlobalSetting#setDrmProvisionEnv.

Function optimizations:

Android&iOS: Media type can now be specified using TXVodPlayConfig#setMediaType to reduce underlying type detection and improve startup speed.

Android&iOS: Added callback for audio bitrate (VIDEO_BITRATE&AUDIO_BITRATE) during MP4 playback.

Bug fixes:

Android&iOS: Fixed missing VIDEO_CACHE value in onNetStatus callback.

Android&iOS: Fixed playback failure issue for offline downloaded resources in certain scenarios.

Android&iOS: Fixed probability of playback failure during fast video switching.

Player SDK 11.1 @ 2023.04.07

Function optimizations:

Android&iOS: Added interface for checking if downloaded video resources exist (TXVodDownloadMediaInfo#isResourceBroken).

Android&iOS: Video downloading now supports sharing cache for private encrypted videos before the anti-theft link expires.

Bug fixes:

Android&iOS: Fixed issue where CPU usage increased after audio frame decoding failure.

Android&iOS: Fixed issue where progress was lost when the download process exited abnormally.

Android&iOS: Fixed playback issues for some MP4 files.

Player SDK 11.0 @ 2023.02.24

Function optimizations:

Android&iOS: Improved compatibility for video playback when audio and video are not well interleaved.

iOS: Optimized memory release for video frame data.

Bug fixes:

iOS: Fixed abnormal event of not calling back VOD_PLAY_EVT_LOOP_ONCE_COMPLETE (single loop playback completed) when playing in a loop.

Android&iOS: Fixed inaccurate size of sub-stream files obtained through video downloading (TXVodDownloadMediaInfo#getSize).

Android&iOS: Fixed abnormal download issue for nested m3u8 single-stream downloads.

Android&iOS: Fixed probability of playback issues for nested m3u8 private encrypted videos downloaded through video downloading.

Player SDK 10.9 @ 2022.12.30

New features:

Android&iOS: Support external HttpDns to solve the problem of playback failure caused by domain hijacking during playback.

Android&iOS: V2TXLivePlayer now supports WebRTC playback.

Function optimizations:

Android: Added "speed" field to TXVodDownloadMediaInfo for obtaining network download speed in video downloading.

Bug fixes:

iOS: Fixed issue where picture-in-picture switching repeatedly caused switching to fail.

iOS: Fixed issue where interface still showed video downloading as incomplete after download was completed.

iOS: Fixed issue where video playback was stuck on iOS 16.

Android&iOS: Fixed issue where playback failed on some devices due to high video frame rate. Android&iOS: Reduced the time it takes for playback to fail in case of network exceptions.

Player SDK 10.8 @ 2022.10.27

Function optimizations:

Android&iOS: Added VOD_PLAY_EVT_LOOP_ONCE_COMPLETE event for single loop playback completion.

Android: Optimized startup by reducing the number of calls to NetworkInfo.getExtraInfo to comply with regulations.

Bug fixes:

Android&iOS: Fixed issue where private encrypted videos failed to play in certain scenarios.

Android&iOS: Fixed issue where some videos failed to play when transmitted through gzip.

Android&iOS: Fixed issue where progress bar duration did not match actual video duration after playback ended.

iOS: Fixed issue where v2 protocol failed to retrieve video source address for appid&fileid playback.

Player SDK 10.7 @ 2022.09.20

Function optimizations:

Android&iOS: Changed startPlay interface for VOD playback to startVodPlay.

Android&iOS: Changed startPlay interface for live playback to startLivePlay.

iOS: Fixed issue where playback could not be resumed after being in background for a long time.

Android: Fixed issue where some videos failed to play on older Android systems.

Player SDK 10.6 @ 2022.08.31

Function optimizations:

Android&iOS: Added sprite map and URL information callback for fileid playback.

Android&iOS: Optimized package size.

Bug fixes:

iOS: Fixed issue where offline downloaded private encrypted videos failed to play in certain scenarios.

Player SDK 10.5 @ 2022.08.12

Bug fixes:

Android&iOS: Fixed issue where short links without video format suffixes caused playback failure.

Player SDK 10.4.0 @ 2022.07.21

Function optimizations:

Android&iOS: Added support for adaptive playback for HLS live streaming.

Bug fixes:

Android: Fixed abnormal interval between onNetStatus and progress callbacks.

Android: Fixed null pointer exception caused by failure to call setConfig on the player.

iOS: Fixed issue where replaying caused stuttering in certain scenarios.

Player SDK 10.3.0 @ 2022.07.06

New features:

iOS: Added support for picture-in-picture mode during video playback.

Bug fixes:

Android: Fixed issue where continuous playback of video lists in the background using hardware decoding was interrupted.

Android&iOS: Fixed issue where seek completion event was not called back.

Player SDK 10.2.0 @ 2022.06.23

Function optimizations:

Android&iOS: Optimized callback parameters such as cachedBytes and IP address during playback.

Bug fixes:

Android&iOS: Fixed issue where hardware decoding failed for H265 format videos.

Android&iOS: Fixed issue with playing HLS live streaming.

iOS: Fixed issue with abnormal retrieval of supportedBitrates in certain scenarios.

Player SDK 10.1.0 @ 2022.05.31

Android&iOS: Optimized video super-resolution effect.

Android&iOS: Fixed issue with nested m3u8 refer header sub-stream transmission.

iOS: Resolved conflict with third-party SDK ffmpeg.

Android&iOS: Optimized player kernel performance.

Player SDK 9.5.29040 @ 2022.05.13

Android&iOS: Fixed issue where playing mp3 with cover image failed.

Player SDK 9.5.29036 @ 2022.05.06

Android: Fixed issue where SurfaceView caused black screen due to repeated add and remove.

Player SDK Android 9.5.29035, iOS 9.5.29036 @ 2022.04.28

Android&iOS: Added video preloading function.

Android&iOS: Added ability to pause player before onPrepared event.

Android&iOS: Added ability to maintain pause state when switching stream under pause state. Android&iOS: Optimized playback performance.

Player SDK 9.5.29016 @ 2022.03.30

Android&iOS: Added support for fine-grained control of cached traffic, preloading buffer and startup buffer can be controlled separately.

Android&iOS: Added ability to specify preferred resolution before startup and find the most suitable resolution to start playback.

Player SDK 9.5.29015 @ 2022.03.25

Android: Optimized playback performance.

Player SDK 9.5.29011 @ 2022.03.10

iOS: Optimized version compatibility issues.

Player SDK 9.5.29009 @ 2022.03.03

Android&iOS: Added support for terminal ultra-high definition, can be accessed through plugins.

Android&iOS: Optimized private encrypted video playback.

Android&iOS: Optimized accurate seeking to frames.

Android&iOS: Added support for EXT-X-DISCONTINUITY tag in HLS.

Android&iOS: Optimized player kernel and improved performance.

Android&iOS: Player component provides demo for immersive short video, feed video stream, video preview, video cover and video dynamic watermark functions.

Player SDK 9.5 @ 2022.01.11

Android: Fixed issue where switching resolution twice after playing any video in the video list to the end caused replay.

Android&iOS: Fixed issue where playback time point was inaccurate when playing back at different time points.

Player SDK 9.4 @ 2021.12.09

iOS: Fixed issue where switching HLS stream caused black screen.

iOS: Fixed issue where frequent seeking during playback with VOD player caused noise.

Android: Fixed issue where anti-theft chain sprite failed to retrieve.

Android: Fixed issue where VOD player occasionally reported errors during HLS offline download.

Android&iOS: Fixed issue where accurate seeking with player was inaccurate.

Player SDK 9.3 @ 2021.11.04

Android&iOS: Fixed issue where enabling preloading with VOD player and calling startPlay caused abnormal sound.

Android&iOS: Fixed issue where hardware decoding with VOD player caused callback resolution to be 0 for HEVC videos.

Player SDK 9.2 @ 2021.09.26

Android&iOS: VOD player supports HLS reinforcement encryption playback.

Android: Fixed issue where playing addresses with special characters failed.

Android: Fixed issue where frequent switching between foreground and background caused occasional sound without picture.

Player SDK 9.1 @ 2021.09.02

Android: Fixed issue where playback crashed on specific Android 5.x devices.

Android: Optimized live playback to prevent overexposure under specific conditions.

Player SDK 9.0 @ 2021.08.06

iOS: Fixed issue where enabling smoothSwitchBitrate caused crash when switching resolutions repeatedly.

iOS: Optimized VOD player to prevent playback progress from being abnormal after network recovery.

Player SDK 8.9 @ 2021.07.15

Android: Fixed issue where callback event logic was incorrect after VOD player lost network connection.

Player SDK 8.8 @ 2021.06.21

iOS: Fixed issue where starting and stopping playback with VOD player multiple times caused memory leaks.

Android: Fixed issue where playing HLS files on Android 11 caused errors.

Android: Fixed issue where default live playback was jerky and other live streams occasionally had accelerated sound and picture.

Android&iOS: Fixed issue where seeking with VOD player for specific videos was slow.

Android&iOS: Fixed issue where VOD player displayed slowly after pausing playback and setting progress with seek.

Player Adapter

Player Adapter 1.4.0 @ 2023.04.18

Android&iOS: Added support for decrypting VOD CDN encryption.

Player Adapter 1.2.0 @ 2022.03.10

Android&iOS: Added support for playing adaptive bitrate, transcoded, and original videos through FileId.

Player Adapter Release @ 2021.07.22

First release of iOS & Android player component Adapter.

Release Notes(Flutter)

Last updated : 2023-07-13 14:38:12

Player SDK Flutter version 11.3.0 @ 2023.07.07

Removed deprecated live time-shifting interface.

Fixed known issues.

Player SDK for Flutter V11.2.0 @ 2023.06.05

Minimum requirement version for Flutter development environment has been raised.

Fixed known issues.

Player SDK for Flutter V11.1.1 @ 2023.05.08

Removed unnecessary third-party dependencies.

Fixed known issues.

Player SDK for Flutter V11.1.0 @ 2023.04.10

Refactored native bridging layer.

Fixed known issues.

Player SDK for Flutter V11.0.0 @ 2023.02.28

Added offline download demo.

Fixed known issues including sprite map disorder and failure to open picture-in-picture on iOS.

Player SDK for Flutter V10.9.0 @ 2023.01.03

Fixed the issue of picture-in-picture not supporting playback of encrypted videos on Android.

Fixed the issue of automatic playback after returning to the application interface from the background when live streaming or VOD is paused.

Optimized log output for easier issue tracking.

Player SDK for Flutter V10.8.0 @ 2022.10.20

Adjusted the picture-in-picture interaction of the player component, supporting returning to the previous page after enabling picture-in-picture.

Player SDK for Flutter V10.7.0 @ 2022.09.20

Changed the startPlay interface for VOD playback to startVodPlay.

Changed the startPlay interface for live streaming playback to startLivePlay.

Changed the playWithModel interface for the player component to playWithModelNeedLicence.

Player SDK for Flutter V1.0.3 @ 2022.07.05

Added picture-in-picture (PIP) function for Android and iOS.

Player SDK for Flutter V1.0.2 @ 2022.06.24

Added the SuperPlayer component with integrated UI solution.

Improved the SDK interfaces for live streaming and VOD.

Fixed the issue of playback failure when using fileId and psign.

Player SDK for Flutter released on 2021.07.16

Release Flutter Player SDK.

Licenses

Adding and Renewing a License

Last updated : 2024-05-15 17:21:08

Overview

The Player SDK provides video playback capabilities for live streaming and VOD. Mobile and Web platforms are separately authorized and billed. You need to access the corresponding License before you can use the respective features.

The access and usage of License are as follows:

1. Purchasing License

You can refer to the [product features](#) and [purchase guide](#) to confirm and purchase the License you need. If you want to apply for a trial License for testing, please see the [free trial](#) guidelines.

2. Bind License

After purchasing a License, you need to bind the newly purchased License with the application/domain you want to authorize to implement authorization for the corresponding application/domain. Mobile platforms are authorized by application package name, and Web platforms by domain name. The guidance on [mobile platform binding operations](#) and [Web platform binding operations](#) are below.

3. Configure License

After binding, you will obtain the authorization credential **License URL** and **License Key** in the console. During the SDK integration process, you need to enter the corresponding information. Please keep it safe. For the specific method of entry, refer to the integration documentation for each platform.

Note:

MLVB License and UGSV License include all the capabilities of the Player Mobile Basic Version License. Therefore, they can also be used to unlock the basic features of the Player Mobile SDK. For more information on MLVB License, see [Adding and Renewing a License](#) and [Adding and Renewing a License](#). For more information on UGSV License, see [License Pricing Overview](#) and [Adding and Renewing a License](#).

Add and Renew a License (Mobile)

Purchase an official License

Before binding the License, you can access the Player License in the following manner:

Types of License	Acquisition Method	Price (USD)	Validity Period

Player Mobile Basic Version License	Apply for free	0	1 year
Player Mobile Premium Version License	Purchase now	499	1 month

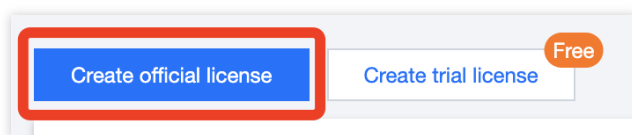
Bind an official License

After purchasing, you need to go to the [VOD console](#) or [CSS console](#) to bind the License to the application to activate it. You can choose to **Method 1: create a new official application and select the player License** or **Method 2: unlock the player feature in an existing application and bind the License** as two ways to officially bind the License.

Method 1

Method 2

1. Go to the [VOD console](#) or [CSS console](#) > **License Management** > **Mobile License**, and click **Create official license**.



2. Enter an app name, a package name, and a bundle ID, select **Player License**, choose **Basic Version** or **Premium Version**, and click **Next**.

Create official license

×

1 Select capabilities for your license

>

2 Bind license resources

Basic information

① App name, Package name, and Bundle ID are required. You cannot modify the Package name or Bundle ID bound to an official license.

App name

Max 128 bytes; supports letters, Chinese characters, numbers, spaces, underscores, hyphens, and periods. E.g.: TRTC

Package name

Max 128 bytes; supports letters, numbers, spaces, underscores, hyphens, and periods. E.g.: tencent.trtc.com

Bundle ID

Max 128 bytes; supports letters, numbers, spaces, underscores, hyphens, and periods. E.g.: tencent.trtc.com

Select capabilities

MLVB License

Publish live streams using RTMP, play videos live (from CDNs) or on demand

UGSV License

☐ Lite: Shoot and edit videos, play videos live (from CDNs) or on demand

☐ Standard: Filters, special effects, transition effects, and more (in addition to the capabilities of UGSV Lite)

Player License

☐ Basic: live streaming and VOD video playback

☒ Premium: VR video and more (in addition to the capabilities of Player Basic)

Next

3. Go to the **Choose License resources and bind** page, click **Bind now**, select the **Unbound** player License (if there are no bindable License resources, refer to [Purchase Player License](#)), and click **Create** to create the application and generate an official License.

Create official license

1 Select capabilities for your license > 2 Bind license resources

You have selected 1 capabilities. Please bind license resources for them.

License type	Resource name/ID	Validity period
Player Premium	You haven't bound a license resource yet Bind	

Search by license resource name (such as "live stream publishing") or ID (such as "18162")

Resource name/ID	Validity period ↓
<input type="radio"/> Player Premium Resource ID: luvcl28da8818e505be88b	2024-03-18 to 2024-04-18

You can go to the [License Purchase Page](#) to buy new licenses

[Previous](#) [Create](#)

4. After the official License is successfully created, the page will display the generated official License information. When initializing SDK configuration, you need to input License URL and License Key. Please save the following information properly. Refer to [Configuring and Reviewing License](#) guide to input your License URL and License Key in the SDK to complete License authorization.

testtt Official license Edit

Package name testtt Bundle ID testtt Creation time 2024-03-25 11:35:36

Basic information

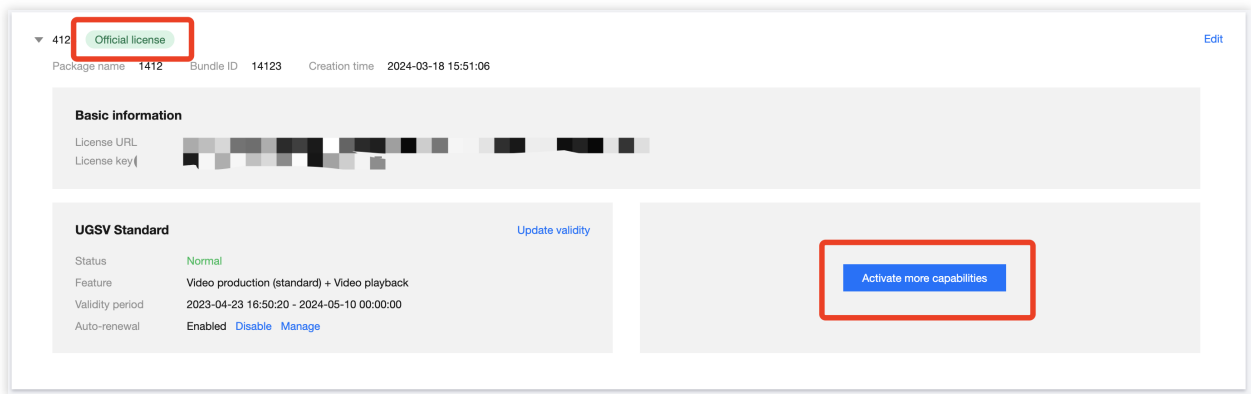
License URL
License key

Player Premium Update validity

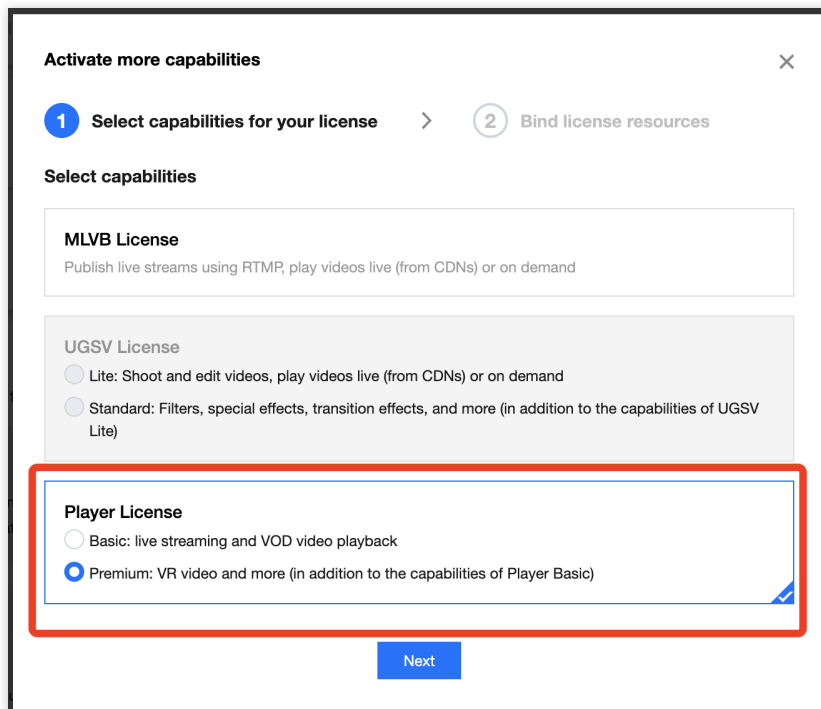
Status Normal
Feature Video Playback Premium
Validity period 2024-03-18 14:59:44 - 2024-05-19 00:00:00
Auto-renewal Disabled [Enable](#)

[Activate more capabilities](#)

1. Go to the [VOD console](#) or [CSS console](#) > **License Management** > **Mobile License**.
2. Select the Official license that you want to add the player feature, and click **Activate more capabilities**.



3. Select **Player License**, then click **Next**.



4. Enter the **select and bind License** page, click **Bind now**, select the **unbound** player License (if there are no bindable License resources, refer to [purchasing a player License](#)), and click **Confirm** to generate the official version of the player feature under the application.

Activate more capabilities

1 Select capabilities for your license > 2 Bind license resources

You have selected 1 capabilities. Please bind license resources for them.

License type	Resource name/ID	Validity period
Player Premium	You haven't bound a license resource yet Bind	

Search by license resource name (such as "live stream publishing") or ID (such as "18162")

Resource name/ID	Validity period ↓
<input type="radio"/> Player Premium Resource ID: luvcl28da8818e505be88b	2024-03-18 to 2024-04-18

You can go to the [License Purchase Page](#) to buy new licenses

[Previous](#) [Confirm](#)

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.**

Update official License valid period

You can log in to the [VOD console](#) or the [CSS console](#) > **License Management** > **Mobile License** page to view the valid period of the Player Mobile official license. You can also subscribe to the SDK in [Message Subscription](#), set up **Message Center/Email/SMS** and other message receiving channels to receive official license expires reminders. The player official license will send you an expires reminder 32 days, 7 days, 3 days, and 1 day before the current time, reminding you to renew in a timely manner to avoid affecting the business operation.

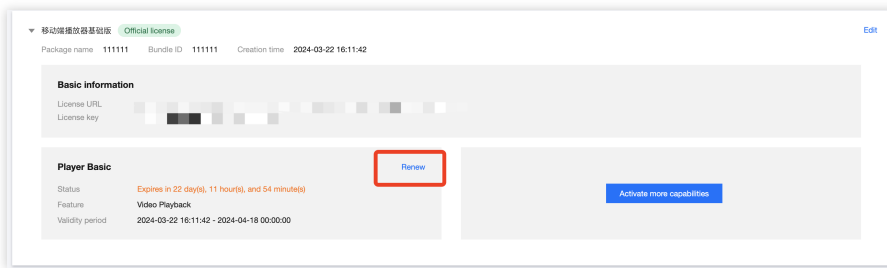
If your Player Mobile official license has expired, you can apply to renew the validity period **within one month before expiration**. Please refer to the following operations to renew:

Update Basic Version License valid period

The Mobile **Basic Version** is free to use. Choose the license you need to update the valid period. If the remaining valid period is within 30 days, you can click renew to extend the valid period for free.

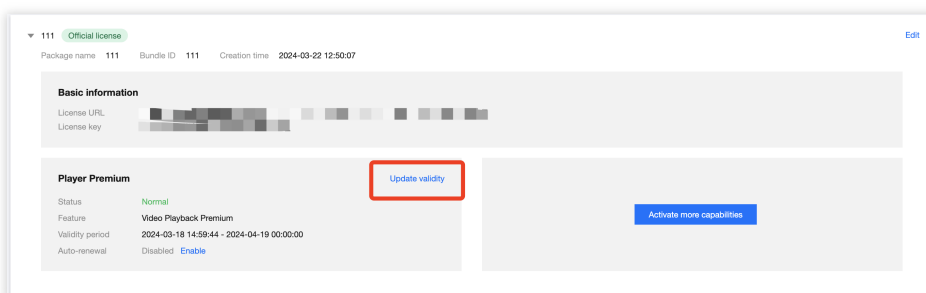
Note:

The Player Mobile Basic Version License does not support enabling auto-renewal.



Update Premium Version License valid period

1. Select the target license and click **Update validity** in the **Player** features.



2. You can choose two methods to update the license valid: **Renew the current license** or **Select another license resource to replace**. Specific 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.

Update license validity

Current License
Acquired through direct purchase

acquisition method

Renew the current license
The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace
Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

-If selecting "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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality. **And after updating, the original LicenseUrl and Key will not be changed.** For more detail, please refer to [UGSV SDK Documentation](#)

Update validity

Cancel

The resources with automatic renewal enabled do not support the 'Select another license resource to replace' option for renewal. If you want to change the validity period to another license, please disable the current automatic renewal status.

Renew the current license

Select another license resource to replace

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

Update license validity

Current License acquisition method: **Acquired through direct purchase**

Renew the current license

The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace

Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

-If selecting "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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality.

Update validity Cancel

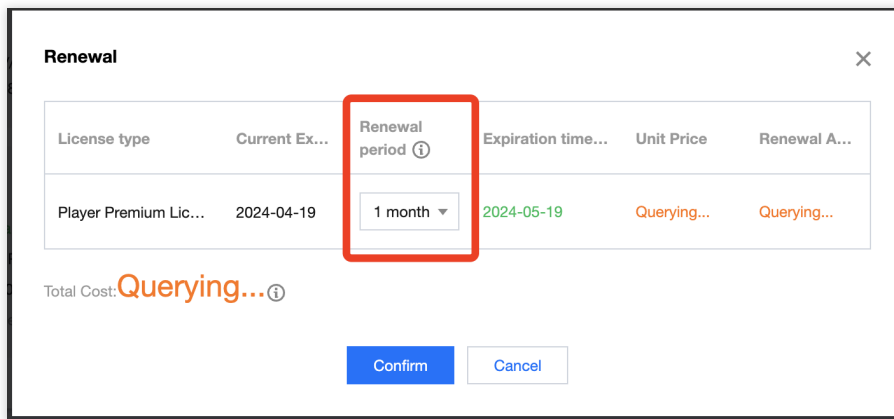
Note:

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**. The Player Premium Version License renews **monthly**. Click **Confirm** to extend the license valid period.



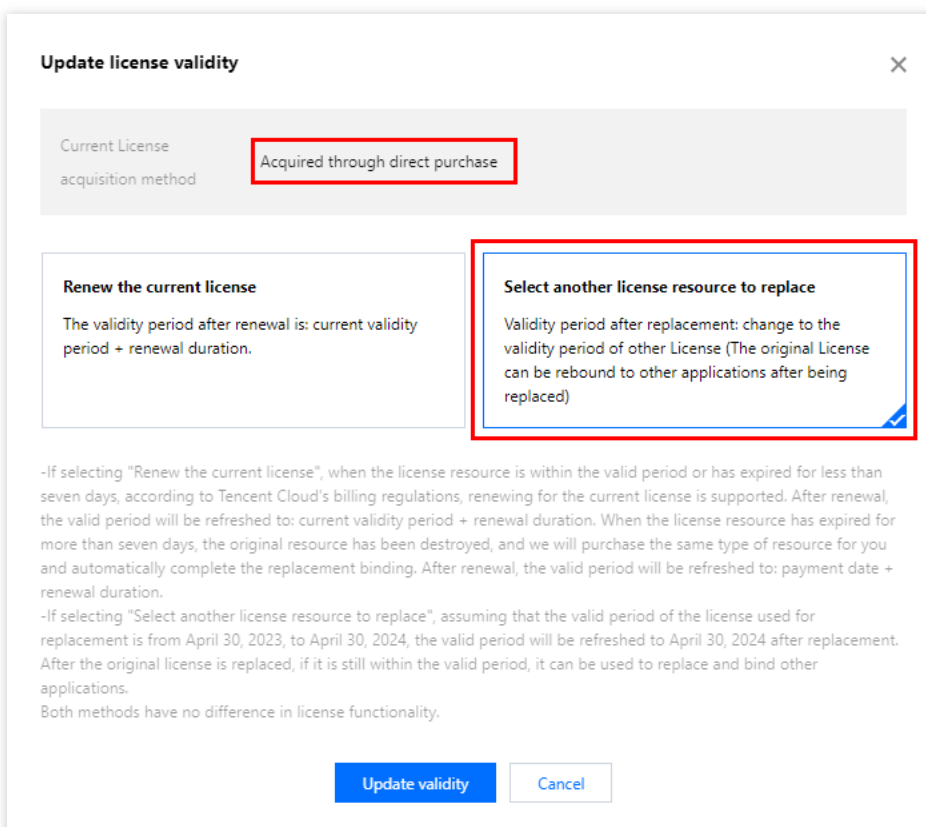
The 'Renewal' dialog box displays a table with license details. The 'Renewal period' column is highlighted with a red box, showing a dropdown menu set to '1 month'. The 'Unit Price' and 'Renewal A...' columns show 'Querying...'. Below the table, the 'Total Cost' is also 'Querying...'. At the bottom are 'Confirm' and 'Cancel' buttons.

License type	Current Ex...	Renewal period ⓘ	Expiration time...	Unit Price	Renewal A...
Player Premium Lic...	2024-04-19	1 month ▼	2024-05-19	Querying...	Querying...

Total Cost: **Querying...** ⓘ

Confirm **Cancel**

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



The 'Update license validity' dialog box shows the 'Current License acquisition method' as 'Acquired through direct purchase'. It offers two options: 'Renew the current license' and 'Select another license resource to replace'. The 'Select another license resource to replace' option is highlighted with a red box. Below these options is explanatory text and 'Update validity' and 'Cancel' buttons.

Update license validity

Current License acquisition method: **Acquired through direct purchase**

Renew the current license
The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace
Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

-If selecting "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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality.

Update validity **Cancel**

2. In the **Update validity** interface, click **Bind**. Select the unbound Player Advanced license (if there is no available resource pack to bind, you can go to [License Purchase Page](#) to buy), and click **Confirm**.

Update validity

Current license information

Current license

Player Premium

Expires on

2024-04-19

Bind license resources

License type	Resource name/ID	Validity period
Player Premium	You haven't bound a license resource yet Bind	
<div>Search by license resource name (such as "live stream publishing") or ID (such as "18162")</div>		
	<div>Resource name/ID</div> <div><div><input type="radio"/></div><div>Player Premium</div><div>Resource ID: luvcl28da8818e505be88b</div></div>	<div>Validity period</div> <div>2024-03-18 to 2024-04-18</div>

You can go to the [License Purchase Page](#) to buy new licenses

Confirm

Cancel

3. Check the renewed validity period.

Note:

The official license of the player does not support information modifications. If you need to make modifications to the license information, after purchasing the resource package, please do not use it for the update of the valid license period. Click to **Create official license and bound the license** to recreate the application, add a new license, and bound the new bundle ID information.

Upgrade Basic to Premium Version License

If you have Activated the Mobile Player **Basic Version License** and require External Subtitles, Advanced Picture-in-Picture Components, and other premium features, you can follow the instructions below to upgrade to the Mobile Player **Premium Version License**, unlocking more features:

1. Select the official Mobile Player **Basic Version License** you want to upgrade and click on the **Upgrade**.

▼ 11111 Official license

Package name 11111 Bundle ID 11111 Creation time May 11, 2024 11:45:55 (UTC+08:00) Asia/Shanghai

Basic information

License URL

License key

Player Basic

Status Normal

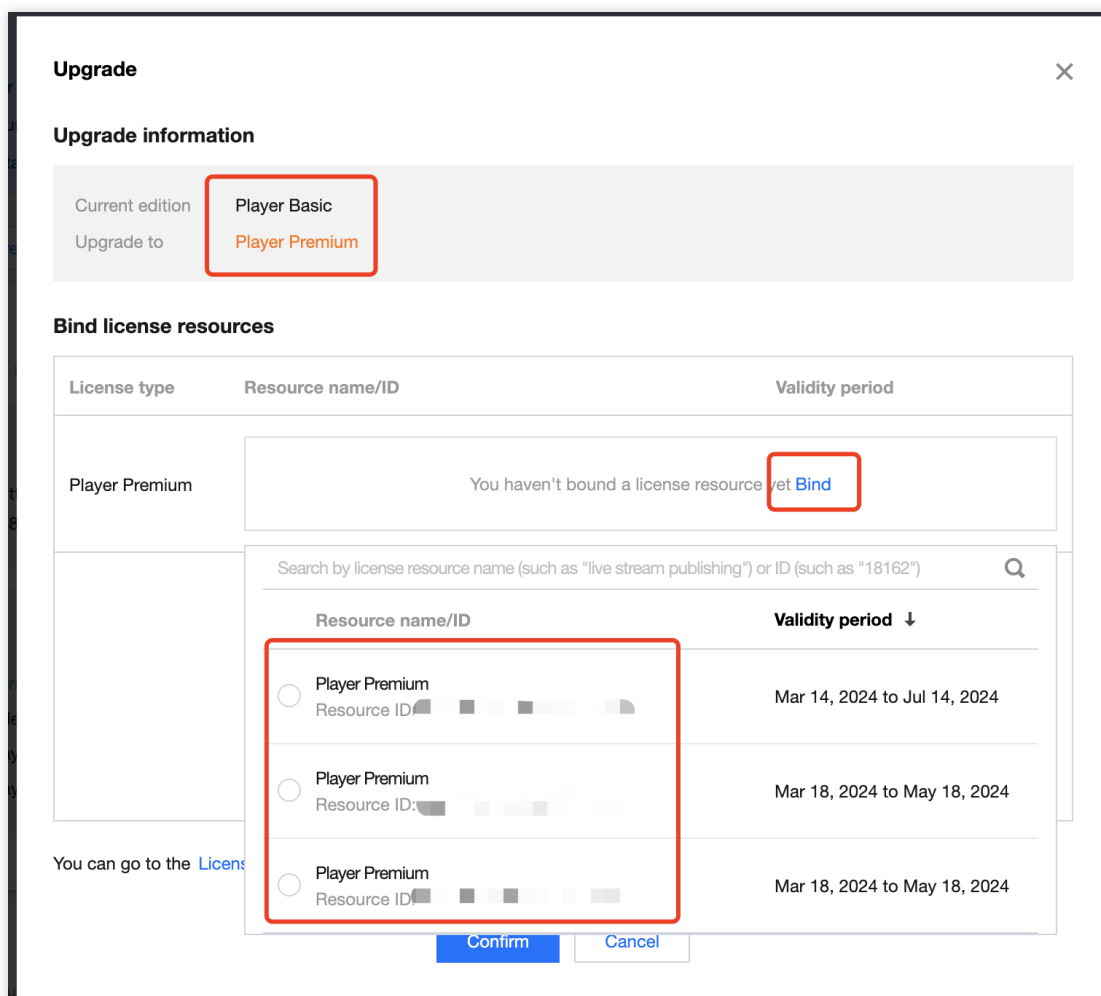
Feature Video Playback

Start time May 11, 2024 11:45:55 (UTC+08:00)

End time May 12, 2025 00:00:00 (UTC+08:00)

Upgrade

2. Enter the upgrade interface and click **Bind**. Then select the Player Premium License you want to bind and click **Confirm** to upgrade to the Mobile Player **Basic Version License**.



Add and Renew a License (Web)

Purchase an official License

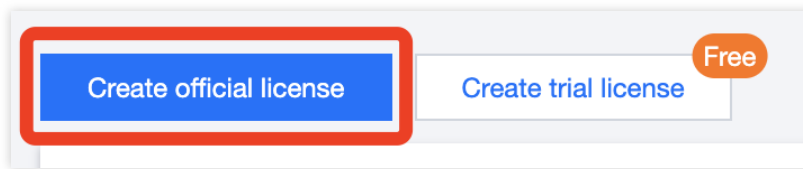
Before binding the license, you can refer to the following methods to obtain the player license:

Types of License	Authorization Unit	Acquisition Method	Price (USD)	Validity Period
Player Web Basic Version License	Precise Domain (1 license can authorize up to 10 precise domains)	Apply for free	0	1 year
Player Web Premium Version License	Wildcard Domain (1 License can authorize 1 wildcard domain)	Purchase now	99	1 month

Bind an official license

After purchase, you need to bind the license to the application in [VOD console](#) or [CSS console](#) > **License Management** > **Web License** to activate it.

1. Enter the **Web License**, and click on **Create Official License**.



2. Select the version. The player's Web official license includes Basic and Premium Versions.

The Basic Version can be applied for free, with a valid period of one year. It only supports **precise domain** bound, and can be associated with up to **10**.

The Premium Version is for monthly paid use. It only supports **wildcard domains** bound, and can be associated with **1**.

Add Basic Version License

Add Premium Version License

Note :

1 Web Basic Version License can be bound to up to 10 precise domains.

You can add domains at any time before reaching the limit.

Bound domains cannot be modified.

1. Select **Player Basic**, fill in the `Project name` and `Domain` , and click **Next**.

Create Player official license

1 Basic information and capabilities

>

2 Choose the resource and bind

Edition

Player Basic

Support basic features including video playback for live streaming & VOD video, HLS private encryption and so on. You can apply for free with one year validity period and bind precise domain name.

Player Premium

In addition to basic features, it also supports VR video, security check and so on. You can use it after purchasing Player Premium and it supports to bind wildcard domain name.

Project Name

Please input your project name, eg: Player

Support English, Chinese, number, space, _ , -, ., up to a maximum of 128 bytes

Domain

Please input your domain name, eg: tencent.com

Only precise domain name bound is supported, up to a maximum of 128 bytes

+ Add

One Web basic license can bind a maximum of ten precise domain names. Support to add a new domain name before reaching the limit. The bound domain name cannot be edited.

Next

2. Automatically select the **1-year free Web Player Basic Version License** resource, and click create to create the application and generate the license.

Create Player official license

Basic information and capabilities

>

2 Choose the resource and bind

You have selected 1 capabilities. Please bind license resources for them.

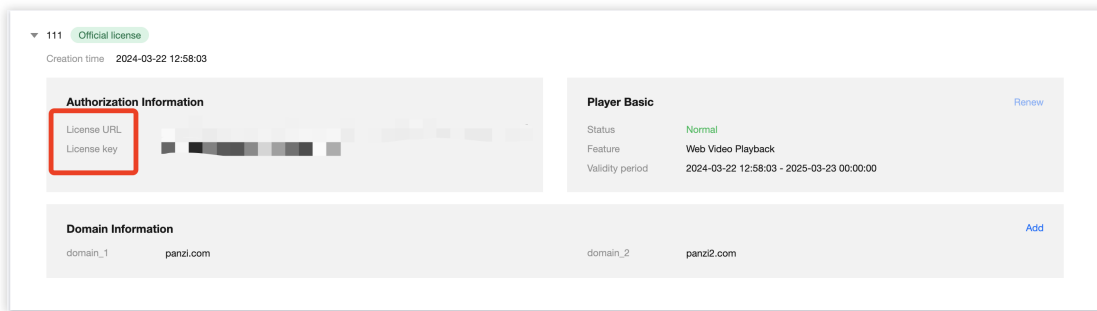
License type	Resource name/ID	Validity period
Player Basic	Web Player Basic License [Free]	One year

You can go to the [License Purchase Page](#) to buy new licenses

Previous

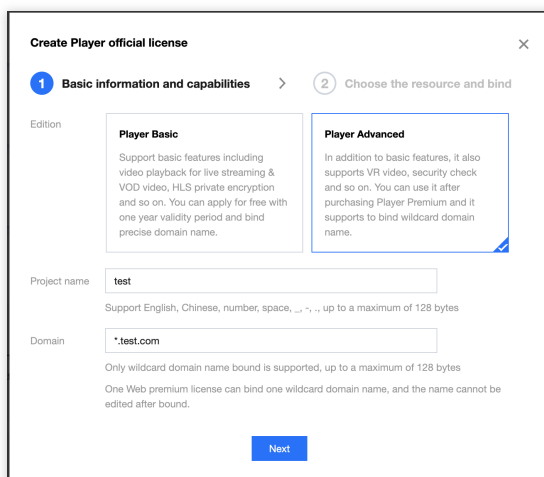
Create

3. After the official license is successfully created, the page will display the generated official license information. When initializing the SDK configuration, you need to input the License URL and License Key parameters, please properly save the following information.

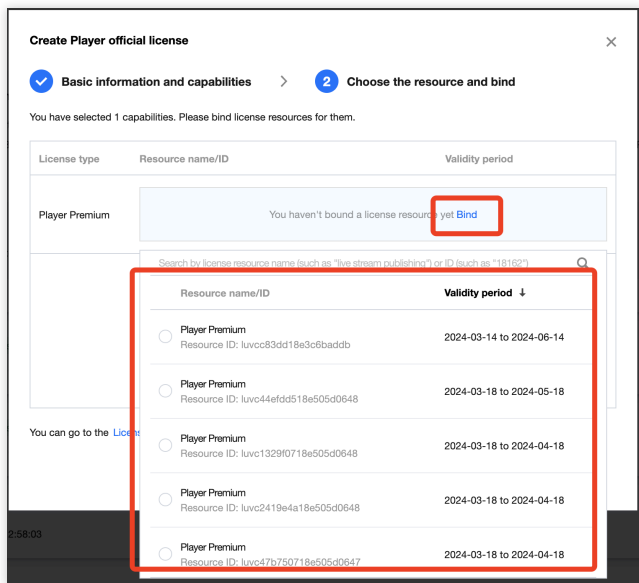
**Note :**

1 Web Premium Version License can be associated with 1 wildcard domain and the domain cannot be modified once bound.

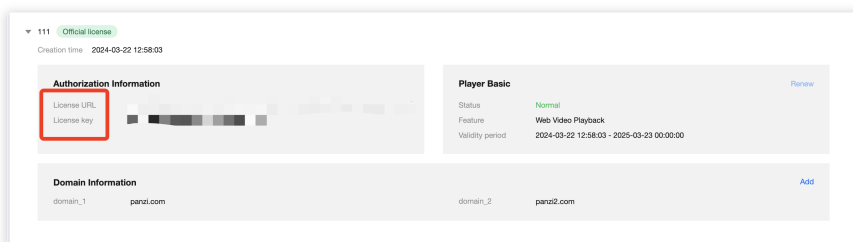
1. Select **Player Premium**, fill in the `Project name` and `Domain` , and click **Next**.



2. Enter **the selection of license resources and binding page**, click **Bind**, select the unbound player license (if there is no bindable license resource, you can refer to [Purchase Player License](#)), and click **Create** to create the application and generate the Advanced license.



3. Upon the successful creation of the Official License, the page will display the produced Official License information. This information, including the License URL and License Key, is required when configuring the SDK initialization. Please make sure to securely store this information.



Update official License valid period

You can log in to [VOD console](#) or [CSS console](#) > **License Management** > **Mobile License** page to view the valid period of the Player Web official license. You can also subscribe to the SDK in [Message Subscription](#), set up **Message Center/Email/SMS** and other message receiving channels to receive official license expires reminders. The player official license will send you an expires reminder 32 days, 7 days, 3 days, and 1 day before the current time, reminding you to renew in a timely manner to avoid affecting the normal business operation.

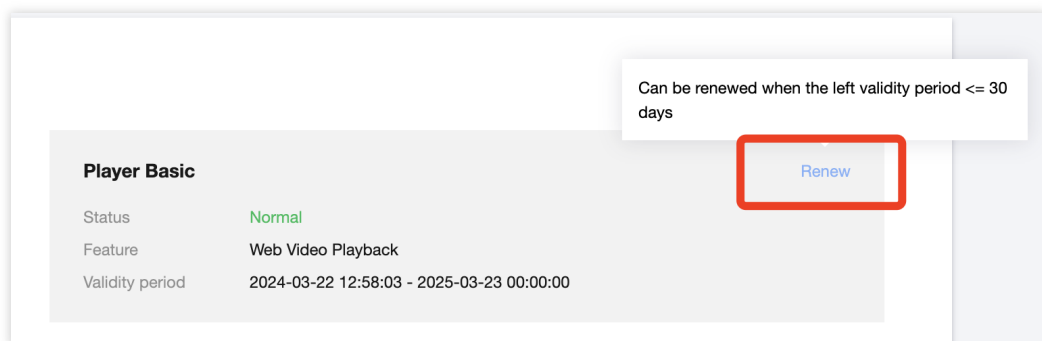
If your Player Web official license has expired, you can apply to renew the validity period **within one month before expiration**. Please refer to the following operations to renew:

Update Basic Version License valid period

The Web **Basic Version** is free to use. Choose the license you need to update the valid period. If the remaining valid period is within 30 days, you can click **Renew** to extend the valid period for free.

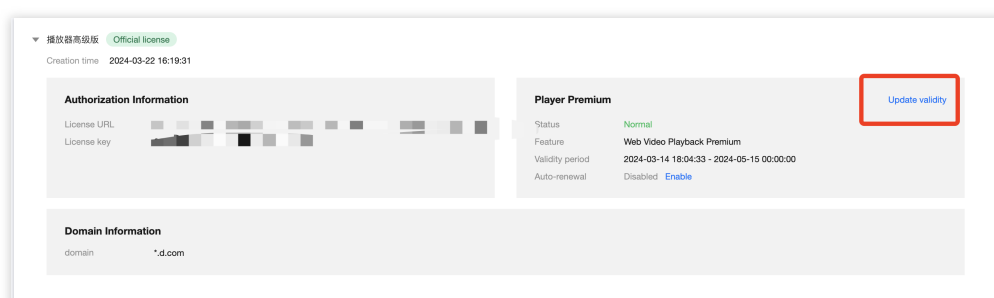
Note:

The **Player Web Basic Version License** does not support enabling auto-renewal.



Update Premium Version License valid period

1. Select the target license and click **Update validity** in the **Player** features.



2. The Player Premium Version License supports 2 methods of updating the valid period: **Renew the current license** or **Select another license resource to replace**. The specific methods are 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.

Update license validity

Current License acquisition method

Acquired through direct purchase

Renew the current license

The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace

Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

The resources with automatic renewal enabled do not support the 'Select another license resource to replace' option for renewal. If you want to change the validity period to another license, please disable the current automatic renewal status.

-If selecting "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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality. **And after updating, the original LicenseUrl and Key will not be changed.** For more detail, please refer to [UGSV SDK Documentation](#)

Update validity

Cancel

Renew the current license

Select another license resource to replace

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

Update license validity

Current License acquisition method: **Acquired through direct purchase**

Renew the current license
The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace
Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

-If selecting "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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality.

Update validity Cancel

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**. The Player Premium Version License renews **monthly**. Click **Confirm** to extend the license valid period.

License type	Current Ex.	Renewal period ⓘ	Expiration time...	Unit Price	Renewal A...
Player Premium Lic...	2024-05-15	1 month ▼	2024-06-15	Querying...	Querying...

Total Cost: **Querying...** ⓘ

Confirm **Cancel**

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

Update license validity

Current License acquisition method: **Acquired through direct purchase**

Renew the current license
The validity period after renewal is: current validity period + renewal duration.

Select another license resource to replace
Validity period after replacement: change to the validity period of other License (The original License can be rebound to other applications after being replaced)

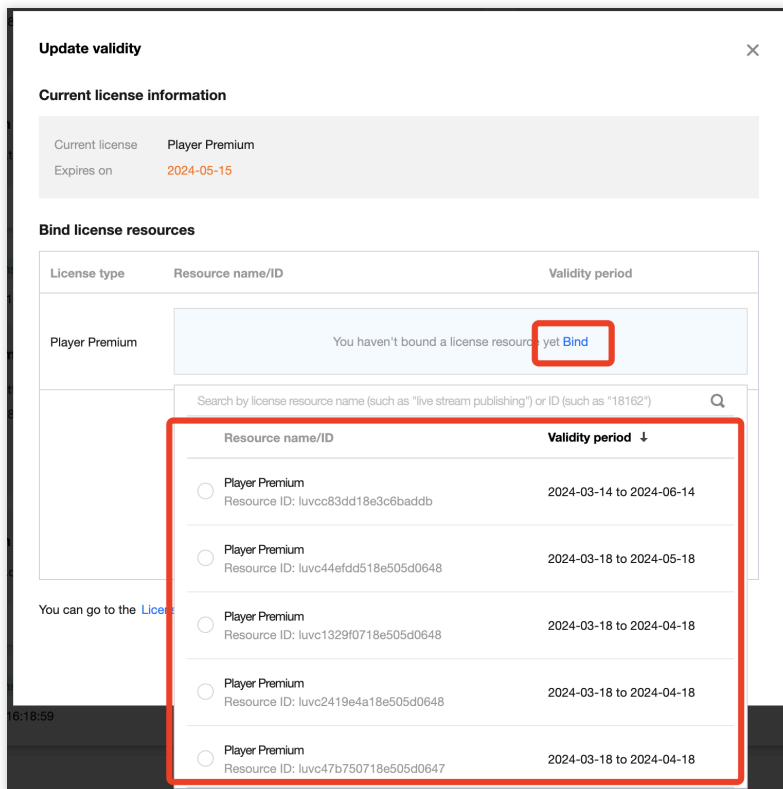
-If selecting "Renew the current license", when the license resource is within the valid period or has expired for less than seven days, according to Tencent Cloud's billing regulations, renewing for the current license is supported. After renewal, the valid period will be refreshed to: current validity 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.

-If selecting "Select another license resource to replace", assuming that the valid period of the license used for replacement is from April 30, 2023, to April 30, 2024, the valid period will be refreshed to April 30, 2024 after replacement. After the original license is replaced, if it is still within the valid period, it can be used to replace and bind other applications.

Both methods have no difference in license functionality.

Update validity **Cancel**

2. In the **Update validity** interface, click **Bind**. Select the unbound Player Advanced license (if there is no available resource pack to bind, you can go to [License Purchase Page](#) to buy), and click **Confirm**.



3. Check the renewed validity period.

Note:

The official license of the player does not support information modifications. If you need to make modifications to the license information, after purchasing the resource package, please do not use it for the update of the valid license period. Click to **Create official license and bound the license** to recreate the application, add a new license, and bound the new bundle ID information.

Auto-renewal

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

Console

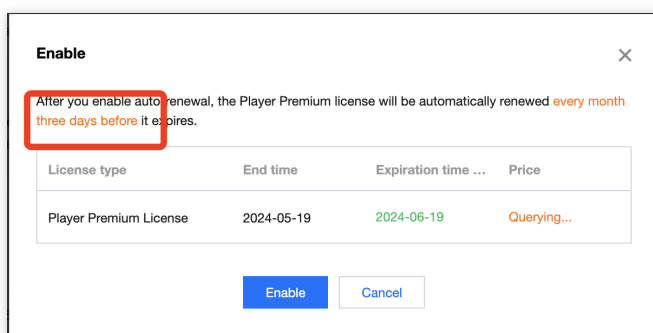
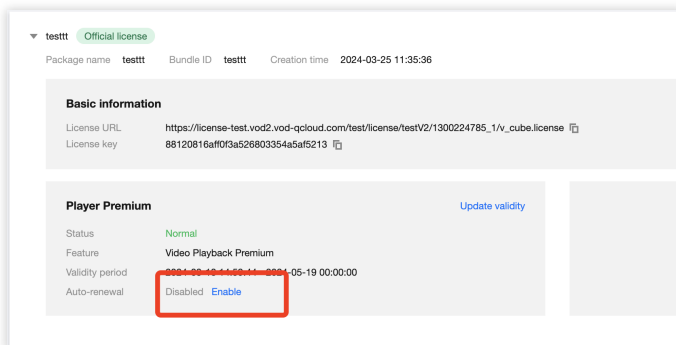
Billing center

License supports the enabling of automatic renewal. License resources with automatic renewal enabled will be **automatically renewed monthly 3 days before expiration**. Make sure your account has sufficient available balance before enabling automatic renewal. Otherwise, it may lead to a renewal failure and affect your usage.

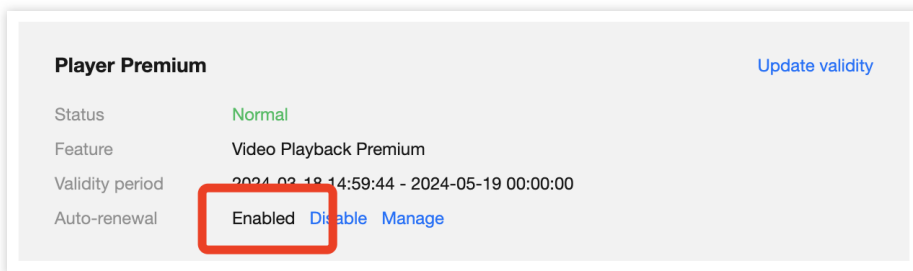
Log in to the [CSS](#) or [VOD](#) console > **License Management**, locate the license you wish to manage for automatic renewal:

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 **monthly** three days before expiration.



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



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.

Player Premium

Update validity

Status

Normal

Feature

Video Playback Premium

Validity period

2024-03-18 14:59:44 - 2024-05-19 00:00:00

Auto-renewal

Enabled

Disable

Manage

Disable

×

After you disable auto-renewal, the Player Premium license will no longer be automatically renewed when it expires.

If you want to continue to use the Player Premium feature, remember to renew the license manually before it expires.

Next expiration time 2024-05-19

Disable

Cancel

You can navigate to [Renewal Management](#) to set resources to automatic renewal.

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

Manual Renewal (46)

Auto-renewal (10)

Non-renewal (0)

Enter instance ID or name to search

Q

↻

⬇

Batch Renewal

Set to Auto-Renewal

Set to Non-Renewal

<input type="checkbox"/>	Instance ID/Name	Product Name	Region	Expiration Date ↑	Project ▾	Unit Price	Operation
<input type="checkbox"/>			Other (others) Regardless of Region	2024-04-14	DEFAULT PROJECT	--	<div><div>Renew</div><div>Set to Auto-Renewal</div><div>More ▾</div></div>

Configuring and Viewing a License

Last updated : 2024-04-18 17:06:53

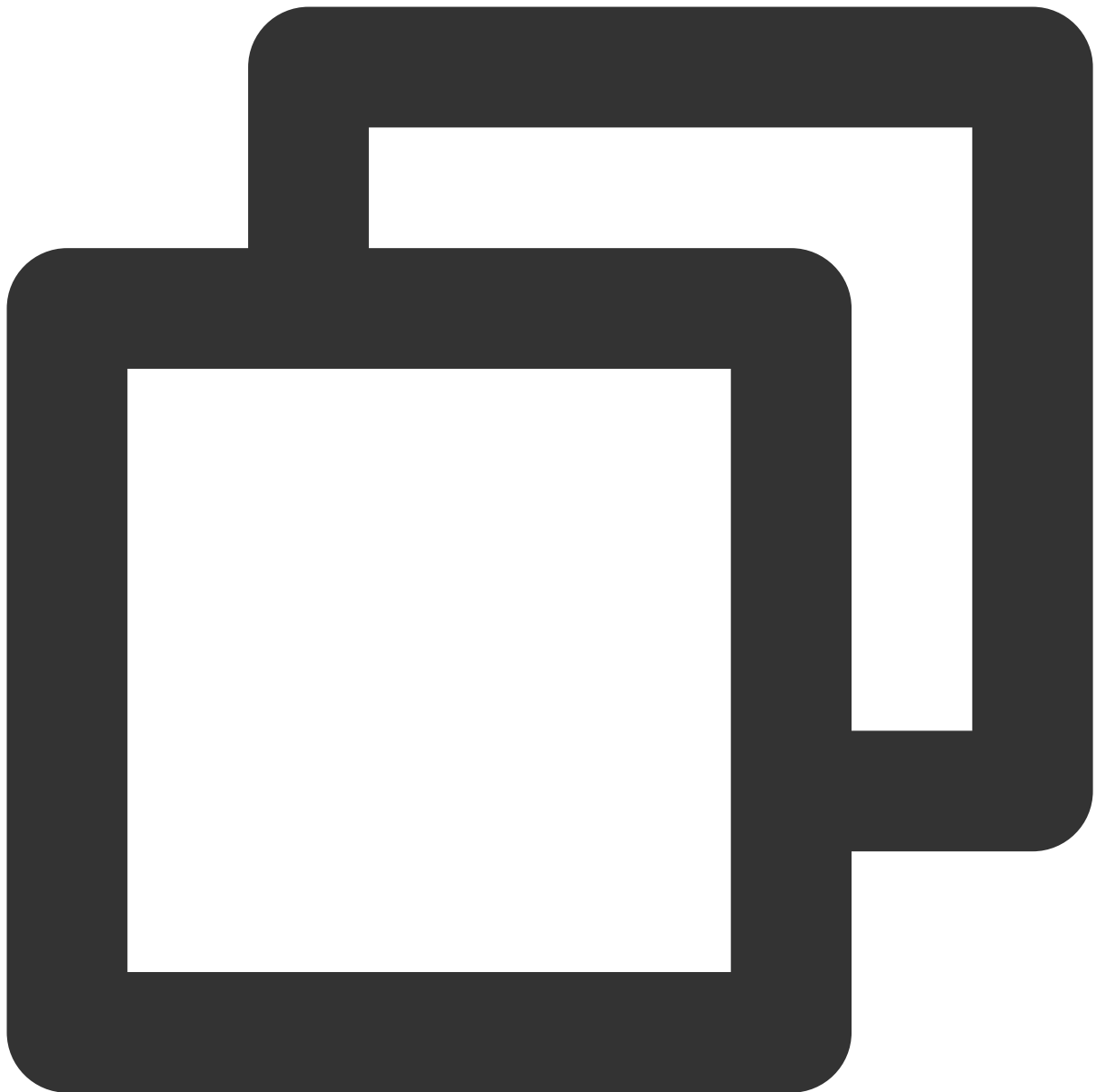
Video Playback License

Configuration

Before you call the APIs of the Player SDK, follow the steps below to configure the license:

iOS

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

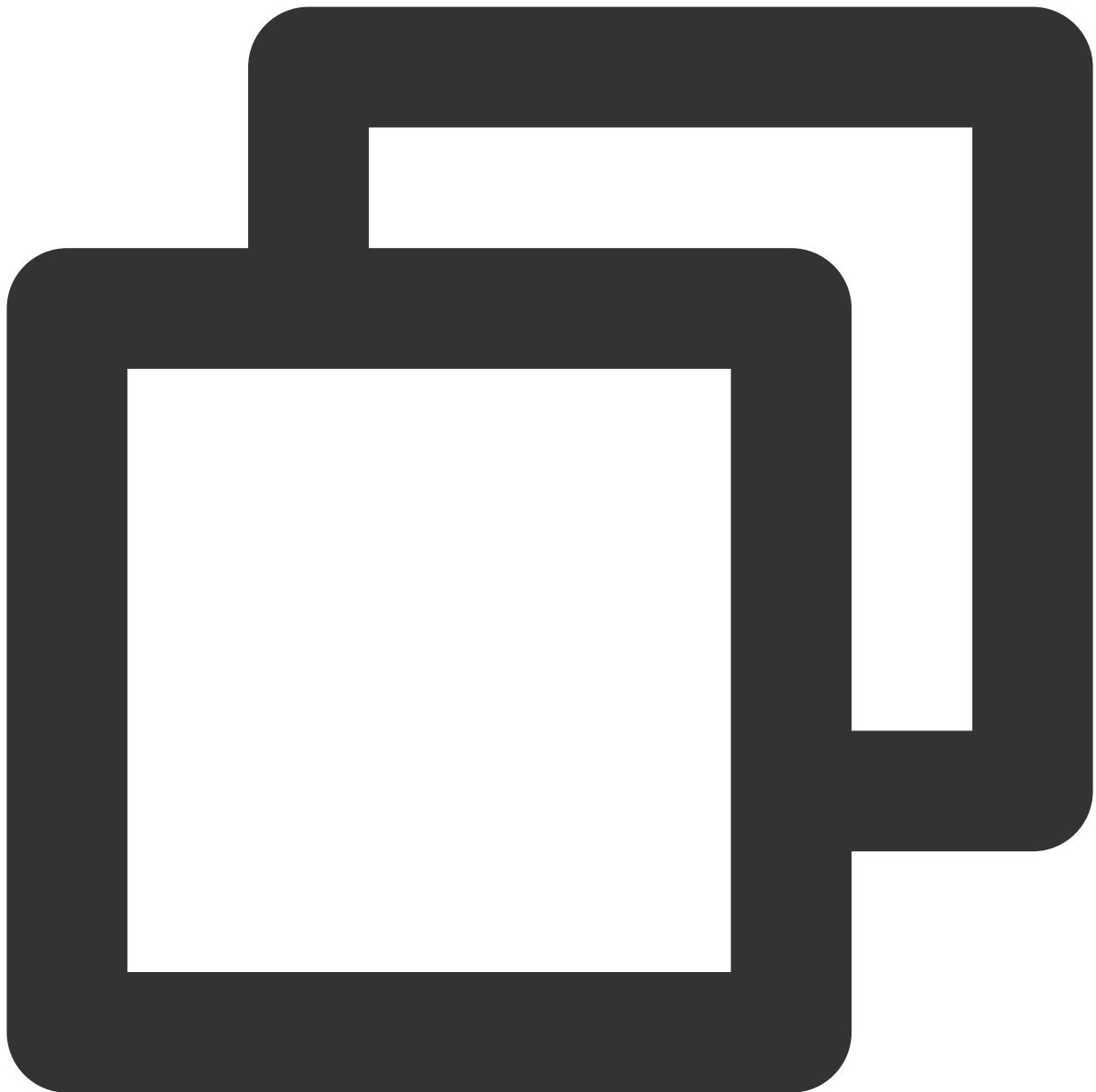


```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {  
    NSString * const licenceURL = @"<The license URL obtained>";  
    NSString * const licenceKey = @"<The key obtained>";  
  
    //TXLiveBase can be found in the "TXLiveBase.h" header file  
    [TXLiveBase setLicence:licenceURL key:licenceKey];  
    [TXLiveBase setObserver:self];  
    NSLog(@"SDK Version = %@", [TXLiveBase getSDKVersionStr]);  
    return YES;  
}
```

```
#pragma mark - TXLiveBaseDelegate
- (void)onLicenceLoaded:(int)result Reason:(NSString *)reason {
    NSLog(@"onLicenceLoaded: result:%d reason:%@", result, reason);
    // If result is not 0, it means the setting failed and needs to be retried.
    if (result != 0) {
        [TXLiveBase setLicence:licenceURL key:licenceKey];
    }
}
@end
```

Android

Add the code below in `application` :



```
public class MApplication extends Application {

    @Override
    public void onCreate() {
        super.onCreate();
        String licenceURL = ""; // The license URL obtained
        String licenceKey = ""; // The license key obtained
        TXLiveBase.getInstance().setLicence(this, licenceURL, licenceKey);
        TXLiveBase.setListener(new TXLiveBaseListener() {
            @Override
            public void onLicenceLoaded(int result, String reason) {
```

```
        Log.i(TAG, "onLicenceLoaded: result:" + result + ", reason:" + reason);
        if (result != 0) {
            // If result is not 0, it means the setting failed and needs to
            TXLiveBase.getInstance().setLicence(appContext, licenceURL, licenceKey);
        }
    }
});
}
```

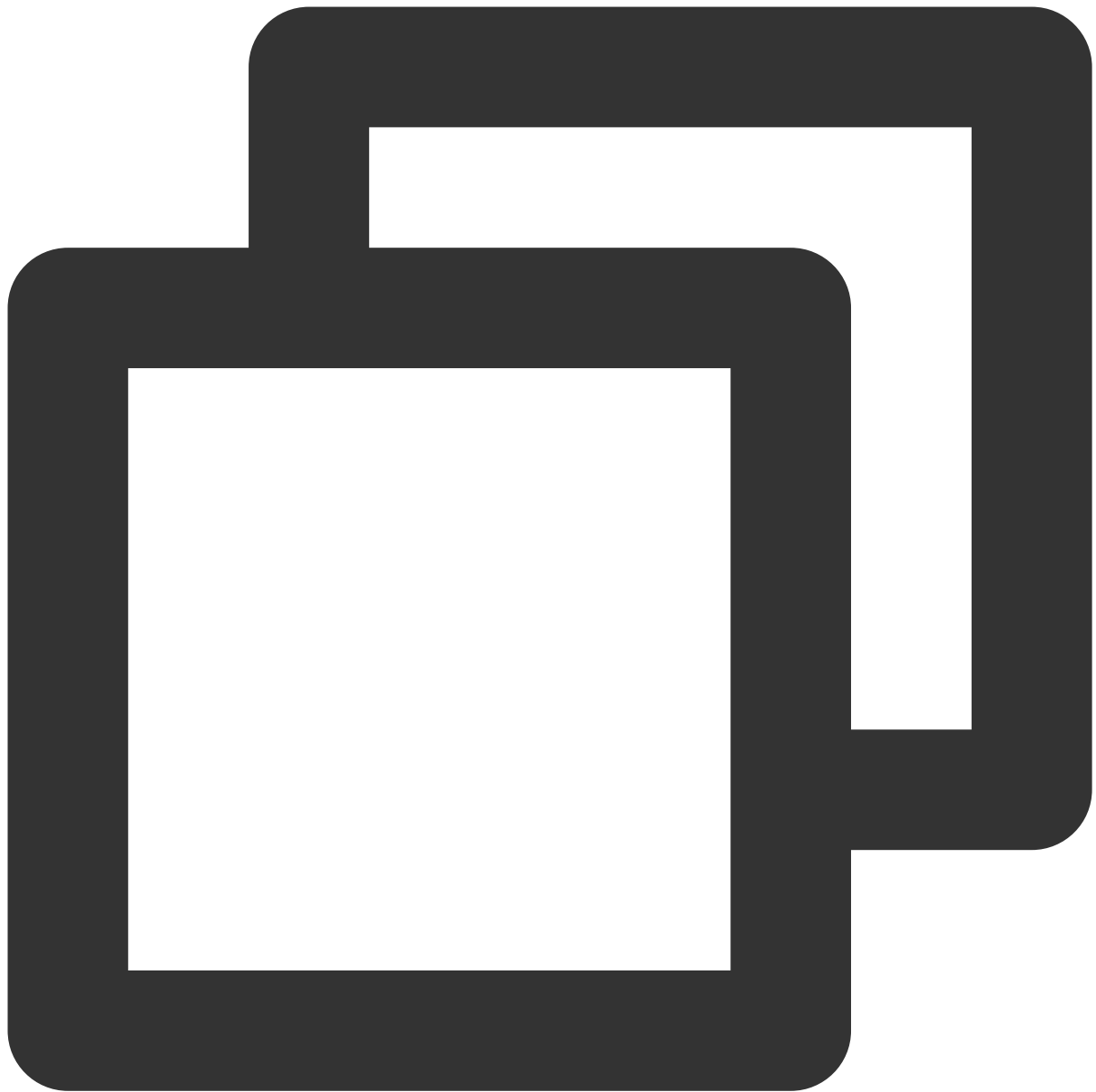
Note :

1. License is a strong online verification logic. When calling TXLiveBase#setLicence after the application is started for the first time, the network must be ensured. When the App is launched for the first time, the Internet access permission may not have been authorized. You need to wait for the Internet access permission to be granted before calling TXLiveBase#setLicence again.
2. Monitor the TXLiveBase#setLicence loading result: onLicenceLoaded interface. If it fails, retry and guide accordingly according to the actual situation. If it fails multiple times, the frequency can be limited, and the service can be supplemented with product pop-up windows and other guidance to allow users to check the network situation.
3. TXLiveBase#setLicence can be called multiple times. It is recommended to call TXLiveBase#setLicence when entering the main interface of the App to ensure successful loading.
4. For multi-process apps, ensure that TXLiveBase#setLicence is called when each process using the player starts. For example: For an Android app that uses an independent process to play videos, if the process is killed by the system and restarted during background playback, TXLiveBase#setLicence must also be called.

Viewing license information

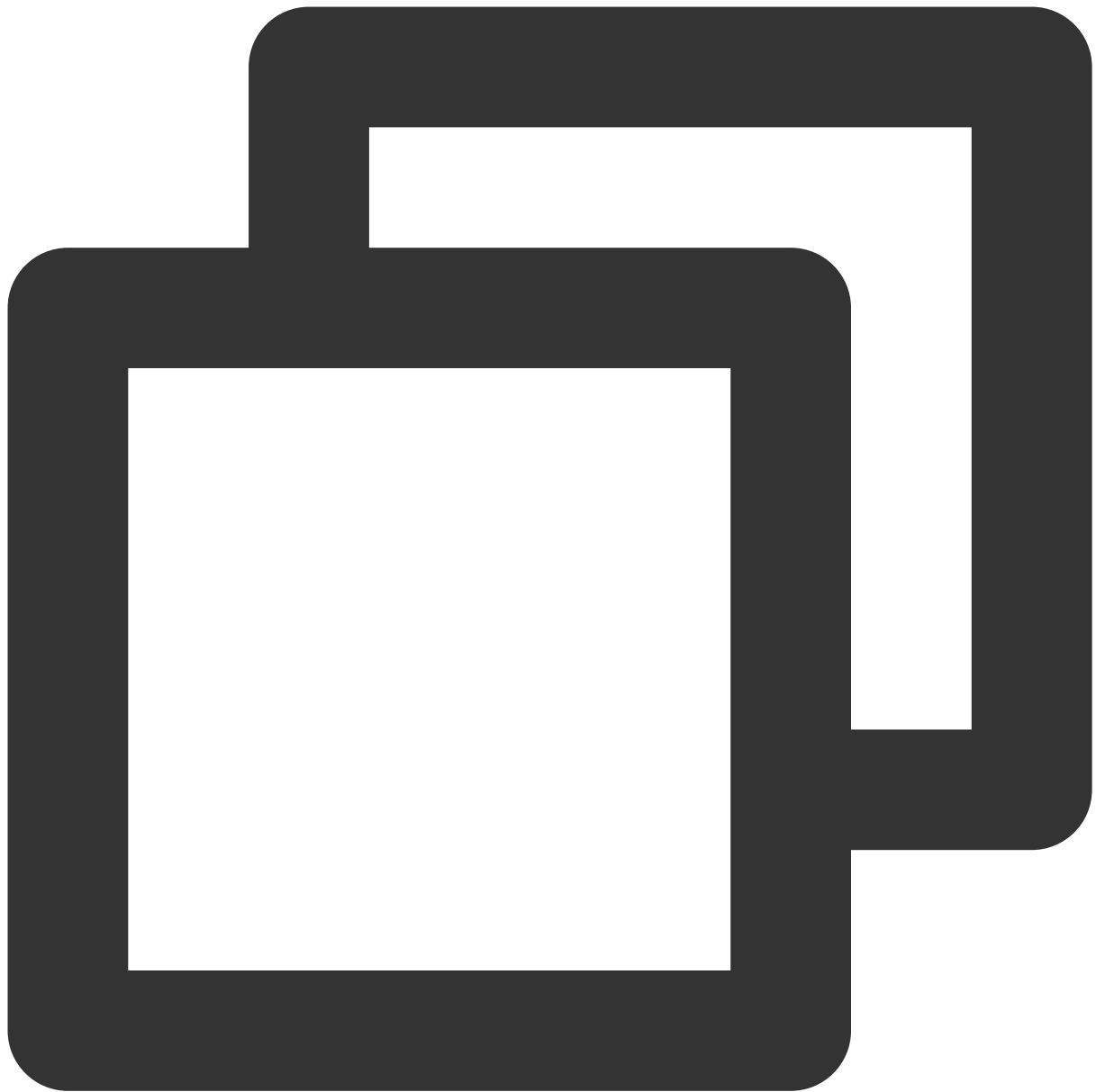
After the license is successfully configured, you can call the API below to view the license information. Please note that it may take a while for the configuration to take effect. The exact time needed depends on your network conditions.

iOS:



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

Android:



```
TXLiveBase.getInstance().getLicenceInfo();
```

Player Guide

Stage 1. Play back a source video

Last updated : 2023-06-19 16:19:01

Overview

This document describes how to upload a video to VOD and play it using VOD's player.

Prerequisites

Before you start, do the following:

Activating VOD

Follow the steps below to activate VOD:

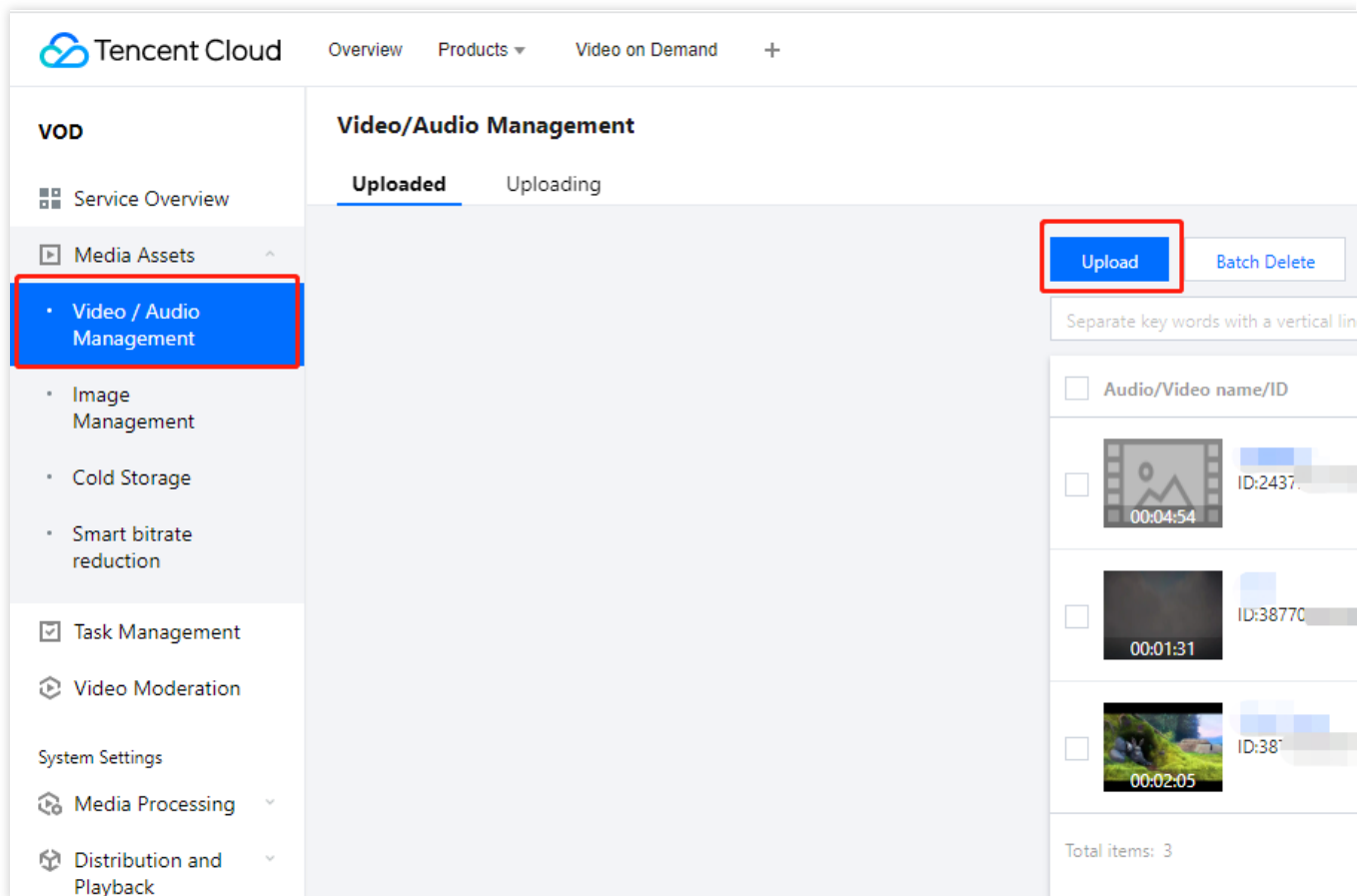
1. Sign up for [a Tencent Cloud account](#).
2. Purchase VOD services. For details, see [Billing Overview](#).
3. Go to the [VOD console](#).

At this point, you have activated VOD.

Step 1. Upload a Video

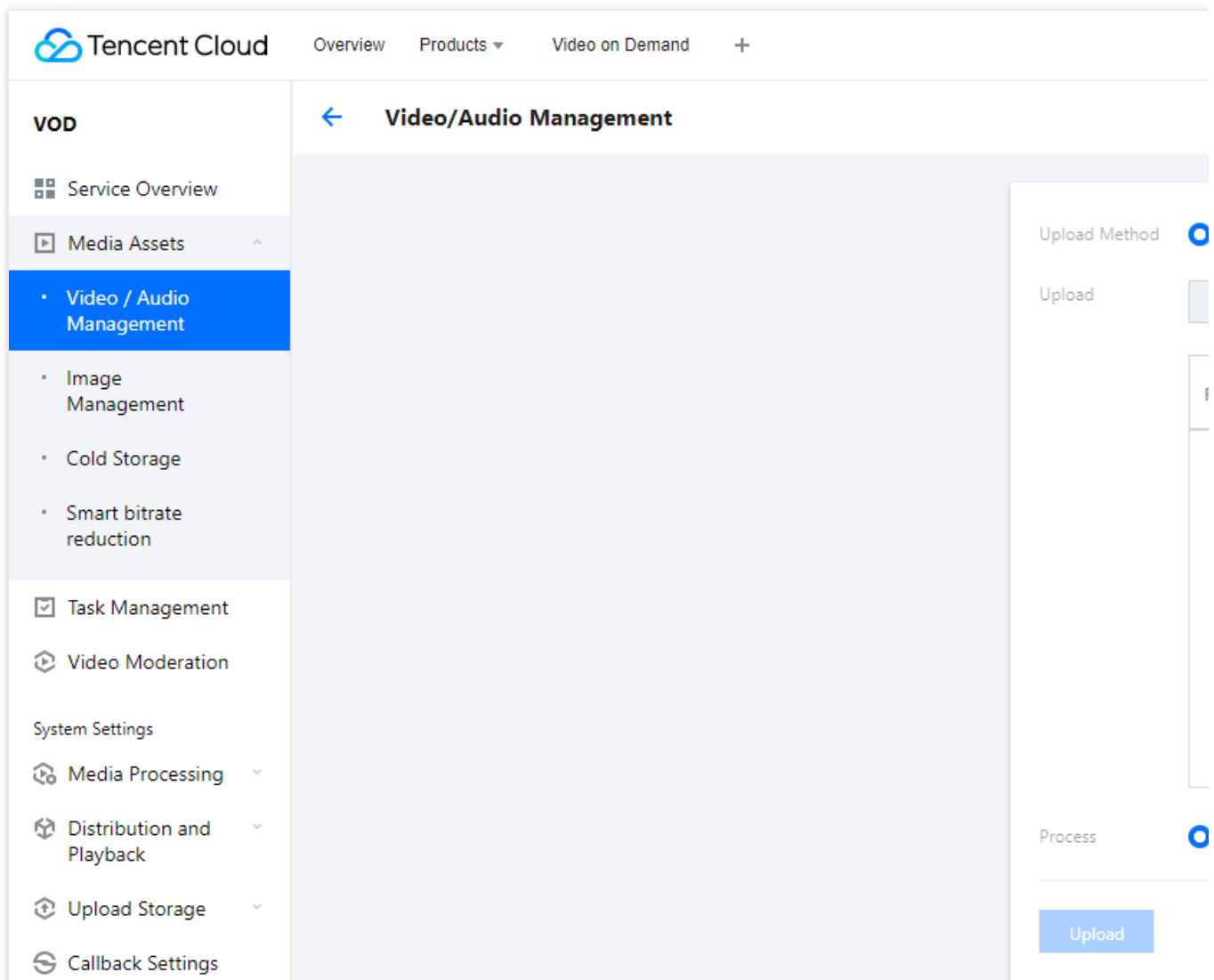
This step shows you how to upload a video.

1. In the VOD console, select [Application Management](#) on the left sidebar and select the target application. On the **Media Assets > Video/Audio Management** page, click **Upload**.

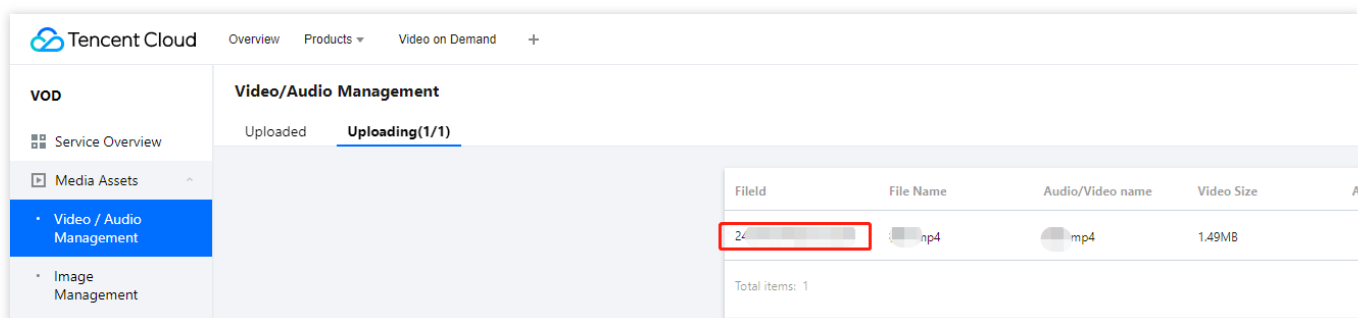


2. On the upload page, select **Local Upload**, and click **Select File** to upload a local video. Set the other fields as follows:

Select **No processing after upload** for **Media processing**.



3. Click **Upload**. You will be taken to the **Uploading** page. When **Status** changes to **Uploaded successfully**, the upload is completed, and you can view the **file ID** of the file (for example, 387xxxxx8142975036).



Step 2. Generate a Player Signature

In this step, you use the signature tool to quickly generate a player signature to play the video.

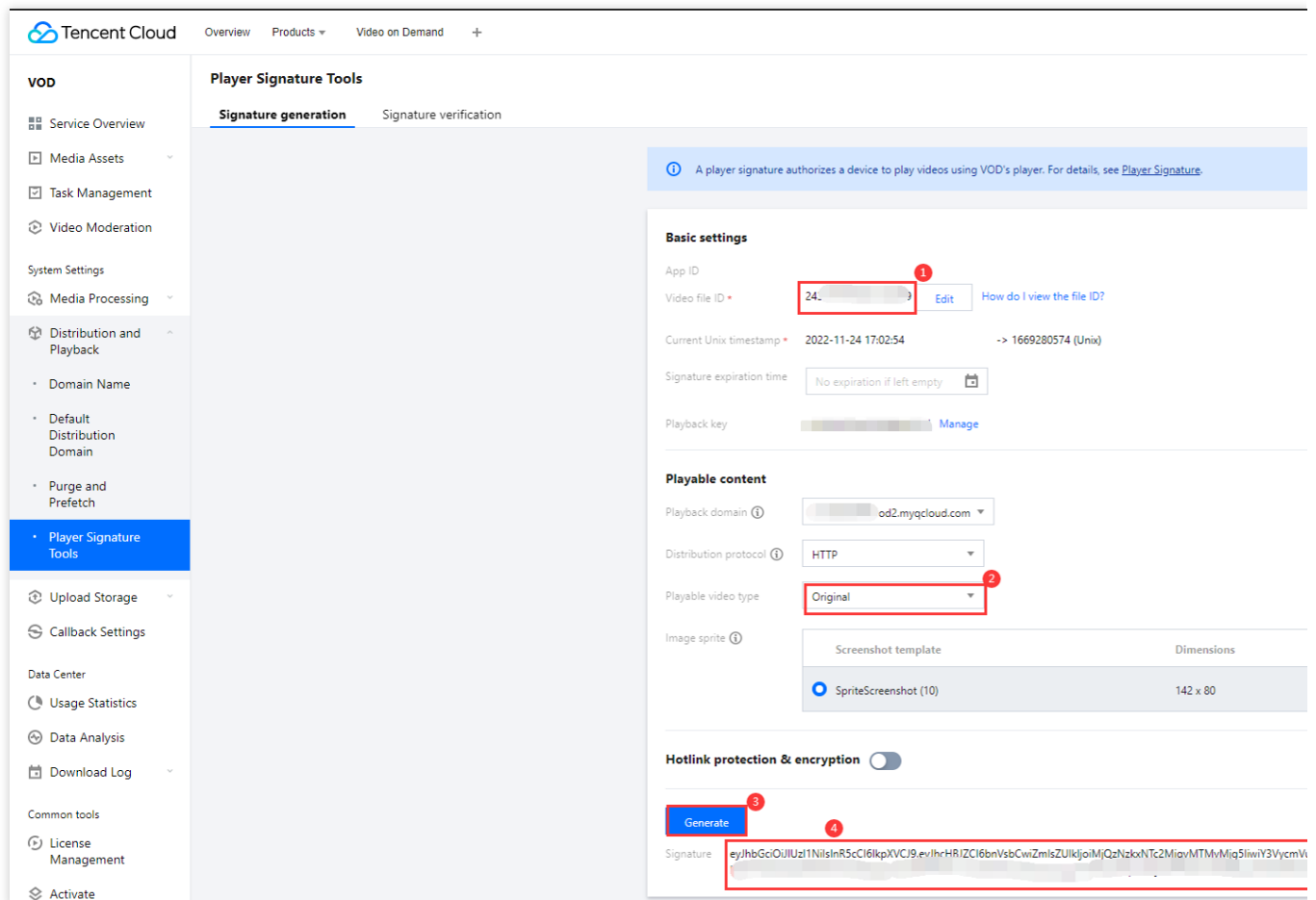
1. Select **Distribution and Playback > Player Signature Tools** on the left sidebar and complete the following settings:

Video file ID: Enter the file ID generated in [Step 1](#) (387xxxxx8142975036).

Signature expiration time: Enter the player signature expiration time. If you leave it empty, the signature will never expire.

Playable video type: Select **Original**.

2. Click **Generate** to get the signature string.



Step 3. Play the Video

After step 2, you have obtained the three parameters needed for video playback: `appId` , `fileId` and `psign` (player signature). The following describes how to play the video on the web.

Playback on the web

1. Open the [web player demo](#).

Select **Video playback**.

Click the **File ID** tab.

fileID: Enter the same file ID (387xxxxx8142975036) in the previous step.


appId: Enter the ID of the VOD application to which the file belongs (which is also the App ID displayed on the signature generation page in the previous step).

psign: Enter the signature string generated in the previous step.

2. Click **Preview** to play the video.

For better user experience, we recommend you use the player together with [VOD](#) and [CSS](#).

Features	Video playback ¹	Thumbnail previews - auto generate	Thumbnail previews - upload	Subtitles	Callbacks	Dynamic watermark	Video
Key hotlink protection	Adaptive bitrate streaming	Video quality change messages	Checkpoint restart	Video playlist	Playback switch		
Custom error messages	Statistics	Player size	Custom UI	Playback speed change	Multi-language	Multi-instance	More



URL **File ID** ²

fileID: ³

appId: ⁴

psign:

Notes

- WebRTC, FLV, and HLS are supported for live stream playback. HLS, FLV, and MP4 are supported for video on demand.
- Because untranscoded videos may experience compatibility issues during playback, we recommend you transcode your videos before playback.

Multi-platform player demos

After generating the player signature, you can use our player demos for [web](#), [Android](#), and [iOS](#) to play the video. For details, see the source code for the demos.

Summary

At this point, you have understood how to upload a video to VOD and play it back in the player.

See also:

[Stage 2. Play back a transcoded video.](#)

[Stage 3. Play back an adaptive bitrate streaming video.](#)

[Stage 4. Play back an encrypted video](#)

[Stage 5. Play back a long video](#)

Stage 2. Play back a transcoded video

Last updated : 2023-05-15 17:35:16

Overview

This document describes how to transcode a video and use the player to play the transcoded video.

Before you go on, make sure you have read [Stage 1. Play back a source video](#). You will be using the account registered and the video uploaded in [stage 1](#).

Step 1. Encrypt a Video

1. In the VOD console, select [Application Management](#) on the left sidebar and select the target application. On the **Media Assets > Video/Audio Management** page, select the target video (file ID 387xxxxx8142975036), and click **Transcoding**.
2. Complete the following settings:
 - 2.1 Select **Transcoding** for **Processing Type**.
 - 2.2 Click **Select template** to select a transcoding template.

Process

! Audio/Video processing will incur fees. For details, see [Media Processing Billing](#).

Processing Type

☒ Transcoding ☐ Adaptive Bitrate Streaming

☐ Moderation ☐ Task Flow

Transcoding Template

Transcoding Template Common Template

Watermark Template

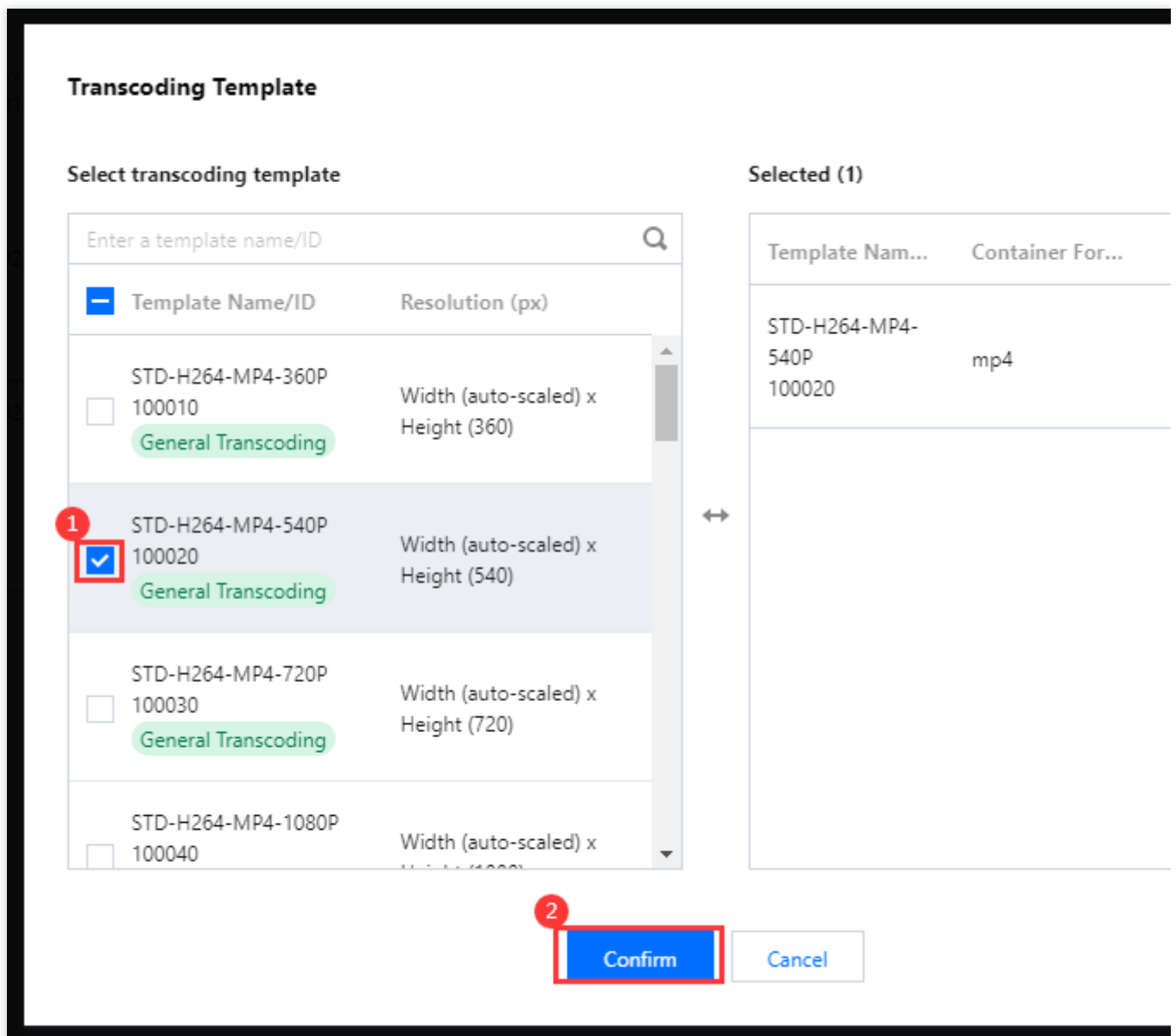
No waterma ▼

Thumbnail

☒ Thumbnail

Confirm Cancel

2.3 In the window that pops up, select the template `STD-H264-MP4-540P` (ID: `100020`).



2.4 Click **Confirm** to start the transcoding task.

Process

⚠️ Audio/Video processing will incur fees. For details, see [Media Processing Billing](#).

Processing Type

☒ Transcoding ☐ Adaptive Bitrate Streaming
☐ Moderation ☐ Task Flow

Transcoding Template

Transcoding Template

Common Template

Watermark Template

No watermark ▼

Thumbnail

☒ Thumbnail

Confirm

Cancel

3. Select **Task Center** on the left sidebar and find the transcoding task you started. If the status of the task has changed from "Processing" to "Completed", the video has been transcoded.

Tencent Cloud

Overview Products Video on Demand

VOD

Service Overview

Media Assets

Task Management

Video Moderation

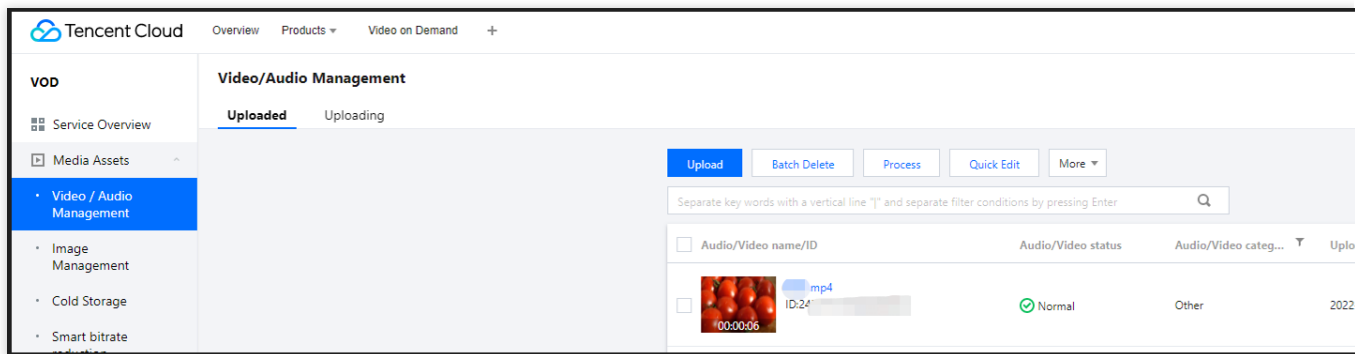
System Settings

Task Management

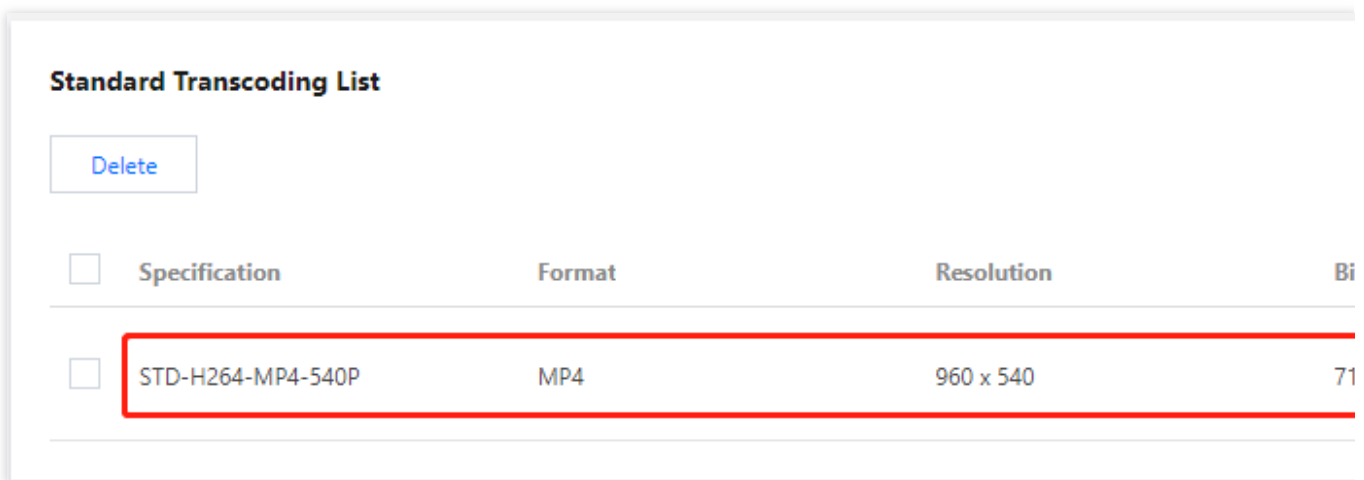
The Task Management page only displays the details of executed tasks and only supports

Task ID	Task Status	Creation Time
...	Completed	2022-11-24 17:2

4. Return to the **Media Assets > Video/Audio Management** page, find your video, and click **Manage** on the right.



Under the **Transcoding outputs** tab, you will see the output of the transcoding task.



Step 2. Generate a Player Signature

In this step, you use the signature tool to quickly generate a player signature to play the video.

1. Select **Distribution and Playback** > **Player Signature Tools** on the left sidebar and complete the following settings:

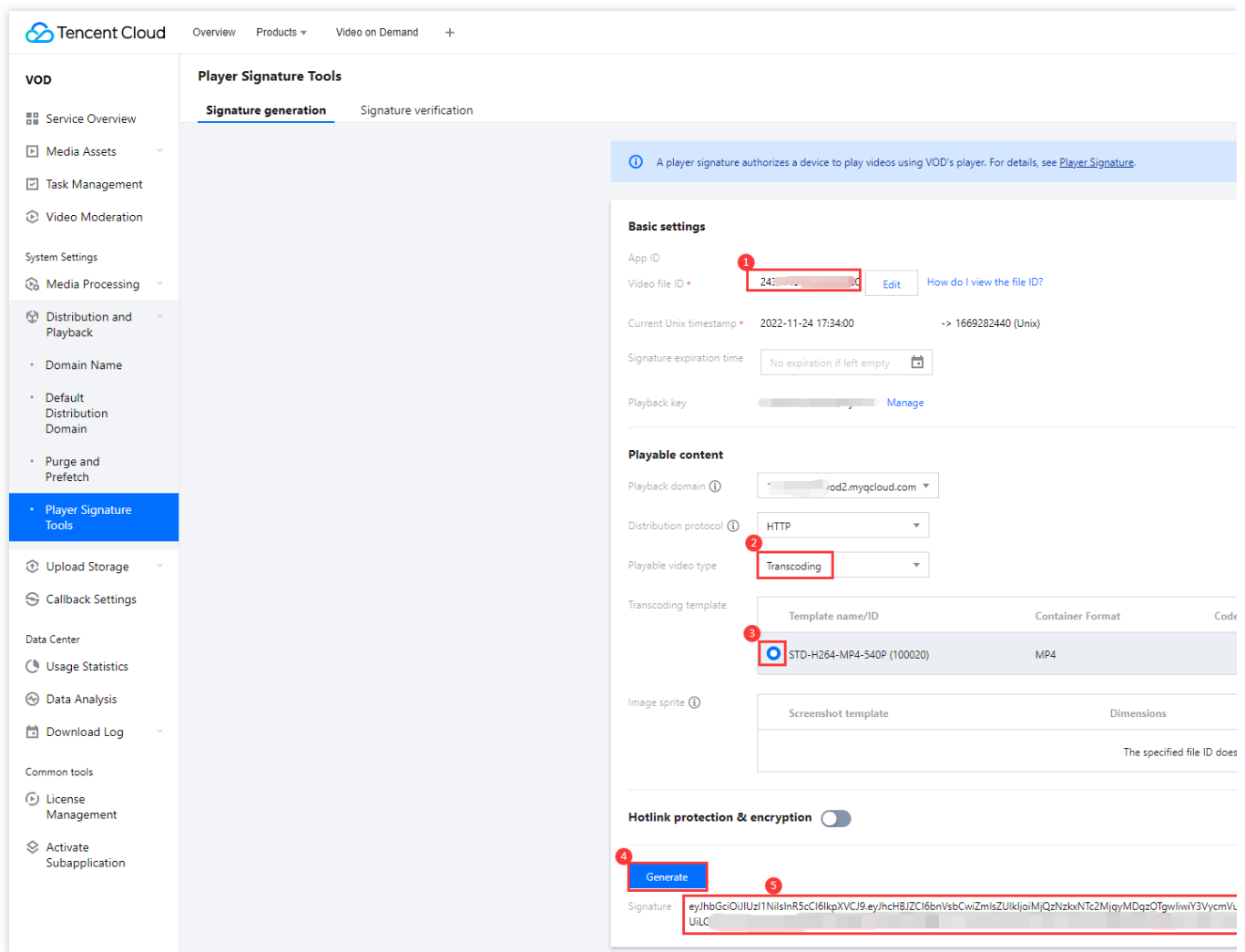
Video file ID: Enter the file ID generated in [Step 1](#) (387xxxxx8142975036).

Signature expiration time: Enter the player signature expiration time. If you leave it empty, the signature will never expire.

Playable video type: Select **Transcoding**.

Transcoding template: Select `STD-H264-MP4-540P (100020)`.

2. Click **Generate** to get the signature string.



Step 3. Play the Video

After step 2, you have obtained the three parameters needed for video playback: `appId` , `fileId` and `psign` (player signature). The following describes how to play the video on the web.

Playback on the web

1. Open the [web player demo](#).

Select **Video playback**.

Click the **File ID** tab.

fileID: Enter the same file ID in the previous step.

appId: Enter the ID of the VOD application to which the file belongs (which is also the App ID displayed on the signature generation page in the previous step).


psign: Enter the signature string generated in the previous step.

2. Click **Preview** to play the video.

For better user experience, we recommend you use the player together with [VOD](#) and [CSS](#).

Features

Video playback ¹	Thumbnail previews - auto generate	Thumbnail previews - upload	Subtitles	Callbacks	Dynamic watermark
Key hotlink protection	Adaptive bitrate streaming	Video quality change messages	Checkpoint restart	Video playlist	Playba
Custom error messages	Statistics	Player size	Custom UI	Playback speed change	Multi-language
					Multi-instance



URL **File ID** ²

fileID: **387702305L** ³

appId: **1500** ⁴

psign: **eyJhbGciOiJIUzI1NiIsI**

Preview **Reset**

Notes

- WebRTC, FLV, and HLS are supported for live stream playback. HLS, FLV, and MP4 are supported for video on demand.
- Because untranscoded videos may experience compatibility issues during playback, we recommend you transcode your videos before playback.

Multi-platform player demos

After generating the player signature, you can use our player demos for [web](#), [Android](#), and [iOS](#) to play the video. For details, see the source code for the demos.

Summary

At this point, you have understood how to transcode a video and use the player to play it.

Stage 3. Play back an adaptive bitrate streaming video

Last updated : 2023-05-15 17:35:41

Overview

This document describes how to play an adaptive bitrate streaming video. Specifically, the following will be performed: Streams of different resolutions will be generated. The lowest will be 480p and the highest will be 1080p. A screenshot will be taken from the video and will be used as the thumbnail. Multiple screenshots will be taken at an interval of 20% and will be used as thumbnail previews. Before you go on, make sure you have read [Stage 1. Play back a source video](#). You will be using the account registered and the video uploaded in [stage 1](#).

Step 1. Create an Adaptive Bitrate Streaming Template

1. Log in to the VOD console. Select [Application Management](#) on the left sidebar. Select the target application and go to **Media Processing > Template Settings**. Under the **Adaptive Bitrate streaming** tab, click **Create Template**.

VOD

- Service Overview
- Media Assets
- Task Management
- Video Moderation
- System Settings
 - Media Processing
 - Template Settings**
 - Task Flow Settings
 - DRM Configuration
 - Distribution and Playback
 - Upload Storage
 - Callback Settings
- Data Center
 - Usage Statistics
 - Data Analysis
 - Download Log
- Common tools
 - License Management

Template Settings

Video Transcoding TSC Template Audio Transcoding Remux **Adaptive Bitrate Streaming** Image Processing Template Watermark Screenshot Anima

Create Template

Template name/ID	Muxing Type	Encryption Type	Substream Count	Switch from Lo...
Adaptive-HLS 10	HLS	Not encrypted	6 substream(s)	Forbid
Adaptive-HLS-FairPlay 11	HLS	FairPlay	6 substream(s)	Forbid
Adaptive-HLS-Encrypt 12	HLS	SimpleAES	6 substream(s)	Forbid
Adaptive-DASH 20	MPEG-DASH	Not encrypted	6 substream(s)	Forbid
Adaptive-HLS-Widevine 13	HLS	Widevine	6 substream(s)	Forbid
SDMC-Adaptive-HLS-Fair... 31	HLS	FairPlay	6 substream(s)	Forbid
SDMC-Adaptive-DASH-W... 41	MPEG-DASH	Widevine	6 substream(s)	Allow
segmentTest 1428617	HLS	Not encrypted	1 substream(s)	Forbid
Total 8 items				

2. Click **Add Stream** to add a stream 2 and stream 3 and complete the following settings:

Basic Info:

Template name: Type `MyTestTemplate` .

Muxing format: Select "HLS".

Encryption type: Select "Not encrypted".

Switch from Low Resolution to High Resolution: Disable

Basic Info

Template name *

MyTestTemplate



It should be a combination of letters, numbers, spaces, underscores (_), hy

Template Description

Please describe template

Up to 15 chars for description

Muxing Format ⓘ

HLS

Segment Type

ts

Encryption Type

Not encrypted

Switch from Low Resolution to
High Resolution ⓘ**Streams**

Stream No.	Video Bitrate	Resolution	Frame Rate	Audio Bitrate	Sound Channels
Stream 1	512 Kbps	Long side: 0 px, short side: 480 px.	24 fps	48 Kbps	Dual
Stream 2	512 Kbps	Long side: 0 px, short side: 720 px.	24 fps	48 Kbps	Dual
Stream 3	1,024 Kbps	Long side: 0 px, short side: 1080 px.	24 fps	48 Kbps	Dual

Substream Info

Substream1

Video parameters

Encoding standard * H.264

Video bitrate Video bitrate Kbps

Video bitrate should be empty or between 128 and 35000

Resolution ⓘ Video's long side px x Videos short side px Set by long and short sides ▾

Video's long side should be empty or between 128 and 4096

Frame rate Video Frame Rate fps

Video frame rate is between empty and 100

Audio Parameters

Encoding standard * AAC

Sample Rate * 32000 Hz

Audio bitrate Audio bitrate Kbps

Audio bitrate should be empty or between 26 and 256

Sound Channel * ☐ Mono Channel ☒ Dual Channel

Add Substream

Create

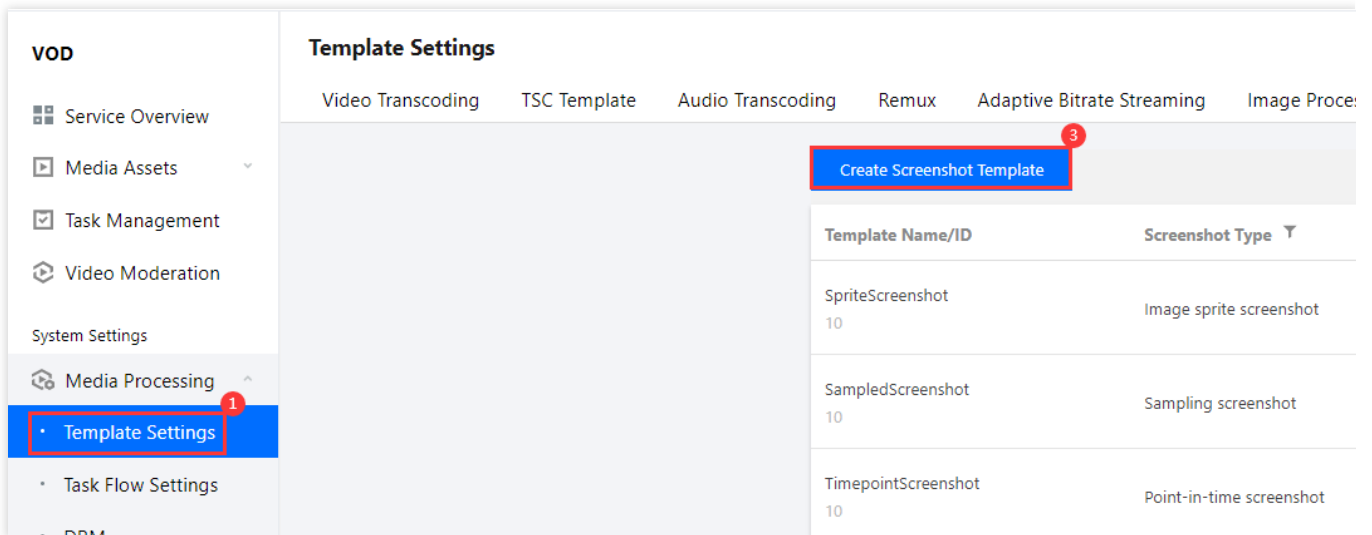
Cancel

3. Click **Create**. An adaptive streaming template that converts a video into three streams is created. The ID of the template is 1430219 .

Template Name/ID	Muxing Type ▾	Substream Count	Switch from Low Re... ▾	Template Type ▾
Adaptive-HLS 10	HLS	6 substream(s)	Forbid	Preset
Adaptive-HLS-Encrypt 12	HLS	6 substream(s)	Forbid	Preset
Adaptive-MPEG_DASH 20	MPEG-DASH	6 substream(s)	Allow	Preset
MyTestTemplate 1145464	HLS	3 substream(s)	Forbid	Custom

Step 2. Create an Image Sprite Template

1. Go to **Media Processing > Template Settings**. Select the **Screenshot** tab and click **Create Screenshot Template**.



2. Complete the following settings:

Template name: Type `MyTestTemplate`.

Screenshot type: Select "Image sprite screenshot".

Small image dimension: 726 px x 240 px.

Sampling interval: 20%.

Rows: 10.

Columns: 10.

Template name *

MyTestTemplate 1

It should be a combination of letters, numbers, hyphens (-), and underscores (_)

Template Description

Please describe template

Up to 15 chars for description

Screenshot Type *

Image sprite screenshot 2

Image Format

JPG

Small Image Dimension ⓘ

726 3 px x 240 4 px

Image long side is empty or between 128 and 4096

Sampling Interval *

20 5 %

If the unit is "%", specify the interval as a percentage of the total video duration.
If the unit is "s", specify the number of seconds (greater than 0) between screens

Rows *

10 6

Enter a positive integer. The product of the number of rows for thumbnails
and the number of columns for thumbnails cannot exceed 100.

Columns *

10 7

The number of columns must be greater than 0, and the number of
columns multiplied by rows cannot be greater than 100.

Fill Type ⓘ

Black-leaving

8

Create

Cancel

3. Click **Create**. An image sprite template with the ID 131864 is created.

MyTestTemplate 113272	Image sprite screenshot	726 x 240	Custom
--------------------------	-------------------------	-----------	--------

Step 3. Create and Start a Task Flow

Now you have an adaptive bitrate streaming template (ID 1430219) and an image sprite template (ID 131864). You also need to create a task flow.

1. Go to **Media Processing > Task Flow Settings** and click **Create Task Flow**.

Task flow name: Enter `MyTestProcedure`.

Configuration item: Select "Adaptive bitrate streaming", "Screenshot", and "Thumbnail generation".

In the **Adaptive bitrate streaming task configuration** area, click **Add Template**, and select the `MyTestTemplate` template (ID 1430219) created in **step 1**.

In the **Screenshot task configuration** area, click **Add Template**. Select **Image sprite** for **Method for Taking Screenshot** and then select the `MyTestTemplate` template (ID 131864) created in **step 2**.

In the **Configuration of task of capturing cover screenshot** area, click **Add Template**. For **Screenshot Template/ID**, select "TimepointScreenshot". For **Select by time points**, select "Percent", and enter "50".

Task Flow Name

MyTestProcedure

It should be a combination of letters, numbers, hyphens (-), and underscores (_) with a length up to 20 chars

Task flow Description

Please describe task flow

Up to 15 chars for description

Configuration Item

☐ General Transcoding
 ☐ TSC Transcoding
 ☐ Remux
 ☒ Adaptive Bitrate Streaming
 ☒ Screenshot Task
 ☒ Capture Cover Task

Select at least one configuration item

Adaptive bitrate streaming task configuration

You can go to "Template Settings - [Adaptive Bitrate Streaming Template](#) to view adaptive bitrate streaming template. Template creation is not supported for the moment.

Adaptive Bitrate Streaming Template/ID	Muxing Type	Substream Count	Switch from Low R
MyTestTemplate(1430219)	HLS	3 substream(s)	Forbid

Add Template

Screenshot Task Configuration

You can go to "Template Settings - [Screenshot](#)" to create a screenshot template and go to "Template Settings - [Watermark](#)" to create a watermark template. After creation, click

Method for Taking Screenshot	Screenshot/ID	Image Format	Image Dimension	Ti
Image Sprite	MyTestTemplate(131864)	jpg	726 x 240	20

Add Template

Configuration of task of capturing cover screenshot

You can go to "Template Settings - [Screenshot](#)" to create a screenshot template. After creation, click [Purge](#).

Screenshot Template/ID	Image Format	Image Size	Select by time poin
TimepointScreenshot(10)	jpg	Same as source	Percent

Add Template

Submit

MyTestProcedure

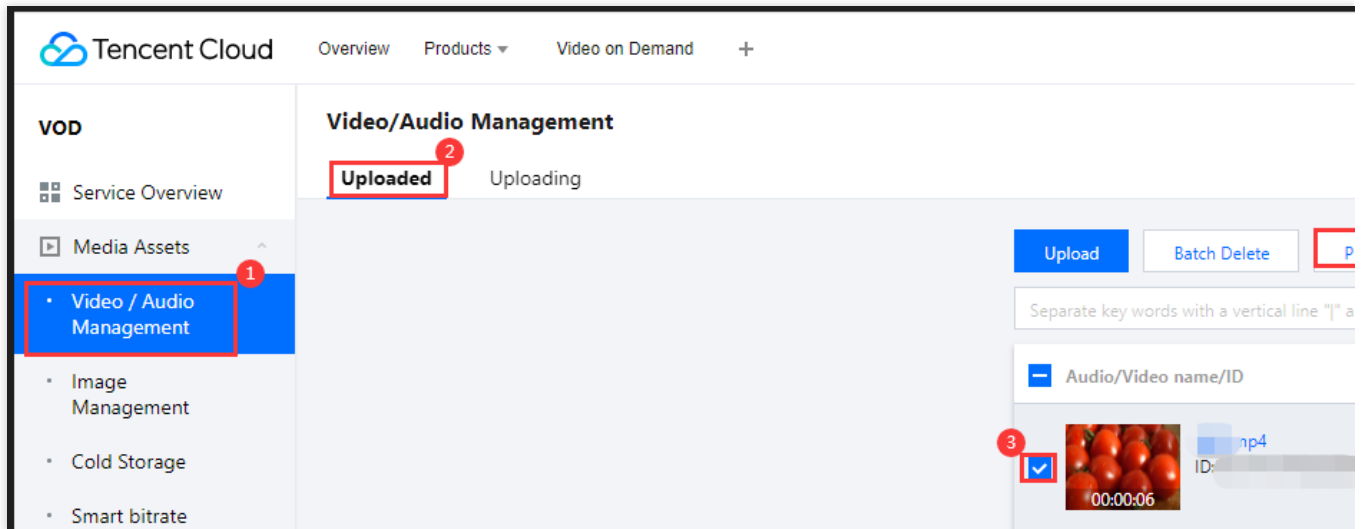
Custom

2022-11-24 19:49:34

2022-11-24 19:49:34

2. Click **Submit**. A task flow named `MyTestProcedure` will be generated.

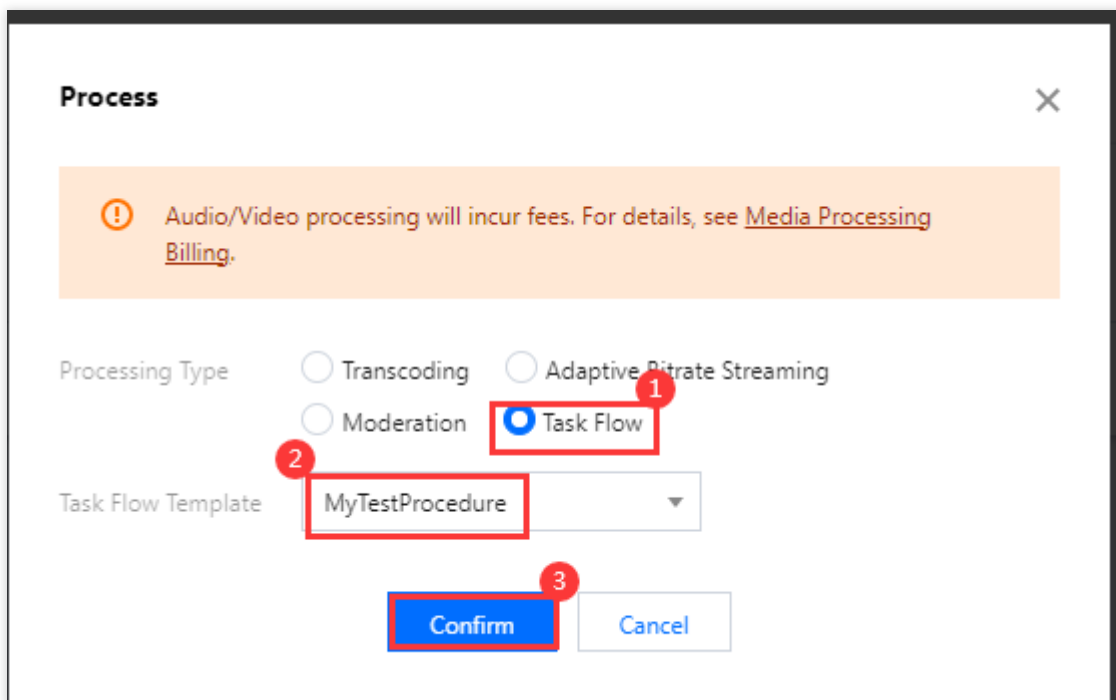
3. Go to **Media Assets > Video/Audio Management**, select the target video (file ID 243xxx814xxxxx416), and click **Task Flow**.



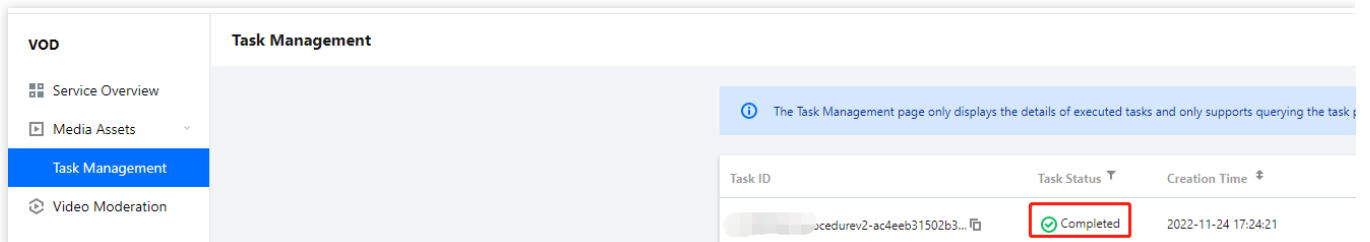
4. Complete the following settings:

Select **Task Flow** as the **Processing Type**.

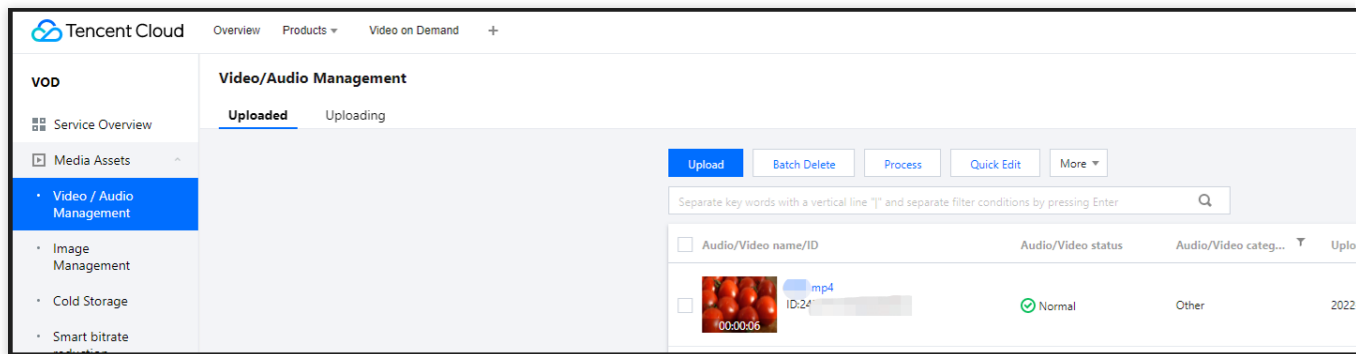
Select the "MyTestProcedure" task flow template.



5. Click **Confirm**. Go to **Task Center**. If the status of the task changes from "Processing" to "Completed", the processing of the video is finished.

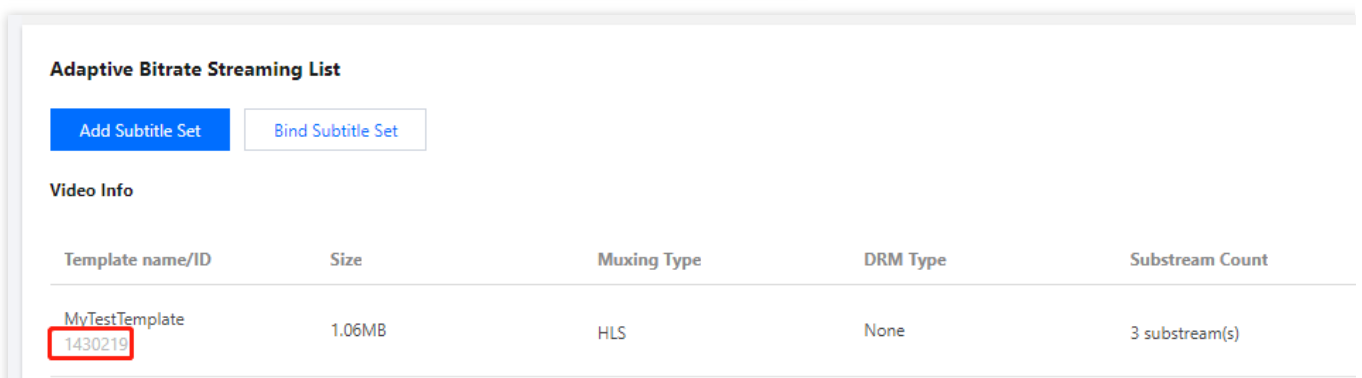
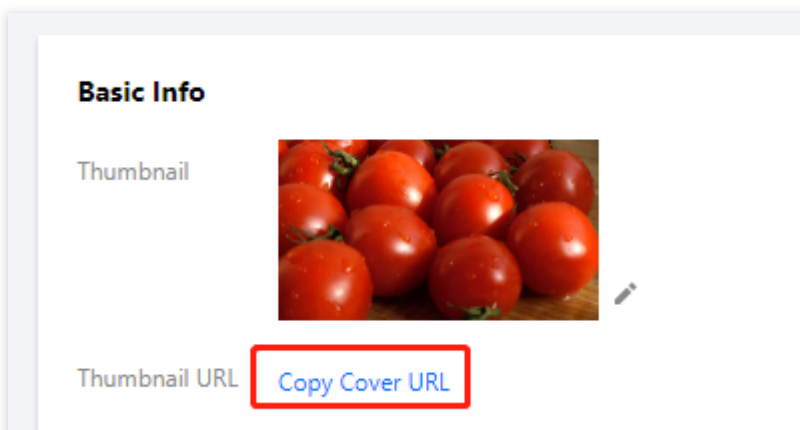


6. Return to the **Media Assets > Video/Audio Management** page, find your video, and click **Manage** on the right.



6.1 In the **Basic Info** area:

You can view the thumbnail generated and the outputs of adaptive bitrate streaming (template ID: 1430219).



6.2 Select the **Screenshots** tab:

You can view the image sprite generated (template ID: 131864).

Image Sprite Screenshot List

Template ID	Small Image Dimension	Rows	Columns	Sampling Mode
131864	726 x 240	10	10	Percent

Step 4. Generate a Player Signature

In this step, you can use the signature tool to quickly generate a signature for the player to play back the video. Select **Distribution and Playback** > **Player Signature Tools** on the left sidebar and complete the following settings:

Video file ID: Enter the file ID (243xxx814xxxxx416) in step 3.

Signature expiration time: Enter the player signature expiration time. If you leave it empty, the signature will never expire.

Playable video type: Select **Unencrypted adaptive bitrate**.

Adaptive bitrate template: Select `MyTestTemplate (1430219)` .

Image sprite: Select `MyTestTemplate (131864)` .

Click **Generate** to get the signature string.

Step 5. Play the Video

After step 4, you have obtained the three parameters needed for video playback: `appId` , `fileId` and `psign` (player signature). The following describes how to play the video on the web.

Playback on the web

Open the [web player demo](#).

Select **Video playback**.

Click the **File ID** tab.

fileID: Enter the same file ID (243xxx814xxxxx416) in the previous step.

appId: Enter the ID of the VOD application to which the file belongs (which is also the App ID displayed on the signature generation page in the previous step).


psign: Enter the signature string generated in the previous step.

Click **Preview** to play the video.

For better user experience, we recommend you use the player together with [VOD](#) and [CSS](#).

Features

Video playback	Thumbnail previews - auto generate	Thumbnail previews - upload	Subtitles	Callbacks	Dynamic watermark	Video c
Key hotlink protection	Adaptive bitrate streaming	Video quality change messages	Checkpoint restart	Video playlist	Playback switch	
Custom error messages	Statistics	Player size	Custom UI	Playback speed change	Multi-language	Multi-instance More



URL **File ID**

fileID: 387702305

applID: 1500

psign: eyJhbGciOiJIUzI1NiIsI

[Preview](#) [Reset](#)

Notes

- WebRTC, FLV, and HLS are supported for live stream playback. HLS, FLV, and MP4 are supported for video on demand.
- Because untranscoded videos may experience compatibility issues during playback, we recommend you transcode your videos before playback.

Multi-platform player demos

After generating the player signature, you can use our player demos for [web](#), [Android](#), and [iOS](#) to play the video. For details, see the source code for the demos.

Summary

At this point, you have understood how to play an adaptive bitrate streaming video. To learn how to play an encrypted video, see [Stage 4. Play back an encrypted video](#).

Stage 4. Play back an encrypted video

Last updated : 2023-05-15 17:36:27

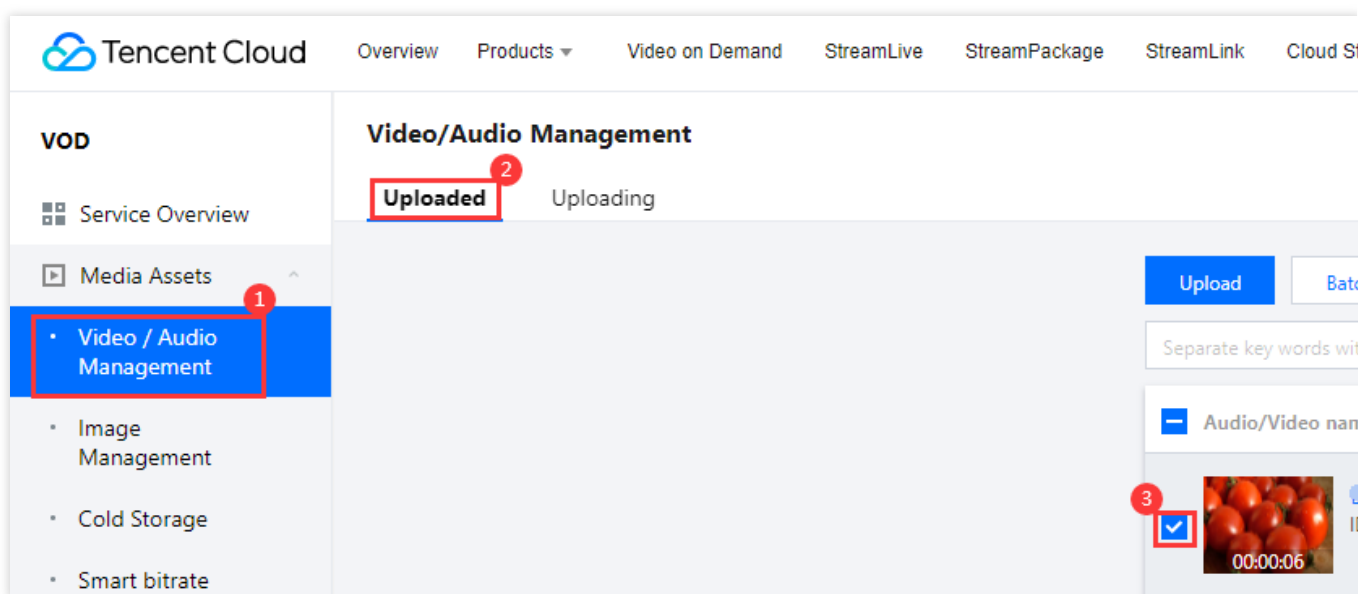
Overview

This document describes how to encrypt a video and use VOD's player to play the encrypted video.

Before you go on, make sure you have read [Stage 1. Play back a source video](#). You will be using the account registered and the video uploaded in [stage 1](#).

Step 1. Encrypt a Video

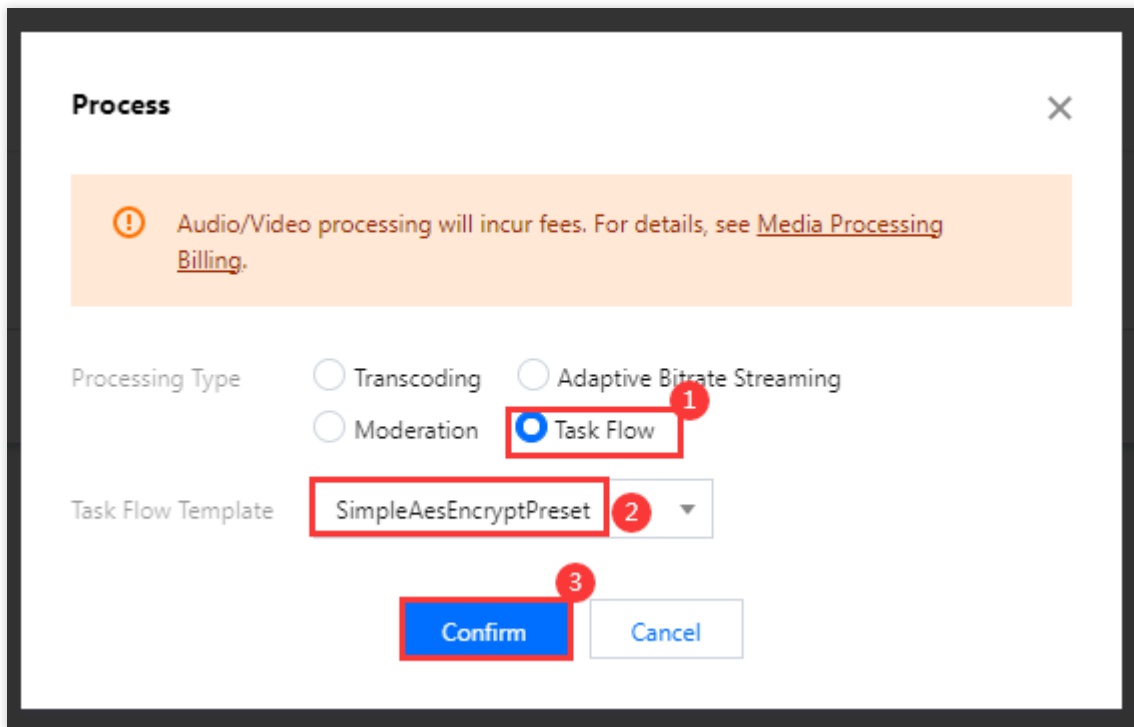
1. In the VOD console, select [Application Management](#) on the left sidebar and select the target application. On the **Media Assets > Video/Audio Management** page, select the target video, and click **Task Flow**.



2. Complete the following settings:

Select **Task Flow** as the **Processing Type**.

Select the **SimpleAesEncryptPreset** task flow template.

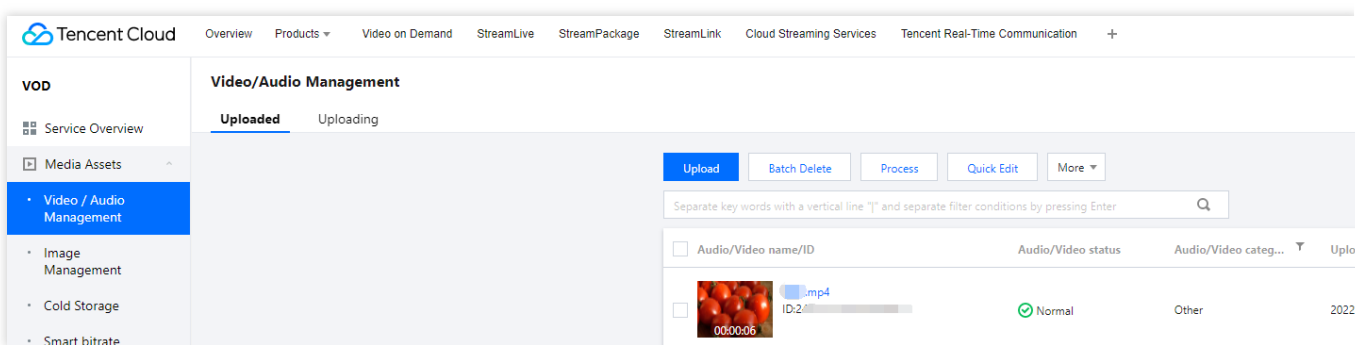
**Note:**

`SimpleAesEncryptPreset` is a preset task flow, which uses the adaptive bitrate streaming template 12, thumbnail generation template 10, and image sprite generation template 10.

The adaptive bitrate streaming template 12 outputs encrypted multi-bitrate streams.

3. Click **Confirm**. Go to **Task Center**. If the status of the task changes from "Processing" to "Completed", the processing of the video is finished.

4. Go to **Media Assets > Video/Audio Management**, find your video, and click **Manage** on the right.

**4.1 In the Basic Info area:**

You can view the thumbnail generated and the outputs of adaptive bitrate streaming (template ID: 12).

Adaptive Bitrate Streaming List

[Add Subtitle Set](#) [Bind Subtitle Set](#)

Video Info

Template name/ID	Size	Muxing Type	DRM Type	Substream Count
MyTestTemplate 1430219	1.06MB	HLS	None	3 substream(s)
Adaptive-HLS-Encrypt 12	1.59MB	HLS	SimpleAES	6 substream(s)

4.2 Select the **Screenshots** tab:

You can view the image sprite generated (template ID: 10).

Image Sprite Screenshot List

Template ID	Small Image Dimension	Rows	Columns	Sampling Mode
131864	726 x 240	10	10	Percent
10	142 x 80	10	10	Time

Step 2. Generate a Player Signature

In this step, you can use the signature tool to quickly generate a signature for the player to play back the video.

1. In the VOD console, select [Application Management](#) on the left sidebar and select the target application. Go to **Distribution and Playback > Player Signature Tools** and complete the following settings:

Video file ID: Enter the file ID generated in [Step 1](#).

Signature expiration time: Enter the player signature expiration time. If you leave it empty, the signature will never expire.

Playable video type: Select **Encrypted adaptive bitrate**.

Encryption type: Select ****Private (SimpleAES)****.

Adaptive bitrate template: Select `Adaptive-HLS-Encrypt (12)`.

Image sprite: Select `SpriteScreenshot (10)`.

2. Click **Generate** to get the signature string.

Step 3. Play the Video

After step 2, you have obtained the three parameters needed for video playback: `appId`, `fileId` and `psign` (player signature). The following describes how to play back the video on the web.

Playback on the web

1. Open the [web player demo](#).

Select **Video playback**.

Select the **File ID** tab.

fileID: Enter the same file ID in the previous step.

appId: Enter the ID of the VOD application to which the file belongs (which is also the App ID displayed on the signature generation page in the previous step).


psign: Enter the signature string generated in the previous step.

2. Click **Preview** to play the video.

For better user experience, we recommend you use the player together with [VOD](#) and [CSS](#).

Features

Video playback ¹	Thumbnail previews - auto generate	Thumbnail previews - upload	Subtitles	Callbacks	Dynamic watermark
Key hotlink protection	Adaptive bitrate streaming	Video quality change messages	Checkpoint restart	Video playlist	Playba
Custom error messages	Statistics	Player size	Custom UI	Playback speed change	Multi-language
					Multi-instance



URL **File ID** ²

fileID: **387702305L** ³

appId: **1500** ⁴

psign: **eyJhbGciOiJIUzI1NiIsI**

Preview **Reset**

Notes

- WebRTC, FLV, and HLS are supported for live stream playback. HLS, FLV, and MP4 are supported for video on demand.
- Because untranscoded videos may experience compatibility issues during playback, we recommend you transcode your videos before playback.

Multi-platform player demos

After generating the player signature, you can use our player demos for [web](#), [Android](#), and [iOS](#) to play the video. For details, see the source code for the demos.

Summary

At this point, you have understood how to encrypt a video and use the player to play it back.

Stage 5. Play back a long video

Last updated : 2022-12-30 16:30:24

This document describes how to use the player to play back long videos common on audio/video platforms. It covers the web, iOS, and Android versions of the player and also details the features of [key hotlink protection](#), adaptive bitrate streaming, video thumbnail preview, and video timestamping.

Overview

After reading this document, you will know:

- How to configure key hotlink protection, which allows you to set the validity period, number of viewers, playback duration, etc.
- How to output adaptive bitstreams in VOD (a player can dynamically select the most appropriate bitrate for playback based on the current bandwidth).
- How to set video timestamps.
- How to use an image sprite as a thumbnail in VOD.
- How to use the player.

Before reading this document, make sure that you have read [Stage 1. Play back a video with Player](#) in the Player Guide and understand the concept of `fileid` in VOD.

Directions

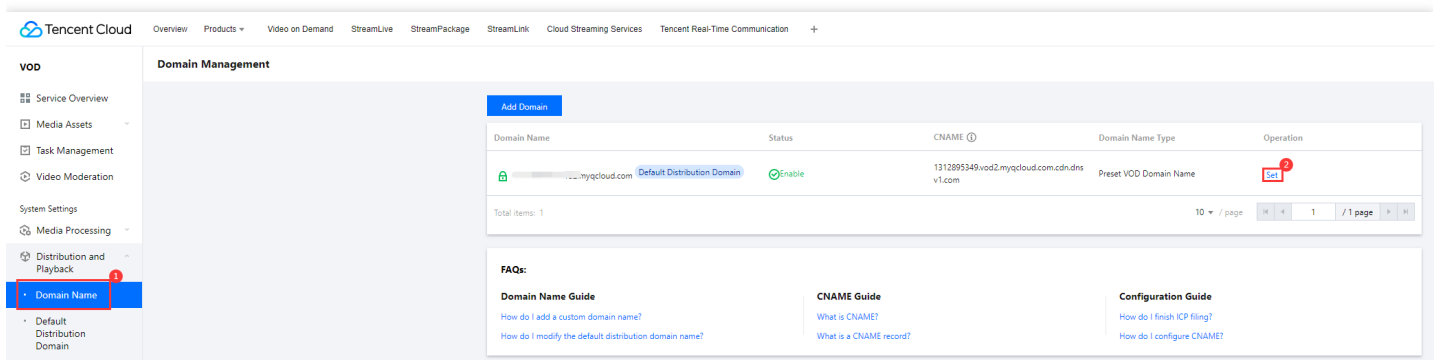
Step 1. Enable key hotlink protection

The following takes enabling key hotlink protection for the default distribution domain name under your account as an example:

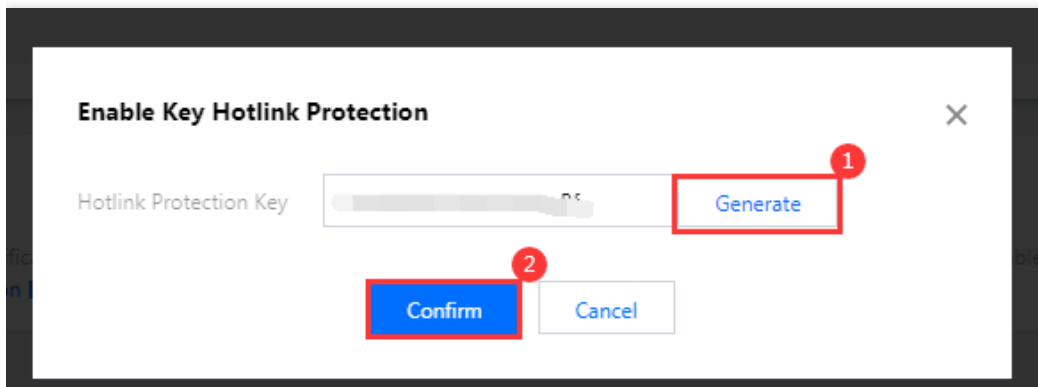
Note :

Do not directly enable hotlink protection for the domain name in your production environment; otherwise, playback of videos in the production environment may fail.

1. Log in to the VOD console, select **Distribution and Playback** > [Domain Name](#) to enter the settings page.



2. Click the **Access Control** tab, find **Key Hotlink Protection**, click the gray button to enable it, click **Generate** in the pop-up window to generate a random key, and click **OK** to save the configuration and make it take effect.



Step 2. Output adaptive bitstream and image sprite

This step describes how to transcode a video to adaptive bitstream and output image sprite.

1. Log in to the [VOD console](#), select **Video Processing Settings** > **Template Settings** > **Adaptive Bitrate Streaming Template**, and click **Create Template**.

VOD

- Service Overview
- Media Assets
- Task Management
- Video Moderation
- System Settings
 - Media Processing
 - Template Settings**
 - Task Flow Settings
 - DRM Configuration
 - Distribution and Playback
 - Upload Storage
 - Callback Settings
 - Data Center
 - Usage Statistics
 - Data Analysis
 - Download Log
 - Common tools
 - License Management

Template Settings

Video Transcoding TSC Template Audio Transcoding Remux **Adaptive Bitrate Streaming** Image Processing Template Watermark Screenshot Animated Image Moderation Template

Create Template

Search by template name/ID

Template name/ID	Muxing Type	Encryption Type	Substream Count	Switch from Lo...	Template Type	Creation Time	Operation
Adaptive-HLS 10	HLS	Not encrypted	6 substream(s)	Forbid	Preset	2020-02-26 16:36:45	View Edit Delete
Adaptive-HLS-FairPlay 11	HLS	FairPlay	6 substream(s)	Forbid	Preset	2020-02-26 16:36:45	View Edit Delete
Adaptive-HLS-Encrypt 12	HLS	SimpleAES	6 substream(s)	Forbid	Preset	2020-02-26 16:36:45	View Edit Delete
Adaptive-DASH 20	MPEG-DASH	Not encrypted	6 substream(s)	Forbid	Preset	2020-02-26 16:36:45	View Edit Delete
Adaptive-HLS-Widevine 13	HLS	Widevine	6 substream(s)	Forbid	Preset	2022-04-25 17:00:33	View Edit Delete
SDMC-Adaptive-HLS-Fair... 31	HLS	FairPlay	6 substream(s)	Forbid	Preset	2022-08-25 16:17:52	View Edit Delete
SDMC-Adaptive-DASH-W... 41	MPEG-DASH	Widevine	6 substream(s)	Allow	Preset	2022-08-25 16:18:03	View Edit Delete
segmentTest 1428617	HLS	Not encrypted	1 substream(s)	Forbid	Custom	2022-11-02 15:28:49	View Edit Delete
Total 8 items						Lines per page: 10	1/1

Create the adaptive bitstream through the template as needed. The following example shows an adaptive bitrate streaming template named `testAdaptive`, which contains three substreams with a resolution of 480p, 720p, and 1080p. The video bitrate, video frame rate, and audio bitrate are the same as the original video.

Adaptive Bitrate Streaming Detail

Template name: `testAdaptive` Muxing Type: `HLS` Encryption Type: `No encryption`

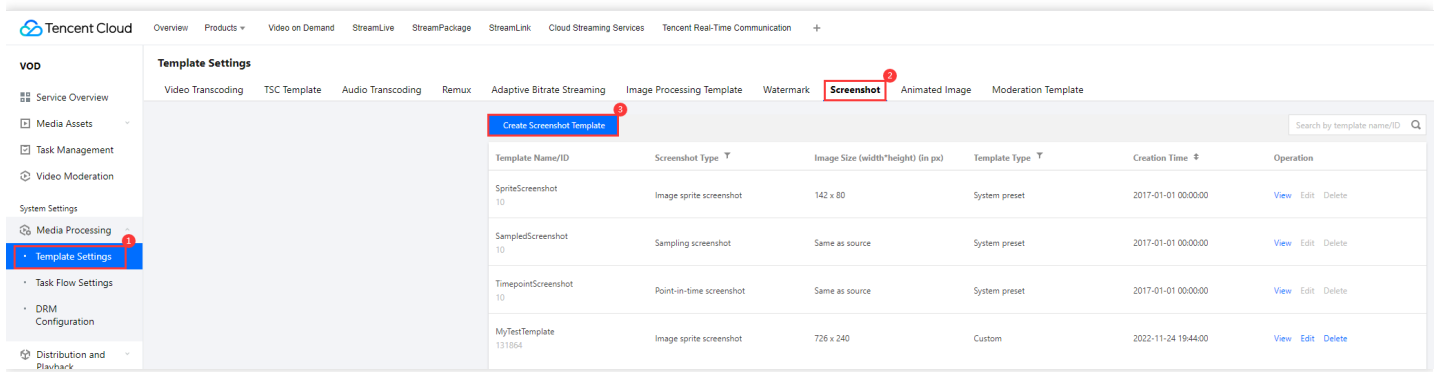
Template ID: `1430690` Template Type: `Custom` Switch from Low Resolution to High Resolution: `Forbid`

Template Description: -

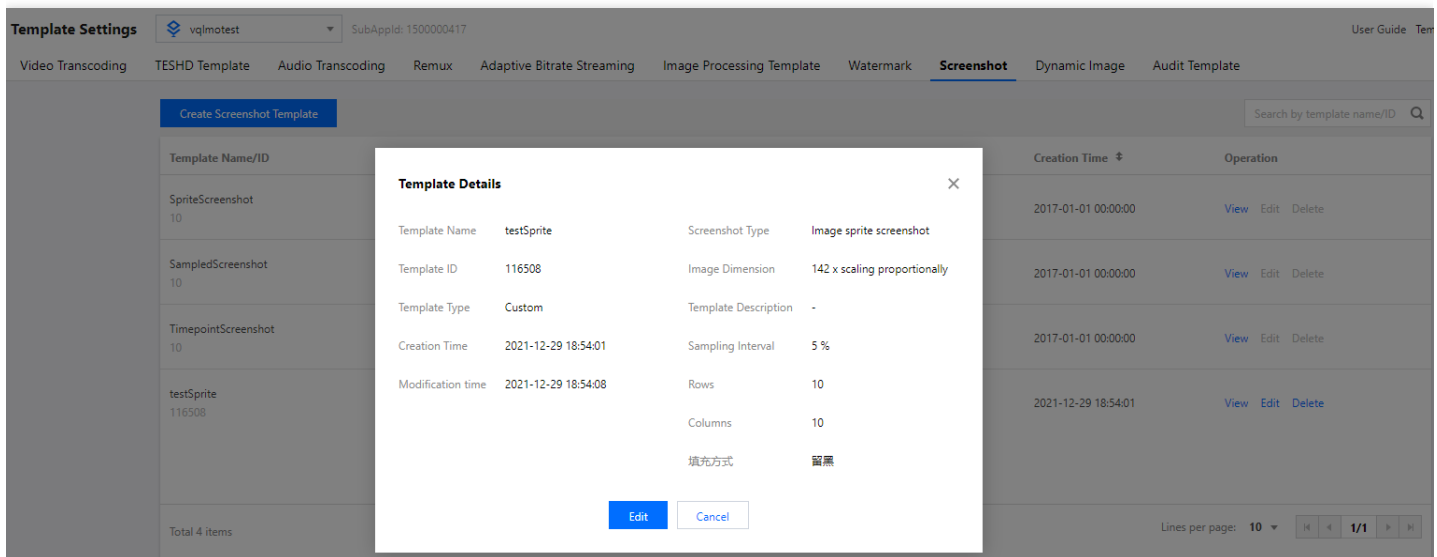
Substream	Video Enc...	Codec Tag	Video Resolution	Video bitr...	Video Fra...	Audio Enc...	Audio bitr...	Audio Sa...	Audio Cha...
Substream1	H.264	-	scaling proportionally x 480	0	0fps	AAC	0 Kbps	32000 Hz	2
Substream2	H.264	-	scaling proportionally x 720	0	0fps	AAC	0 Kbps	32000 Hz	2
Substream3	H.264	-	scaling proportionally x 1080	0	0fps	AAC	0 Kbps	32000 Hz	2

[Cancel](#)

2. Select **Video Processing Settings > Template Settings > Screenshot Template** and click **Create Template**.



Create the image sprite through the template as needed. The following example shows an image sprite template named `testSprite`, with a sampling interval of 5%, 10 rows, and 10 columns.



3. Add the adaptive bitrate streaming and image sprite templates through the task flow.
Select **Video Processing > Task Flow Settings** and click **Create Task Flow**.

Tencent Cloud Overview Products Video on Demand StreamLive StreamPackage StreamLink Cloud Streaming Services Tencent Real-Time Communication +

VOD

- Service Overview
- Media Assets
- Task Management
- Video Moderation
- System Settings
 - Media Processing
 - Template Settings
 - Task Flow Settings**
 - DRM

Task Flow Settings

Create Task Flow

Task Flow Name	Task Flow Type	Creation Time
LongVideoPreset	Preset	2017-01-01 00:00:00
SimpleAesEncryptPreset	Preset	2017-01-01 00:00:00
WidevineFairPlayPreset	Preset	2022-04-25 17:00:38
SDMC-WidevineFairPlayPreset	Preset	2022-08-25 16:17:32
MyTestProcedure	Custom	2022-11-24 19:49:34

Add a task through the task flow as needed. The following example shows a task flow named `testPlayVideo`, which only adds the adaptive bitrate streaming and image sprite templates from the previous examples.

Task Flow Name: ✓
It should be a combination of letters, numbers, hyphens (-), and underscores (_) with a length up to 20 chars

Task flow Description:
Up to 15 chars for description

Configuration Item: ☐ General Transcoding ☐ TSC Transcoding ☐ Remux ☒ Adaptive Bitrate Streaming ☒ Screenshot Task ☐ Capture Cover Task ☐ Dynamic Image Task ☐ Video Moderation
Select at least one configuration item

Adaptive bitrate streaming task configuration

You can go to "Template Settings - Adaptive Bitrate Streaming Template" to view adaptive bitrate streaming template. Template creation is not supported for the moment.

Adaptive Bitrate Streaming Template/ID	Muxing Type	Substream Count	Switch from Low Resolution to High ...	Operation
<input type="text" value="testAdaptive(1430690)"/>	HLS	3 substream(s)	Forbid	Add Watermark Delete

[Add Template](#)

Screenshot Task Configuration

You can go to "Template Settings - Screenshot" to create a screenshot template and go to "Template Settings - Watermark" to create a watermark template. After creation, click here to [Purge](#).

Method for Taking Screenshot	Screenshot/ID	Image Format	Image Dimension	Time point/Sample interval	Operation
<input type="text" value="Image Sprite"/>	<input type="text" value="testSprite(132118)"/>	jpg	Same as source	5%	Delete

[Add Template](#)

4. Select **Media Assets > Video/Audio Management**, select the target video (FileId: 387xxxxx8142975036), click **Task Flow**, and select a task flow template to start the task.

Process

⚠ Audio/Video processing will incur fees. For details, see [Media Processing Billing](#).

Processing Type

☐ Transcoding ☐ Adaptive Rate Streaming

☐ Moderation ☒ Task Flow

Task Flow Template

testPlayVideo

Confirm Cancel

5. At this point, you can view the task execution status in the **Task Management** page and get the task result after completion.

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VOD

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Media Processing

The Task Management page only displays the details of executed tasks and only supports querying the task processing status and task details within last 72 hours.

Task ID	Task Status	Creation Time	Start Time	Completion Time	Operation
	Completed	2022-11-30 17:16:12	2022-11-30 17:16:12	2022-11-30 17:16:22	Details
3b18bd1ba52a...	Completed	2022-11-30 17:41:53	2022-11-30 17:41:53	2022-11-30 17:42:04	Details

Step 3. Add video timestamps

This step describes how to add a set of video timestamps.

1. Go to VOD Server APIs > **Media Asset Management APIs** > **ModifyMediaInfo** and click **Debug** to enter the TencentCloud API console for debugging.

Tencent Cloud

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Search Tencent Cloud services and APIs

Cloud Virtual Machine

LightHouse

Auto Scaling

Batch Compute

Edge Computing Machine

Cloud Object Storage

Tencent Kubernetes Engine

Tencent Container Registry

Cloud File Storage

Cloud HDFS

Cloud Block Storage

Cloud Load Balancer

Virtual Private Cloud

Direct Connect

Content Delivery Network

Global Application Acceleration

TencentDB for MySQL

Cloud Native Database TDSQL-C

TencentDB for SQL Server

TencentDB for PostgreSQL

Tencent Distributed SQL

TencentDB for MongoDB

Tcaplus Database

TencentDB for DBBrain

Data Transmission Service

Real-time Communication

Video on Demand

Media Processing Service

Media Processing APIs

Parameter Template APIs

No longer recommended APIs

Task Flow APIs

Other APIs

Distribution APIs

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SearchMedia

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ForbiddenMediaDistribution

DescribeMediaInfo

DeleteMedia

Media Upload APIs

Event Notification APIs

AI-based Sample Management APIs

Domain name management APIs

Region Management APIs

Media Categorization APIs

Task Management APIs

Statistics APIs

ModifyMediaInfo

ved 2018-07-17

LikeDislike

Code GeneratingOnline CallSignature GenerationParameter DescriptionFeedbackData simulation

When you click "Send Request" on the "Online Call" page, the temporary access key of your account will be used to make online API calls.
• SDK is required for this action. Note that this action may incur fees. Read the billing documentation carefully before the action.

More Options

Input Parameters

View Only Required Parameters

Region

This parameter is not required for this API

Field

Field

string

SubAppId (Optional)

integer

Name (Optional)

string

Description (Optional)

string

ClassId (Optional)

integer

ExpireTime (Optional)

string

CoverDate (Optional)

string

AddKeyFrameDescsN (Optional)

1

TimeOffset

float

Content

string

DeleteKeyFrameDescsN (Optional)

1

float

Field

Required: No.

Type: String.

Description:

Unique media file ID.

SubAppId

Required: No.

Type: Integer.

Description:

The VOD subapplication ID. If you need to access a resource in a subapplication, set this parameter to the subapplication ID; otherwise, leave it empty.

Name

Required: No.

Type: String.

Description:

Media filename, which can contain up to 64 characters.

Description

Required: No.

Type: String.

Description:

Media file description, which can contain up to 128 characters.

ClassId

Required: No.

Type: Integer.

Description:

2. Add the specified video timestamps through the **AddKeyFrameDescs.N** parameter.

The screenshot shows the 'ModifyMediaInfo' interface in the Tencent Cloud console. The sidebar on the left lists various services, with 'Video on Demand' selected. The main area is titled 'ModifyMediaInfo' and shows the details for video 'vod 2018-07-17'. The 'AddKeyFrameDescs.N' parameter is expanded, showing a list of keyframes with fields for 'TimeOffset' and 'Content'. The right-hand pane provides descriptions for parameters like 'FileId', 'SubAppId', 'Name', 'Description', and 'ClassId'.

At this point, you have completed the operation in the cloud, output the adaptive bitstreams and image sprite, and added the video timestamps.

Step 4. Generate a player signature

In this step, you can use the signature tool to quickly generate a signature for the player to play back the video. Select **Distribution and Playback** > **Player Signature Tools** and enter the following information:

- **Video file ID:** Enter the `FileId` (387xxxxx8142975036) used in **step 2**.
- **Signature expiration time:** Enter the player signature expiration time. If you leave it empty, the signature will never expire.
- **Playable video type:** Select **Unencrypted adaptive bitrate**.
- **Playable adaptive bitrate streaming template:** Select `testAdaptive (1429229)`.
- **Image sprite template for thumbnail preview:** Select `testSprite (131353)`.
- **Hotlink protection and encryption:** Toggle it on and configure as follows:
- **Link expiration time:** Set it to the expiration time of the obtained hotlink protection signature.

- **Maximum playback IPs:** Set the maximum number of IPs allowed for playback.

Click **Generate** to get the signature string.

Step 5. Integrate the player

After step 4, you have obtained the three parameters needed for video playback: `appId` , `fileId` and `psign` (player signature).

This step describes how to play back the adaptive bitstreams, thumbnails, and timestamps in the player for web, iOS, and Android.

- Web
- iOS
- Android

You need to integrate the RT-Cube Player as instructed in [Web integration](#). After importing the player's SDK file, you can play back the video by using the `appId` , `fileId` , and `psign` .

The construction method of the player is `TCPlayer` , which can be used to create a player instance for playback.

1. Place the player container in the HTML file

Place the player container in the desired place on the page. For example, add the following code to `index.html` (the container ID, width, and height can be customized).

```
<video id="player-container-id" width="414" height="270" preload="auto" playsinline webkit-playsinline>
</video>
```

2. Play back with the fileId

Add the following initialization script to the `index.html` page initialization code to pass in the obtained `fileID` and `appId` for playback.

```
var player = TCPlayer('player-container-id', { // player-container-id is the play
er container ID, which must be the same as that in HTML
fileID: '387xxxxx8142975036', // `fileID` of the video to be played back
appId: '1400329073', // `appId` of the VOD account to play back the video
psign:'psignxxxx' // `psign` is a player signature. For more information on the s
ignature and how to generate it, see [Player Signature](https://www.tencentcloud.
com/document/product/266/38099) .
});
```

Summary

At this point, you can play back media files with hotlink protection enabled, view the image sprite and video timestamps, and automatically switch dynamic adaptive bitstreams in the player.

For more features, see [Feature Description](#).

Integration (UI Included)

Web Integration

TCPlayer Integration Guide

Last updated : 2024-06-25 11:48:28

This document introduces the Web Player SDK (TCPlayer) tailored for both VOD and live streaming. It can be quickly integrated with your own web application to enable video playback features. TCPlayer comes with a default set of UI elements, which you can use as needed.

Overview

The web player utilizes the `<video>` tag of HTML5 and Flash for video playback. It offers a uniform video playback experience across different platforms when browsers do not natively support video playback. In conjunction with Tencent's Video on Demand service, it provides hotlink protection and features for playing standard encrypted HLS videos.

Supported protocols

Audio/Video Protocol	Use	URL Format	PC Browser	Mobile Browser
MP3	Audio	http://xxx.vod.myqcloud.com/xxx.mp3	Supported	Supported
MP4	VOD playback	http://xxx.vod.myqcloud.com/xxx.mp4	Supported	Supported
HLS(M3U8)	Live stream	http://xxx.liveplay.myqcloud.com/xxx.m3u8	Supported	Supported
	VOD playback	http://xxx.vod.myqcloud.com/xxx.m3u8	Supported	Supported
FLV	Live stream	http://xxx.liveplay.myqcloud.com/xxx.flv	Supported	Partially supported
	VOD playback	http://xxx.vod.myqcloud.com/xxx.flv	Supported	Partially supported
WebRTC	Live stream	webrtc://xxx.liveplay.myqcloud.com/live/xxx	Supported	Supported

Note:

Only H.264 encoding is supported.

The player is compatible with mainstream browsers and can automatically select the optimal playback scheme depending on the browser.

In some browser environments, HLS and FLV video playback depends on Media Source Extensions.

If a browser does not support WebRTC, a WebRTC URL passed in will be converted automatically to better support playback.

Supported Features

Feature\\Browser	Chrome	Firefox	Edge	QQ Browser	Mac Safari	iOS Safari	WeChat	Android Chrome
Player dimension configuration	✓	✓	✓	✓	✓	✓	✓	✓
Resuming playback	✓	✓	✓	✓	✓	✓	✓	✓
Playback speed change	✓	✓	✓	✓	✓	✓	✓	✓
Preview thumbnails	✓	✓	✓	✓	-	-	-	-
Changing `fileID` for playback	✓	✓	✓	✓	✓	✓	✓	✓
Flipping videos	✓	✓	✓	✓	✓	✓	✓	✓
Progress bar marking	✓	✓	✓	✓	✓	-	-	-
HLS adaptive bitrate	✓	✓	✓	✓	✓	✓	✓	✓
Referer hotlink protection	✓	✓	✓	✓	✓	✓	✓	-
Definition change notifications	✓	✓	✓	✓	-	-	-	✓
Preview	✓	✓	✓	✓	✓	✓	✓	✓

Playing HLS videos encrypted using standard schemes	✓	✓	✓	✓	✓	✓	✓	✓
Playing HLS videos encrypted using private protocols	✓	✓	✓	-	-	-	Android:✓ iOS: -	✓
Video statistics	✓	✓	✓	✓	-	-	-	-
Video data monitoring	✓	✓	✓	✓	-	-	-	-
Custom UI messages	✓	✓	✓	✓	✓	✓	✓	✓
Custom UI	✓	✓	✓	✓	✓	✓	✓	✓
On-screen comments	✓	✓	✓	✓	✓	✓	✓	✓
Watermark	✓	✓	✓	✓	✓	✓	✓	✓
Ghost watermark	✓	✓	✓	✓	✓	✓	✓	✓
Playlist	✓	✓	✓	✓	✓	✓	✓	✓
Frame sync under poor network conditions	✓	✓	✓	✓	✓	✓	✓	✓

Note:

Only H.264 encoding is supported.

Chrome and Firefox for Windows and macOS are supported.

Chrome, Firefox, Edge, and QQ Browser need to load `hls.js` to play HLS.

The Referer hotlink protection feature is based on the Referer field of HTTP request headers. Some HTTP requests initiated by Android browsers do not carry the Referer field.

The player is compatible with mainstream browsers and can automatically select the optimal playback scheme depending on the browser used. For example, for modern browsers such as Chrome, the player uses the HTML5 technology for playback, and for mobile browsers, it uses the HTML5 technology or the browser's built-in capabilities.

Preparations

From version 5.0.0, the TCPlayer SDK for Web (TCPlayer) requires access to a License authorization for use. If you don't need the new premium functions, you can apply for a basic License to **try TCPlayer for free**; if you want to use the newly added premium functions, you need to purchase a premium License. The detailed information is as follows:

TCPlayer feature	Feature Scope	Required License	Pricing	Authorization Unit
Basic Functions	Includes all features provided in versions prior to 5.0.0, see Product Features for details	Web Player Basic Version License	0 CNY Free Application	An exact domain (1 License can authorize up to 10 exact domains)
Premium Functions	Basic Version Features, VR Playback , Security Check	Web Player Premium Version License	399 CNY/month Buy Now	Wildcard Domain (1 License can authorize up to 1 wildcard domain)

Note:

1. Web Player Basic Version License can be applied for free, with a default validity of 1 year; if the remaining validity period is less than 30 days, it can be renewed for free.
2. To facilitate local development, the player won't authenticate localhost or 127.0.0.1; hence, these types of local service domain names need not be applied for when requesting a License.

Integration Guide

By following these steps, you can add a video player to your website.

Step 1. Import files into the page

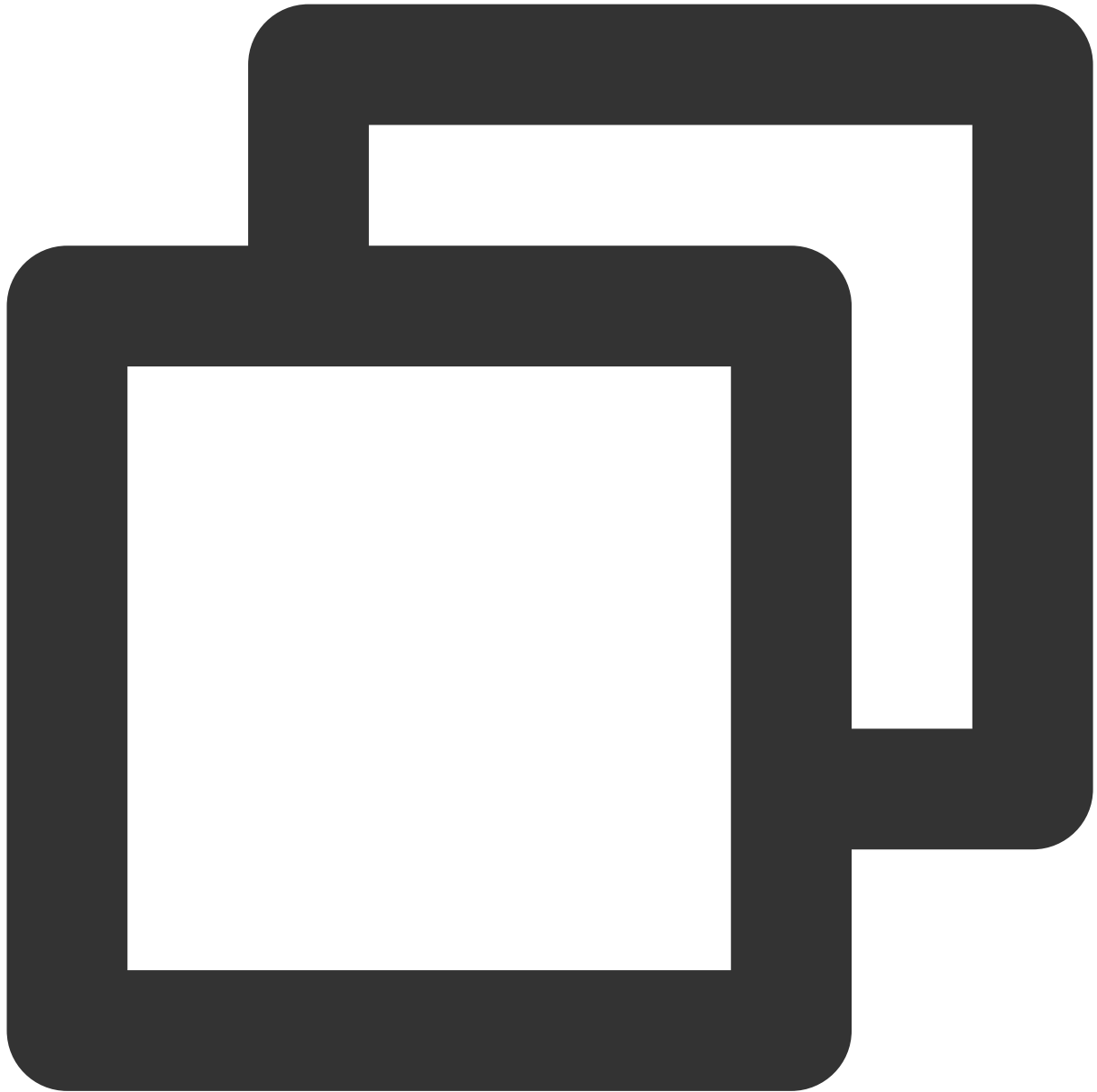
The Player SDK supports two integration methods: CDN and NPM:

1. Integration through CDN

Create a new index.html file in your local project and import the player style and script files into the HTML page. It is recommended to deploy resources on your own when using the Player SDK, [click Download player resources](#). Deploy the unzipped folder without altering its directory structure to prevent cross-referencing issues between resources.

If the deployment address is `aaa.xxx.ccc`, import the player style and script files at the appropriate places. When

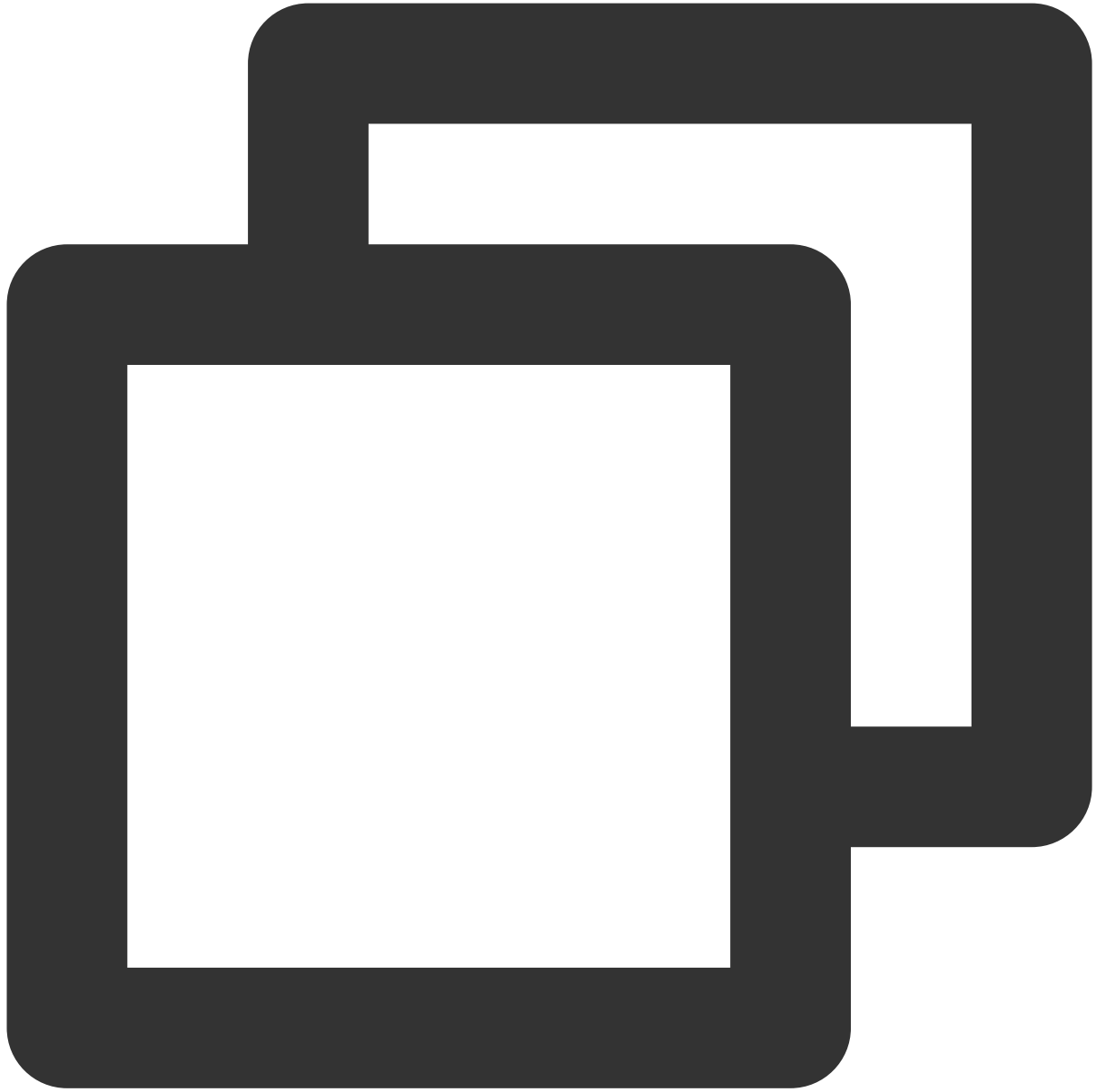
deploying on your own, you need to manually reference the dependency files under the libs folder of the resource package, otherwise, the Tencent Cloud CDN files will be requested by default.



```
<link href="aaa.xxx.ccc/tcplayer.min.css" rel="stylesheet"/>
<!--To play HLS format videos in modern browsers like Chrome and Firefox through H
<script src="aaa.xxx.ccc/libs/hls.min.x.xx.m.js"></script>
<!--Player script file-->
<script src="aaa.xxx.ccc/tcplayer.vx.x.x.min.js"></script>
```

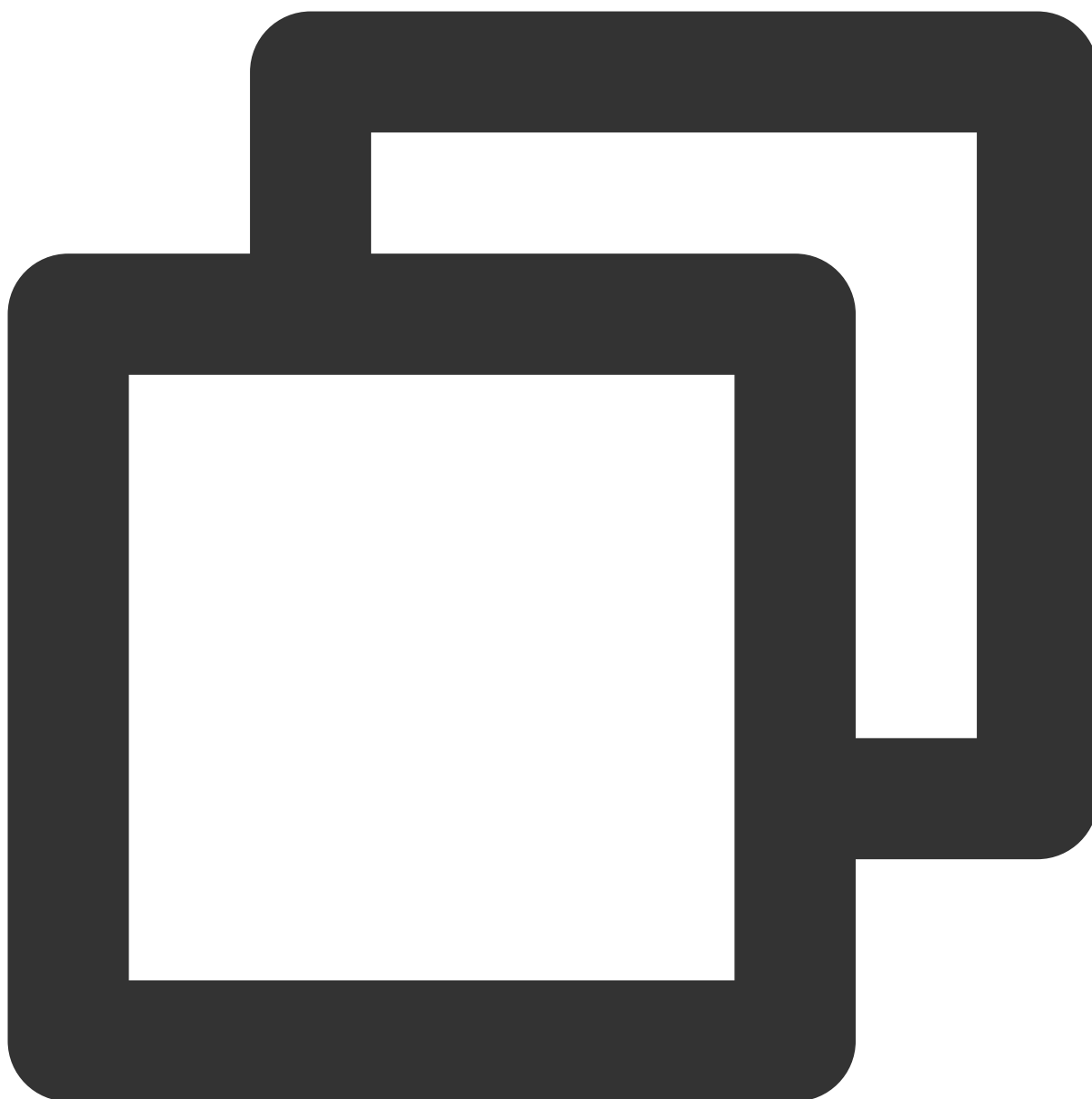
2. Integration through npm

First, install the tcplayer npm package:



```
npm install tcplayer.js
```

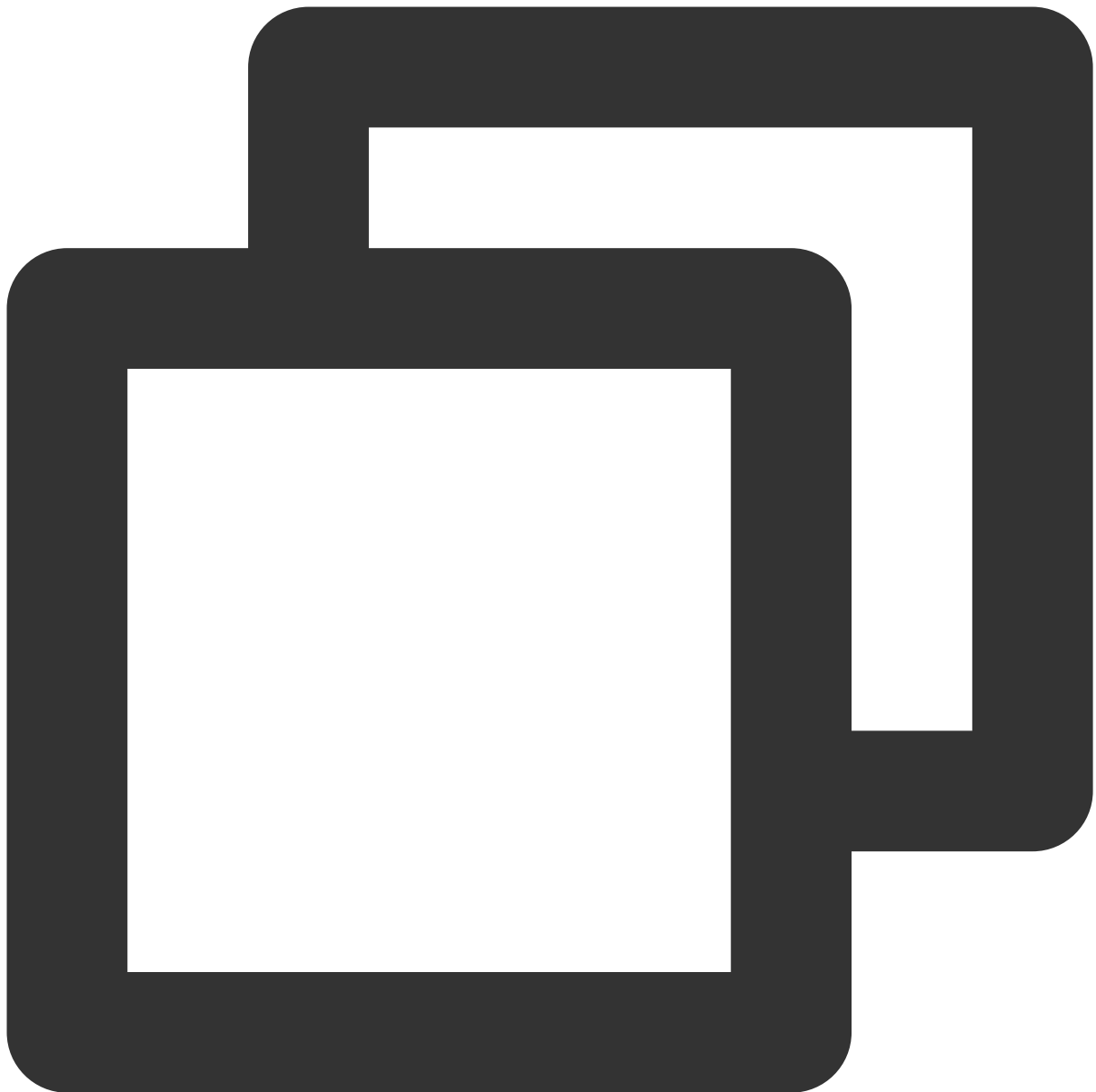
Import the SDK and style files:



```
import TCPlayer from 'tcplayer.js';  
import 'tcplayer.js/dist/tcplayer.min.css';
```

Step 2. Place the player container

Add the player container to the location on the page where the player is to be displayed. For example, add the following code in index.html (the container ID and dimensions can be custom defined).



```
<video id="player-container-id" width="414" height="270" preload="auto" playsinline
</video>
```

Note:

The player container must be a `<video>` tag.

In the example, `player-container-id` is the ID of the player container, which you can set yourself.

We recommend you set the size of the player container zone through CSS, which is more flexible than the attribute and can achieve effects such as fit to full screen and container adaption.

The `preload` attribute in the example specifies whether to load the video after the page is loaded. It is usually set to `auto` for faster video playback. Other options are: `meta` (to only load metadata after the page loads) and `none` (to not load the video after the page loads). Videos will not automatically load on mobile devices due to system restrictions.

The attributes `playsinline` and `webkit-playsinline` are used to achieve inline playback in standard mobile browsers without hijacking video playback. This is just an example, please use as needed.

Setting the `x5-playsinline` attribute in the TBS kernel will utilize the X5 UI player.

Step 3. Initialize the player

After page initialization, you can play video resources. The player supports both video on demand (VOD) and live streaming playback scenarios as follows:

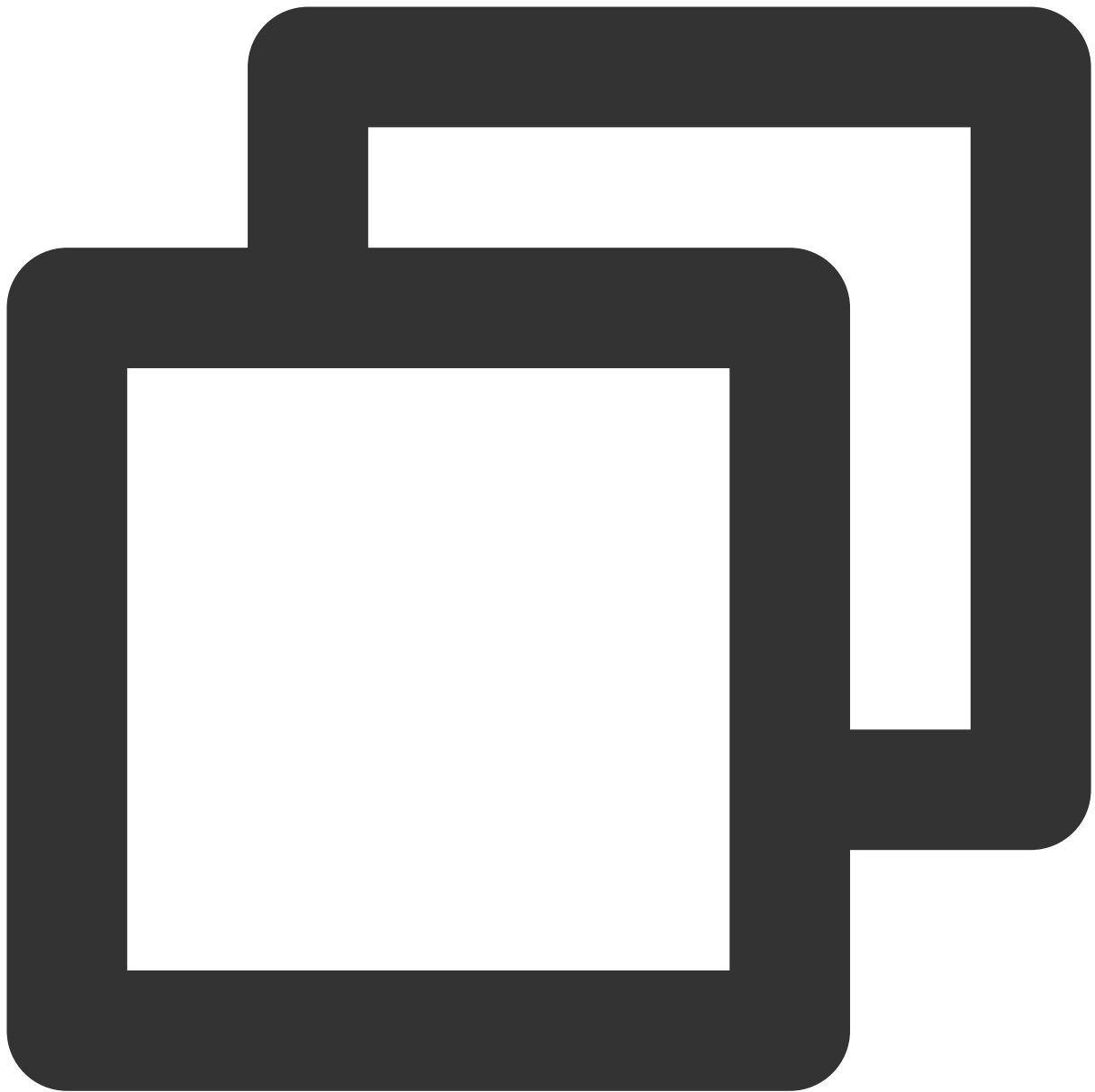
VOD playback: The player can play Tencent Video on Demand media resources through FileID. For the specific VOD process, please refer to the [Using the Player for Playback](#) document.

Live playback: The player can pull a live audio/video stream for playback by passing in a URL. For information on generating a Tencent Cloud Streaming Services URL, see [Splicing Live Streaming URLs](#).

URL playback (VOD and live)

File ID playback (VOD)

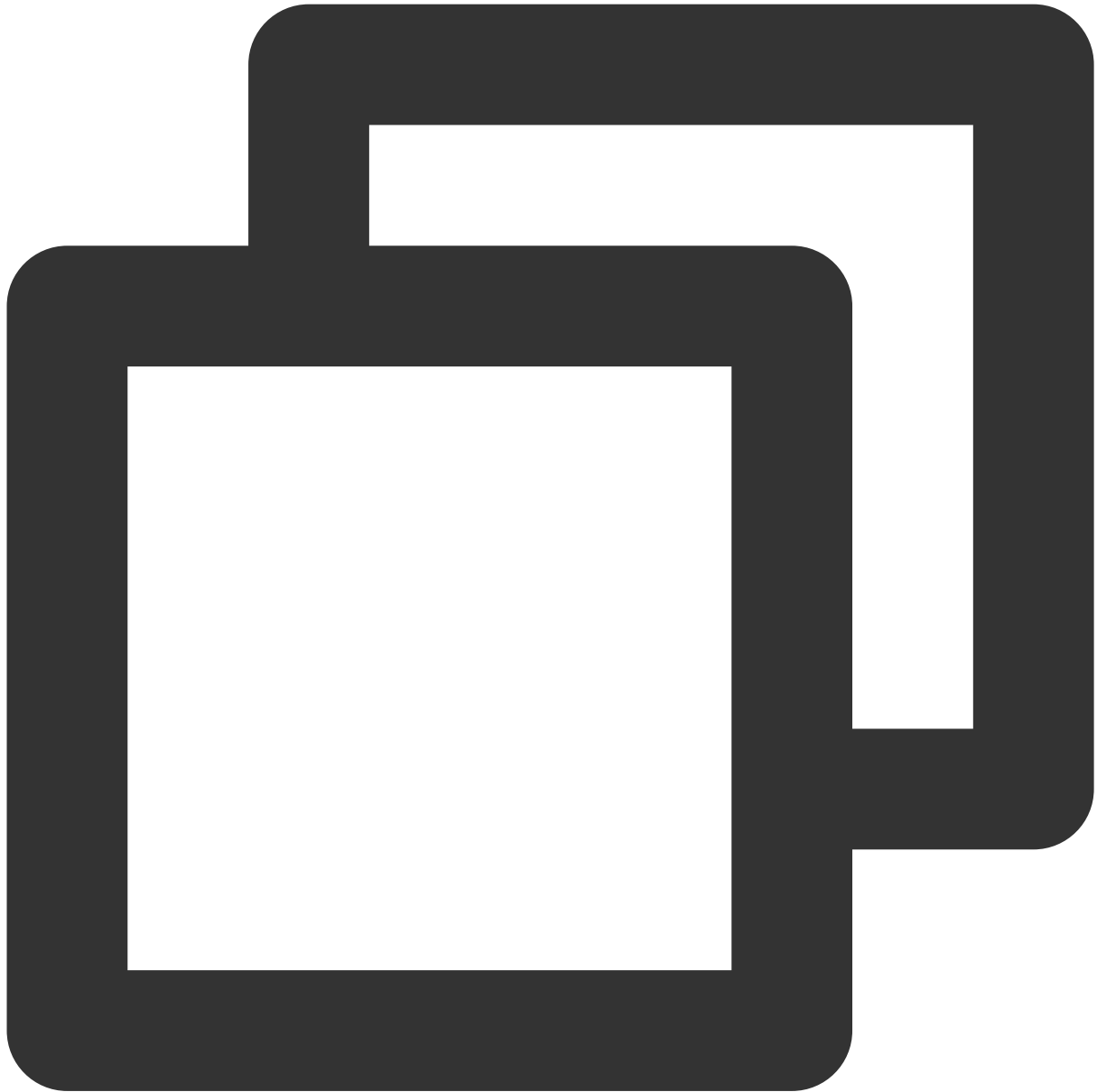
After page initialization, call the method in the player instance to pass in the URL to the method.



```
// `player-container-id` is the player container ID, which must be the same as in H
var player = TCPlayer('player-container-id', {
  sources: [{
    src: 'Please replace with your playback URL',
  }],
  licenseUrl: 'Please replace with your licenseUrl', // License URL, see the prep
  language: 'Please replace with your Setting language', // Setting language en |
});

// player.src(url); // URL playback address
```


In the initialization code on the index.html page, add the following initialization script. Pass in the video ID and appID obtained during the preparation phase from the fileID (in [Media Management](#)) and (peek in **Account Information** > [Basic Information](#)).



```
var player = TCPlayer('player-container-id', { // player-container-id is the player
  fileID: 'Please enter your fileID', // Enter the fileID of the video to be play
  appID: 'Please enter your appID', // Enter the appID of your VOD account
  // Enter the player Signature psign, for information on the Signature and how t
  psign: 'Please enter your player Signature psign',
  licenseUrl: 'Please enter your licenseUrl', // Refer to the preparation section
  language: 'Please replace with your Setting language', // Setting language en |
```

```
});
```

Please Note:

Not all videos can be played successfully in a browser. We recommend you use Tencent Cloud's services to transcode a video before playing it.

Step 4. Implement more features

You can utilize the server-side capabilities of Video on Demand (VOD) for advanced features, such as automatic switching of adaptive streams, video thumbnail previews, and adding video marker information. These features are detailed in [Play back a long video](#), which you can refer to for implementation.

Additionally, the player offers more features. For a list of features and instructions on how to use them, please see the [Feature Demonstration](#) page.

TCPlayer Resolution Configuration Guide

Last updated : 2024-05-13 17:49:25

During playback, the video resolution can be switched automatically or manually to accommodate different sizes of playback devices and network conditions, thus enhancing viewing experience. This document will explain several scenarios.

Live Streaming

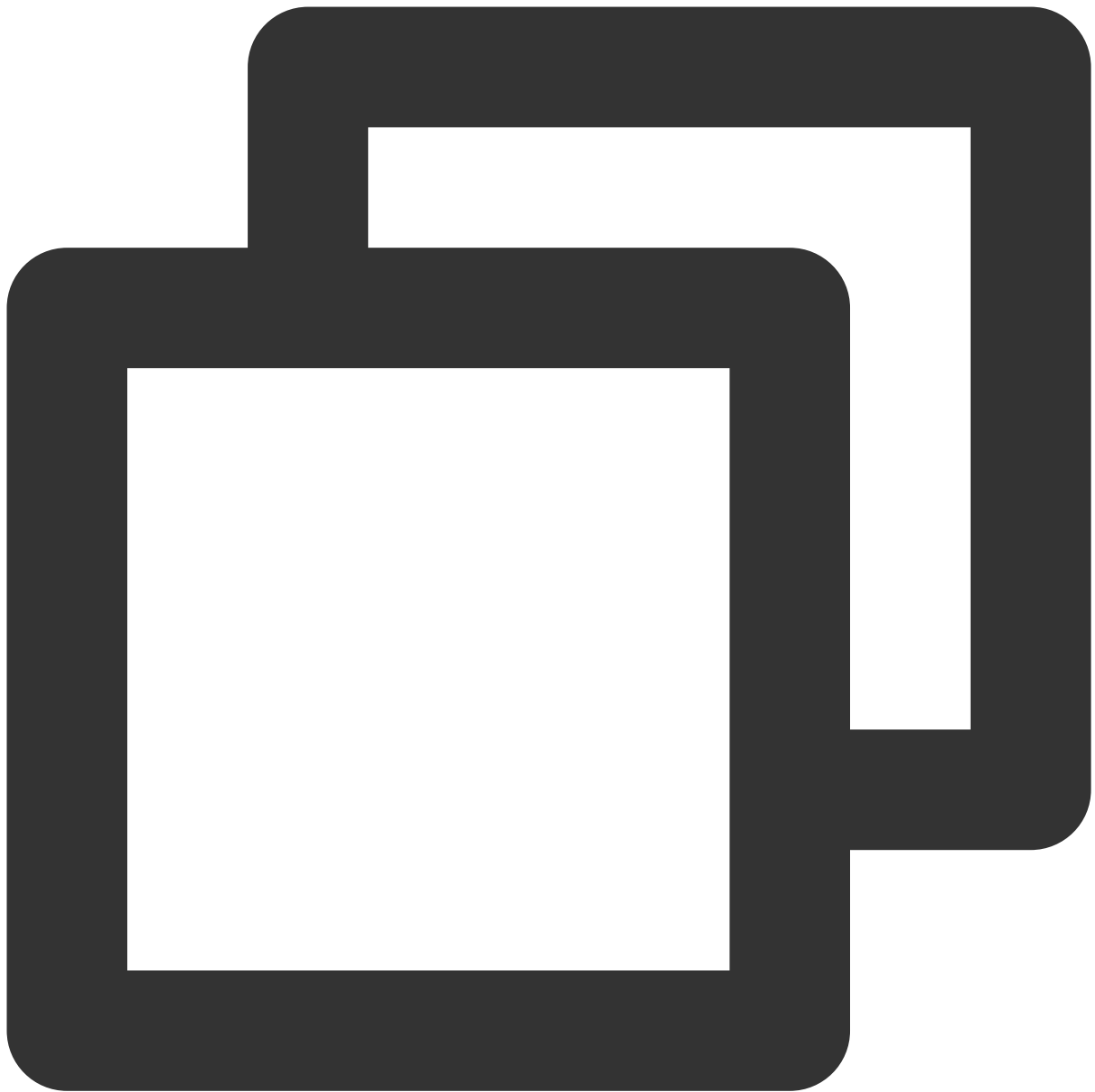
Live streaming videos are played in the form of URLs. When initializing the player, you can specify the URL to be played through the sources field. Alternatively, after initializing the player, you can play by calling the src method on the player instance.

1. Adaptive Bitrate (ABR)

ABR URLs can seamlessly transition during switches without causing interruptions or jumps, ensuring a smooth transition in both visual and auditory experiences. This technology is also relatively simple to use; it passes the playback URL to the player, which will automatically parse the sub-streams and render the resolution switching component on the control bar.

Example 1: Playing HLS ABR URLs

During the player's initialization, when receiving an ABR URL, the player will automatically generate a resolution switching component, so it can switch automatically based on network conditions.



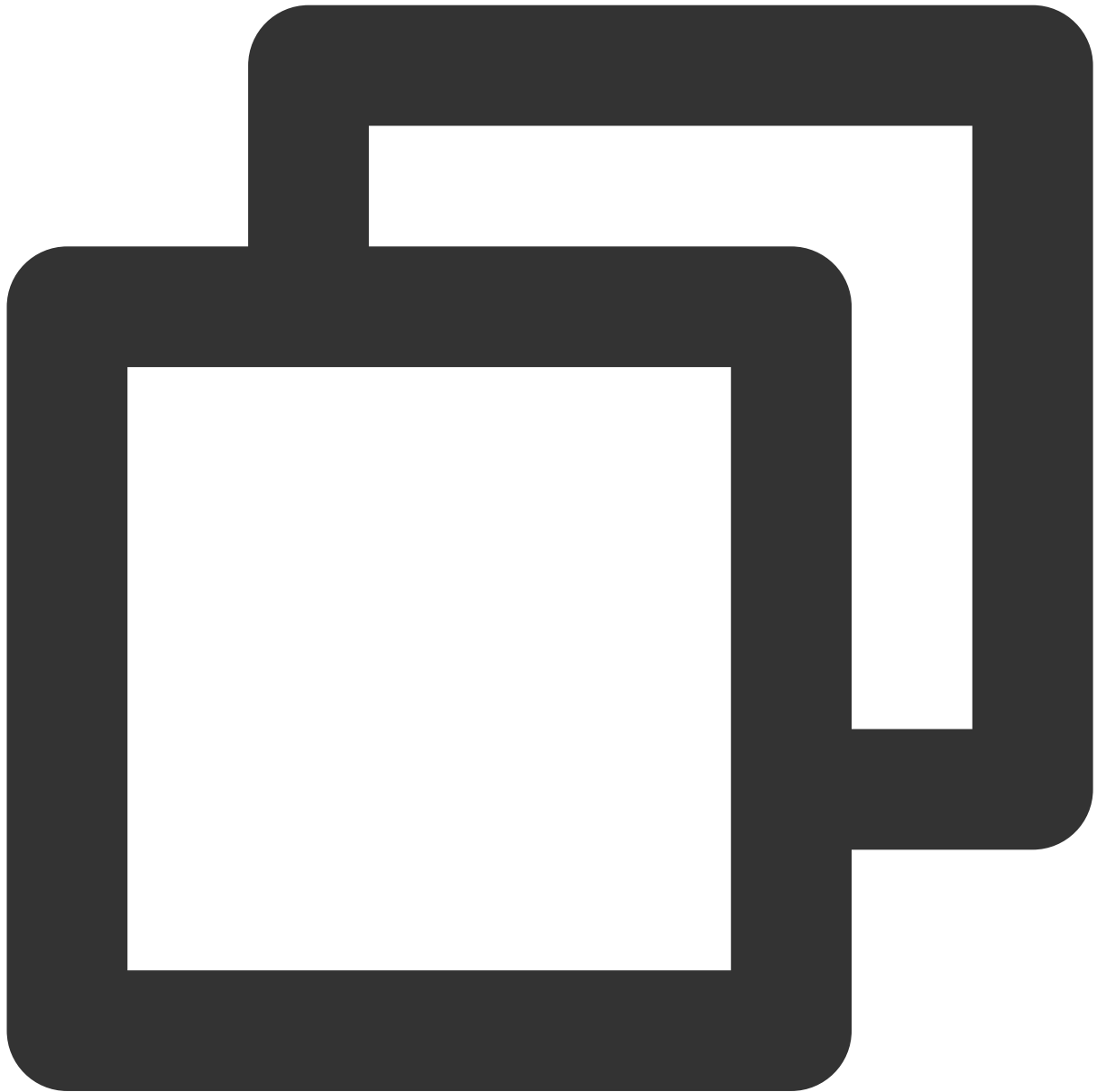
```
const player = TCPlayer('player-container-id', { // player-container-id is the play
  sources: [{
    src: 'https://hls-abr-url', // hls ABR URL
  }],
});
```

Note:

Parsing the substreams of an HLS ABR requires the dependency on the MSE API of the playback environment. In browsers not supporting MSE (e.g., Safari on iOS), the browser internally handles this by automatically switching resolutions based on network conditions, but it won't be able to parse multiple resolutions for manual switching.

Example 2: Playing WebRTC ABR URLs

In the WebRTC ABR scenario, when receiving an URL, the player will automatically decompose the substream URLs based on the ABR template in the URL.



```
const player = TCPlayer('player-container-id',{
  sources: [{
    src: 'webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a813b2
  }],

  webrtcConfig: {
    // Whether to render multiple resolutions; enabled by default; optional
```

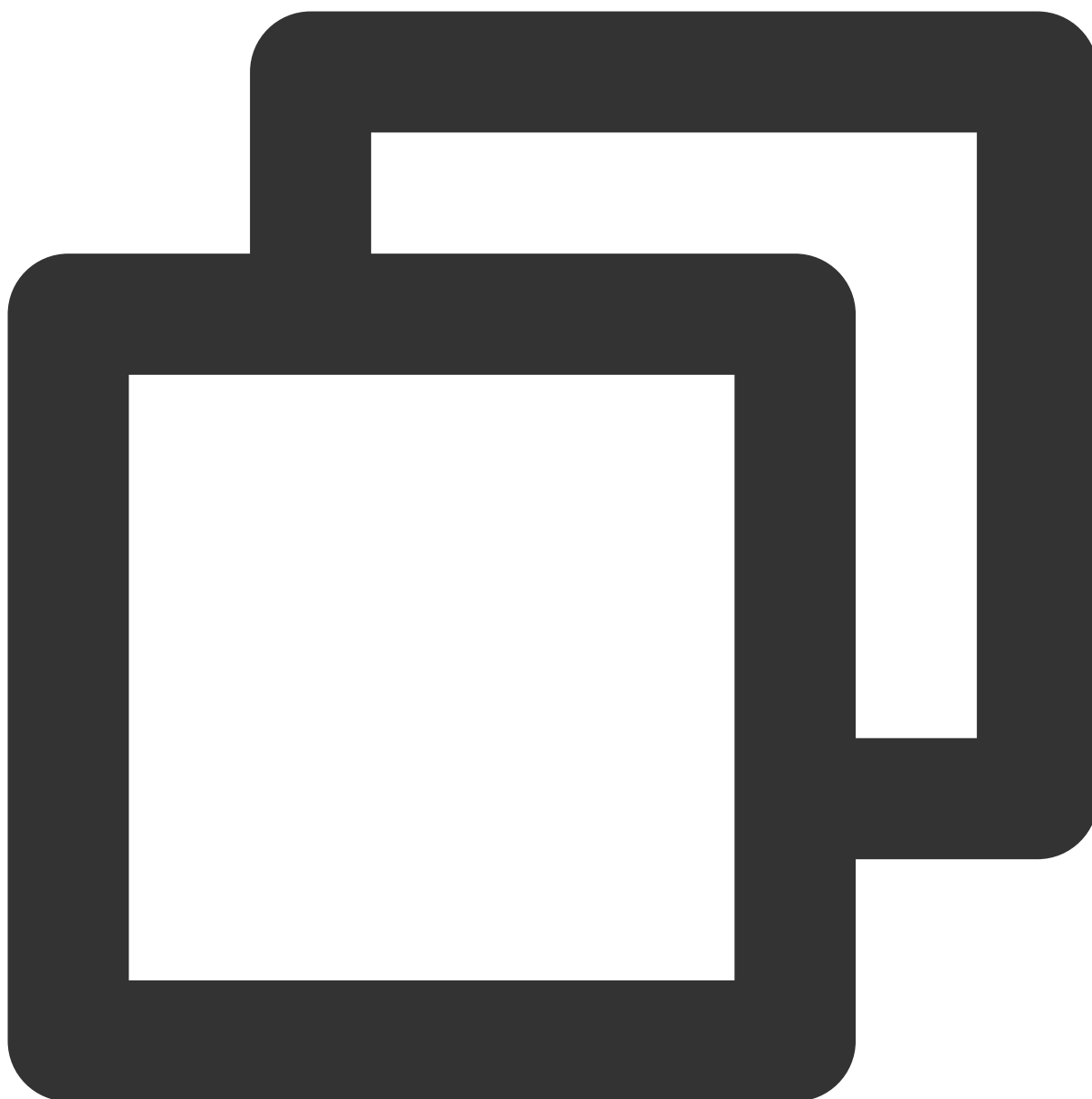
```
enableAbr: true,  
// The label name corresponding to the template name; optional  
abrLabels: {  
  d1080p: 'FHD',  
  d540p: 'HD',  
  d360p: 'SD',  
  auto: 'AUTO',  
},  
},  
});
```

The following explanations are provided for the parameters in the WebRTC URL:

1. `tabr_bitrates` specifies the ABR template, and the number of templates will determine the number of rendered resolutions. If no separate resolution label is set, the template name (e.g., `d1,080p`) will be used as the name of the resolution.
2. `tabr_start_bitrate` specifies the initial resolution setting.
3. `tabr_control` sets whether automatic resolution switching is enabled. When the automatic switching is enabled, the player will provide an option for automatic resolution adjustment.

2. Manually Setting Resolution

If the playback URL is not an ABR URL, you can also manually set the resolution. See the following code:



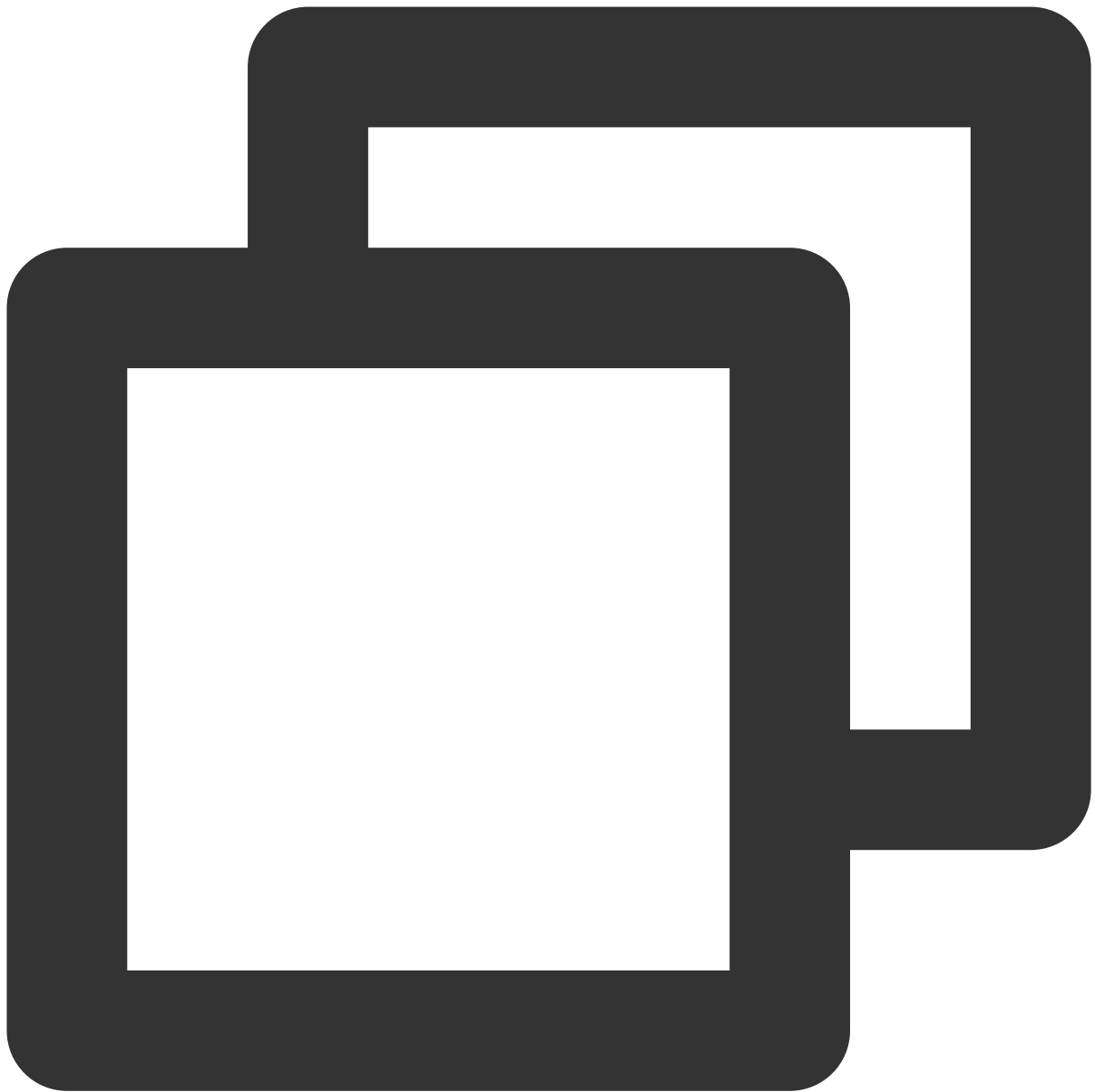
```
const player = TCPlayer('player-container-id', { // player-container-id is the play
  multiResolution:{
    // Configure multiple resolution URLs
    sources:{
      'SD':[{
        src: 'http://video-sd-url',
      }],
      'HD':[{
        src: 'http://video-hd-url',
      }],
      'FHD':[{
```

```
        src: 'http://video-fhd-url',
      }]
    },
    // Configure the tag for each resolution
    labels:{
      'SD':'Standard Definition','HD':'High Definition','FHD':'Full High Definition
    },
    // Configure the order of resolutions in the player component
    showOrder:['SD','HD','FHD'],
    // Configure the default resolution
    defaultRes: 'SD',
  },
});
```

VOD

For VOD playback using a fileID, the player signature specifies the type of file to be played (source, transcoded, or ABR) and the substream resolutions of ABR files. For a complete understanding of the VOD playback process, you can refer to the guide [Play back an ABR streaming video](#).

When calculating the player signature, you can set the display names of substreams of different resolutions through the [resolutionNames](#) in the `contentInfo` field. If you leave it blank or fill in an empty array, the default configuration will be used.



```
resolutionNames: [{  
  MinEdgeLength: 240,  
  Name: '240P',  
}, {  
  MinEdgeLength: 480,  
  Name: '480P',  
}, {  
  MinEdgeLength: 720,  
  Name: '720P',  
}, {  
  MinEdgeLength: 1080,
```

```
    Name: '1080P',  
  }, {  
    MinEdgeLength: 1440,  
    Name: '2K',  
  }, {  
    MinEdgeLength: 2160,  
    Name: '4K',  
  }, {  
    MinEdgeLength: 4320,  
    Name: '8K',  
  }  
}]
```

The number of substreams during playback depends on the number of substreams converted according to different ABR templates during transcoding. These substreams will fall within the MinEdgeLength range set by resolutionNames based on short-side length and then be displayed with the corresponding Name as the resolution name.

To get a quick start on generating player signatures, you can use the Tencent Cloud VOD console's [Player Signature Generation Tools](#).

TCPlayer Swift Live Streaming Downgrade Notice

Last updated : 2024-05-13 17:49:25

Downgrade Scenarios

Live Event Broadcasting (LEB) relies on WebRTC technology, requiring both the operating system and browser to support WebRTC.

Currently, the SDK has been tested on the following operating systems and browsers, with the test results as follows.

Operating System	OS Version	Browser	Browser Version	Support for Stream Pull
Windows	Windows 10	Chrome	86+	✓
		Firefox	88+	✓
		Microsoft Edge	86+	✓
macOS	10.5+	Safari	13.1+	✓
		Chrome	86+	✓
		Firefox	88+	✓
		Microsoft Edge	86+	✓
iOS	13.1.1+	Safari	13.7+	✓
		Chrome	86+	✓
		Firefox	33+	✓
		Microsoft Edge	89	✓
		WeChat embedded	-	✓
Android	-	Chrome	86+	✓
		Firefox	88+	✓
		WeChat embedded	X5 kernel	✓

		WeChat embedded	XWeb kernel	✓
--	--	--------------------	-------------	---

Additionally, in some browsers that support WebRTC, there may be decoding failures or server-side issues. In these cases, the player will convert the WebRTC URL to a more compatible HLS URL for playback. This behavior is known as downgrade processing.

To summarize, there are several scenarios that trigger downgrading:

The browser environment does not support WebRTC.

Failed to connect to the server, and the number of retries has exceeded the preset value (internal status code -2004).

Failed to decode during playback (internal status code -2005).

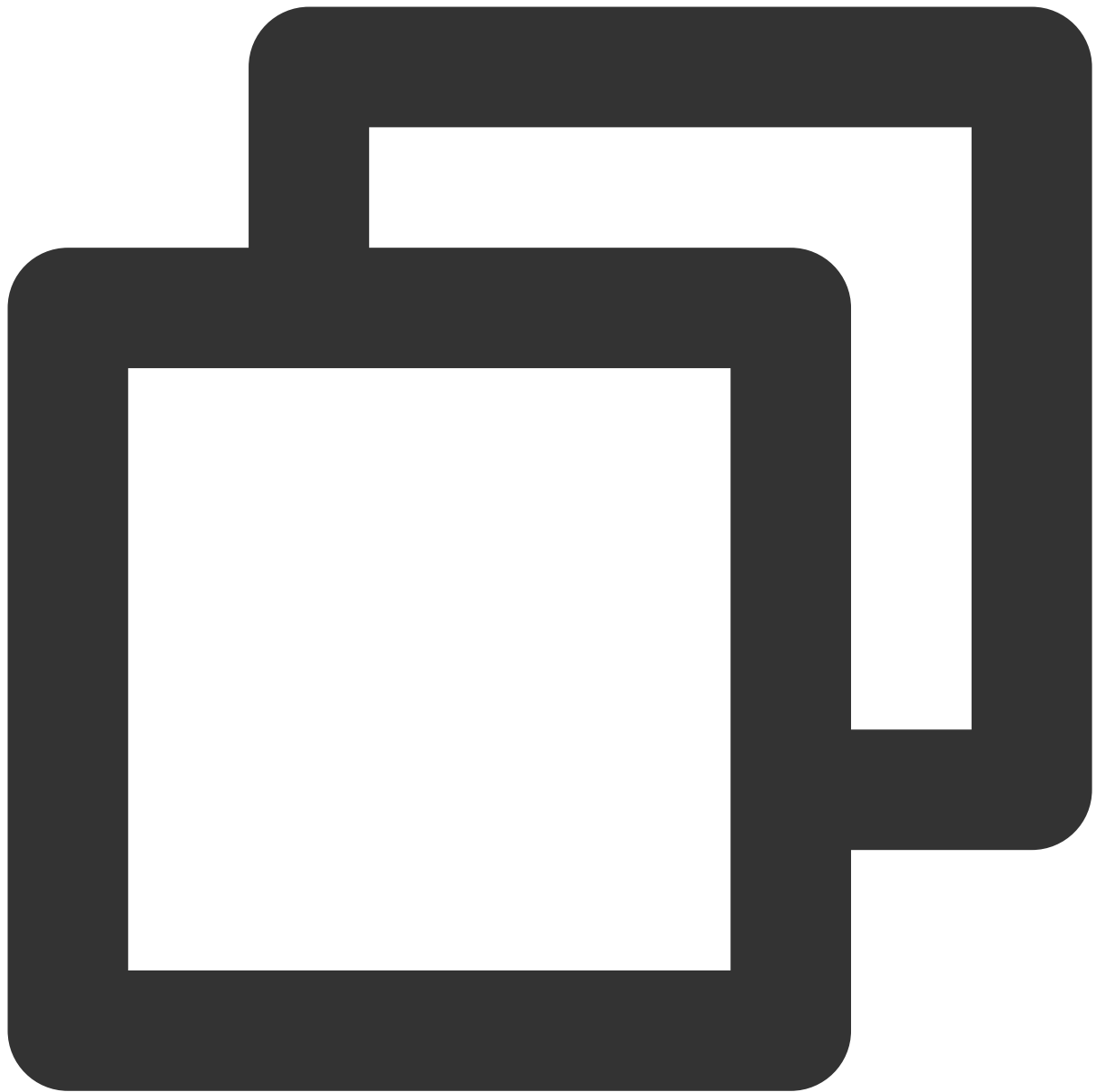
Other WebRTC-related errors (internal status code -2001).

Downgrade Methods

1. Automatic Downgrade

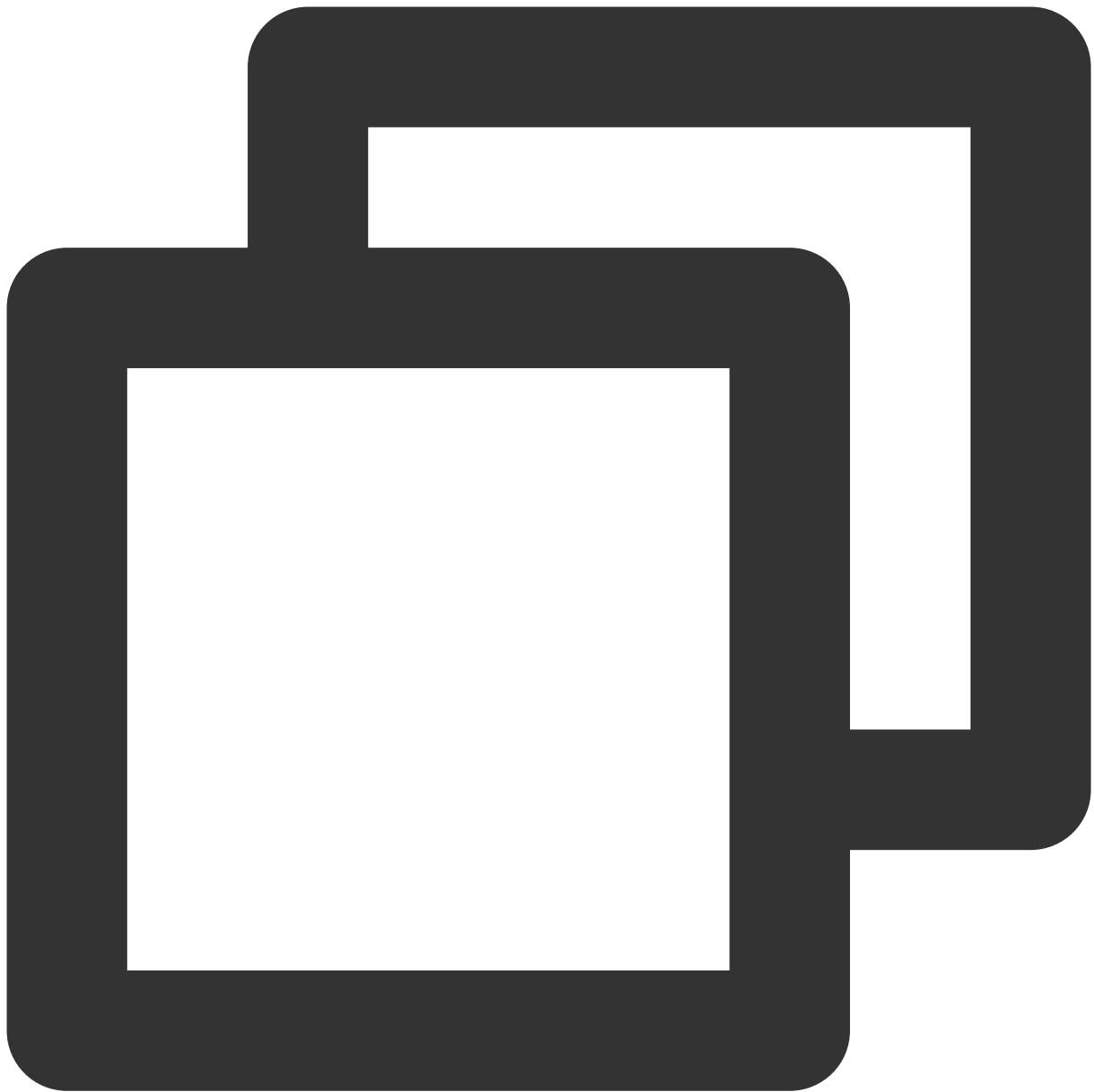
During player initialization, the LEB URL is received through the sources field. In environments requiring downgrade processing, the player automatically converts the LEB URL to the HLS URL.

For example, the LEB URL



```
webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a813b284137ed10d
```

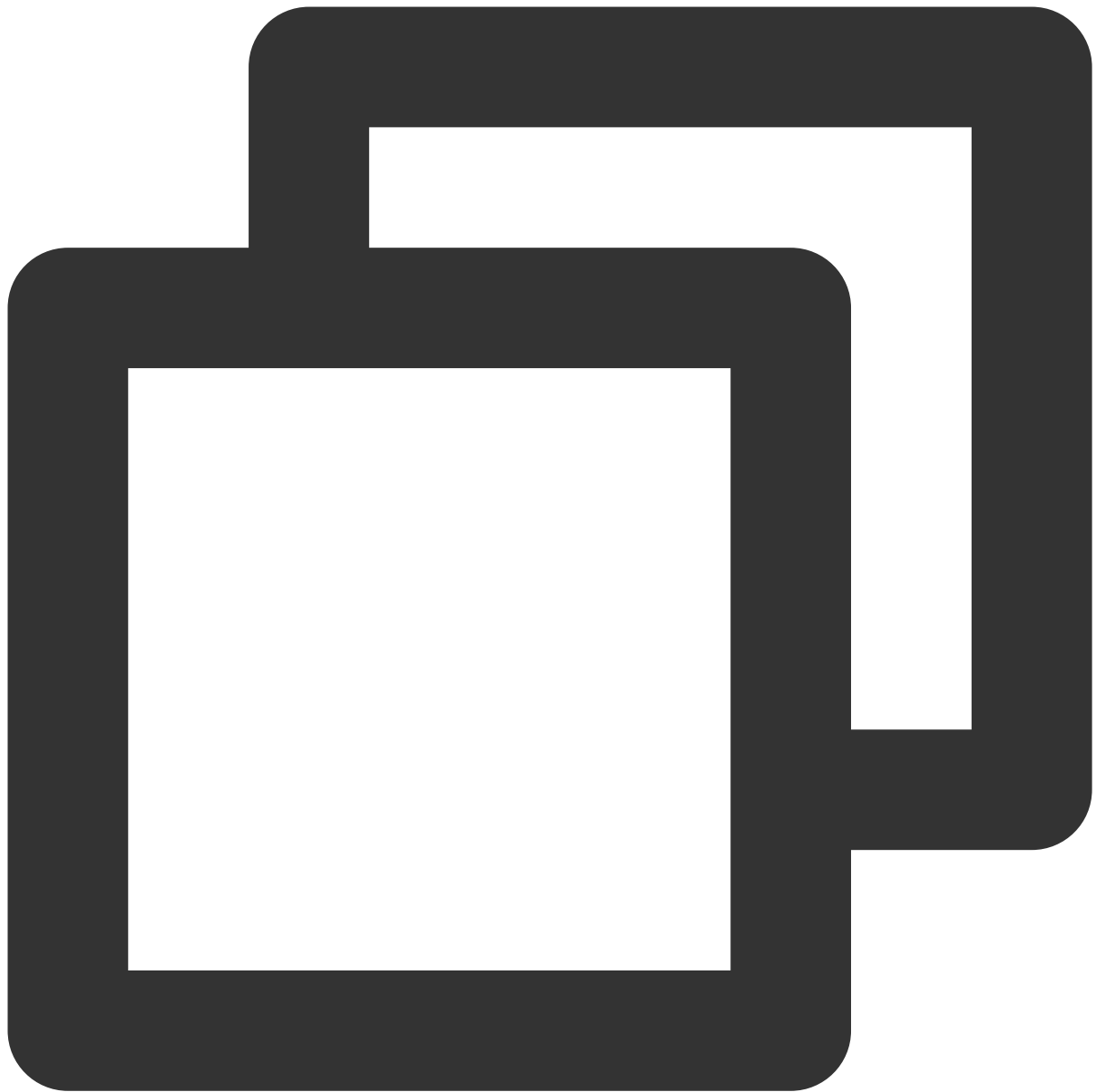
will automatically convert to:



```
https://global-lebtest-play.myqcloud.com/live/lebtest.m3u8?txSecret=f22a813b284137e
```

2. Specified Downgrade

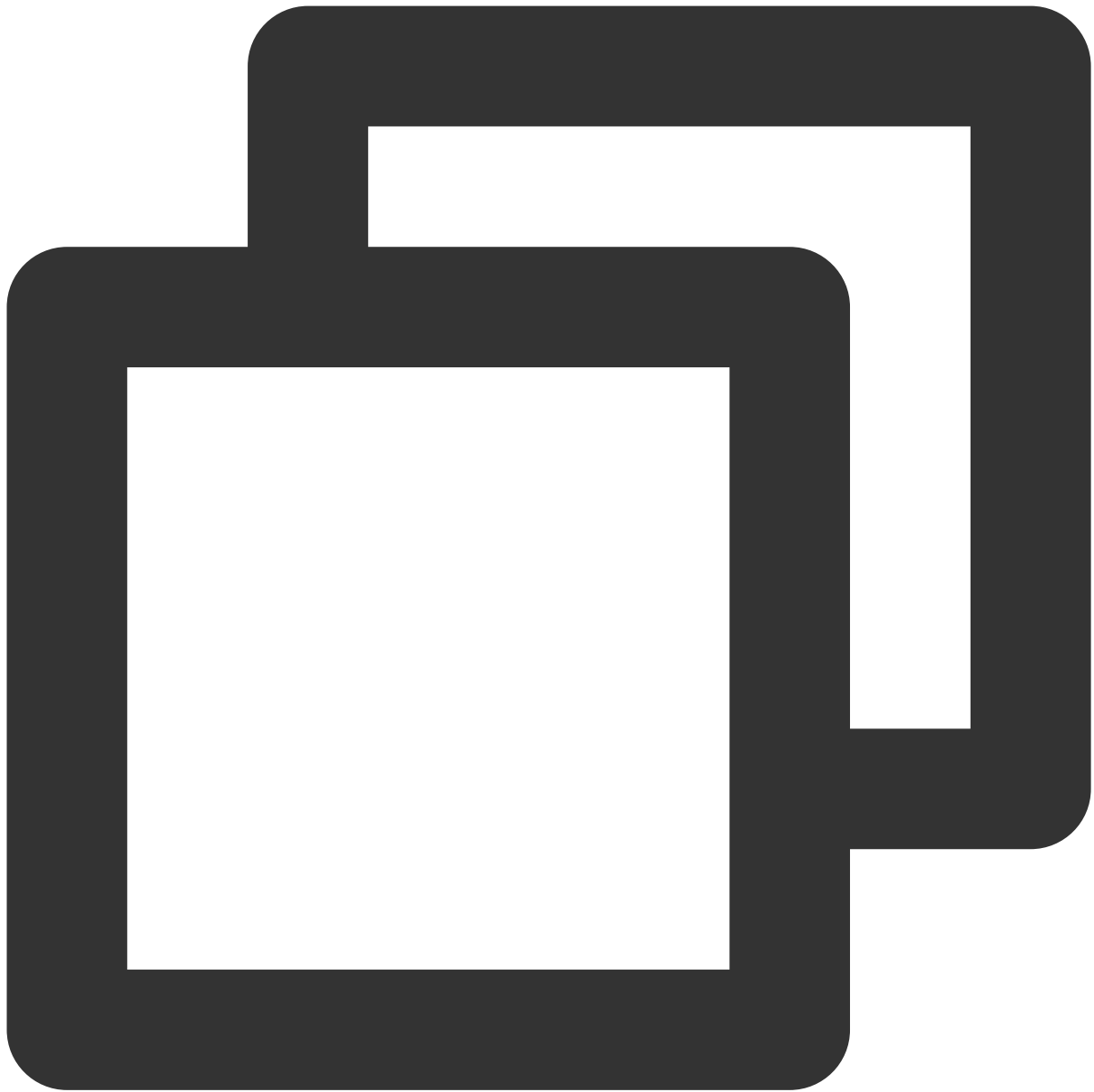
In ABR playback scenarios, downgrade processing requires manually specifying an HLS URL. Direct format conversion is not supported. This method can also be used for scenarios where users require manual configuration of downgrade URLs, and it is compatible with protocols beyond HLS.



```
var player = TCPlayer('player-container-id',{
  sources: 'webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a8
webrtcConfig: {
  fallbackUrl: 'https://global-lebtest-play.myqcloud.com/live/lebtest_HLSABR.m3
},
});
```

Downgrade Callback

When a downgrade is triggered, the player will initiate a callback.



```
player.on('webrtcfallback', function(event) {  
    console.log(event);  
});
```


iOS Integration Guide

Last updated : 2024-04-18 17:06:53

Overview

The iOS Player is an open-source component that allows you to integrate powerful playback capabilities similar to those in Tencent Video into your project with just a few lines of code changes. In addition to basic features such as landscape/portrait orientation, resolution selection, gestures, and small-window playback, it also supports buffering, software/hardware decoding, and changing playback speed. Compared with built-in players, the RT-Cube Player supports more formats, has better compatibility, and offers more capabilities. It also features instant streaming and low latency, and comes with advanced features such as thumbnail generation.

If the Player component cannot meet your requirements, and you have some knowledge of engineering, you can integrate the Player SDK to customize the UI and playback features.

Limits

1. Activate [VOD](#). If you don't have an account yet, [sign up](#) for one first.
2. Download and install Xcode from App Store.
3. Download and install CocoaPods as instructed at the [CocoaPods website](#).

This Document Describes

[How to integrate the Player component for iOS](#)

[How to create and use a player](#)

Prerequisites

Step 1. Download the player code package

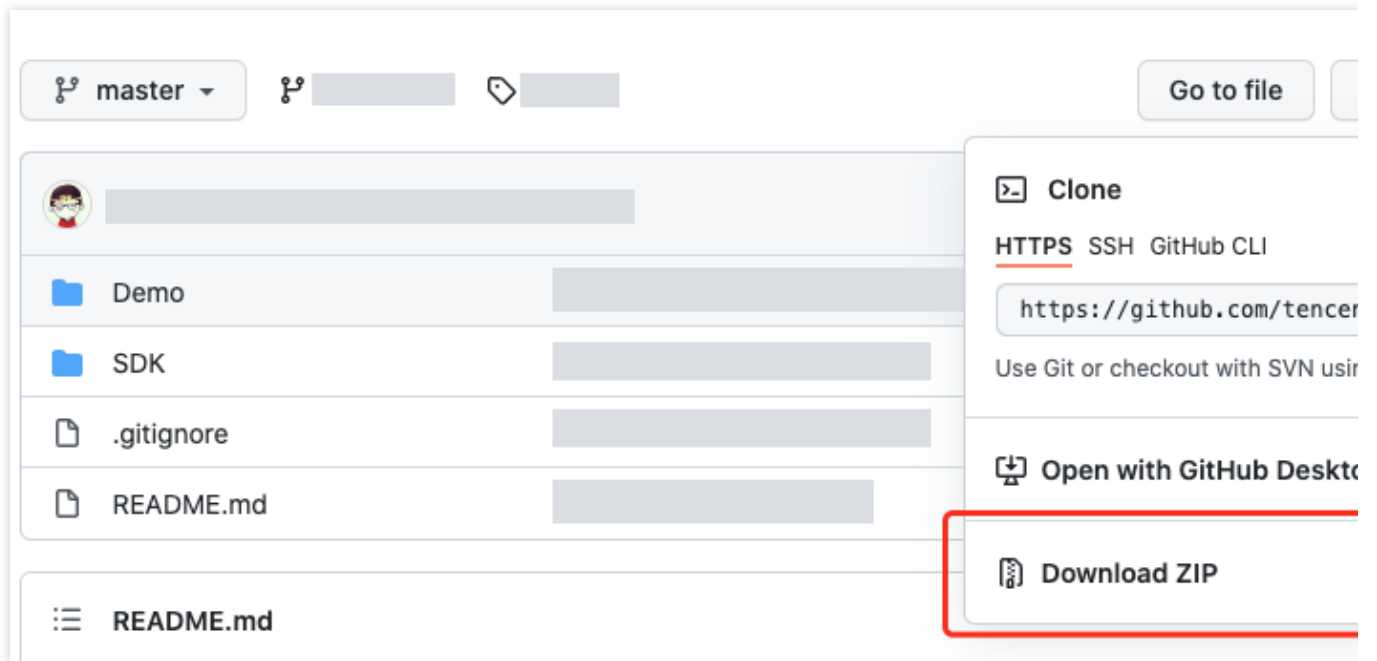
GitHub page: [LiteAVSDK/Player_iOS](#)

You can download a [ZIP file](#) of the Player component from the GitHub page or use the [Git clone command](#) to download the component.

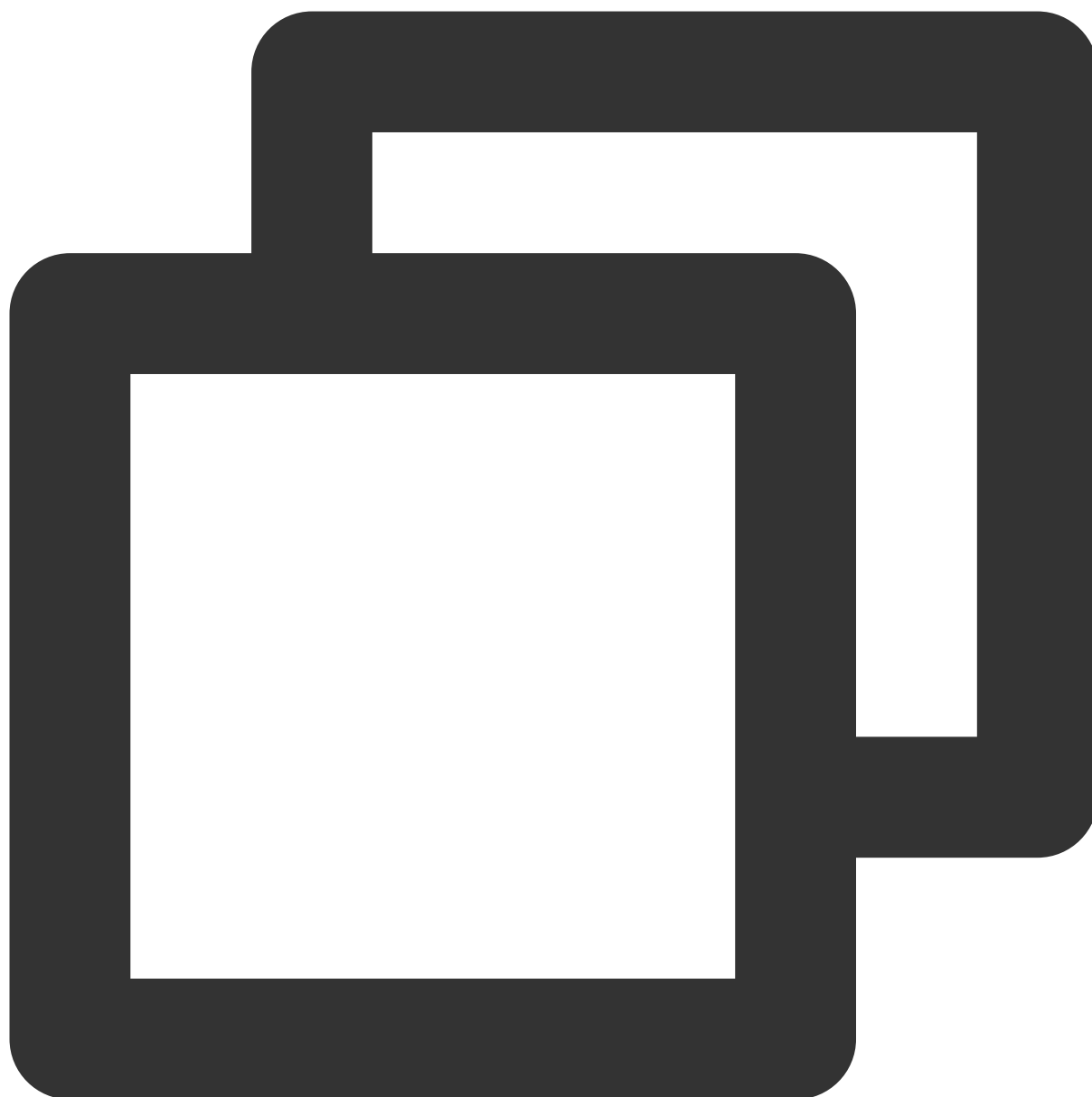
Download the ZIP file

Download using Git command

Go to the GitHub page and click **Code > Download ZIP**.

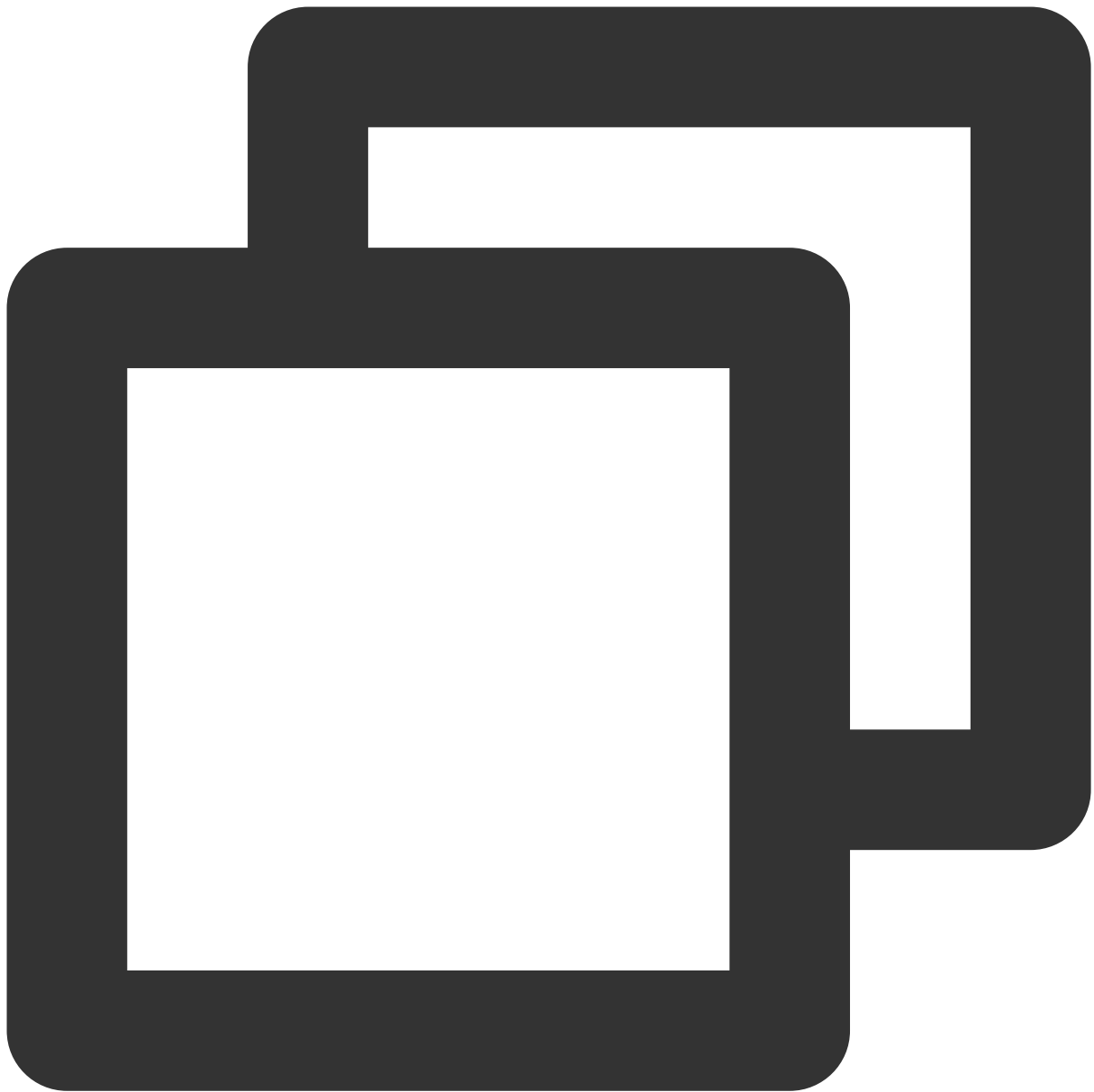


1. First, make sure that your computer has Git installed; if not, you can install it as instructed in [Git Installation Tutorial](#).
2. Run the following command to clone the code of the Player component to your local system.



```
git clone git@github.com:tencentyun/SuperPlayer_iOS.git
```

If you see the following information, the project code has been cloned to your local system successfully.



```
Cloning to 'SuperPlayer_iOS'...
remote: Enumerating objects: 2637, done.
remote: Counting objects: 100% (644/644), done.
remote: Compressing objects: 100% (333/333), done.
remote: Total 2637 (delta 227), reused 524 (delta 170), pack-reused 1993
Receiving the object: 100% (2637/2637), 571.20 MiB | 3.94 MiB/s, done.
Processing delta: 100% (1019/1019), done.
```

Below is the directory structure of the component's source code after decompression:

Filename	Description
----------	-------------

SDK	The folder of the Player component's frameworks and static libraries.
Demo	The folder of the Player demo.
App	The entry point UI.
SuperPlayerDemo	The Player demo.
SuperPlayerKit	The Player component.

Step 2. Integrate the component

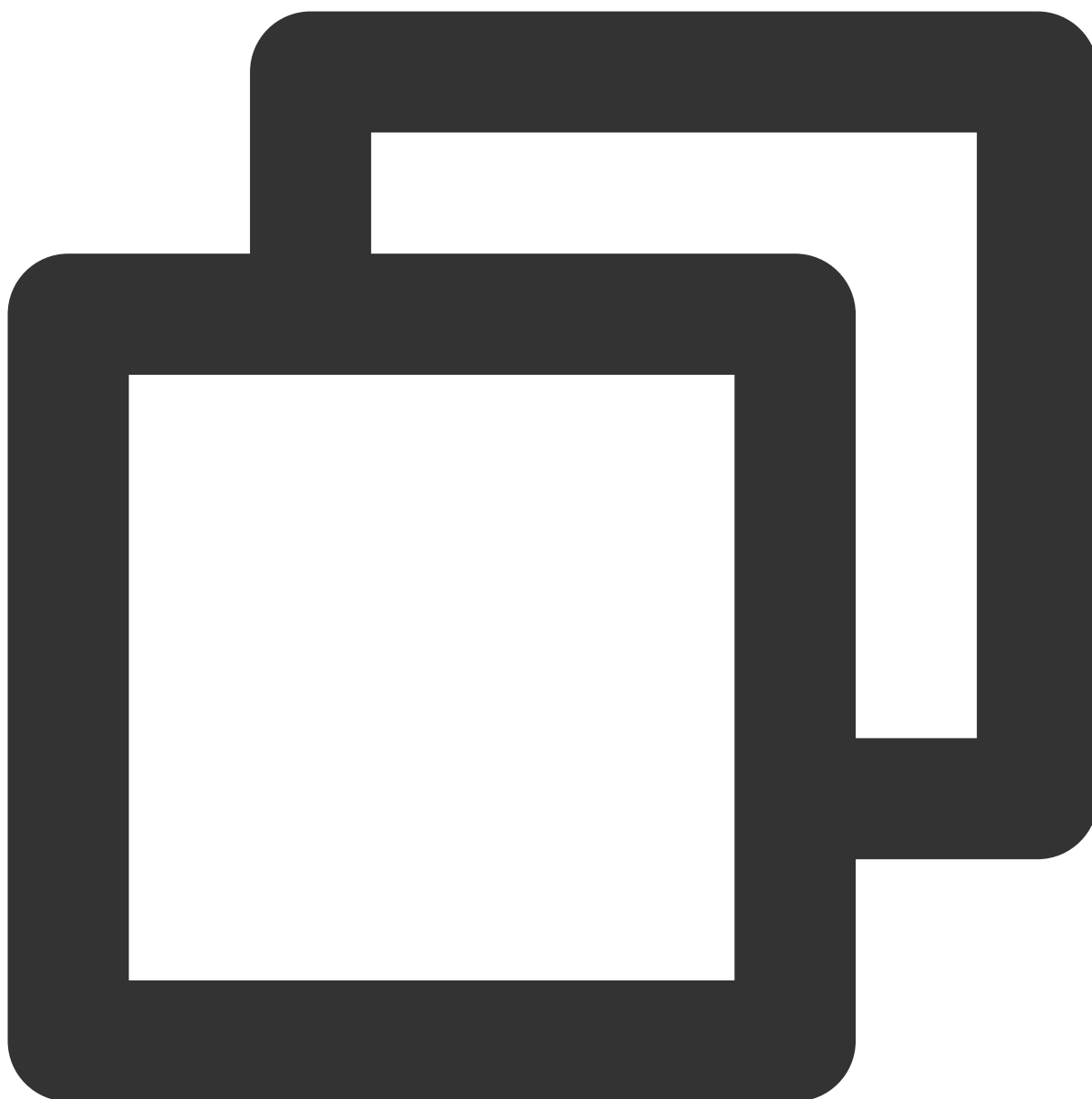
This step describes how to integrate the Player component. We recommend you [integrate it through CocoaPods](#) or [manually download the SDK](#) and then import it into your current project.

Integrate via CocoaPods

Manually download the SDK

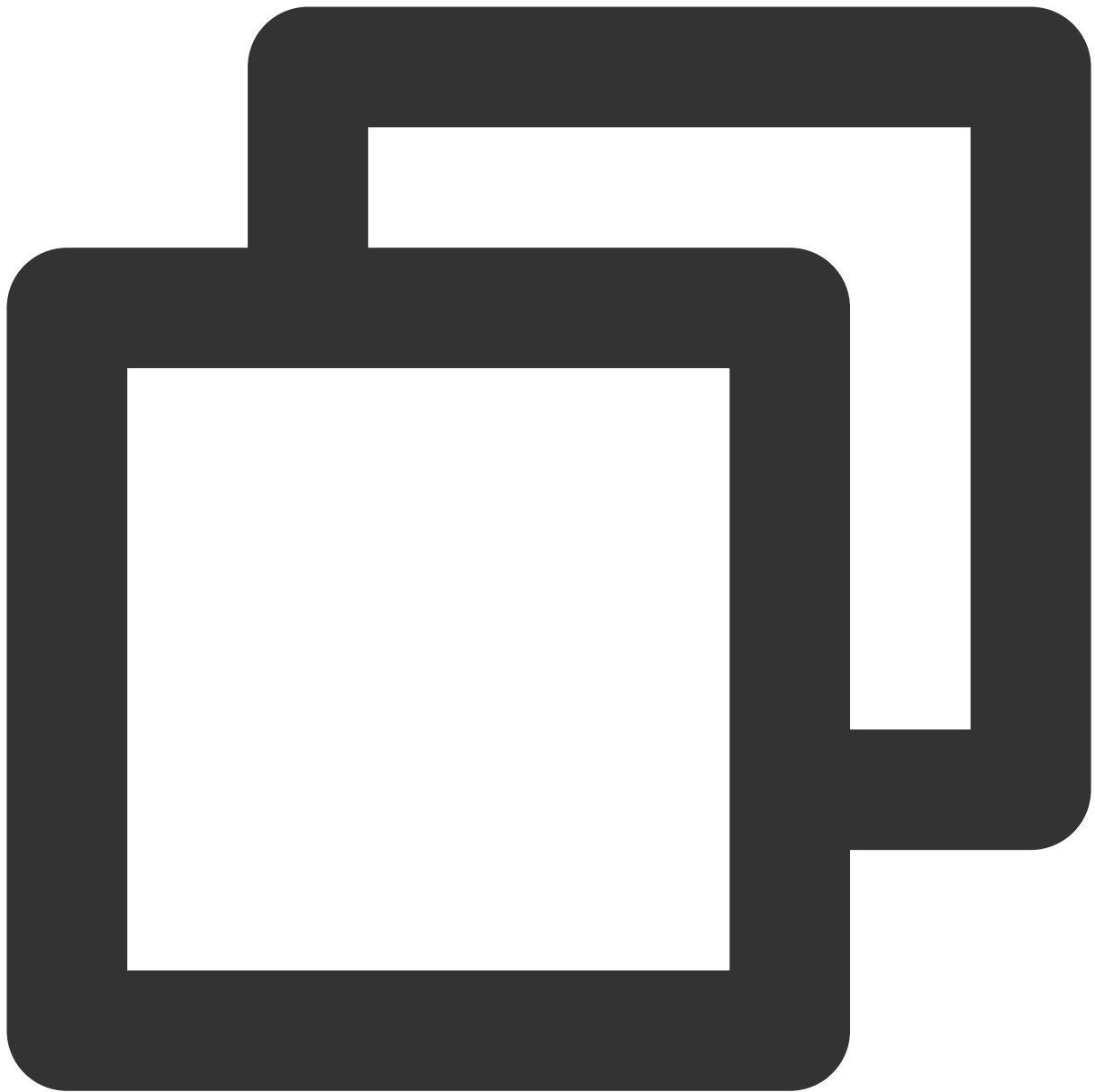
1. To install the component using CocoaPods, add the code below to Podfile:

(1) Directly integrate `SuperPlayer` as a Pod:



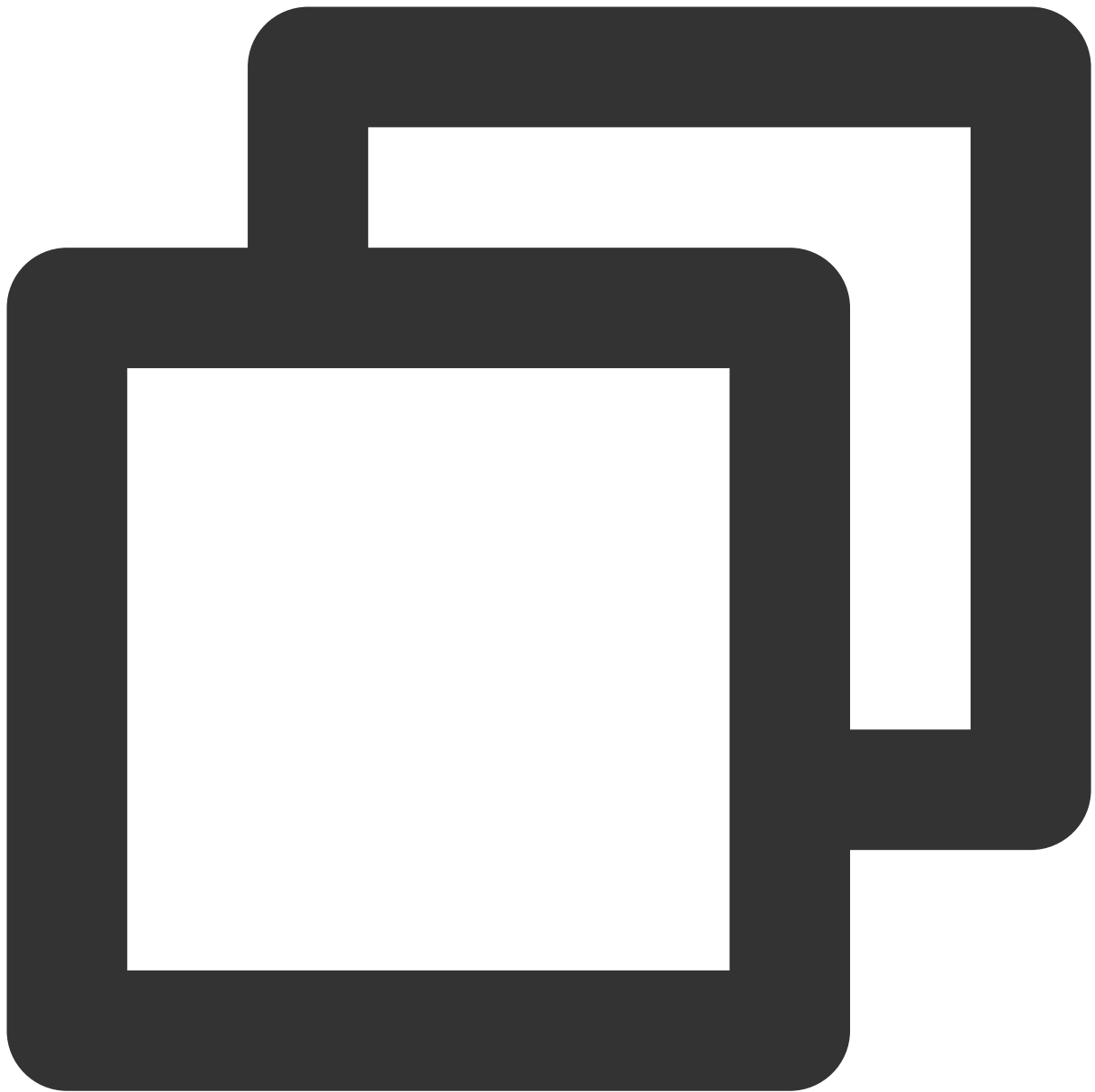
```
pod 'SuperPlayer'
```

To use the Player edition, add the following dependency to `podfile` :



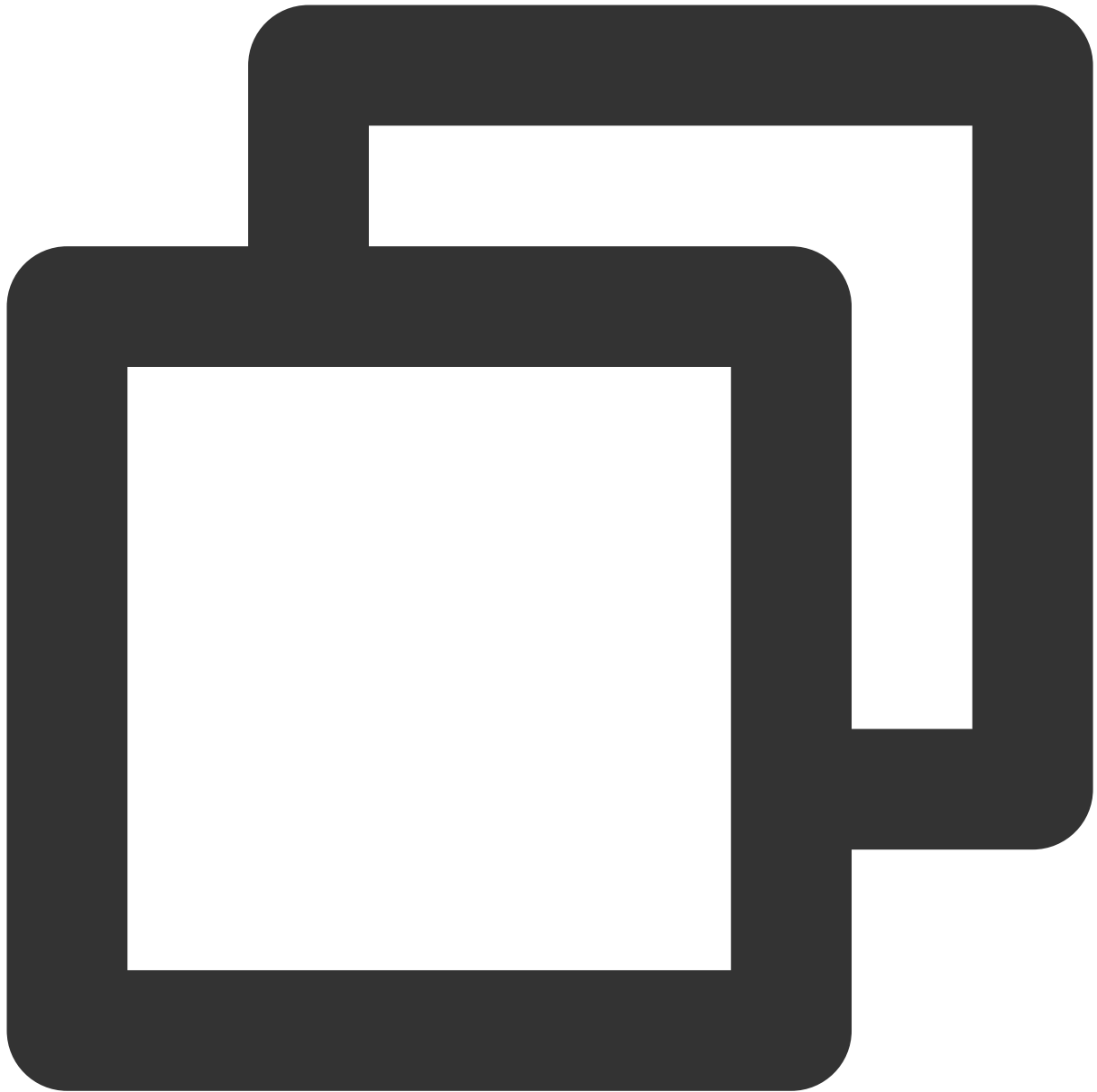
```
pod 'SuperPlayer/Player'
```

To use the Player Premium edition, add the following dependency to `podfile` :



```
pod 'SuperPlayer/Player_Premium'
```

To use the All-in-one edition, add the following dependency to `podfile` :



```
pod 'SuperPlayer/Professional'
```

2. Run `pod install` or `pod update` .

1. Download the SDK and demo at [GitHub](#).

2. Import `TXLiteAVSDK_Player_Premium.framework` into your project and select **Do Not Embed**.

3. Copy `Demo/TXLiteAVDemo/SuperPlayerKit/SuperPlayer` to your project directory.

4. The third-party libraries the player depends on are `AFNetworking` , `SDWebImage` , `Masonry` , and `TXLiteAVSDK_Player` .

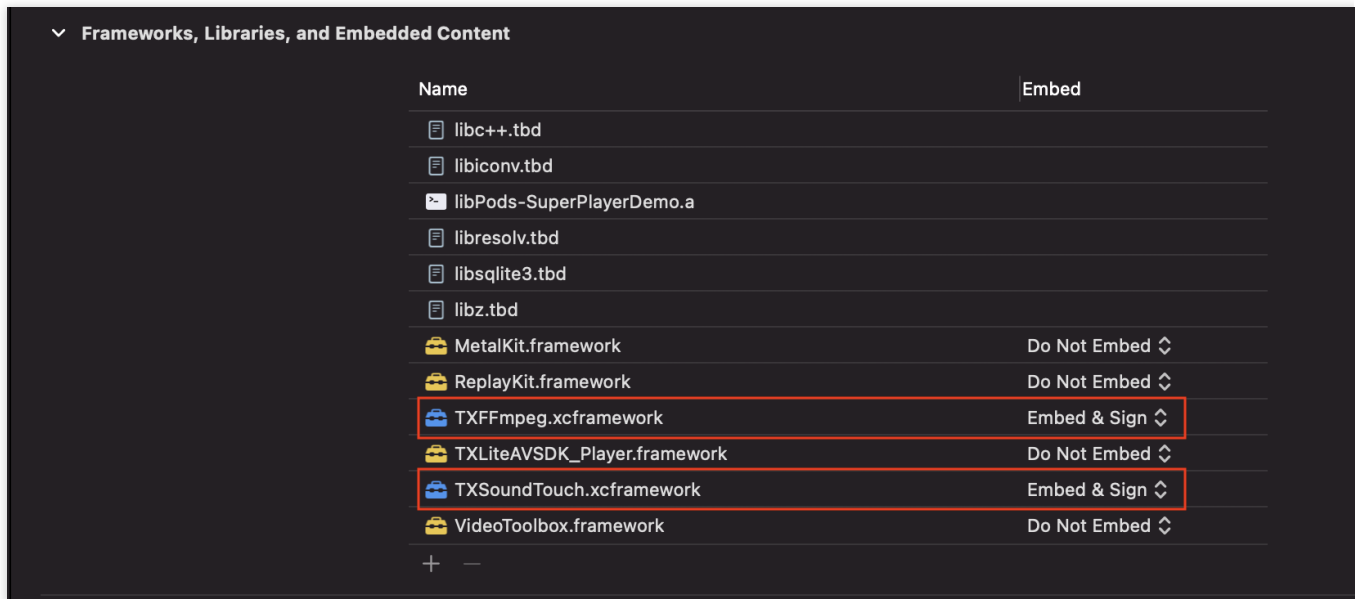
To integrate `TXLiteAVSDK_Player` manually, you need to add the required system frameworks and libraries:

System frameworks: MetalKit, ReplayKit, SystemConfiguration, CoreTelephony, VideoToolbox, CoreGraphics, AVFoundation, Accelerate, and MobileCoreServices.

System libraries: libz, libresolv, libiconv, libc++, and libsqlite3.

For detailed directions, see [Manually integrate the SDK](#).

In addition, you need to add `TXFFmpeg.xcframework` and `TXSoundTouch.scframework` under the `TXLiteAVSDK_Player` file as dynamic libraries.



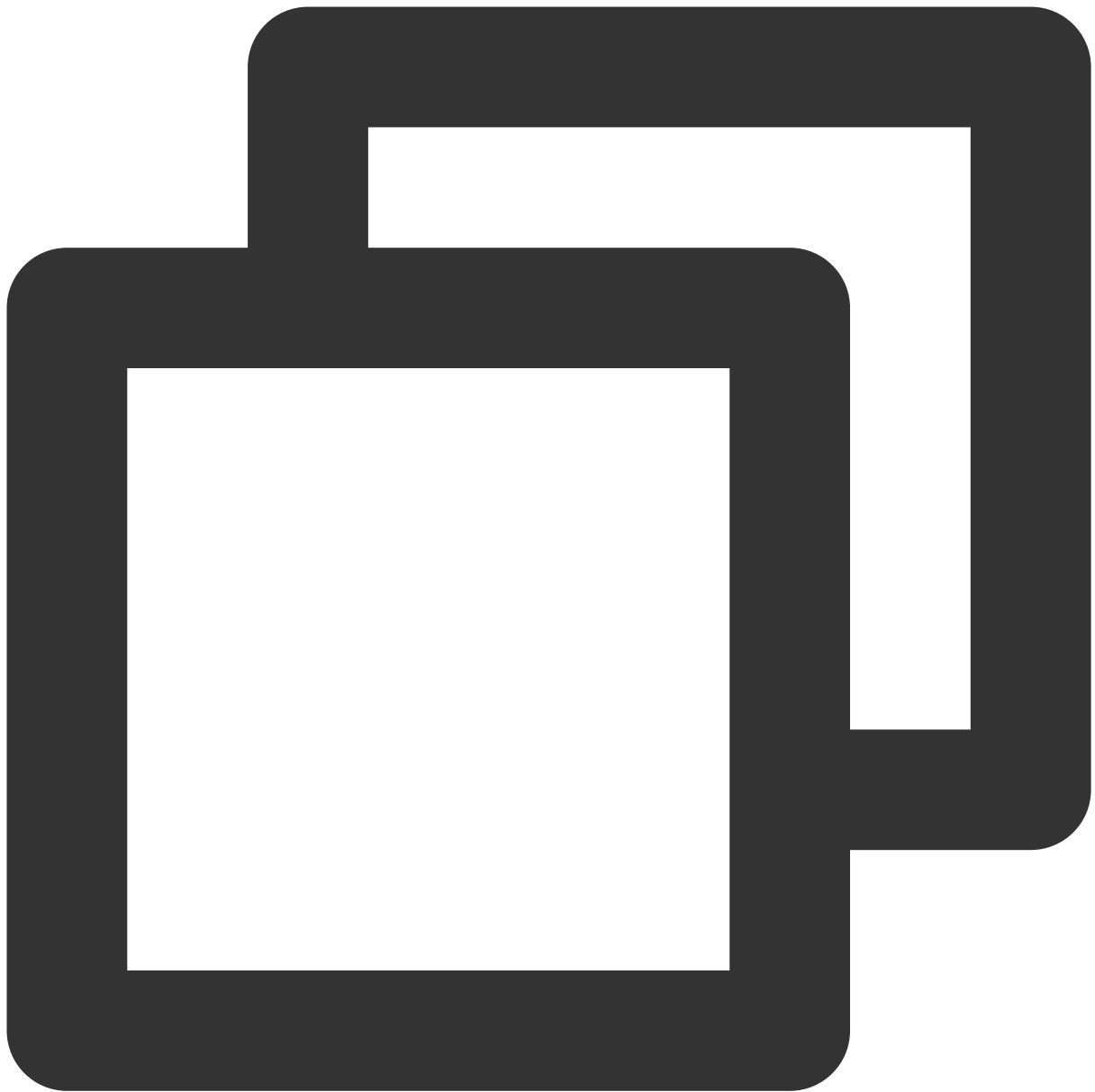
5. If you integrate `TXLiteAVSDK_Player` as a pod, no libraries need to be added.

Step 3. Use the player features

This step describes how to create a player and use it for video playback.

1. Create a player

Create a `SuperPlayerView` object to play videos (`SuperPlayerView` is the main class of the player).



```
// Import the header file
#import <SuperPlayer/SuperPlayer.h>

// Create a player
_playerView = [[SuperPlayerView alloc] init];
// Set a delegate for events
_playerView.delegate = self;
// Set the parent view. _playerView will be automatically added under holderView.
_playerView.fatherView = self.holderView;
```

2. License configuration

If you have obtained a license, you can view the license URL and key in the [VOD console](#).

If you don't have the required license yet, you can get it as instructed in [Video Playback License](#).

After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For detailed tutorials, please see [Configuring View License](#).

3. Video playback:

This step describes how to play back a video. The Player for iOS supports playback through `FileId` in VOD or [URL](#). We recommend you **integrate the `FileId`** because it allows you to use more VOD capabilities.

Play by VOD file ID







Play by URL

Play Local video

A video file ID is returned by the server after the video is uploaded.

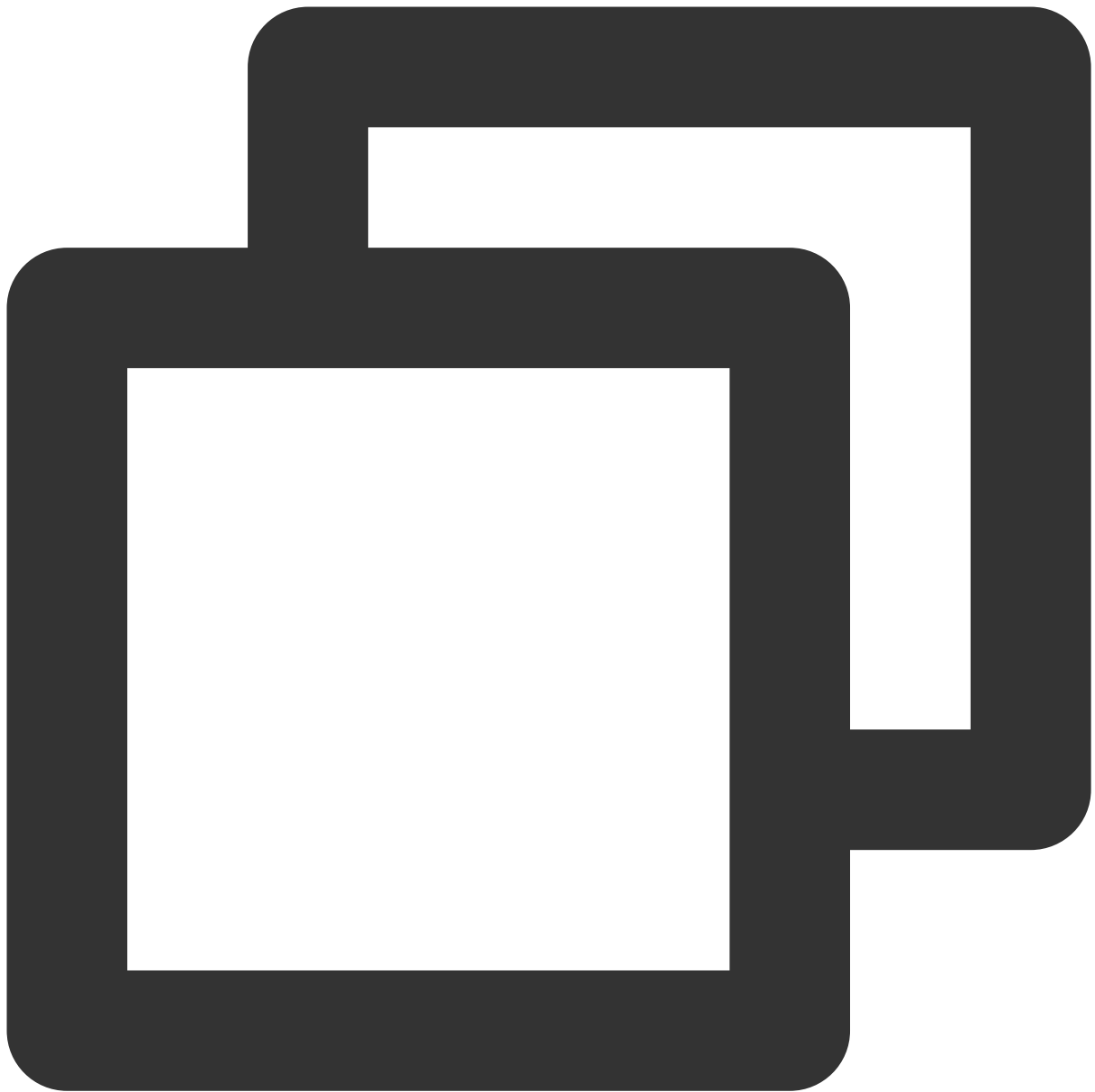
1. After a video is published from a client, the server will return a file ID to the client.
2. After a video is uploaded to the server, the notification for successful upload will contain a file ID for the video.

If the video you want to play is already saved with VOD, you can go to [Media Assets](#) to view its file ID.

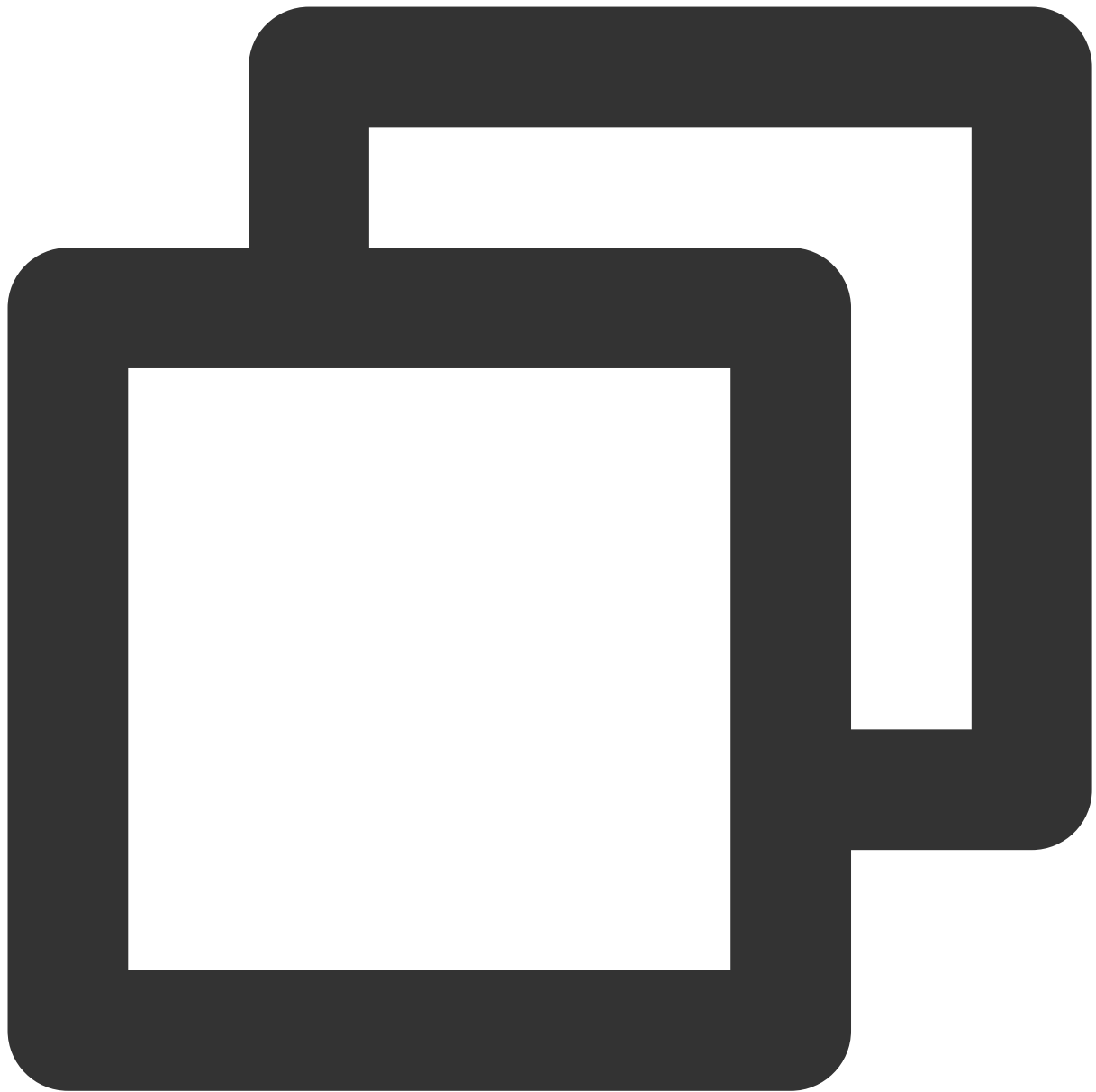
<input type="checkbox"/>	Video Name/ID	Video Status	Video Cate...	Uploading ...	Expiration Time	Storage
<input type="checkbox"/>	 test_2022-04-15-17... ID:387702299327461625	 Normal	Other	2022-04-15 17:47:24	Permanent	Outside mainlanc
<input type="checkbox"/>	 test_2022-04-07-16... ID:387702298823695918	 Normal	Other	2022-04-07 16:14:00	Permanent	Outside mainlanc
<input type="checkbox"/>	 test_2022-04-07-16... ID:387702298823695507	 Normal	Other	2022-04-07 16:12:07	Permanent	Outside mainlanc

Note:

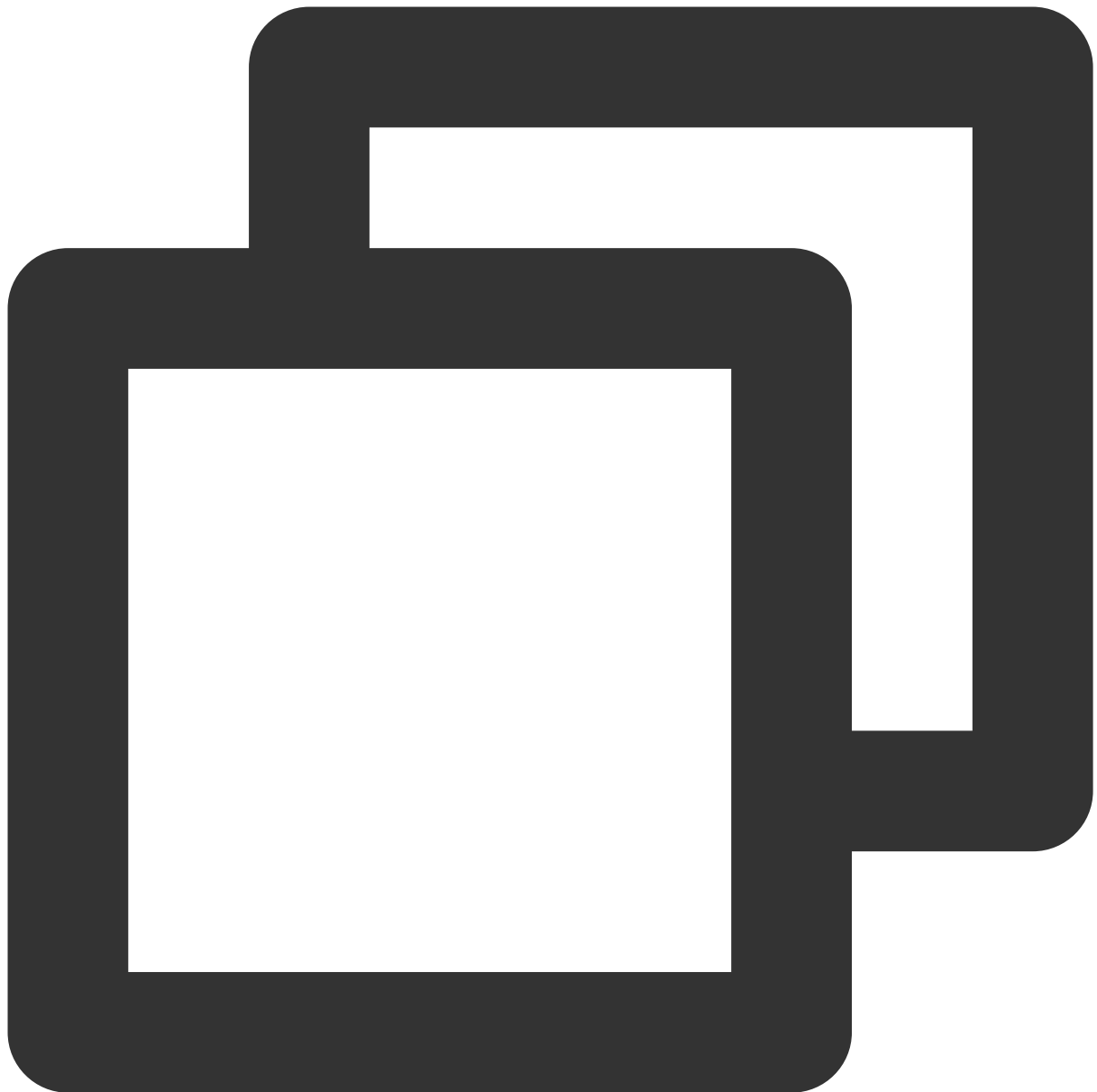
1. To play by VOD file ID, you need to use the Adaptive-HLS template (ID: 10) to transcode the video or use the player signature `psign` to specify the video to play; otherwise, the playback may fail. For more information on how to transcode a video and generate `psign`, see [Play back a video with the Player component](#) and [Player Signature](#).
2. If a "no v4 play info" error occurs, it indicates that you haven't transcoded the video or used the player signature correctly. Troubleshoot the issue according to the above documents or get the playback URL of the video and play it by [URL](#).
3. **We recommend you transcode videos for playback because untranscoded videos may experience compatibility issues during playback.**



```
// If you haven't enabled hotlink protection and a "no v4 play info" error occurs,  
  
SuperPlayerModel *model = [[SuperPlayerModel alloc] init];  
model.appId = 1400329071; // Configure AppId  
model.videoId = [[SuperPlayerVideoId alloc] init];  
model.videoId.fileId = @"5285890799710173650"; // Configure `FileId`  
// `psign` is a player signature. For more information on the signature and how to  
model.videoId.pSign = @"eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBZICI6MTQwMDMyOT  
[_playerView playWithModelNeedLicence:model];
```



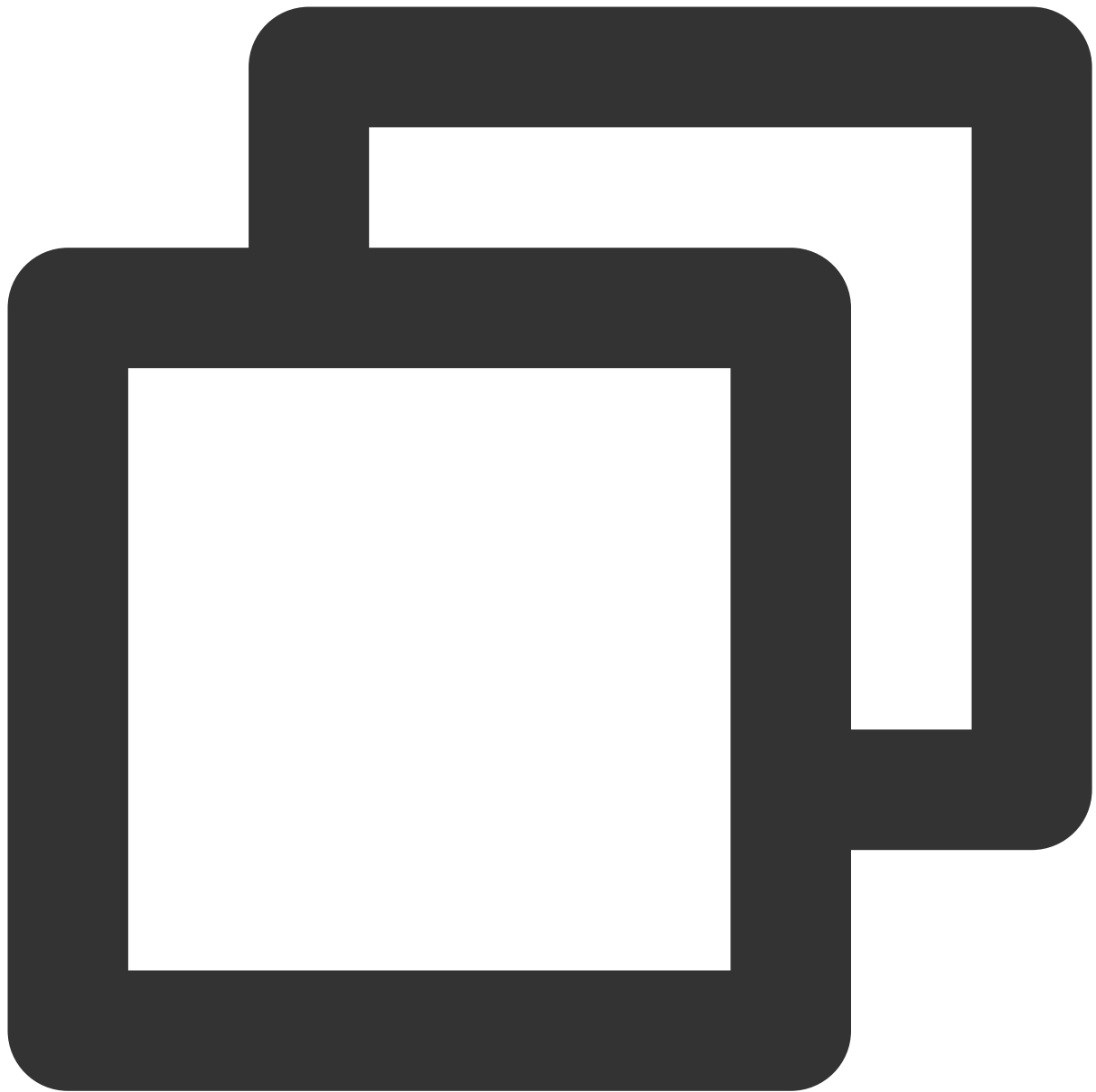
```
SuperPlayerModel *model = [[SuperPlayerModel alloc] init];  
model.videoURL = @"http://your_video_url.mp4";    // Enter the URL of the video to p  
[_playerView playWithModelNeedLicence:model];
```



```
SuperPlayerModel *model = [[SuperPlayerModel alloc] init];  
//Add your video file to the project, and then get the file path of the video throu  
NSString *filePath = [[NSBundle mainBundle] pathForResource:@"your_video_name" ofType  
model.videoURL = [filePath stringByReplacingOccurrencesOfString:@"file://" withString:  
[_playerView playWithModelNeedLicence:model];
```

4. Stop playback

If the player is no longer needed, call `resetPlayer` to reset the player and free up memory.



```
[_playerView resetPlayer];
```

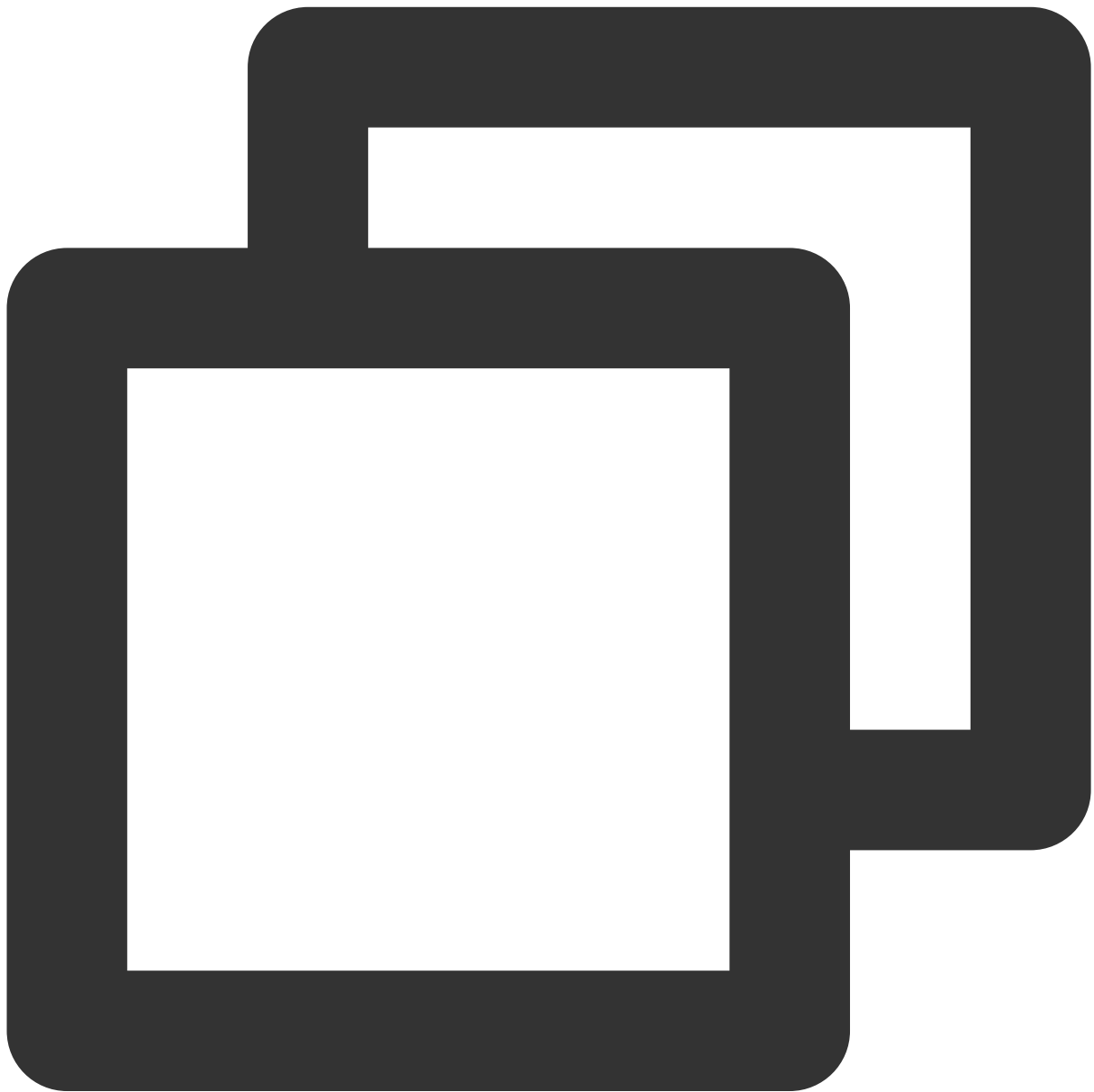
At this point, you have learned how to create a player, use it to play videos, and stop playback.

More Features

1. Full screen playback

The Player component supports full screen playback, where it allows setting screen lock, volume and brightness control through gestures, on-screen commenting, screencapturing, and definition selection. This feature can be tried out in **TCToolkit App > Player > Player Component**, and you can enter the full screen playback mode by clicking the full screen icon.

You can call the API below to enter full screen from the windowed playback mode:



```
- (void)superPlayerFullScreenChanged:(SuperPlayerView *)player {  
    // You can customize the logic after switching to the full screen mode here  
}
```

Features of full screen playback mode

Back to windowed mode

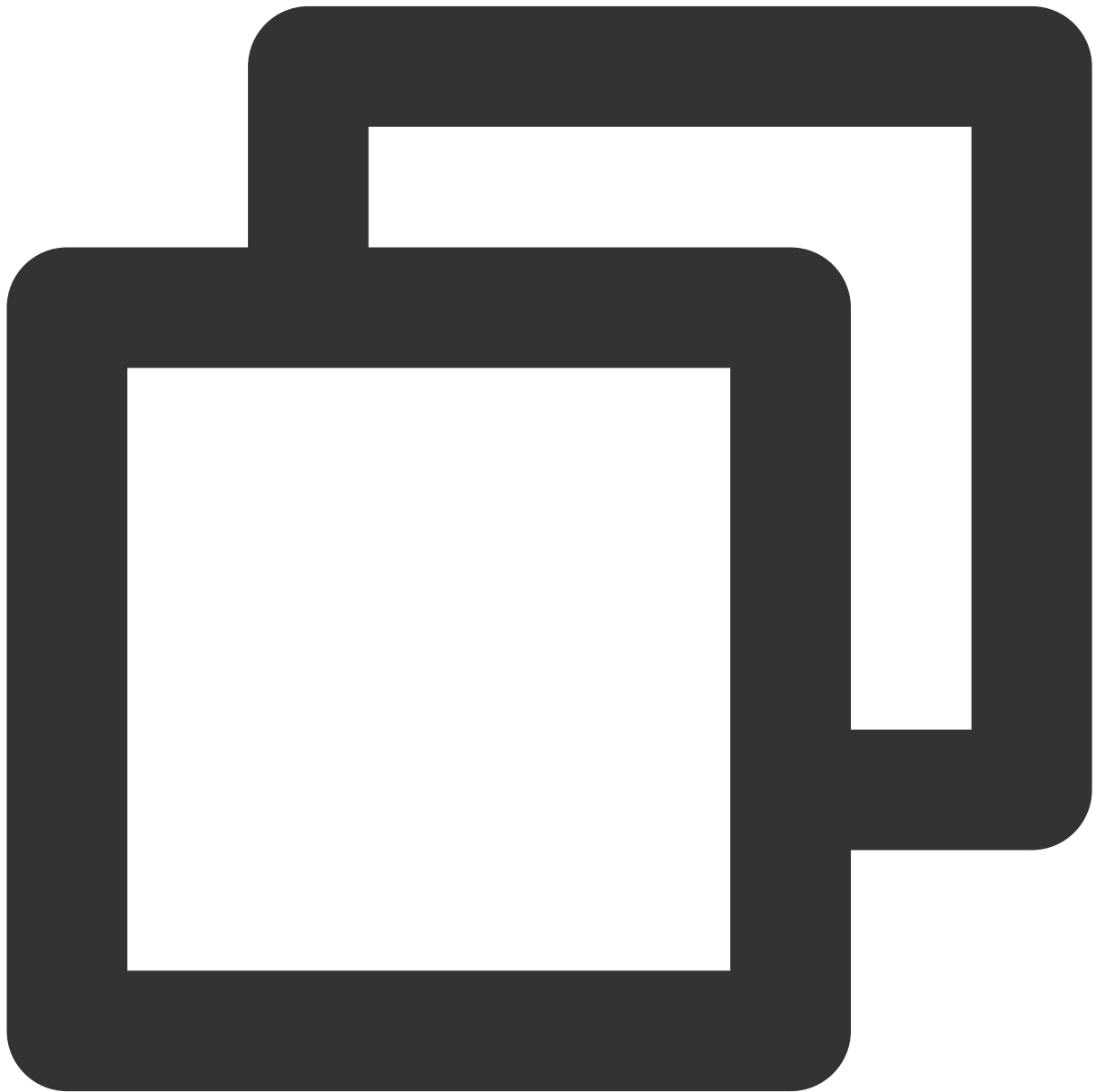
Enable screen locking

On-screen comments

Screenshot

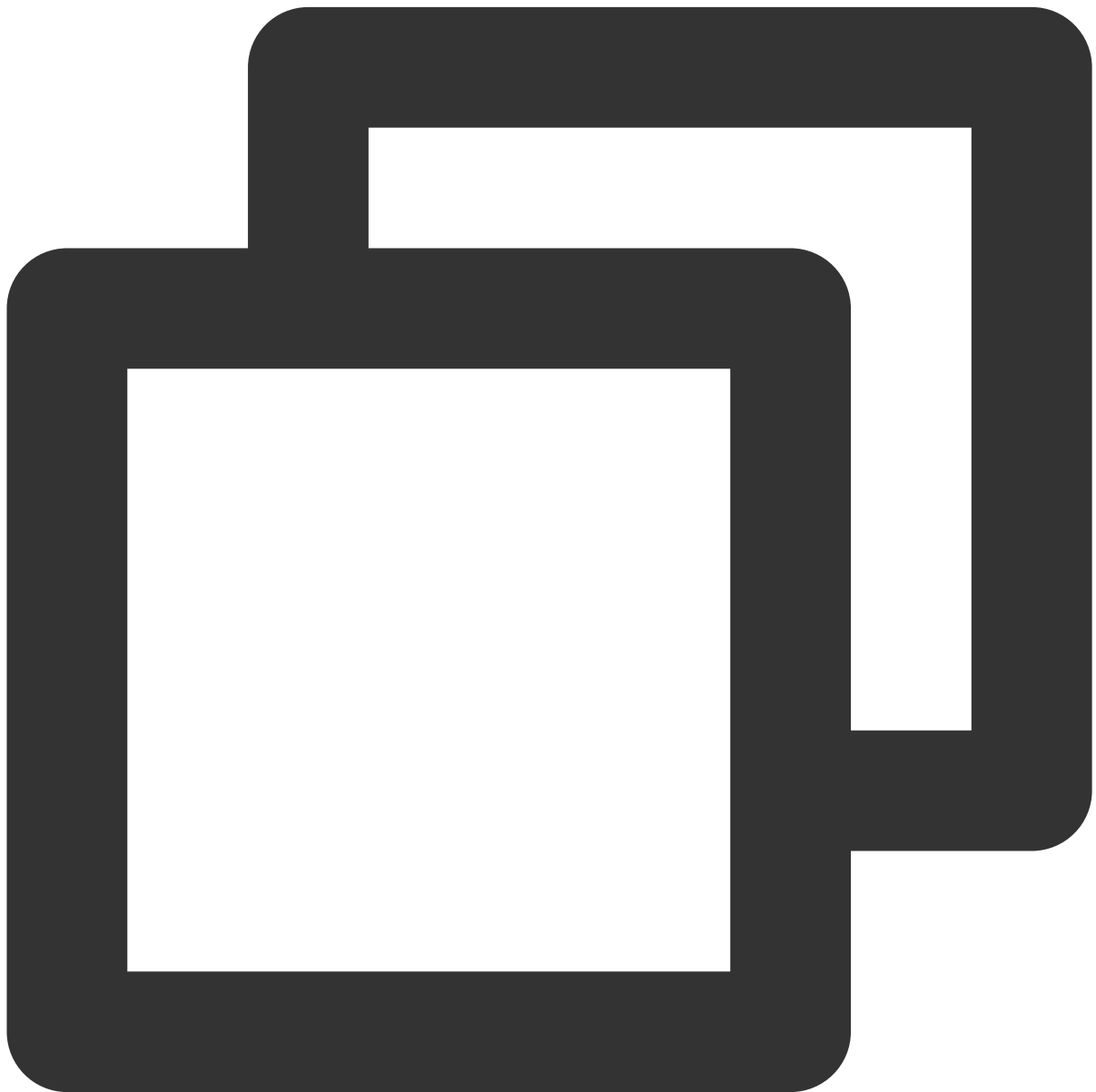
Change resolution

Tap the back button to return to the windowed mode. The delegate method that will be triggered after the SDK implements the logic for exiting full screen is as follows:



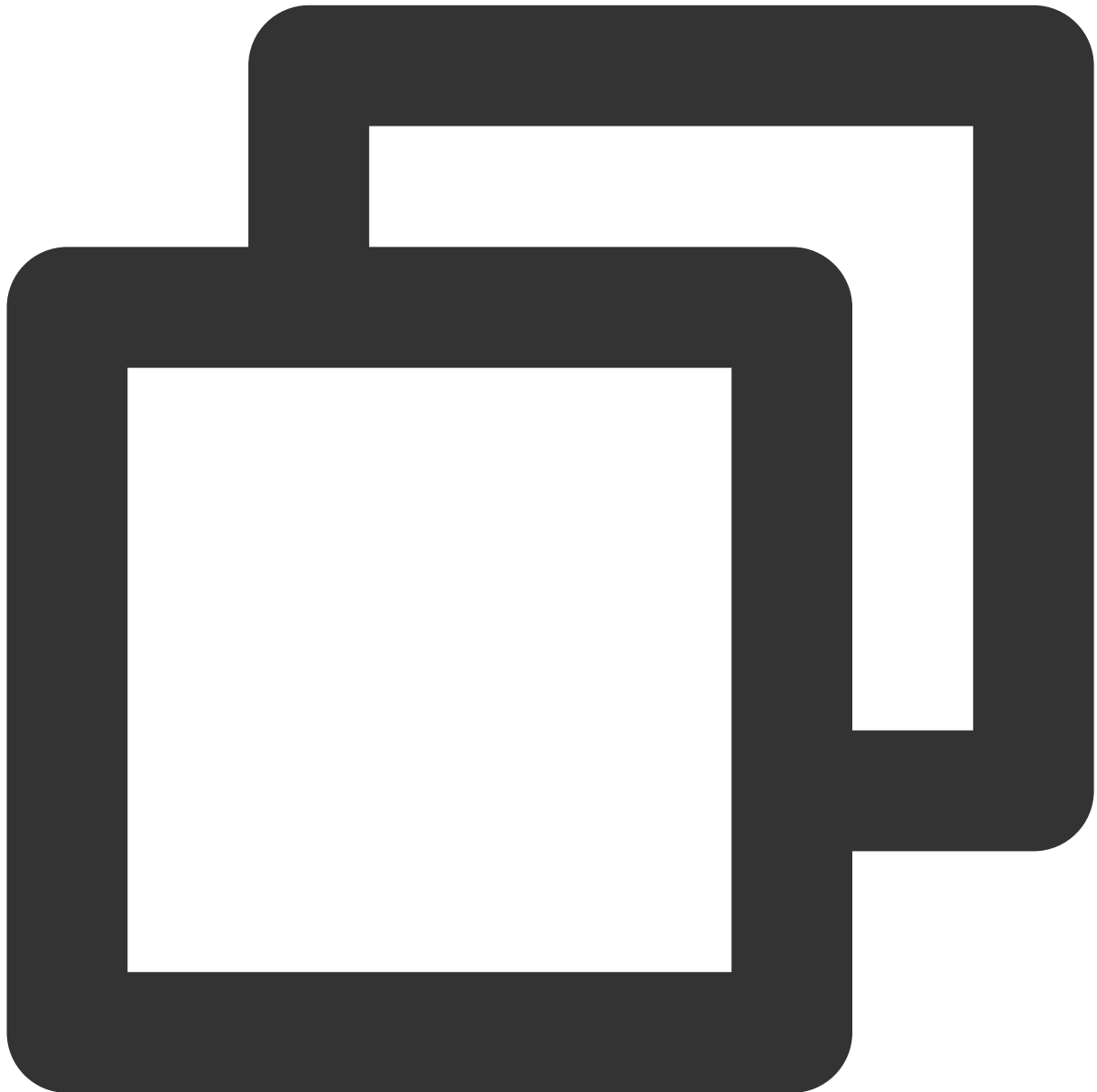
```
// The back button tapping event
- (void)superPlayerBackAction:(SuperPlayerView *)player;
Triggered by tapping of the back button at the top left
// The exit full screen notification
- (void)superPlayerFullScreenChanged:(SuperPlayerView *)player;
```

Screen locking disables touch screen and allows users to enter an immersive playback mode. The SDK will handle the tapping event and no callbacks will be sent.



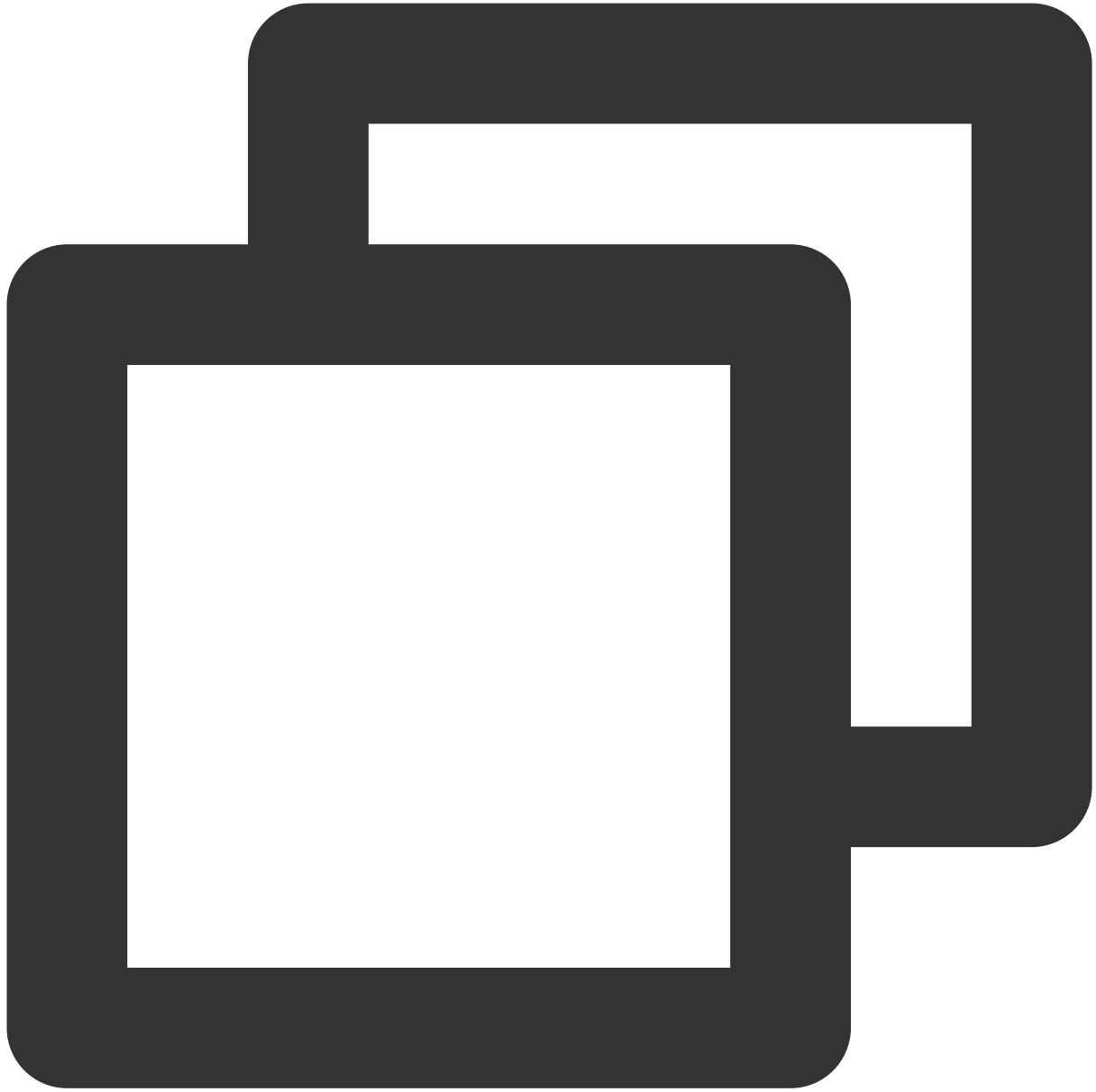
```
// Use the API below to enable/disable screen locking
@property(nonatomic, assign) BOOL isLockScreen;
```

After the on-screen commenting feature is enabled, text comments sent by users will be displayed on the screen. Get the `SPDefaultControlView` object and, during initialization of the player view, set an event for the on-screen comment button of `SPDefaultControlView`. The on-screen comment content and view are customized by yourself. For details, see `CFDanmakuView`, `CFDanmakuInfo`, and `CFDanmaku` in `SuperPlayerDemo`.



```
SPDefaultControlView *dv = (SPDefaultControlView *)**self**.playerView.controlView;  
[dv.danmakuBtn addTarget:**self** action:**@selector**(danmakuShow:) forControlEvents
```

CFDanmakuView: Configure the attributes of on-screen commenting during initialization.



```
// The following attributes are required-----  
// On-screen time  
@property(nonatomic, assign) CGFloat duration;  
// On-screen time in the center, at top, and at bottom  
@property(nonatomic, assign) CGFloat centerDuration;  
// On-screen comment line height  
@property(nonatomic, assign) CGFloat lineHeight;  
// Spacing between on-screen comment lines  
@property(nonatomic, assign) CGFloat lineMargin;
```

```
// Maximum number of on-screen comment lines
@property(nonatomic, assign) NSInteger maxShowLineCount;

// Maximum number of on-screen comment lines in the center, at top, and at bottom
@property(nonatomic, assign) NSInteger maxCenterLineCount;
```

The Player component allows users to take and save a screenshot of a video during playback. The SDK will handle the screenshot button tapping event and no callbacks will be sent for successful or failed screenshots. Screenshots are saved to the phone album.

Users can change the video definition (such as SD, HD, and FHD) during playback. After the definition selection button is tapped, the SDK will implement the logic for displaying the definition selection view and handle the selection event. No callbacks will be sent.

2. Floating window playback

The Player component supports playback in a small floating window, which allows users to switch to another page of the application without interrupting the video playback. You can try out this feature in TCToolkit App > **Player** > **Player Component** by tapping **Back** in the top-left corner.



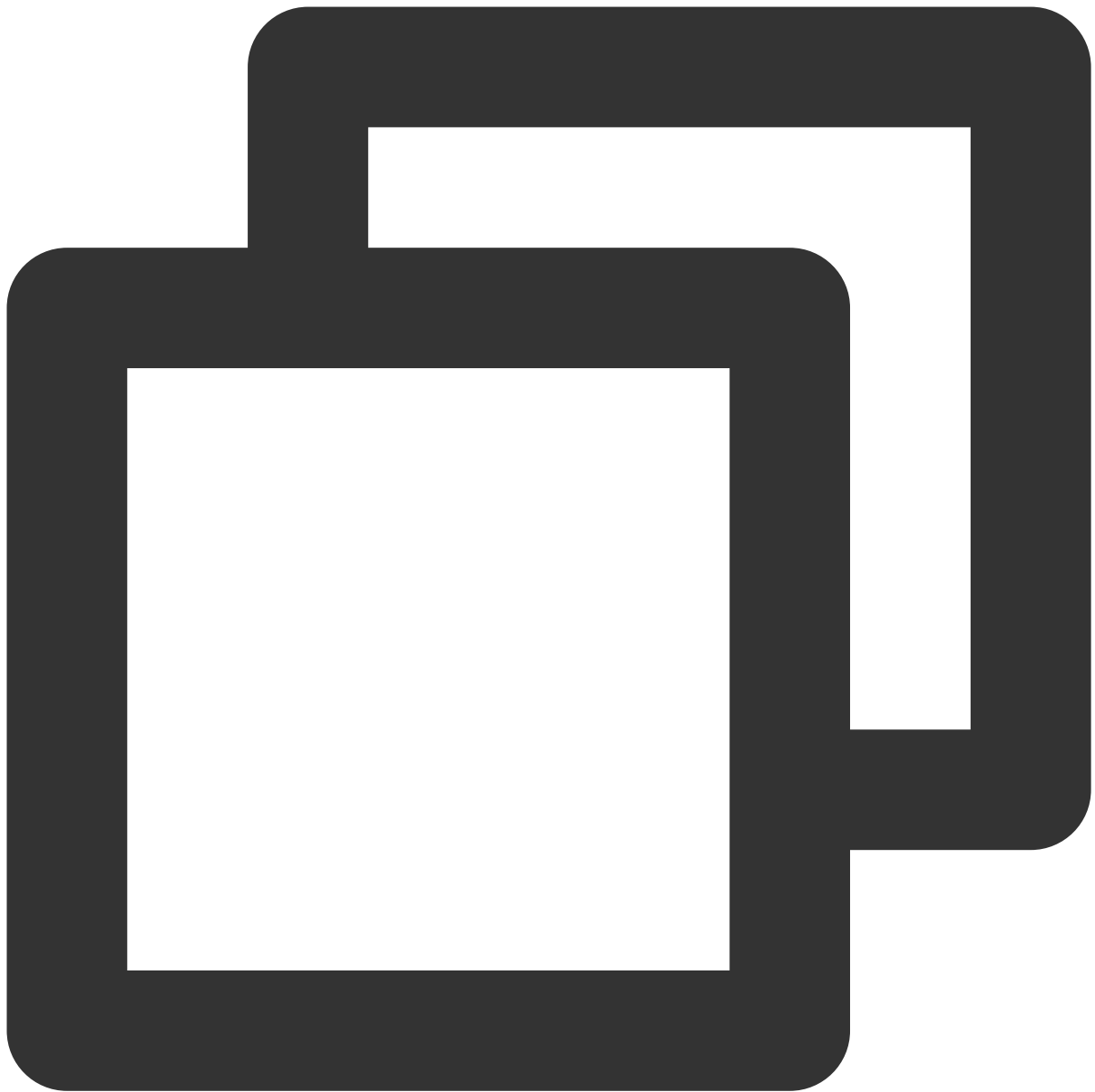
Display over other apps

Allow display over other apps



Allow this app to display on top of other apps you're using. This app will be able to see where you tap or change what's displayed on the screen.





```
// Tapping the back button during playback in portrait mode will trigger the API  
[SuperPlayerWindowShared setSuperPlayer:self.playerView];  
[SuperPlayerWindowShared show];  
// The API triggered by tapping the floating window to return to the main window  
SuperPlayerWindowShared.backController = self;
```

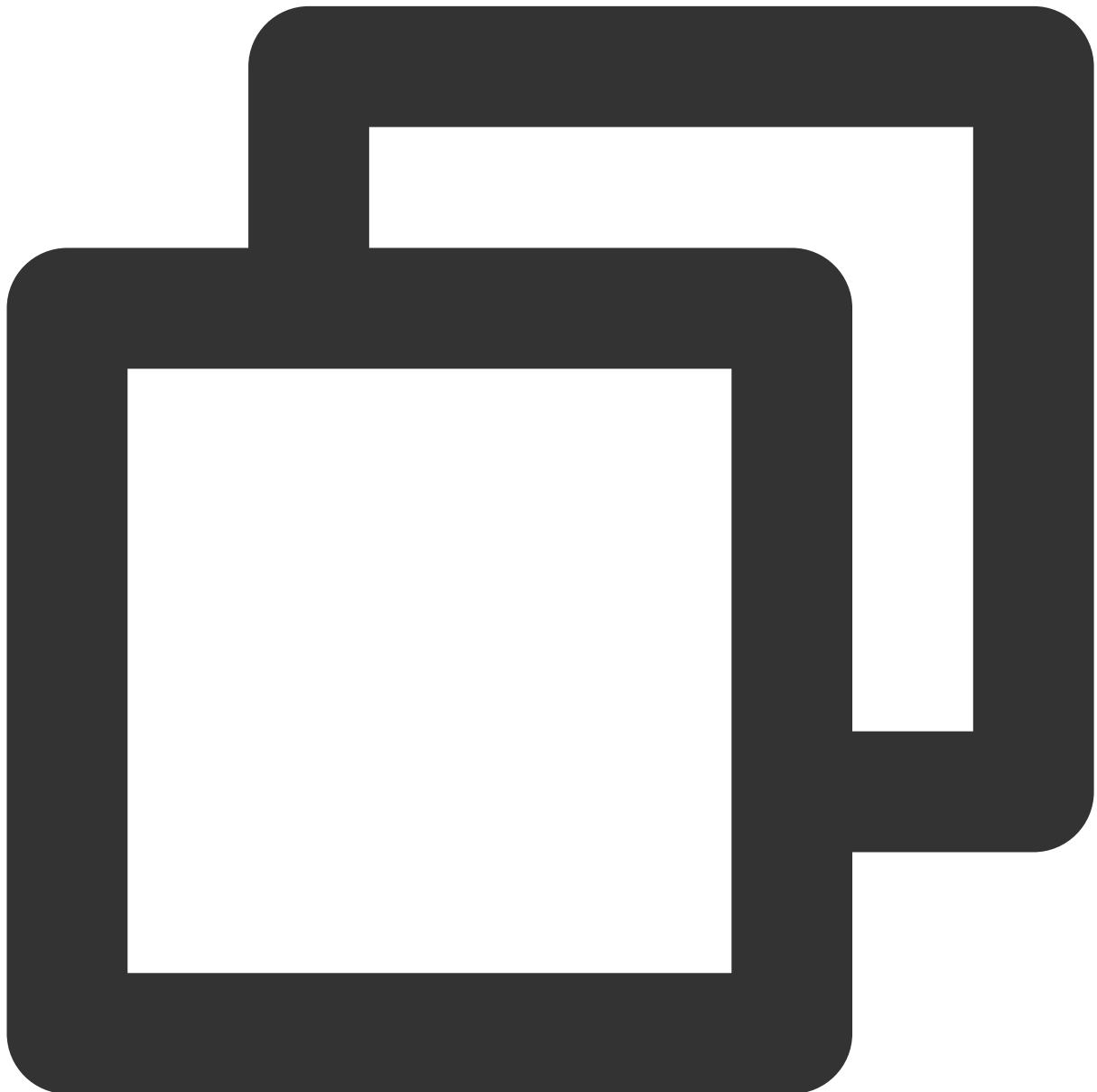
3. Thumbnail

The Player component supports customizing a video thumbnail, which is displayed before the callback is received for playing back the first video frame. This feature can be tried out in **TCToolkit App > Player > Player Component >**

Thumbnail Customization Demo.

When the Player component is set to the automatic playback mode `PLAY_ACTION_AUTO_PLAY` , the thumbnail will be displayed before the first video frame is loaded.

When the Player component is set to the manual playback mode `PLAY_ACTION_MANUAL_PLAY` , videos are played only after users tap the play button, and the thumbnail will be displayed until the first video frame is loaded. You can set the thumbnail by specifying the URL of a local or online file. For detailed directions, see the code below. If you play by VOD file ID, you can also set the thumbnail in the VOD console.



```
SuperPlayerModel *model = [[SuperPlayerModel alloc] init];  
SuperPlayerVideoId *videoId = [SuperPlayerVideoId new];
```

```
videoId.fileId = @"8602268011437356984";
model.appId = 1400329071;
model.videoId = videoId;
// Playback mode, which can be set to automatic (`PLAY_ACTION_AUTO_PLAY`) or manual
model.action = PLAY_ACTION_MANUAL_PLAY;
// Specify the URL of an online file to use as the thumbnail. If `coverPictureUrl`
model.customCoverImageUrl = @"http://1500005830.vod2.myqcloud.com/6c9a5118vodcq1500
[self.playerView playWithModelNeedLicence:model];
```

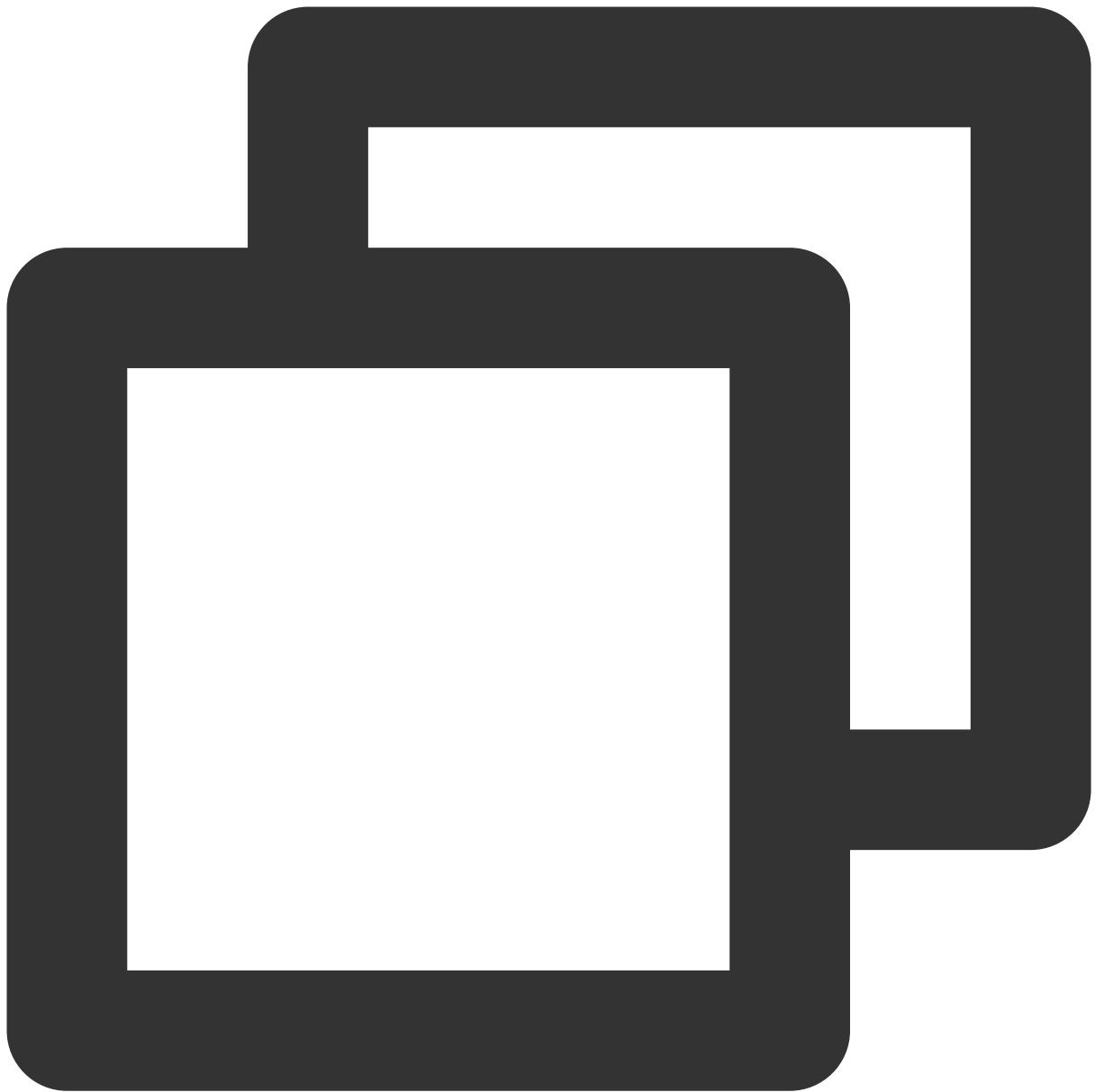
4. Video playlist loop

The Player component supports looping video playlists.

After a video ends, the next video in the list can be played automatically or users can manually start the next video.

After the last video in the list ends, the first video in the list will start automatically.

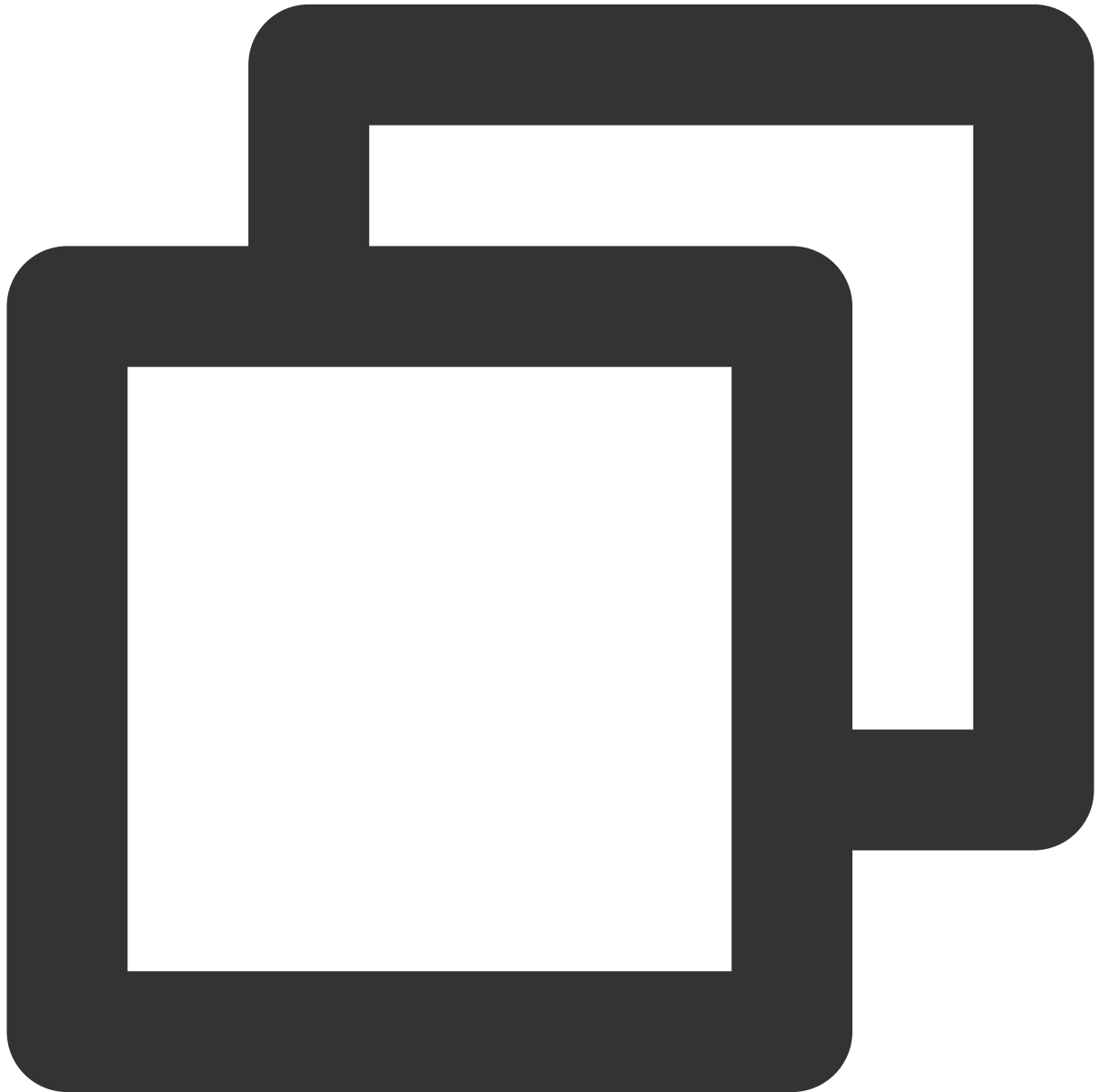
You can try out this feature in [TCToolkit App](#) > **Player** > **Player Component** > **Video List Loop Demo**.



```
// Step 1. Create a `NSMutableArray` for the loop data
NSMutableArray *modelArray = [NSMutableArray array];
SuperPlayerModel *model = [SuperPlayerModel new];
SuperPlayerVideoId *videoId = [SuperPlayerVideoId new];
videoId.fileId = @"8602268011437356984";
model.appId = 1252463788;
model.videoId = videoId;
[modelArray addObject:model];

model = [SuperPlayerModel new];
videoId = [SuperPlayerVideoId new];
```

```
videoId.fileId = @"4564972819219071679";  
model.appId = 1252463788;  
model.videoId = videoId;  
[modelArray addObject:model];  
  
// Step 2. Call the loop API of `SuperPlayerView`  
[self.playerView playWithModelListNeedLicence:modelArray isLoopPlayList:YES startIn
```



```
(void)playWithModelListNeedLicence:(NSArray *)playModelList isLoopPlayList:(BOOL)is
```

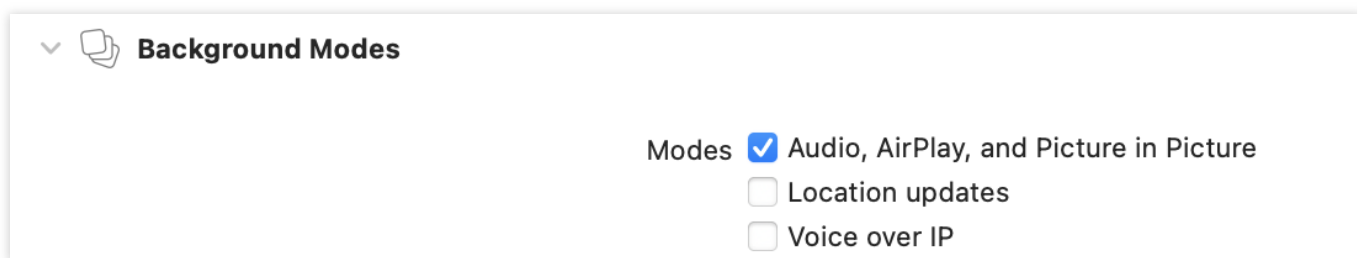
API parameters:

Parameter	Type	Description
playModelList	NSArray *	Loop data list
isLoop	Boolean	Whether to loop the playlist
index	NSInteger	Index of the video from which to start the playback

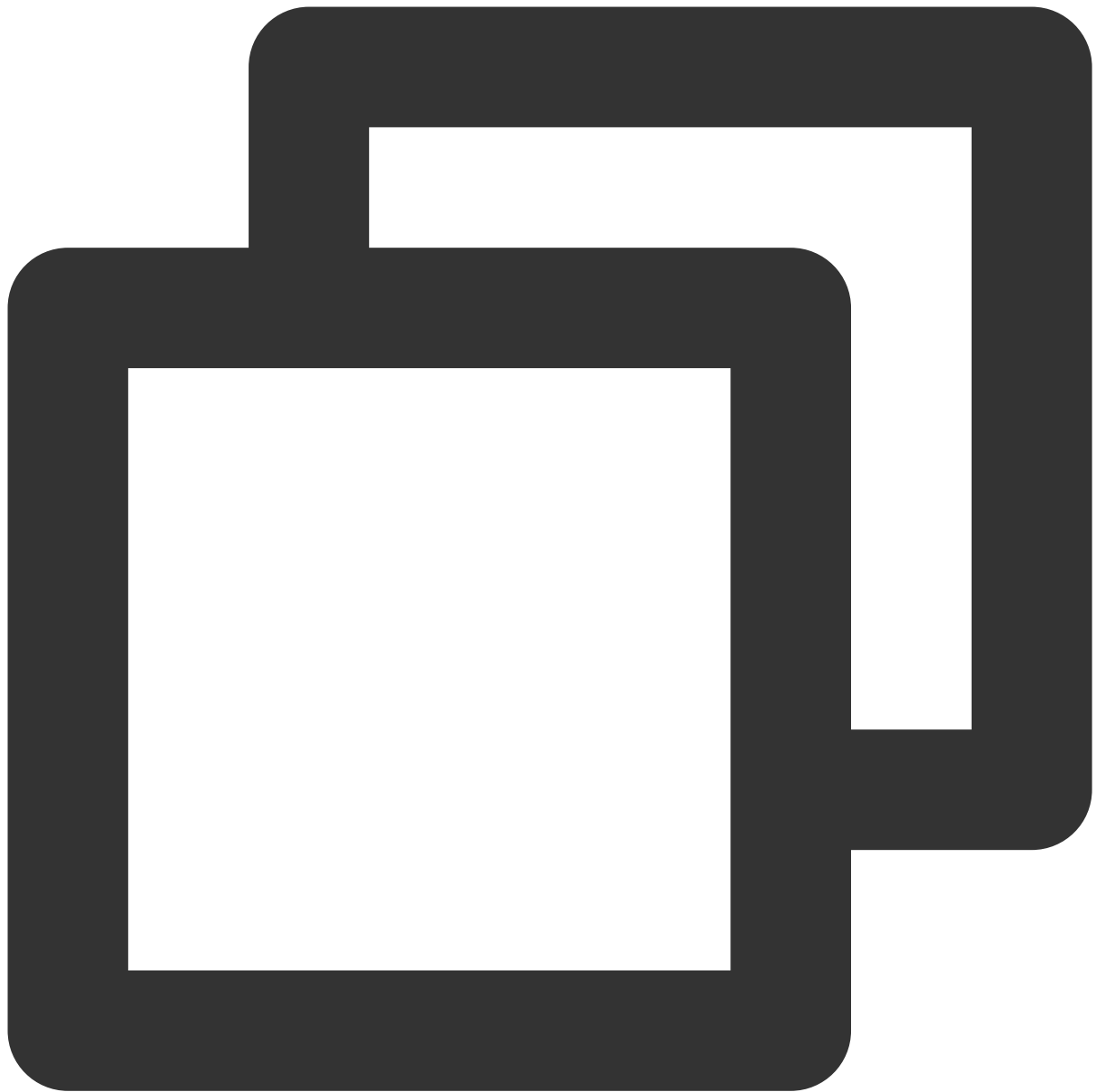
5. Picture-in-Picture (PiP) feature

The Picture-in-Picture (PiP) feature has been launched on iOS 9 but can currently be used only on iPads. To use PiP on an iPhone, you need to update the iOS version to iOS 14.

The Player component supports both in-app PiP and system-wide PiP. To use the feature, you need to enable background modes: In Xcode, choose your target, click **Signing & Capabilities** > **+Capability** > **Background Modes**, and select **Audio, AirPlay, and Picture in Picture**.



Code sample for using PiP capabilities:

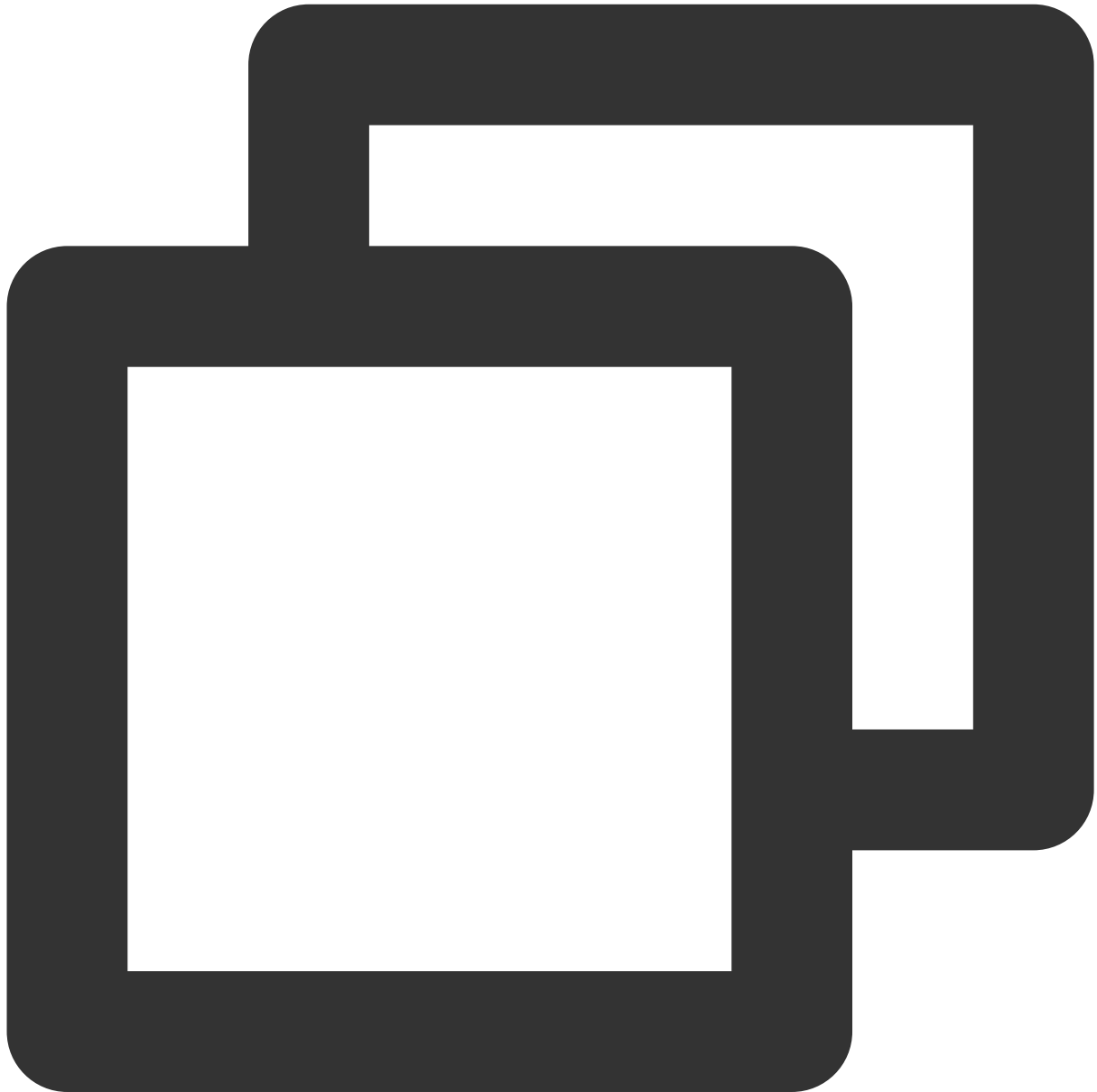


```
// Enter the PiP mode
if (![TXVodPlayer isSupportPictureInPicture]) {
    return;
}
[_vodPlayer enterPictureInPicture];

// Exit the PiP mode
[_vodPlayer exitPictureInPicture];
```

6. Video preview

The Player component supports video preview, which is useful if you want to allow non-subscribers to watch the beginning of a video. We offer parameters for you to set the video preview duration, pop-up message, and preview end screen. You can find a demo for this feature in the TCToolkit app: **Player > Player Component > Preview Feature Demo**.



```
// Step 1. Create a preview model
TXVipWatchModel *model = [[TXVipWatchModel alloc] init];
model.tipTitle = @"You can preview 15 seconds of the video. Become a subscriber to
model.canWatchTime = 15;
// Step 2. Set the preview model
self.playerView.vipWatchModel = model;
```

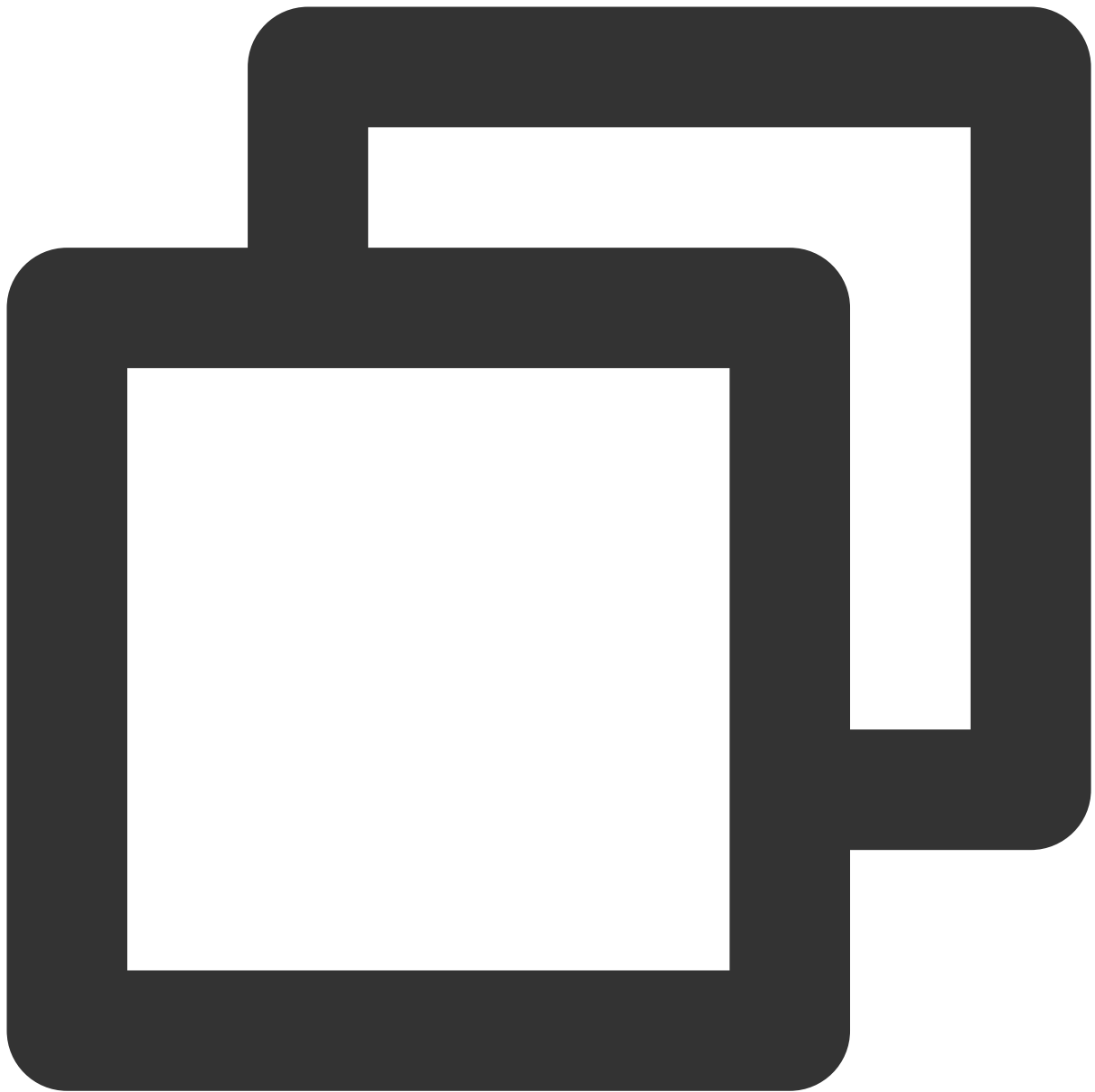
```
// Step 3. Call the method below to display the preview  
[self.playerView showVipTipView];
```

`TXVipWatchModel` class parameter description:

Parameter	Type	Description
tipTitle	NSString	Pop-up message
canWatchTime	float	Preview duration in seconds

7. Dynamic watermark

The Player component allows you to add a randomly moving text watermark to protect your content against piracy. Watermarks are visible in both the full screen mode and windowed mode. The text, font size, and color of a watermark are customizable. You can find a demo for this feature in the TCToolkit app: **Player > Player Component > Dynamic Watermark Demo**.



```
// Step 1. Create a video source information model
SuperPlayerModel * playermodel = [SuperPlayerModel new];
// Add other information of the video source
// Step 2. Create a dynamic watermark model
DynamicWaterModel *model = [[DynamicWaterModel alloc] init];
// Step 3. Set the data of the dynamic watermark
model.dynamicWatermarkTip = @"shipinyun";
model.textFont = 30;
model.textColor = [UIColor colorWithRed:255.0/255.0 green:255.0/255.0 blue:255.0/25
playermodel.dynamicWaterModel = model;
// Step 4. Call the method below to display the dynamic watermark
```

```
[self.playerView playWithModelNeedLicence:playermodel];
```

Parameters for `DynamicWaterModel` :

Parameter	Type	Description
<code>dynamicWatermarkTip</code>	<code>NSString</code>	Watermark text
<code>textFont</code>	<code>CGFloat</code>	Font size
<code>textColor</code>	<code>UIColor</code>	Text color

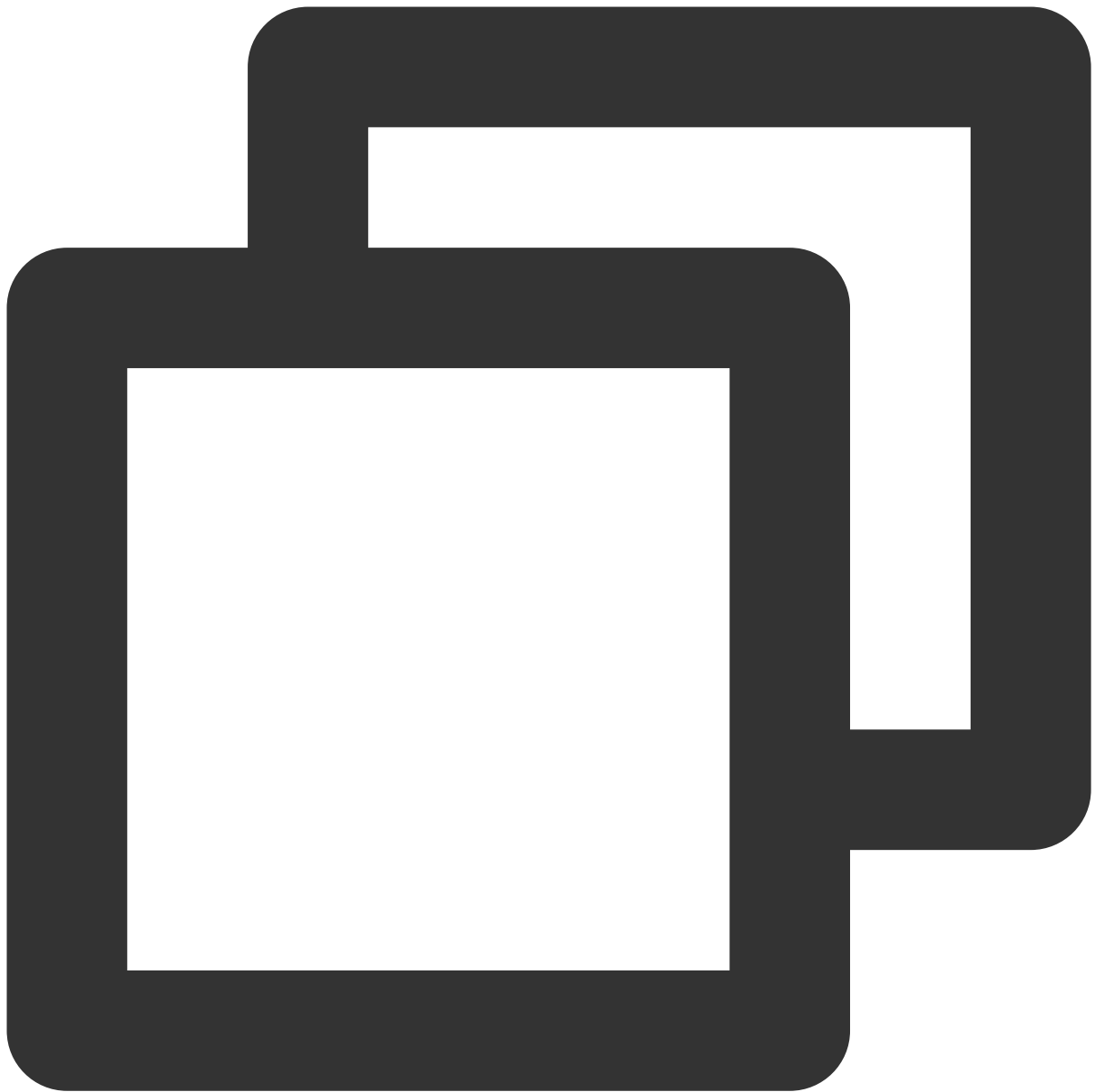
8. Video download

Video download allows users to cache online videos and watch them offline. The cached video can be played back only in the client but cannot be actually downloaded to the device. This feature can effectively prevent downloaded videos from being distributed without authorization and protect the video security.

You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Offline Cache.



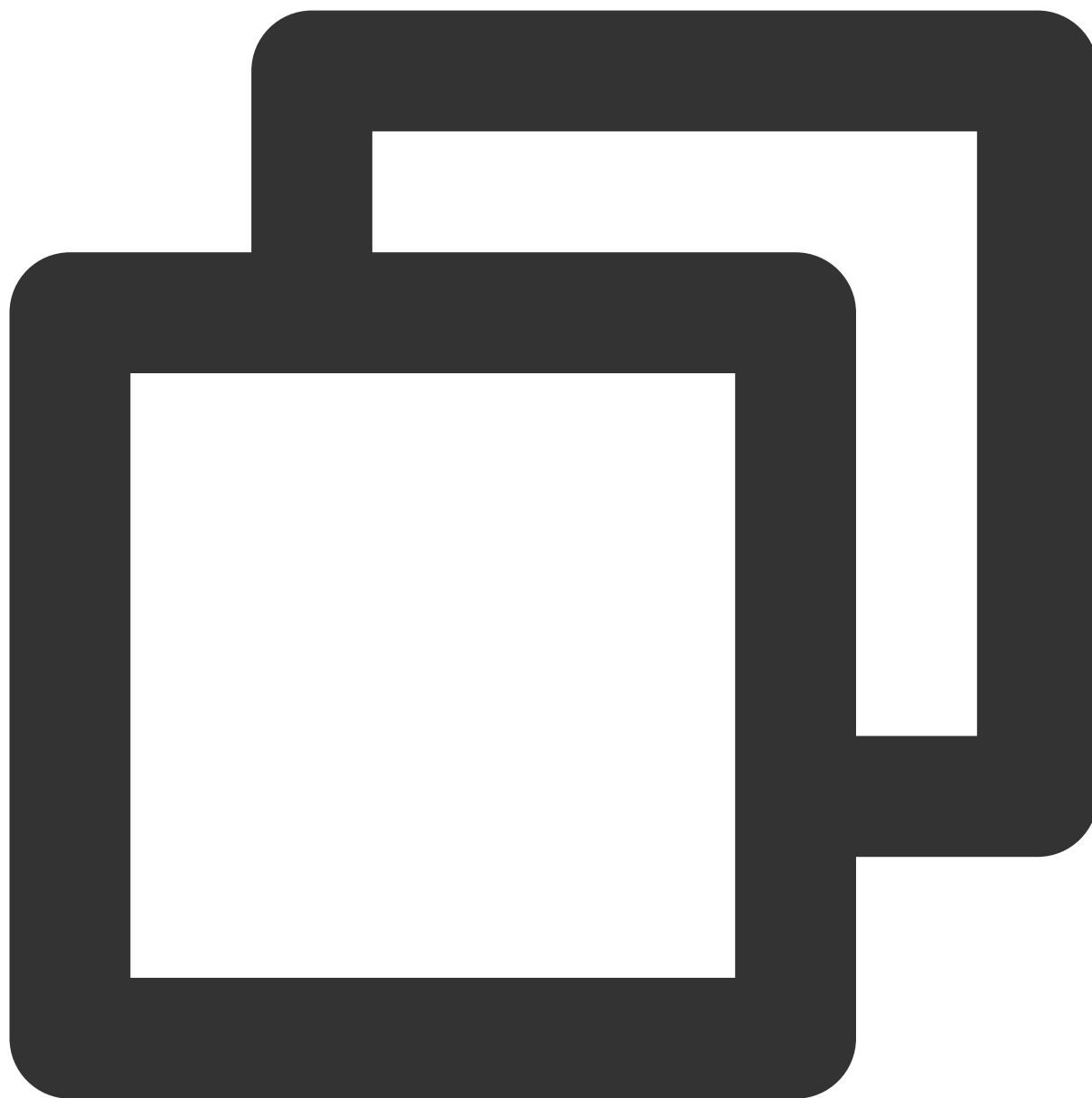
`VideoCacheView` (cache selection list view) is used to select and download videos at different definitions. After selecting the definition in the top-left corner, click the option of the video to be downloaded. When a check mark appears, the download has started. After clicking the **video download list** button below, you will be redirected to the Activity where `VideoDownloadListView` is located.



```
// Step 1. Initialize the cache selection list view
//@property (nonatomic, strong) VideoCacheView *cacheView;
_cacheView = [[VideoCacheView alloc] initWithFrame:CGRectZero];
_cacheView.hidden = YES;
[self.playerView addSubview:_cacheView];

// Step 2. Set the options of the video being played back
[_cacheView setVideoModels:_currentPlayVideoArray currentPlayingModel:player.player

// Click event of the **video download list** button
- (UIButton *)viewCacheListBtn;
```



```
- (void)setVideoModels:(NSArray *)models currentPlayingModel:(SuperPlayerModel *)cu
```

API parameters:

Parameter	Type	Description
models	NSArray	The video data model of the download list
SuperPlayerModel	currentModel	The video data model of the video being played back

`VideoCacheListView` (video download list)

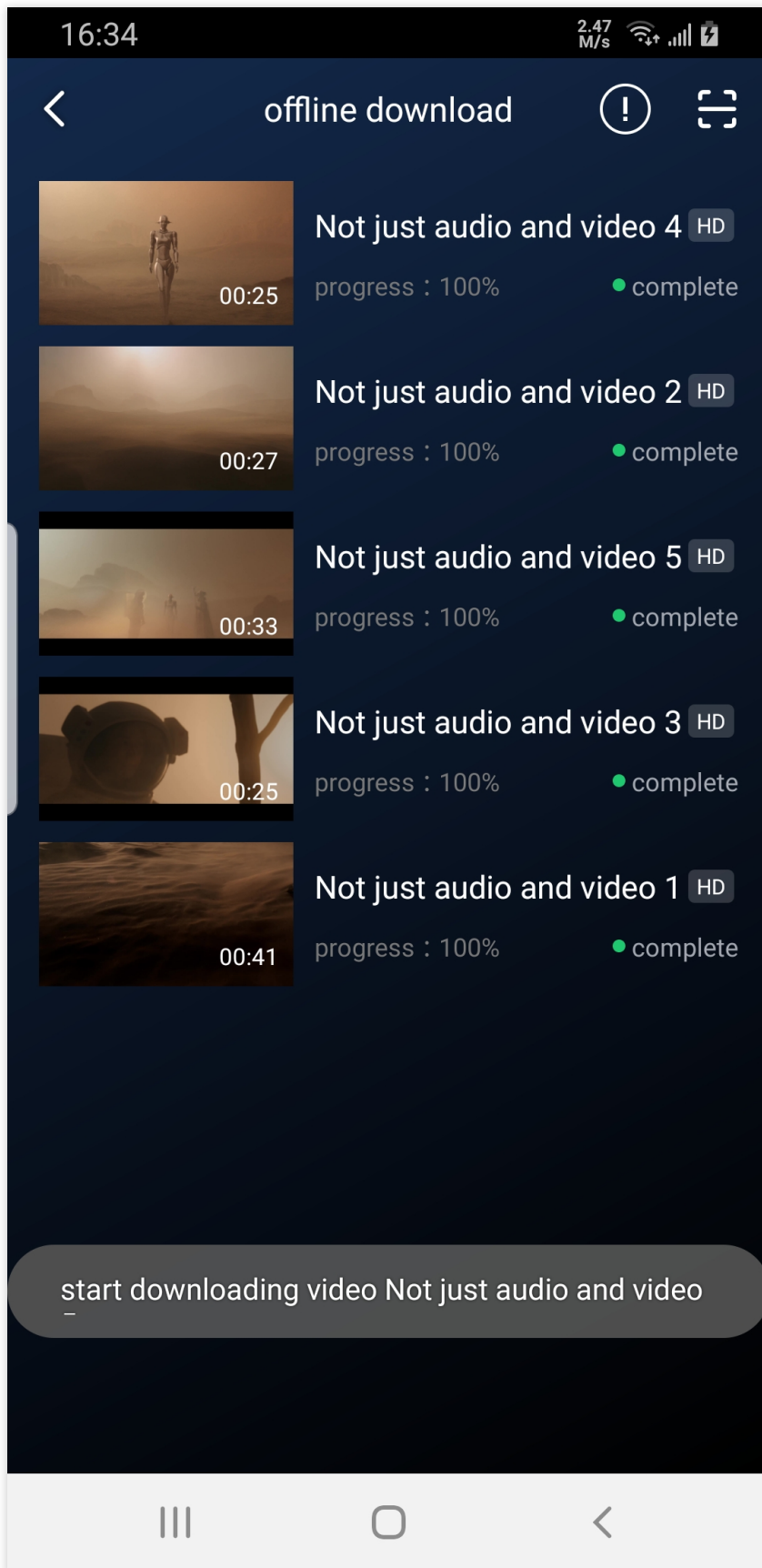
displays the list of views of all the videos that are being downloaded and have been downloaded.

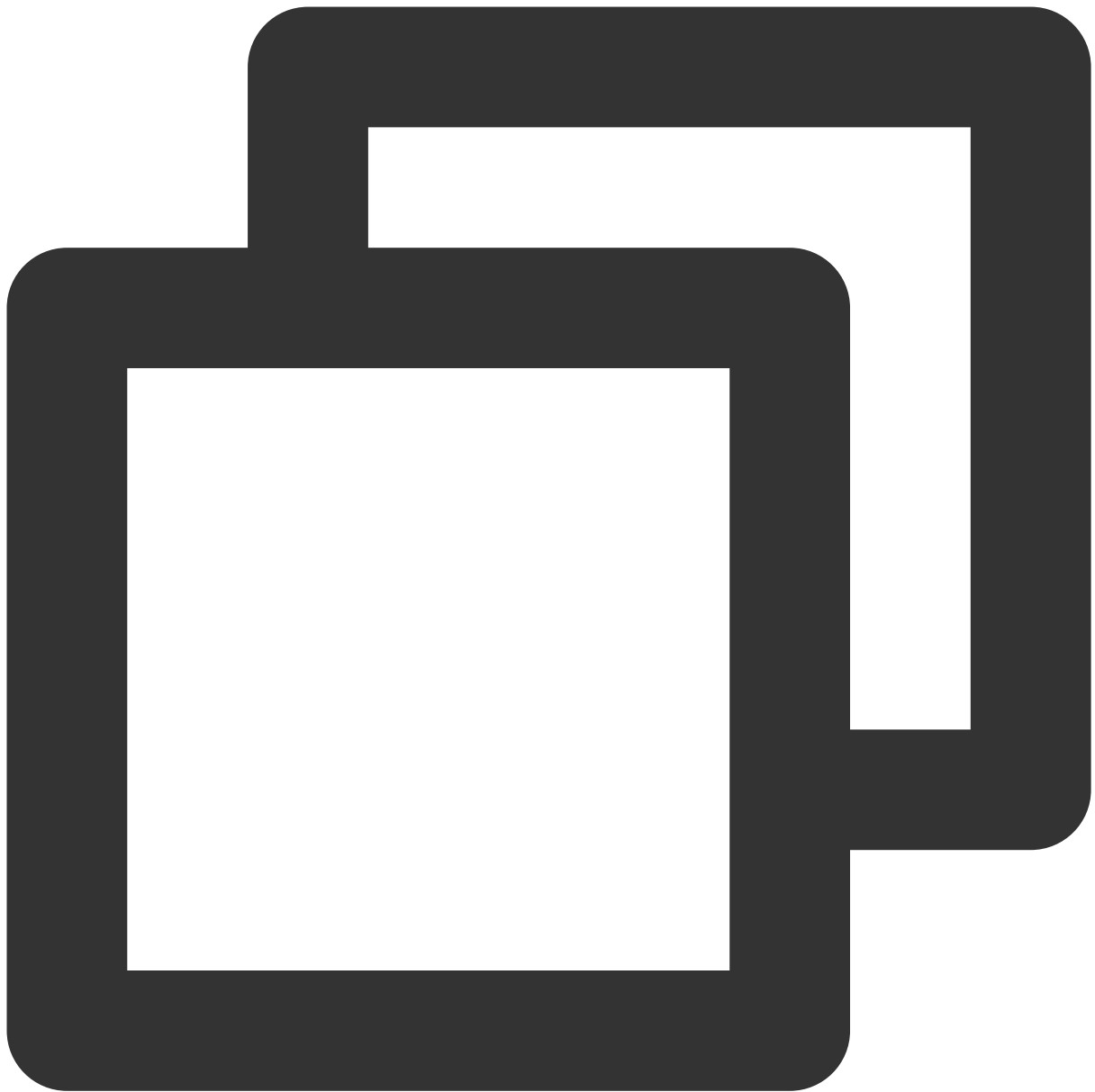
When this button is clicked :

if the download is in progress, it will be paused.

if it is paused,it will be resumed.

if it has completed, the video will be played back.

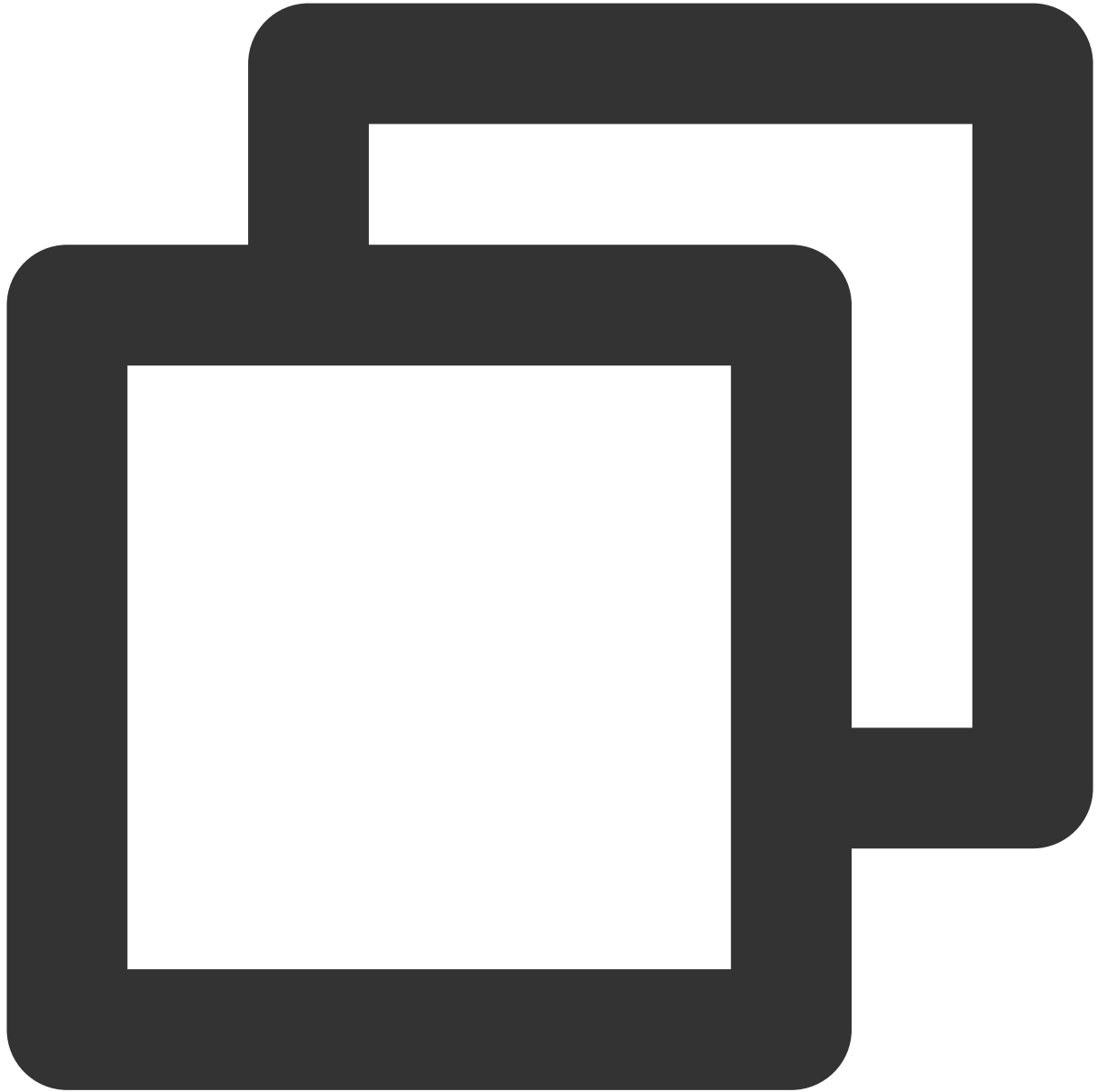




```
// Add data, which is obtained from the `TXVodDownloadManager#getDownloadMediaInfoL
NSArray<TXVodDownloadMediaInfo *> *array = [[TXVodDownloadManager sharedInstance] g
for (TXVodDownloadMediaInfo *info in array) {
    VideoCacheListModel *model = [[VideoCacheListModel alloc] init];
    model.mediaInfo = info;
    [self.videoCacheArray addObject:model];
}

// List items support operations such as click to play and hold and press to delete
- (void)longPress:(UILongPressGestureRecognizer *)longPress; // Hold and press
```

The downloaded video supports playing without network connection, please refer to the following code when playing:



```
NSArray<TXVodDownloadMediaInfo *> *mediaInfoList = [[TXVodDownloadManager sharedInstance]
TXVodDownloadMediaInfo *mediaInfo = [mediaInfoList firstObject];
SuperPlayerUrl *superPlayerUrl = [[SuperPlayerUrl alloc] init];
superPlayerUrl.title = @"*****";
superPlayerUrl.url = mediaInfo.playpath;
NSArray<SuperPlayerUrl *> *multiVideoURLs = @[superPlayerUrl];
SuperPlayerModel *playerModel = [[SuperPlayerModel alloc] init];
playerModel.multiVideoURLs = multiVideoURLs;
[self.playerView playWithModelNeedLicence:playerModel];
```


Note :

When video files are downloaded without network playback, be sure to obtain the download list and play through the PlayPath of the video object TXVodDownloadMediaInfo in the download list, and do not directly save the PlayPath object.

9. Image sprite and timestamp information

Timestamp information

You can add text descriptions at key positions on the progress bar, which the user can click to view and quickly understand the video information at the current position. After clicking the video information, the user can seek to the desired position.

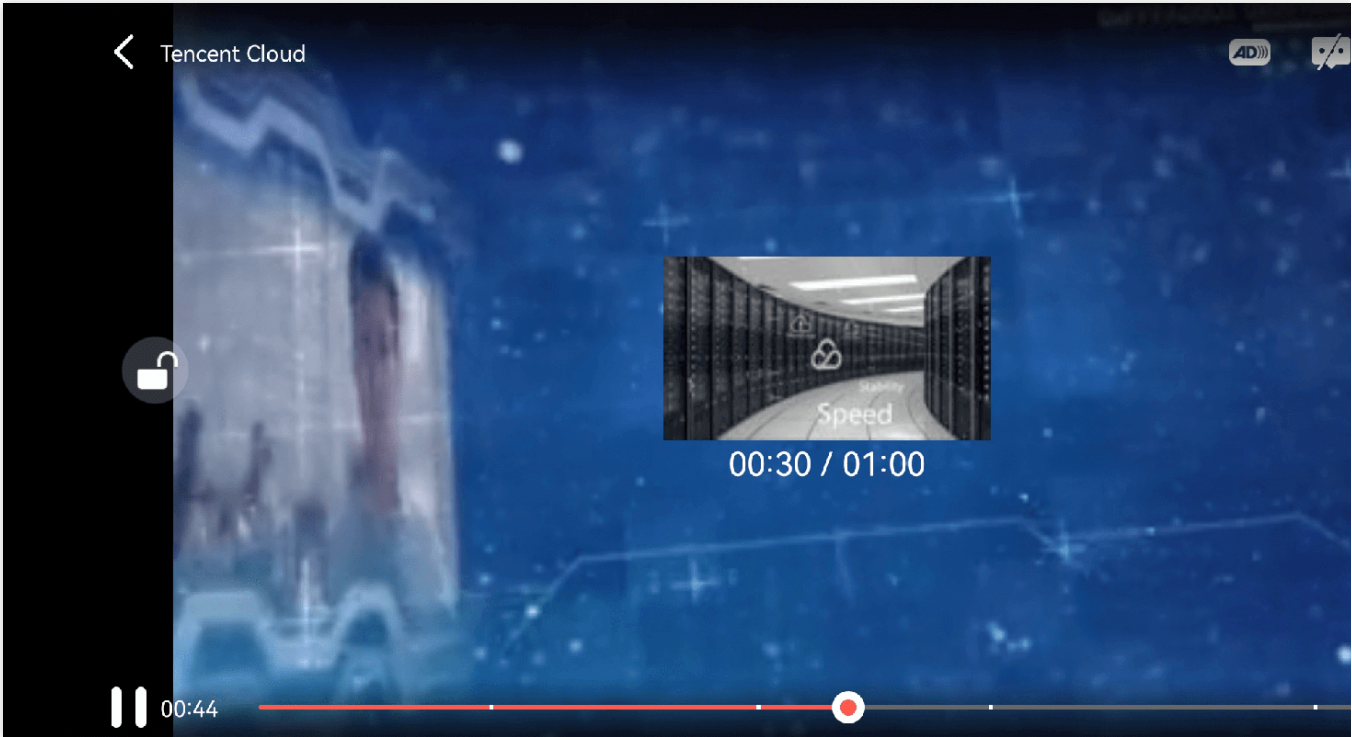
You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Tencent Cloud Video.

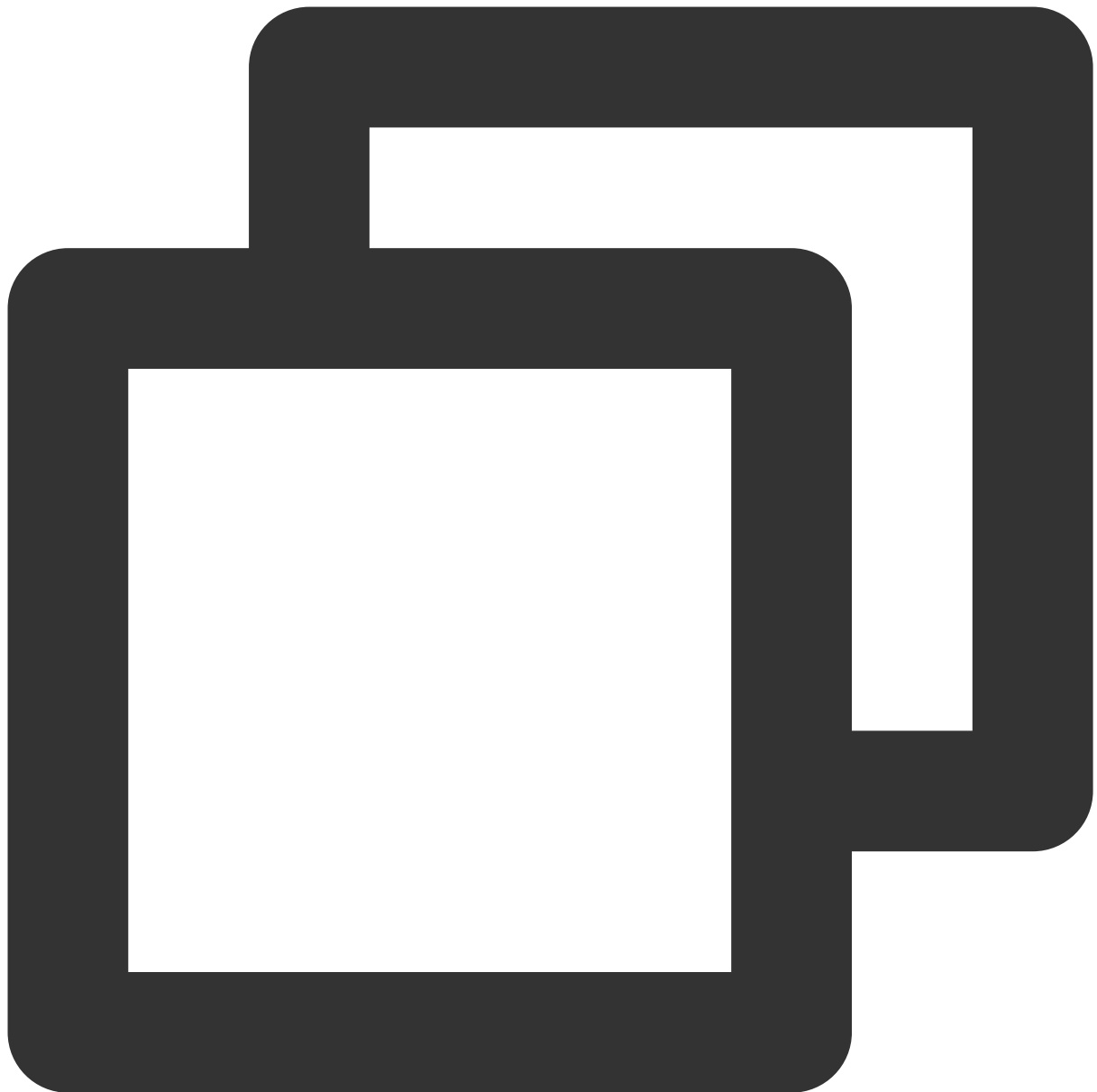


Image sprite

Users can view video thumbnails when dragging or seeking on the progress bar so as to quickly understand the video content at the specified position. The thumbnail preview is implemented based on the video's image sprite. You can generate the image sprite of a video file in the VOD console or directly generate an image sprite file.

You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Tencent Cloud Video.





```
// Step 1. Get the image sprite and timestamp information in the `onPlayEvent` call
[self.playerView playWithModelNeedLicence:playerModel];

// Step 2. Get keyframes and image sprite information in the `VOD_PLAY_EVT_GET_PLAY
NSString *imageSpriteVtt = [param objectForKey:VOD_PLAY_EVENT_IMAGESPRIT_WEBVTTURL]
NSArray<NSString *> *imageSpriteList = [param objectForKey:VOD_PLAY_EVENT_IMAGESPRI
NSArray<NSURL *> *imageURLs = [self convertImageSpriteList:imageSpriteList];
[self.imageSprite setVTTUrl:[NSURL URLWithString:imageSpriteVtt] imageUrls:imageURL

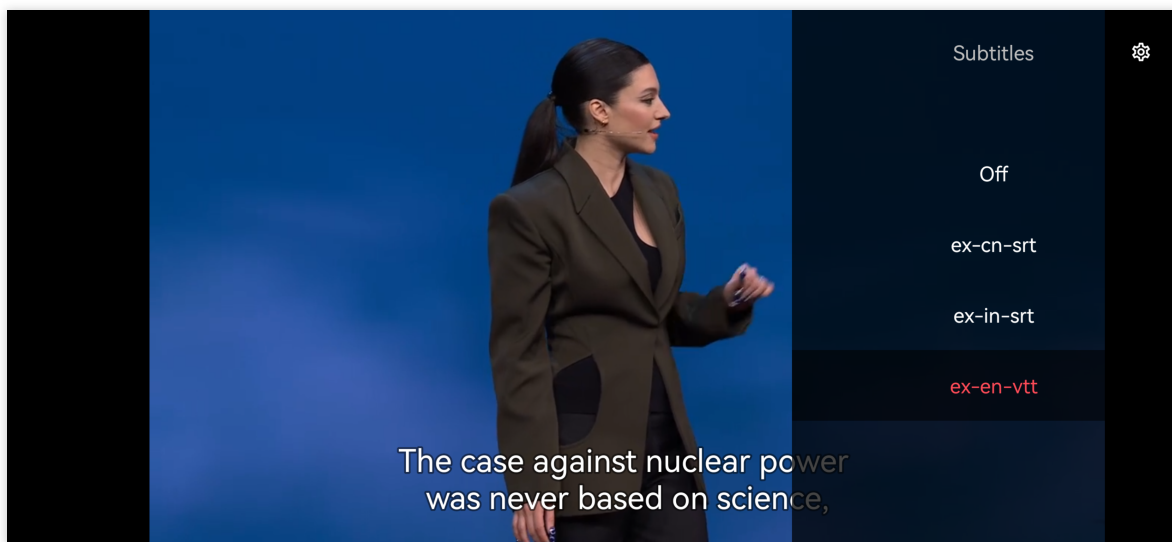
// Step 3. Display the obtained timestamp information and image sprite on the UI
if (self.isFullScreen) {
```

```
thumbnail = [self.imageSprite getThumbnail:draggedTime];  
}  
if (thumbnail) {  
    [self.fastView showThumbnail:thumbnail withText:timeStr];  
}
```

10. External subtitles

Note:

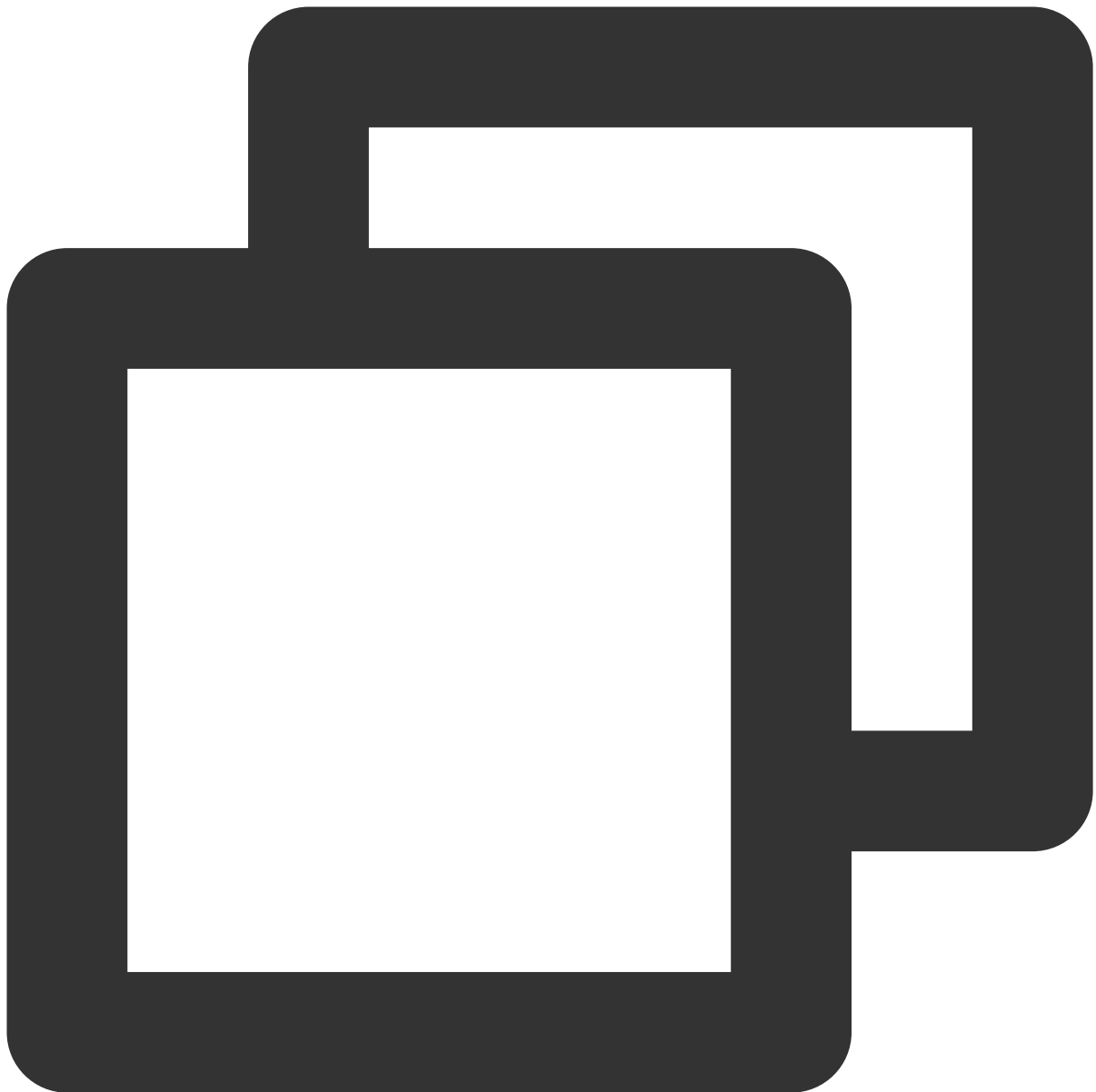
External subtitles depend on the premium version SDK of the media player, and the SDK needs to be version 11.3 or above to support it.



Currently, only SRT and VTT subtitle formats are supported. The usage is as follows:

Step 1: Add external subtitles.

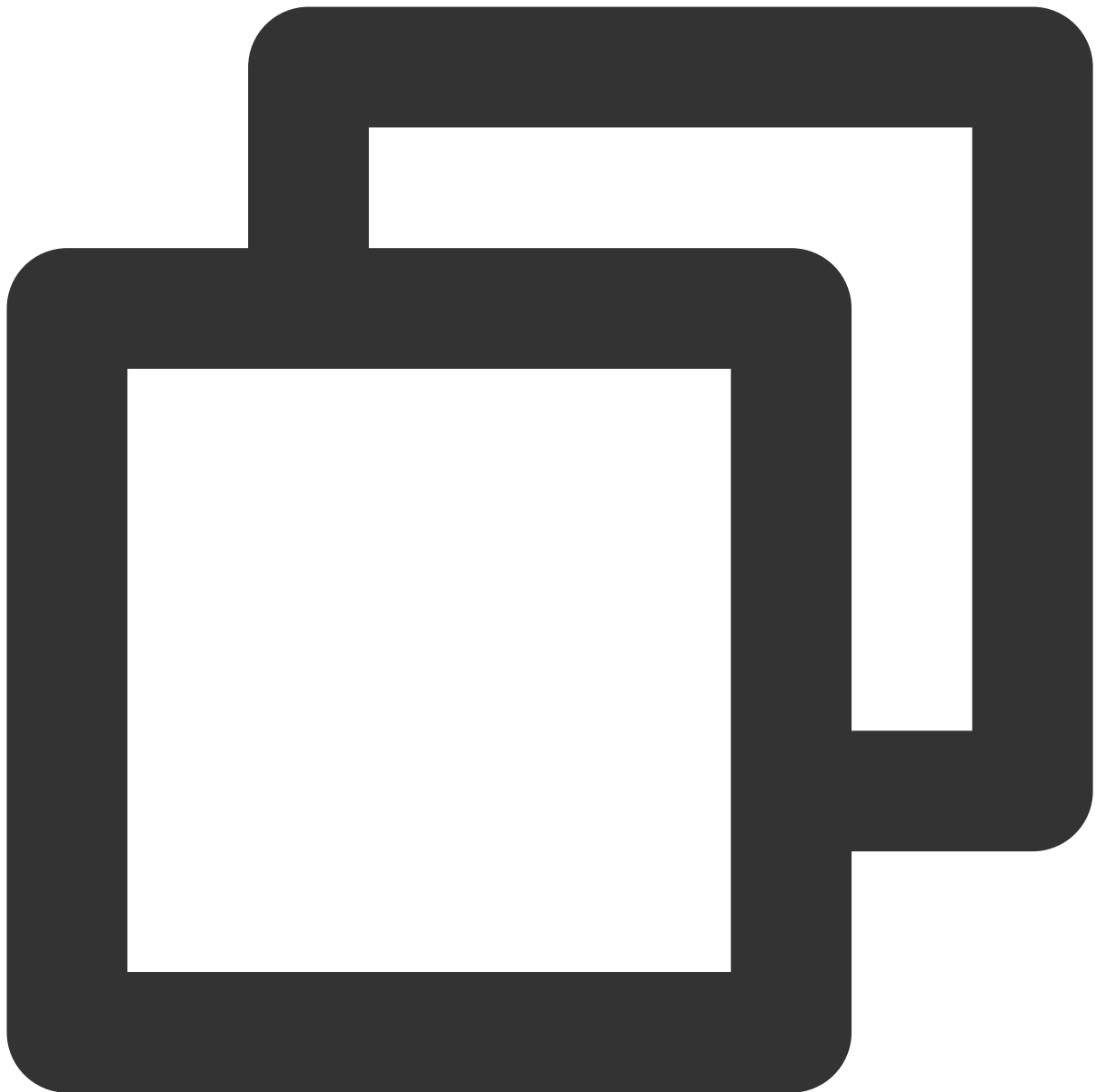
Pass the external subtitle category field to `SuperPlayerModel#subtitlesArray` .



```
// // Pass in subtitle url, subtitle name, and subtitle type
SuperPlayerSubtitles *subtitleModel = [[SuperPlayerSubtitles alloc] init];
subtitleModel.subtitlesUrl = @"https://mediacloud-76607.gzc.vod.tencent-cloud.com/D
subtitleModel.subtitlesName = @"ex-cn-srt";
subtitleModel.subtitlesType = 0;
[subtitlesArray addObject:subtitleModel];

// Play
[self.playerView playWithModelNeedLicence:model];
```

Step 2: Switch subtitles after playback.

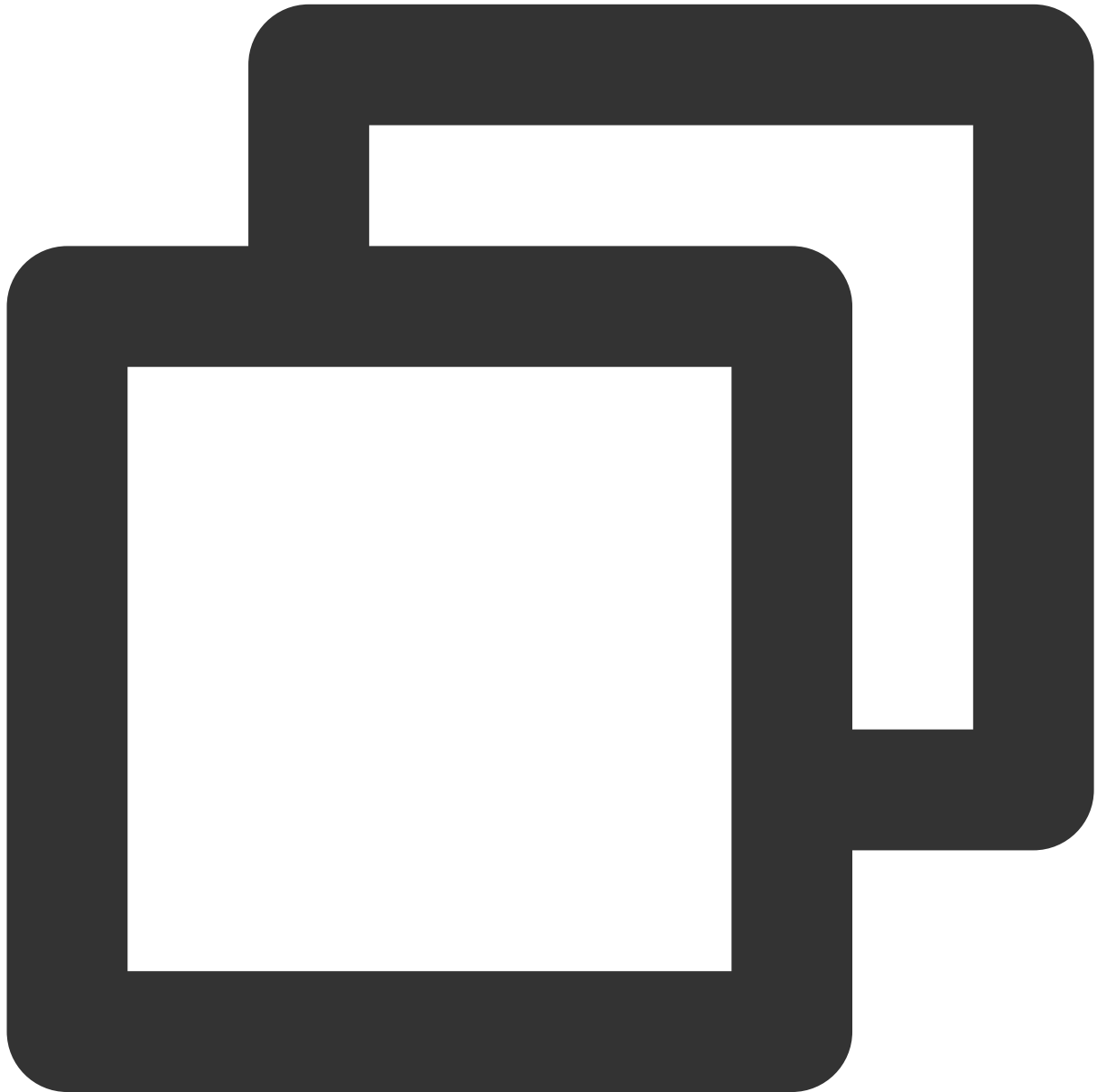


```
// After the video starts playing, select the added external subtitles.
- (void)controlViewSwitch:(UIView *)controlView withSubtitlesInfo:(TXTrackInfo *)in
    if (info.trackIndex == -1) {
        [self.vodPlayer deselectTrack:preInfo.trackIndex];
        self->_lastSubtitleIndex = -1;
    } else {
        if (preInfo.trackIndex != -1) {
            // Deselect other subtitles if they are not needed
            [self.vodPlayer deselectTrack:preInfo.trackIndex];
        }
        // Select subtitles. [self.vodPlayer
```

```
[self.vodPlayer selectTrack:info.trackIndex];  
self->_lastSubtitleIndex = info.trackIndex;  
}  
}
```

Step 3: Configure subtitle styles.

Subtitle styles can be configured before or during playback.



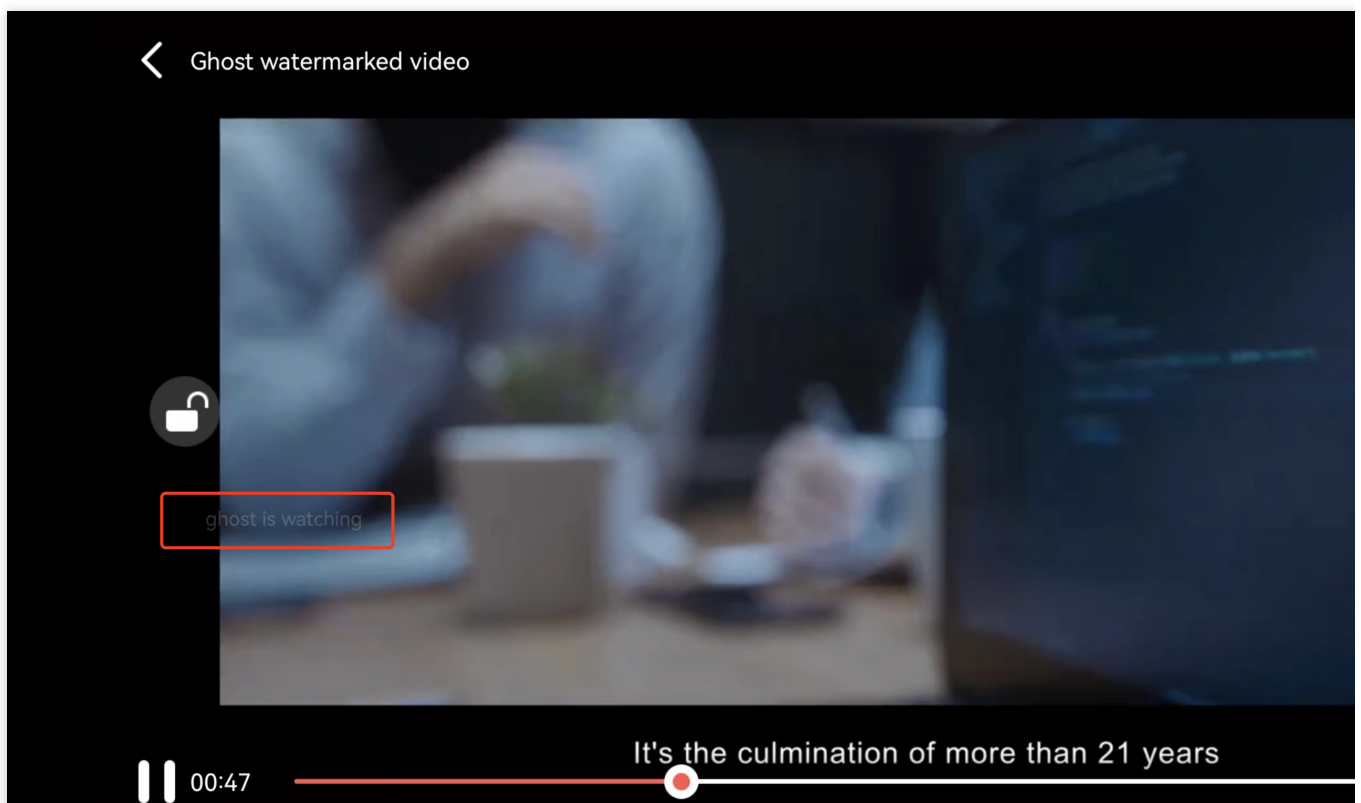
```
TXPlayerSubtitleRenderModel *model = [[TXPlayerSubtitleRenderModel alloc] init];  
model.canvasWidth = 1920;    // Subtitle render canvas width  
model.canvasHeight = 1080;  // Subtitle render canvas height
```

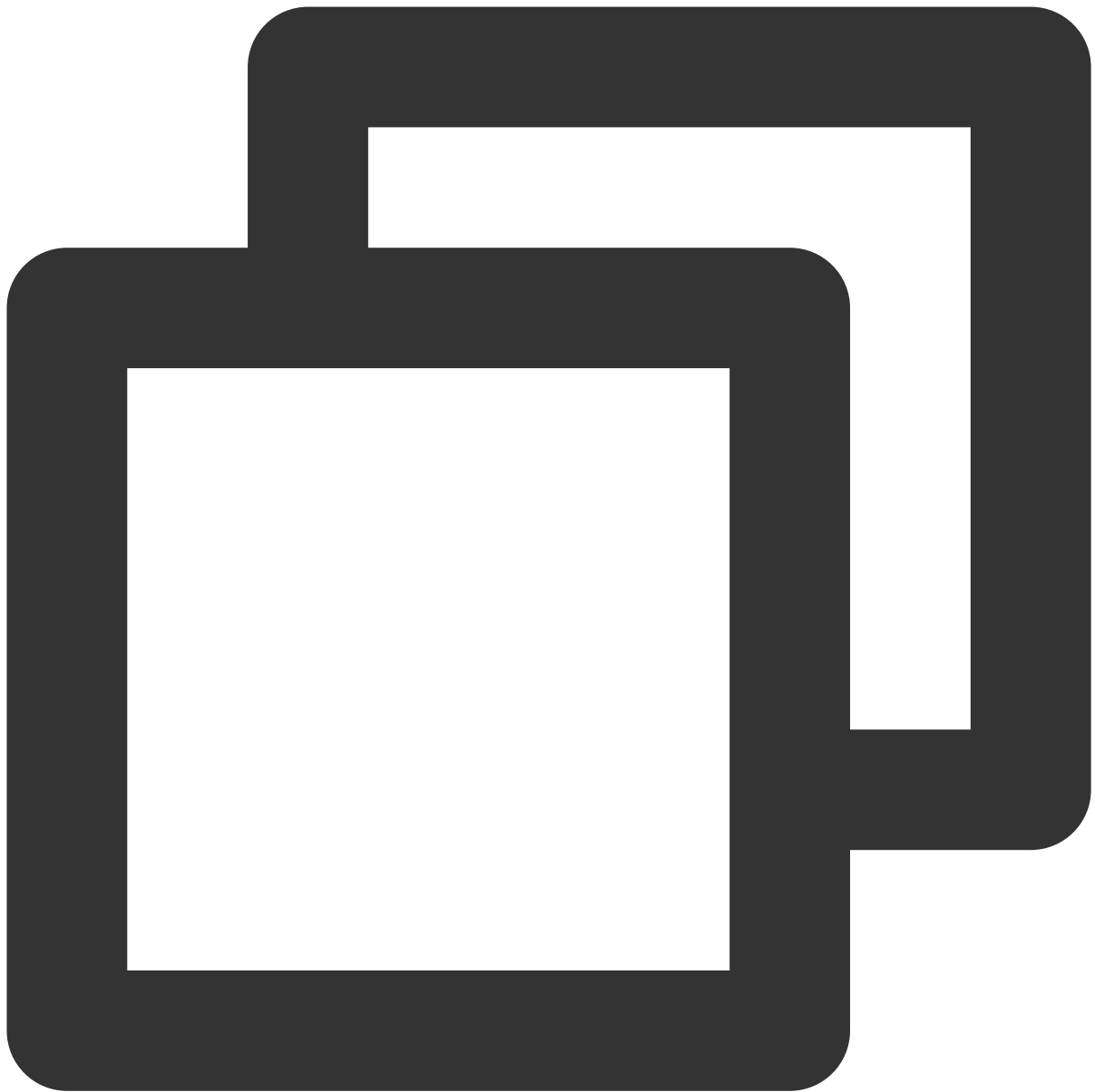
```
model.isBondFontStyle = NO; // Set whether the subtitle font is bold
model.fontColor = 0xFF000000; // Set the subtitle font color, default white and opa
[_txVodPlayer setSubtitleStyle:model];
```

11. Ghost watermark

The content of the ghost watermark is filled in the player signature and is ultimately displayed on the playback end through collaboration between the cloud and the player, ensuring the security of the watermark throughout the transmission process. Follow the tutorial to configure the ghost watermark in the player signature. The ghost watermark only appears on the video for a very short time, and this flashing has a minimal impact on viewing the video. The position of each watermark appearance is not fixed, which eliminates attempts by others to cover up the watermark. The effect is shown in the figure below. A watermark appears once when the video starts playing, and then disappears. The content of the ghost watermark can be obtained through [param objectForKey:@"EVT_KEY_WATER_MARK_TEXT"] after receiving the VOD_PLAY_EVT_GET_PLAYINFO_SUCC event from the player.

Note: Supported from player version 11.6.





```
// Step 1: Configure the FileId that supports ghost watermark to play the video.
SuperPlayerModel *model = [[SuperPlayerModel alloc] init];
model.appId = 1500006438;
model.videoId = [[SuperPlayerVideoId alloc] init];
model.videoId.fileId = @"387702307847129127";
model.videoId.pSign =
@"eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBHJZCI6MTUwMDAwNjQzOCwiZmlsZUlkIjozMzg3
[_playerView playWithModelNeedLicence:model];

// Step 2: After SuperPlayerView receives the PLAY_EVT_GET_PLAYINFO_SUCC event, obt
- (void)onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary
```

```
dispatch_async(dispatch_get_main_queue(), ^{
    if (EvtID == PLAY_EVT_PLAY_EVT_GET_PLAYINFO_SUCCPLAY_PROGRESS) {
        NSString *ghostWaterText = [param objectForKey:@"EVT_KEY_WATER_MARK_TEX
        if (ghostWaterText && ghostWaterText.length > 0) {
            DynamicWaterModel *model = [[DynamicWaterModel alloc] init];
            model.showType = ghost;
            model.duration = self.playerModel.duration;
            model.dynamicWatermarkTip = ghostWaterText;
            model.textFont = 30;
            model.textColor = [UIColor redColor];
            if (![self.subviews containsObject:self.watermarkView]) {
                [self addSubview:self.watermarkView];
                [self.watermarkView mas_makeConstraints:^(MASConstraintMaker *m
                    make.edges.equalTo(self);
                }];
            }
            [self.watermarkView setDynamicWaterModel:model];
        }
    }
};
}
```

Demo

To try out more features, you can directly run the [demo](#) project or scan the QR code to download the TCToolkit App demo.

Running a demo project

1. In the `Demo` directory, run the `pod update` command to generate the `TXLiteAVDemo.xcworkspace` file again.
2. Double-click the file to open it, modify the certificate, and run the project on a real device.
3. After the demo is run successfully, go to **Player > Player Component** to try out the player features.

TCToolkit app

You can try out more features of the Player component in **TCToolkit App > Player**.

During the application upgrade and maintenance, the demo source code can still be used normally.

Android Integration Guide

Last updated : 2024-04-18 17:06:54

Overview

The Tencent Cloud RT-Cube Player for Android is an open-source player component of Tencent Cloud. It integrates quality monitoring, video encryption, Top Speed Codec, definition selection, and small window playback and is suitable for all VOD and live playback scenarios. It encapsulates complete features and provides upper-layer UIs to help you quickly create a playback program comparable to mainstream video applications.

If the Player component cannot meet your requirements, and you have some knowledge of engineering, you can integrate the Player SDK to customize the UI and playback features.

Limits

1. To try out all features of the player, we recommend you activate [VOD](#). If you don't have an account yet, [sign up](#) for one first. If you don't use the VOD service, you can skip this step; however, you will only be able to use basic player features after integration.
2. Download and install [Android Studio](#). If you have already done so, skip this step.

This Document Describes

1. How to integrate the Player component for Android
2. How to create and use the player

Prerequisites

Step 1. Download the player code package

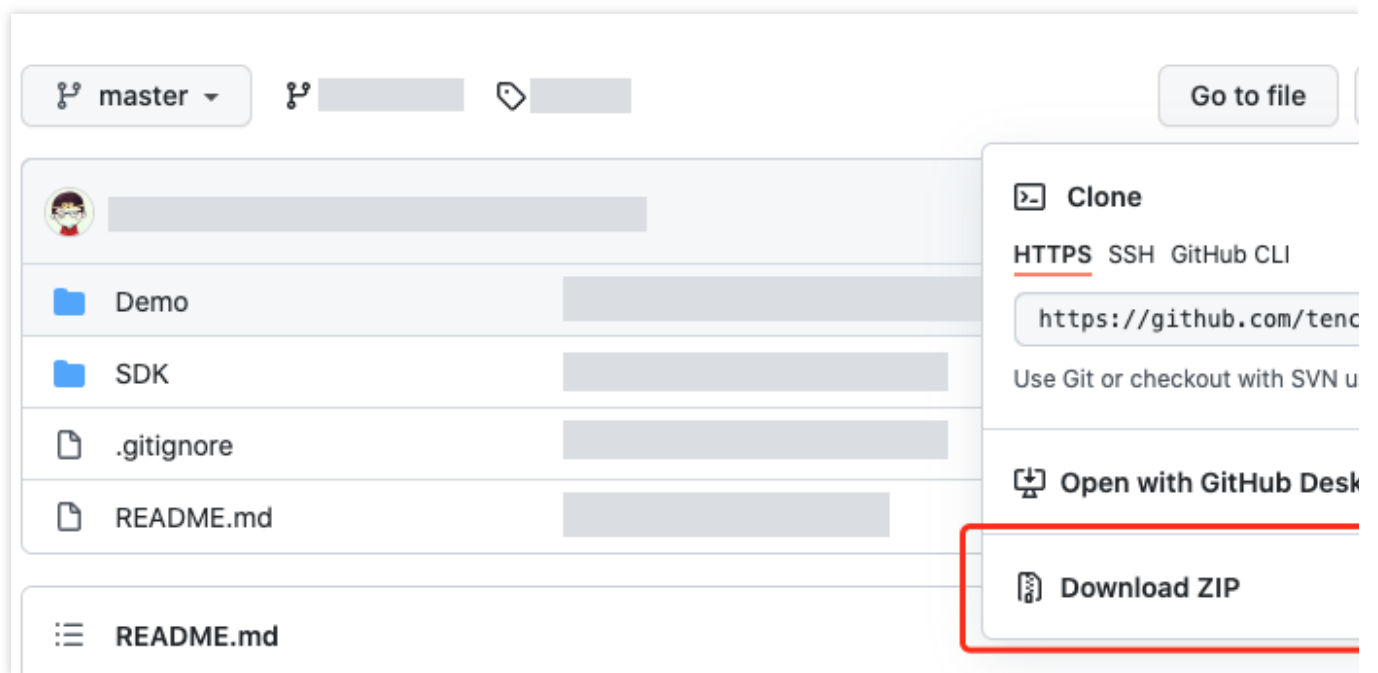
GitHub page: [LiteAVSDK/Player_Android](#)

You can download the Player for Android by [downloading the Player component ZIP package](#) or [running the Git clone command](#).

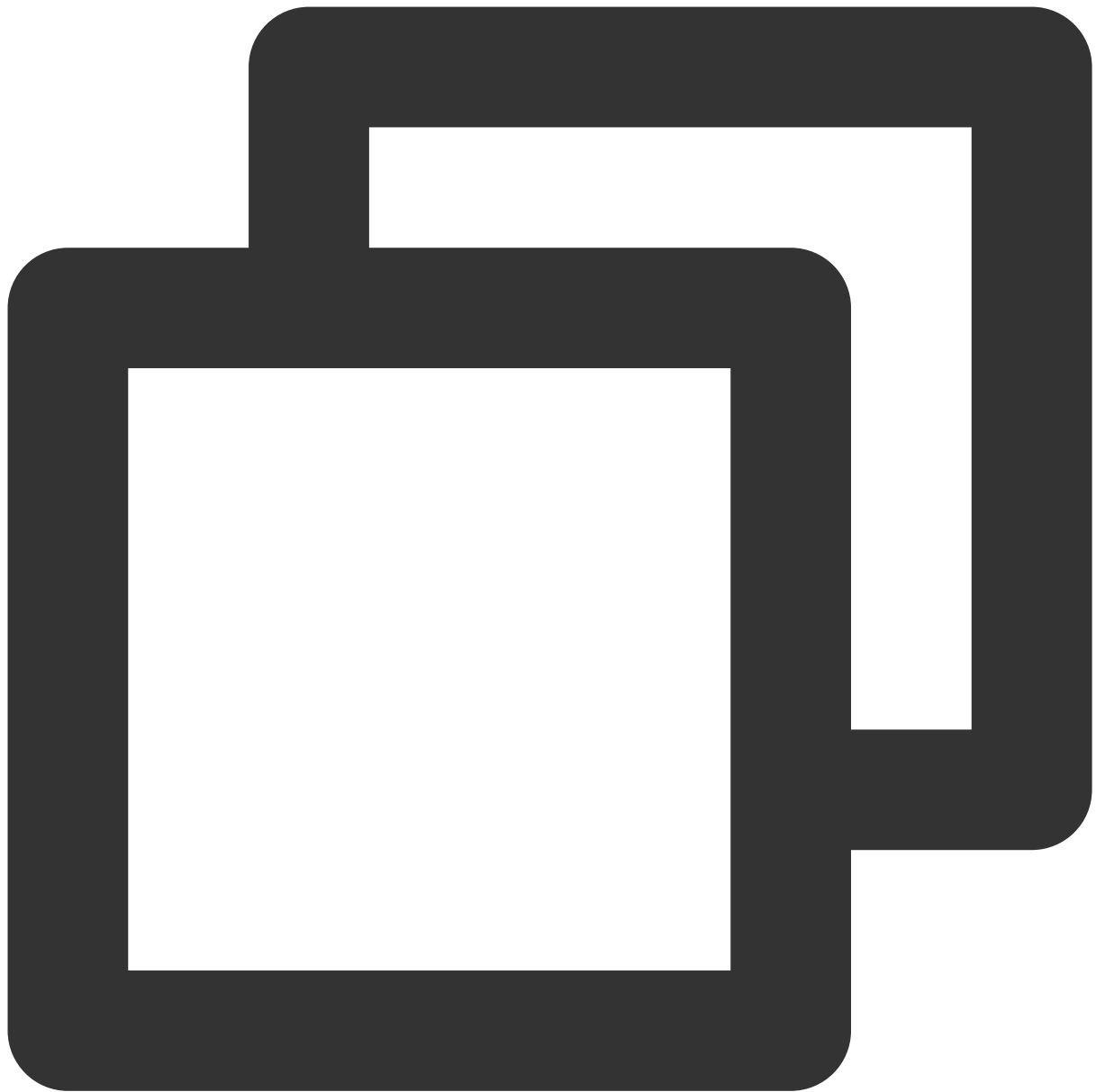
Download the ZIP file

Download using Git command

Go to the Player GitHub page and click **Code > Download ZIP**.

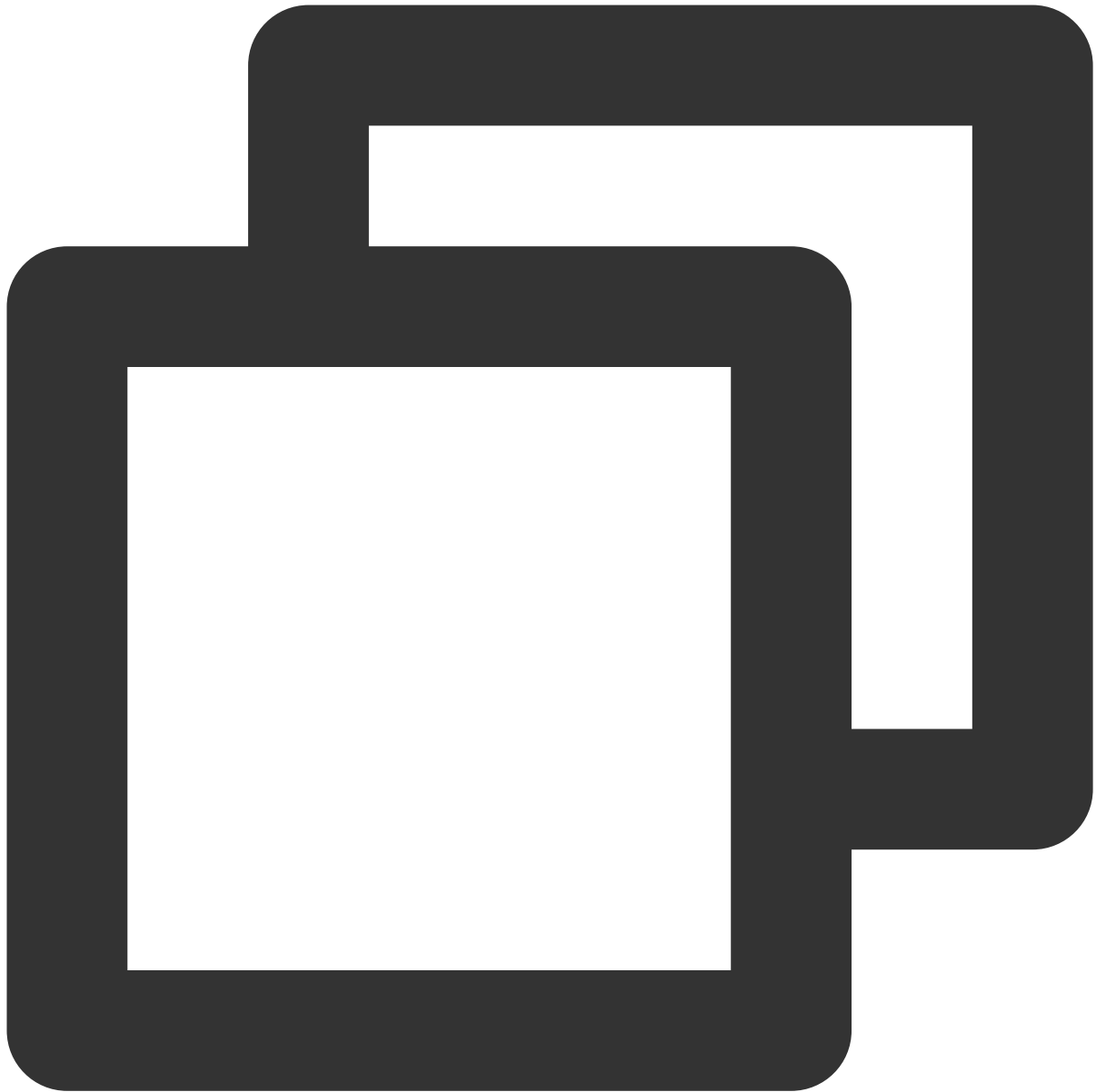


1. First, make sure that your computer has Git installed; if not, you can install it as instructed in [Git Installation Tutorial](#).
2. Run the following command to clone the code of the Player component to your local system.



```
git clone git@github.com:tencentyun/SuperPlayer_Android.git
```

If you see the following information, the project code has been cloned to your local system successfully.



```
Cloning to 'SuperPlayer_Android'...
remote: Enumerating objects: 2637, done.
remote: Counting objects: 100% (644/644), done.
remote: Compressing objects: 100% (333/333), done.
remote: Total 2637 (delta 227), reused 524 (delta 170), pack-reused 1993
Receiving the object: 100% (2637/2637), 571.20 MiB | 3.94 MiB/s, done.
Processing delta: 100% (1019/1019), done.
```

After the project is downloaded, the directory generated after decompression of the source code is as follows:

Filename	Description
----------	-------------

LiteAVDemo(Player)	The Player demo project, which can be run directly after being imported into Android Studio.
app	Homepage entry
superplayerkit	The Player component (SuperPlayerView), which provides common features such as playback, pause, and gesture control.
superplayerdemo	The Player component demo code
common	Tool module
SDK	Player SDK, including <code>LiteAVSDK_Player_x.x.x.aar</code> (SDK provided in AAR format) and <code>LiteAVSDK_Player_x.x.x.zip</code> (SDKs provided in lib and JAR formats)
Player Documentation (Android).pdf	The Player component user guide

Step 2. Integrate the component

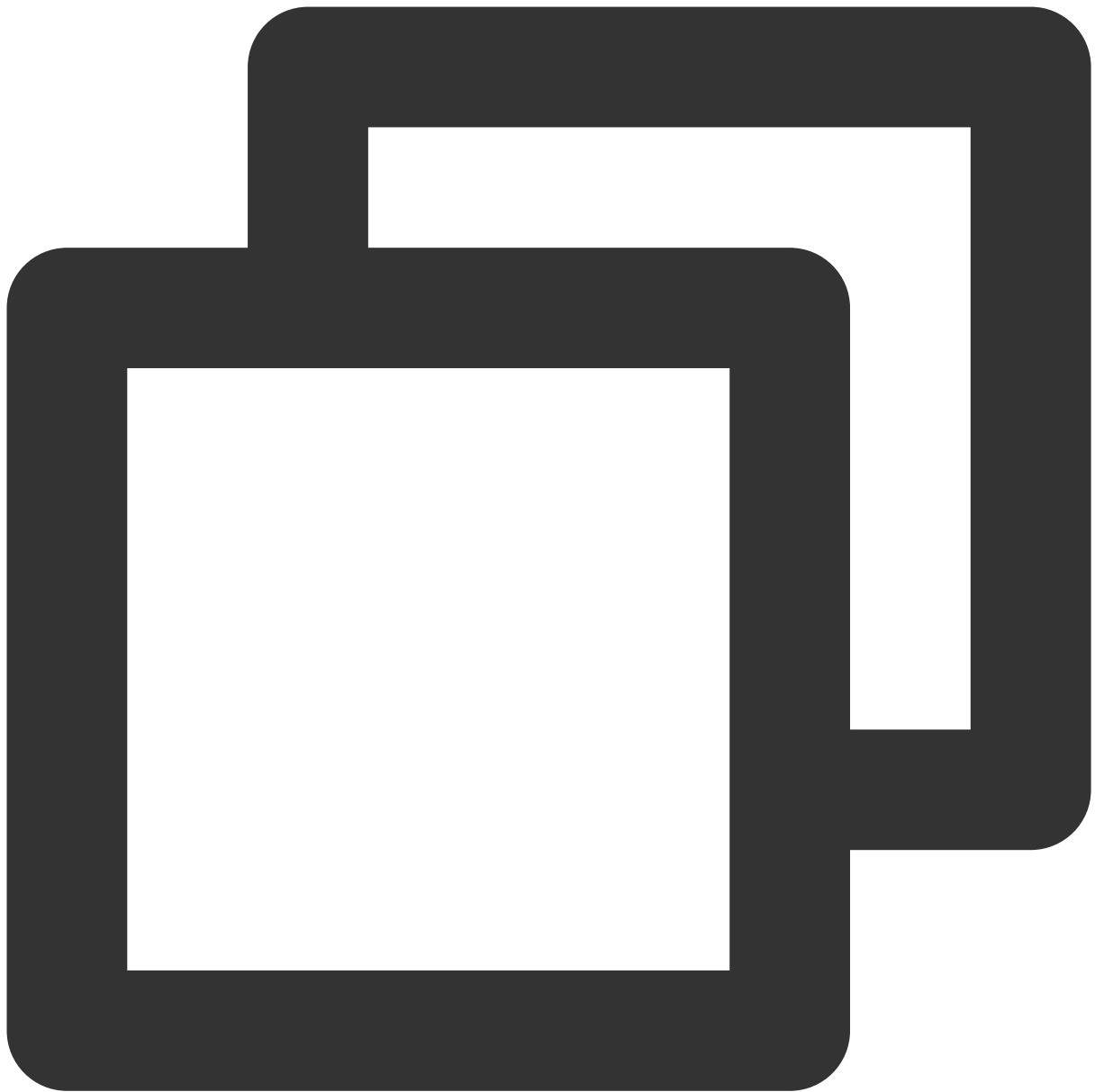
This step describes how to integrate the player. You can integrate the project by using Gradle for automatic loading, manually downloading the AAR and importing it into your current project, or importing the JAR and SO libraries.

Automatic loading in Gradle (AAR)

Manual download in Gradle (AAR)

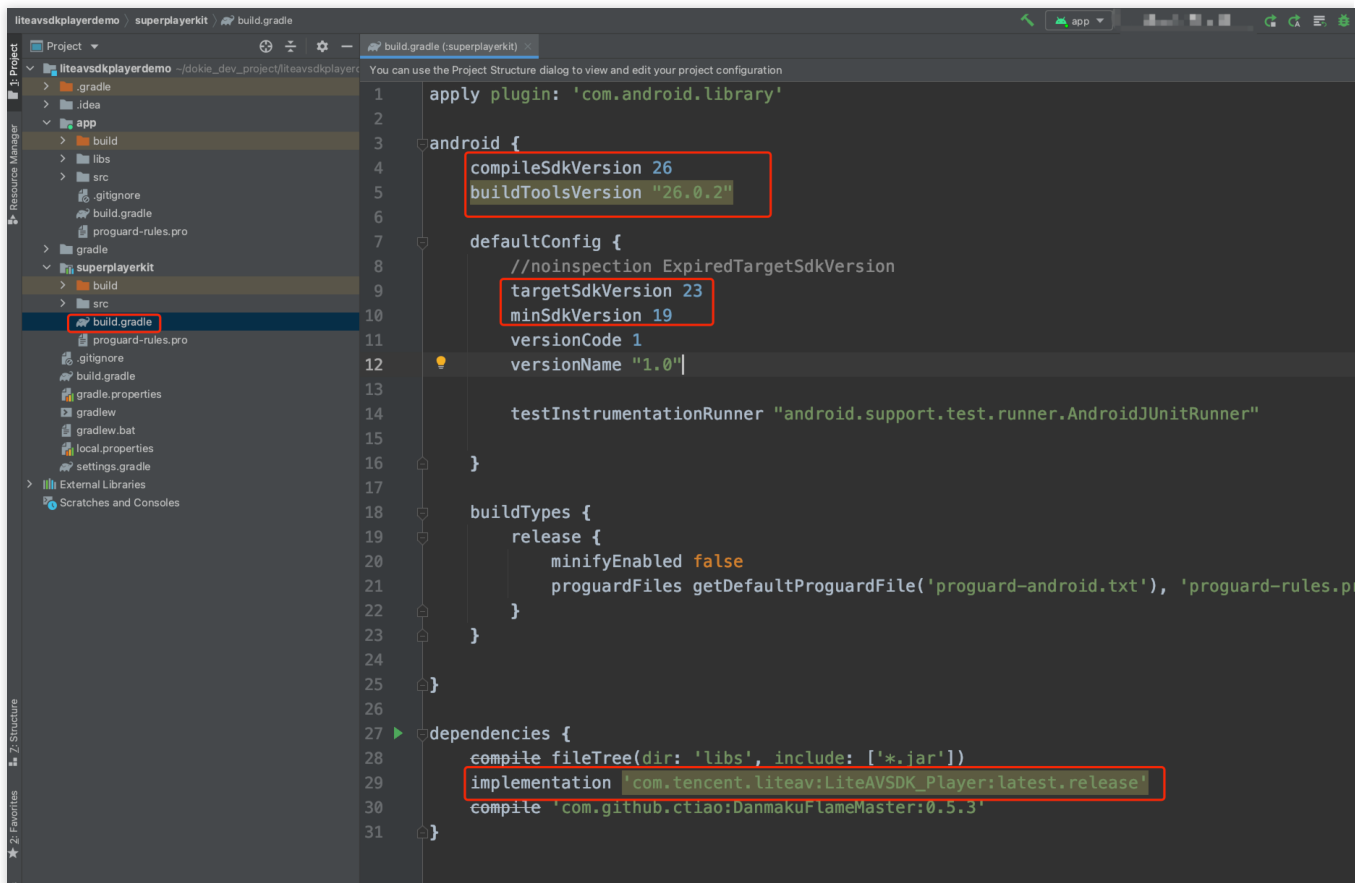
SDK integration (jar + so)

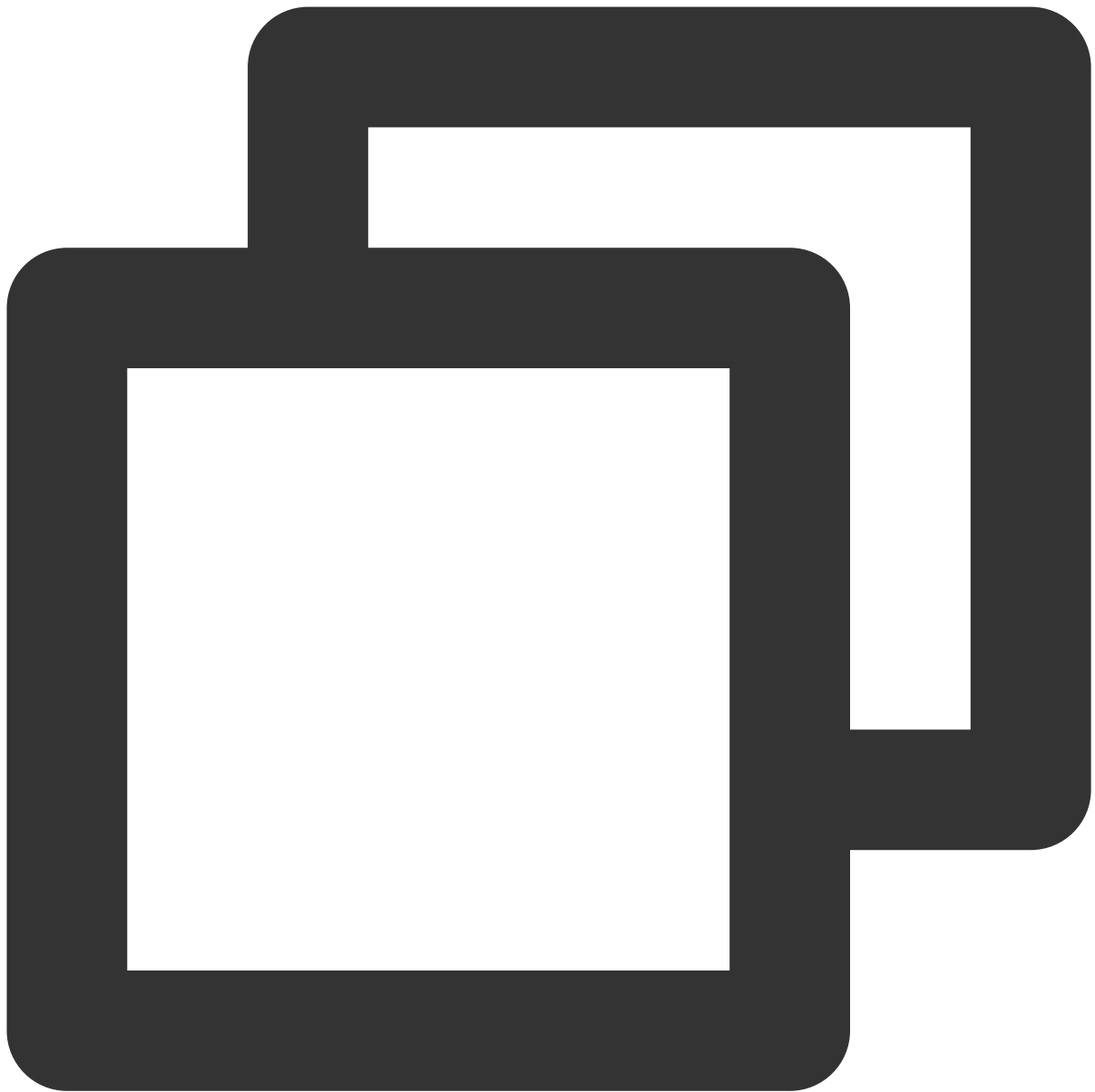
1. Download the SDK + demo package for Android [here](#).
2. Copy the `Demo/superplayerkit` module to your project and then configure as follows:
Import `superplayerkit` into `setting.gradle` in your project directory.



```
include ':superplayerkit'
```

Open the `build.gradle` file of the `superplayerkit` project and modify the constant values of `compileSdkVersion` , `buildToolsVersion` , `minSdkVersion` , `targetSdkVersion` , and `rootProject.ext.liteavSdk` .





```
compileSdkVersion 26
buildToolsVersion "26.0.2"

defaultConfig {
    targetSdkVersion 23
    minSdkVersion 19
}

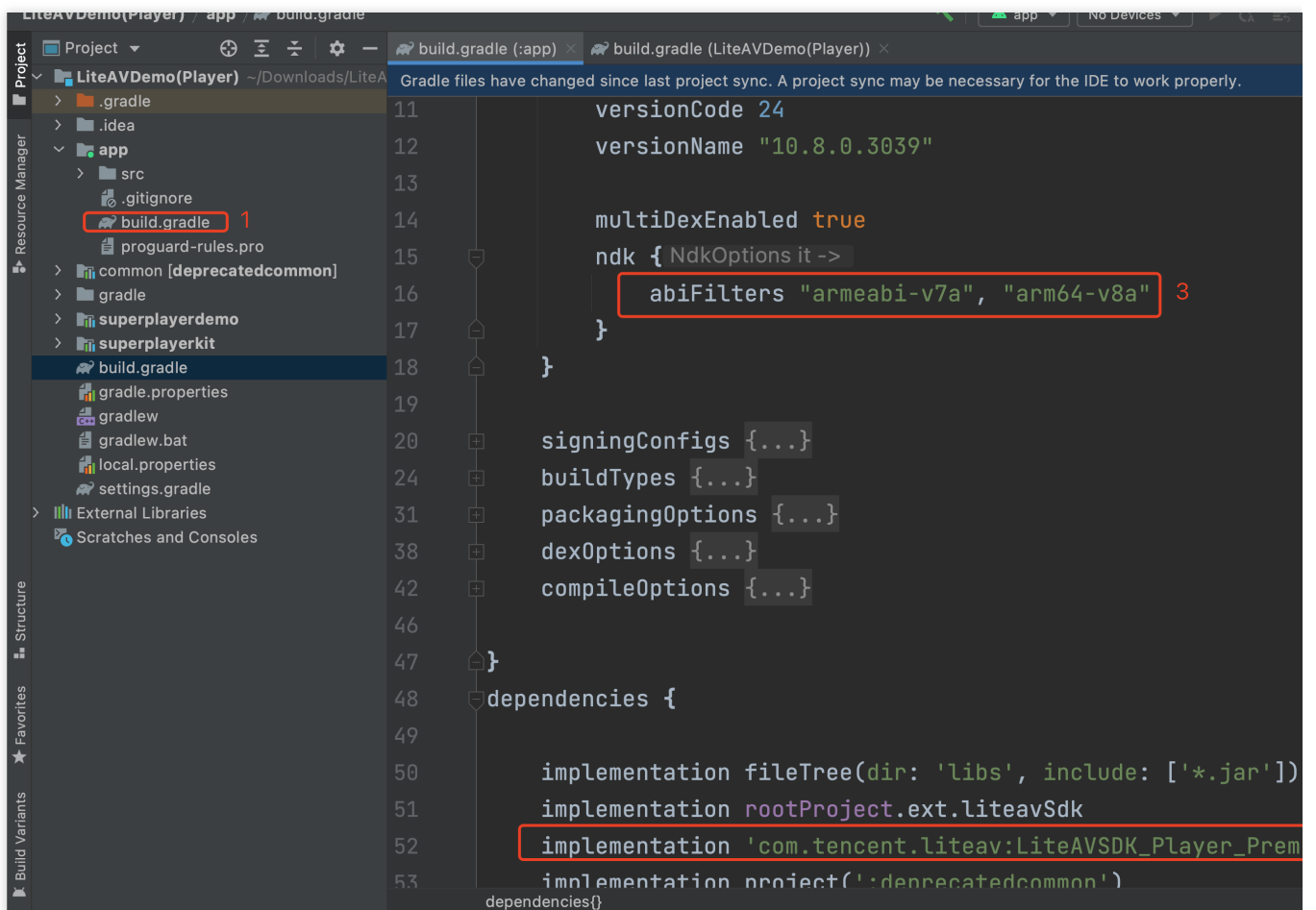
dependencies {
    // To integrate an older version, change `latest.release` to the corresponding version
    implementation 'com.tencent.liteav:LiteAVSDK_Player_Premium:latest.release'
```

```
// If you want to integrate the basic version of the player
// implementation 'com.tencent.liteav:LiteAVSDK_Player:latest.release'
}
```

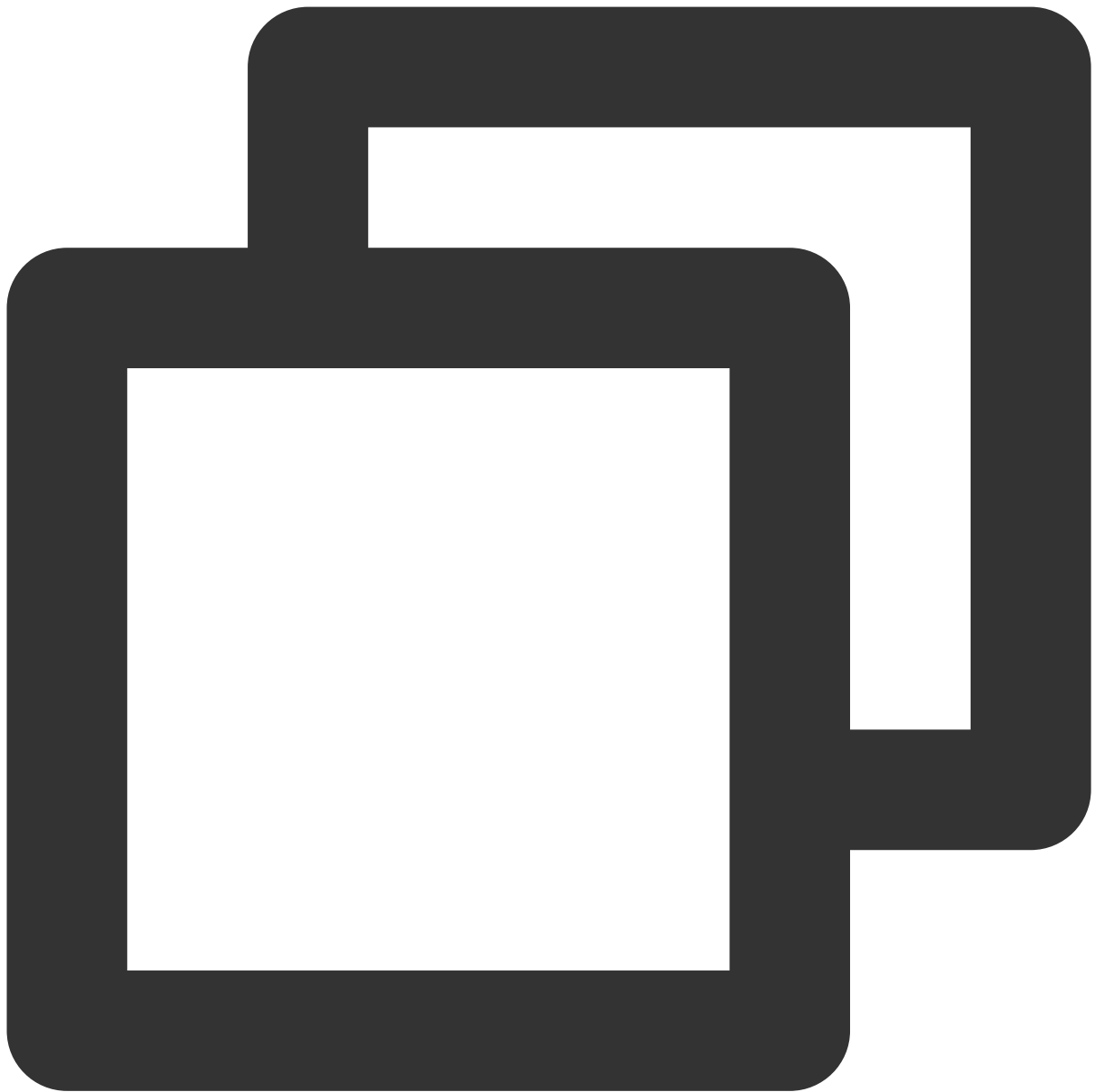
Import the `common` module into your project as instructed above and configure it.

3. Configure the `mavenCentral` library in Gradle, and LiteAVSDK will be automatically downloaded and updated.

Open `app/build.gradle` and configure as follows:

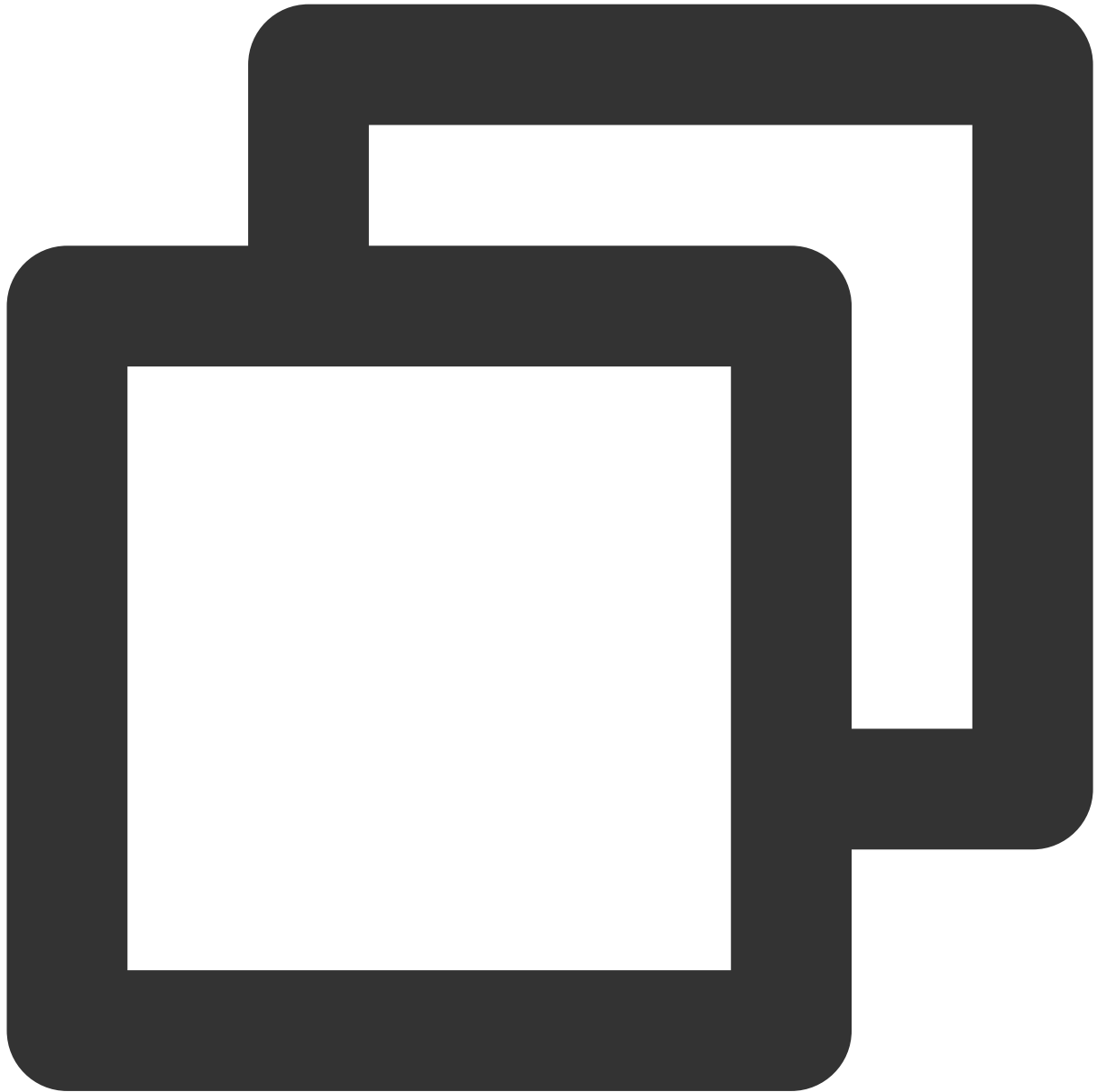


3.1 Add the `LiteAVSDK_Player_Premium` dependencies to `dependencies`.



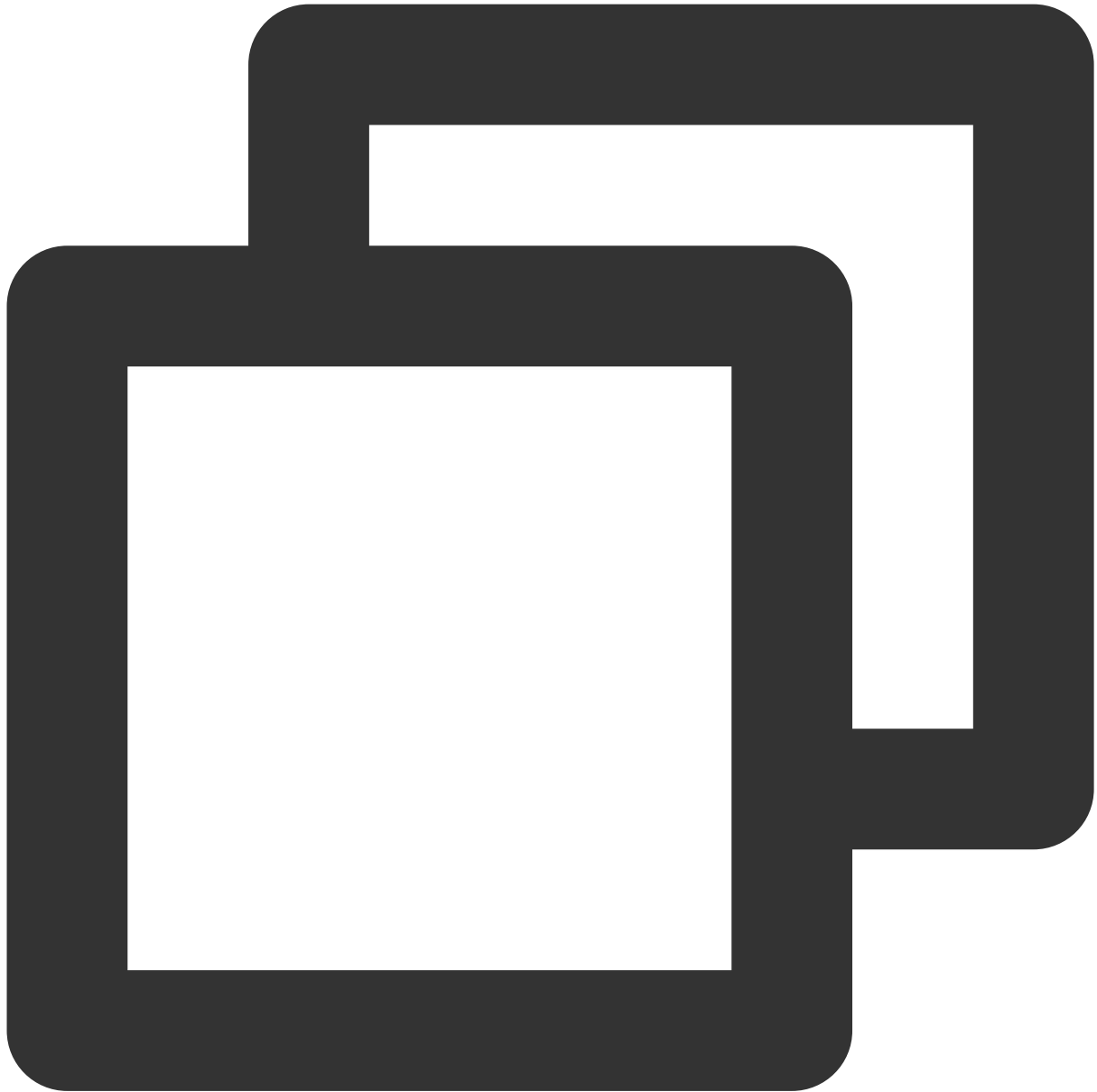
```
dependencies {  
    implementation 'com.tencent.liteav:LiteAVSDK_Player_Premium:latest.release'  
    // If you want to integrate the basic version of the player  
    // implementation 'com.tencent.liteav:LiteAVSDK_Player:latest.release'  
    implementation project(':superplayerkit')  
    // Third-party library for integration of the on-screen commenting feature of  
    implementation 'com.github.ctiao:DanmakuFlameMaster:0.5.3'  
}
```

If you need to integrate an older version of the LiteAVSDK_Player_Premium SDK, view it in [MavenCentral](#) and then integrate it as instructed below:



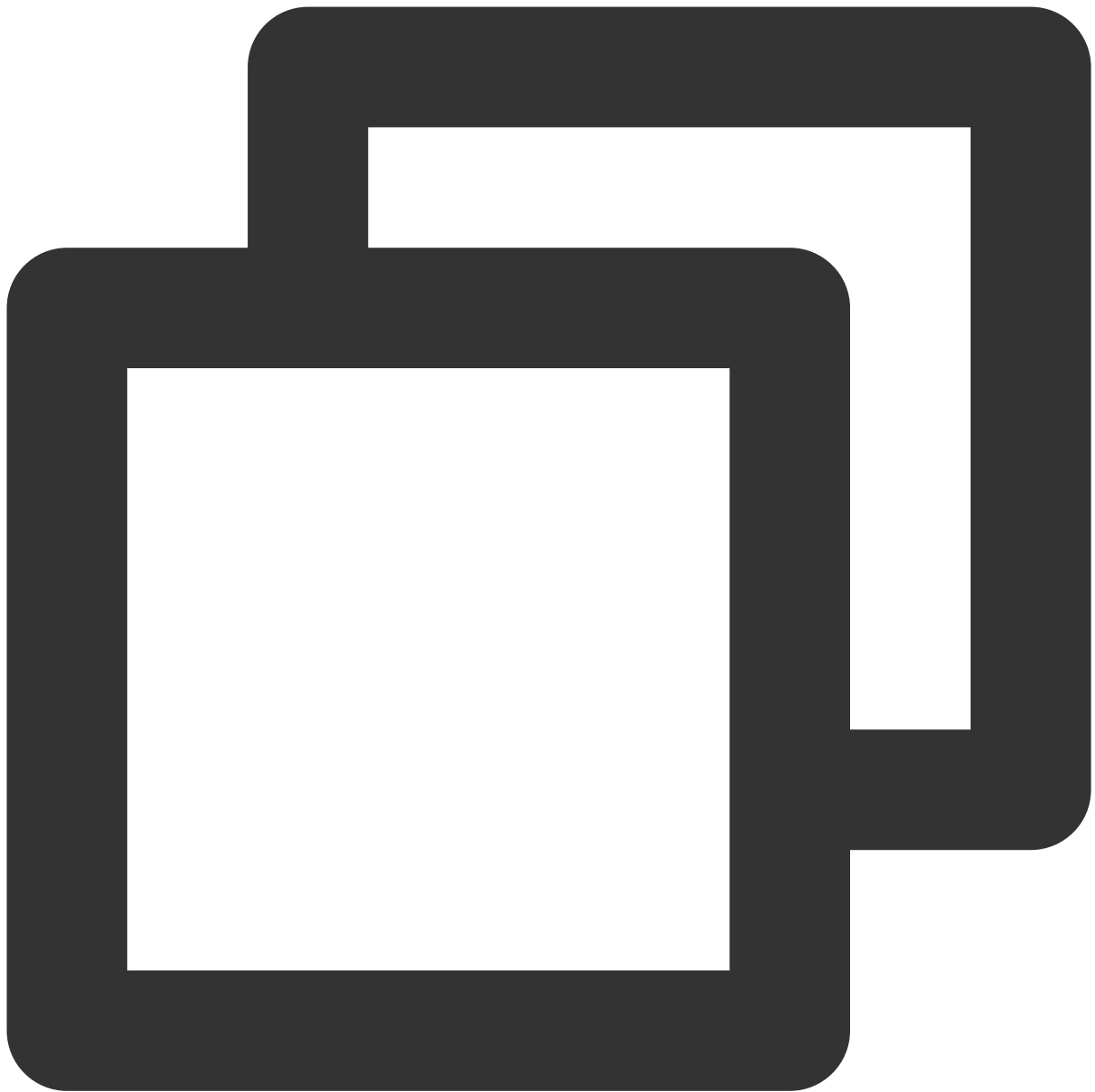
```
dependencies {  
    // Integrate the LiteAVSDK_Player_Premium SDK v10.8.0.29000  
    implementation 'com.tencent.liteav:LiteAVSDK_Player_Premium:10.8.0.29000'  
  
    // If you want to integrate the basic version of the player  
    // implementation 'com.tencent.liteav:LiteAVSDK_Player:latest.release'  
}
```

4. In the `defaultConfig` of `app/build.gradle`, specify the CPU architecture to be used by the application (currently, LiteAVSDK supports armeabi, armeabi-v7a, and arm64-v8a, which you can configure as needed).



```
ndk {  
    abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
}
```

5. Add the `mavenCentral` library to the `build.gradle` in your project directory.



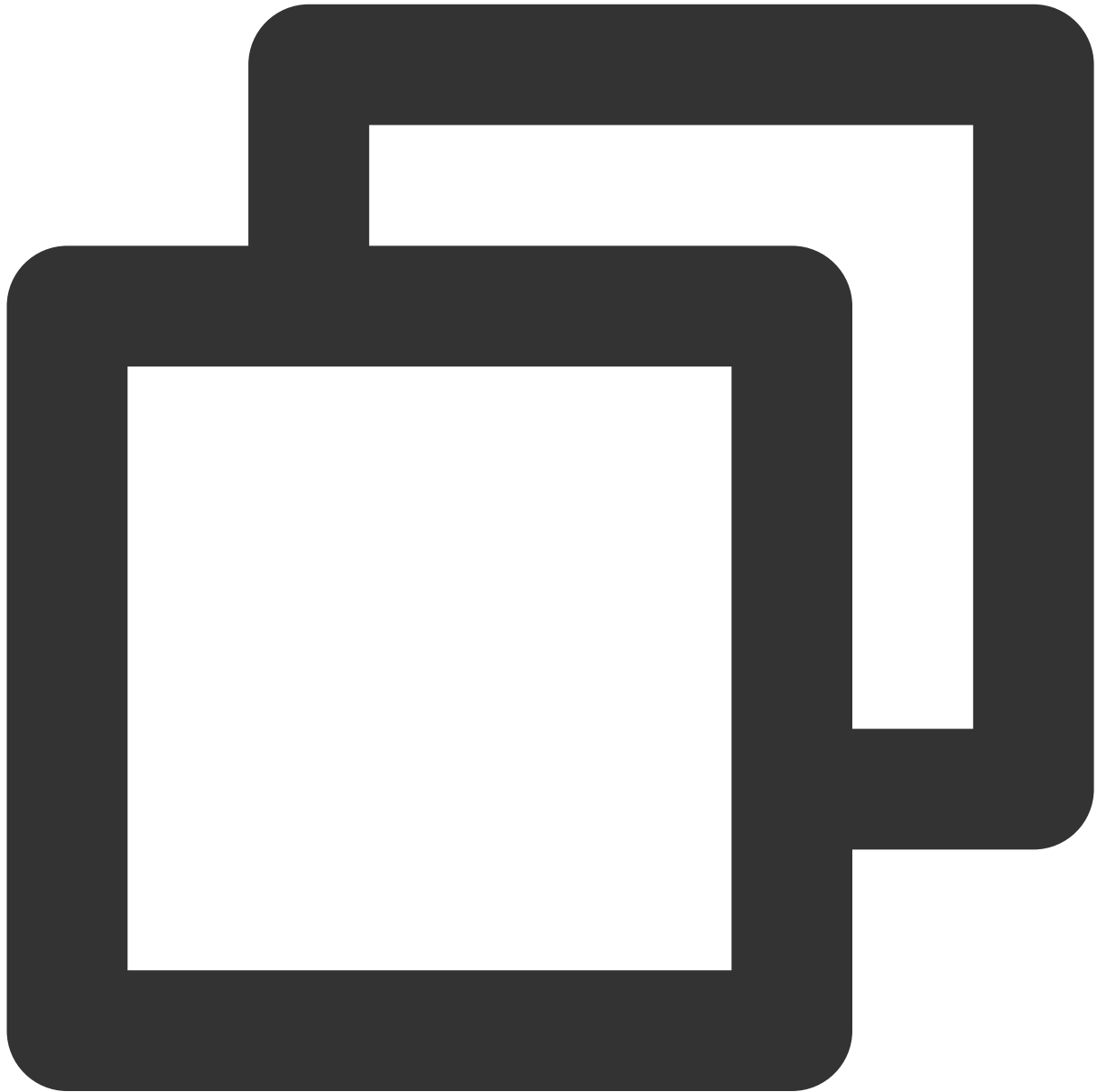
```
repositories {  
    mavenCentral()  
}
```

6. Click



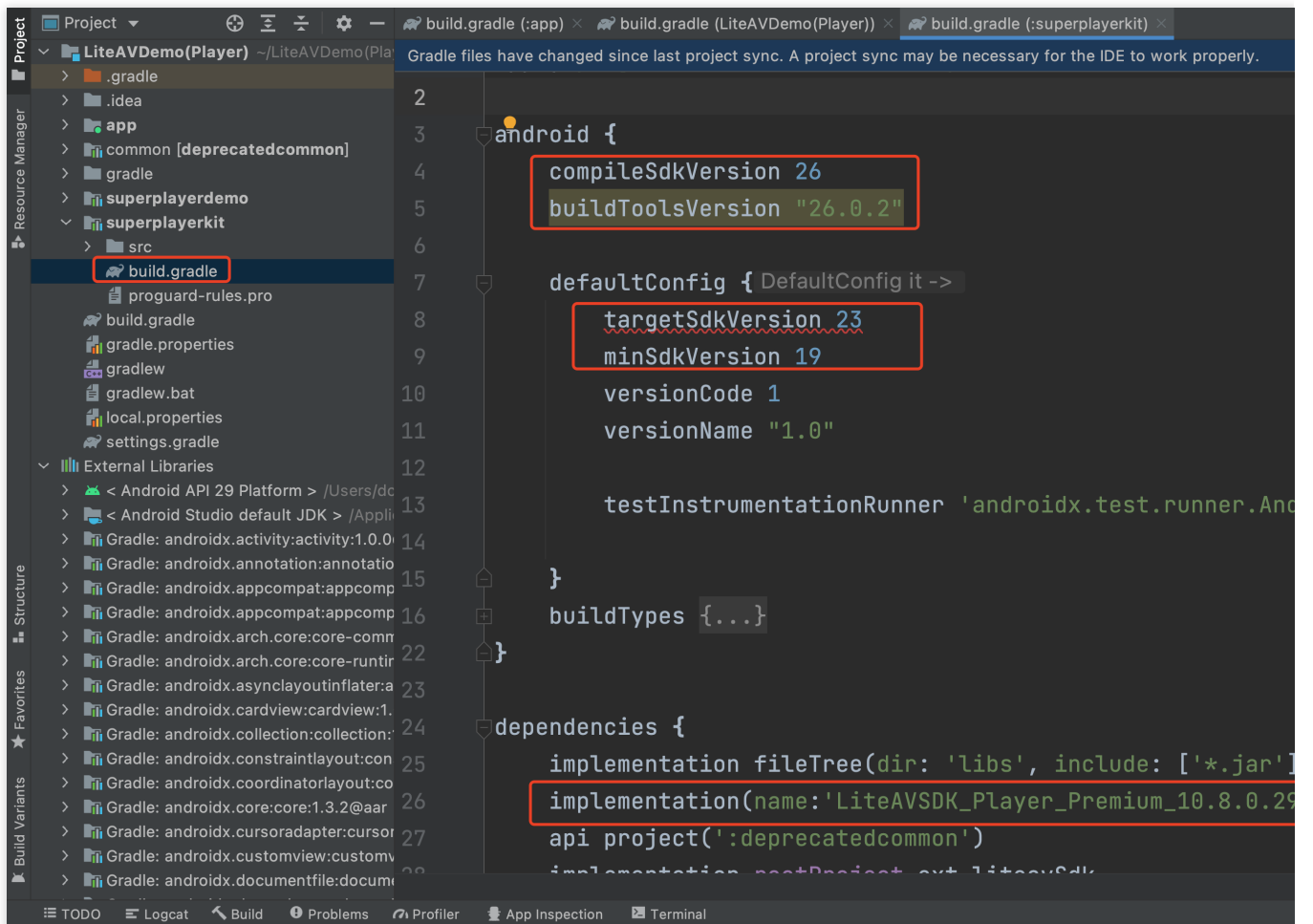
Sync Now to sync the SDK. If mavenCentral can be connected to, the SDK will be automatically downloaded and integrated into the project very soon.

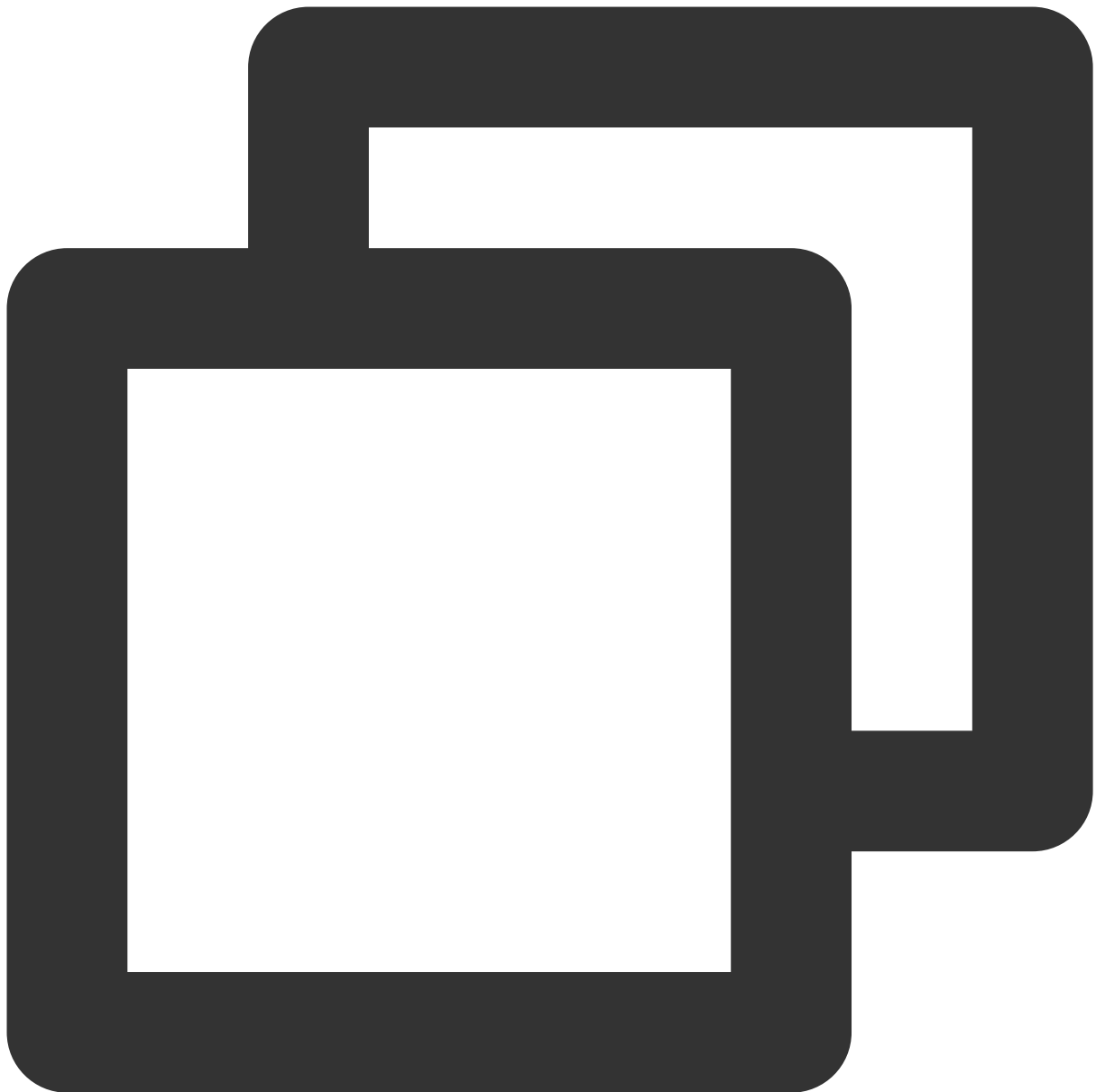
1. Download the SDK + demo package for Android [here](#).
2. Import `SDK/LiteAVSDK_Player_Premium_XXX.aar` (`XXX` is the version number) into the `libs` folder under `app` and copy the `Demo/superplayerkit` module to the project.
3. Import `superplayerkit` into `setting.gradle` in your project directory.



```
include ':superplayerkit'
```

4. Open the `build.gradle` file of the `superplayerkit` project and modify the constant values of `compileSdkVersion` , `buildToolsVersion` , `minSdkVersion` , `targetSdkVersion` , and `rootProject.ext.liteavSdk` .





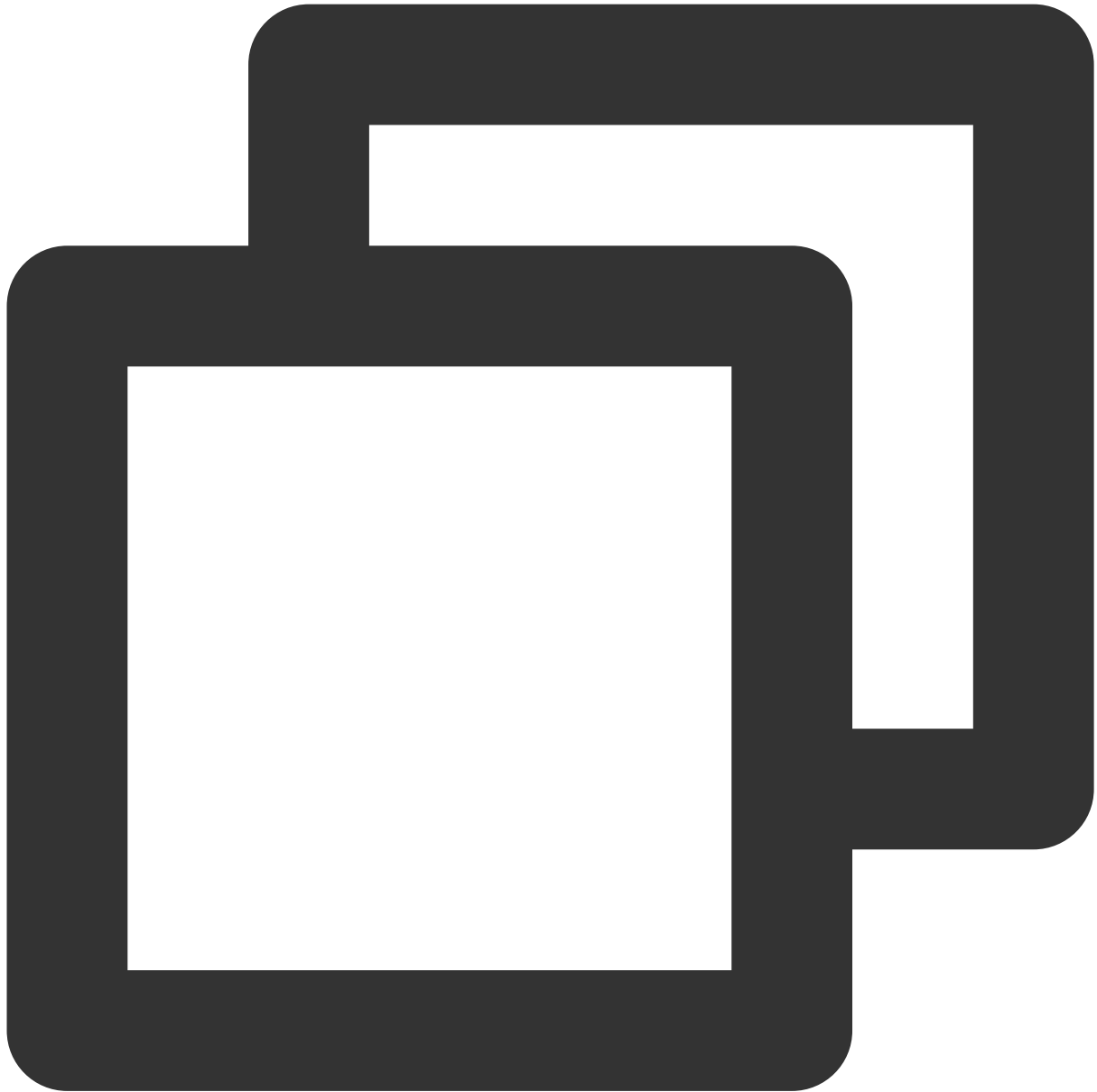
```
compileSdkVersion 26
buildToolsVersion "26.0.2"

defaultConfig {
    targetSdkVersion 23
    minSdkVersion 19
}

dependencies {
    implementation(name:'LiteAVSDK_Player_Premium_10.8.0.29000', ext:'aar')
}
```

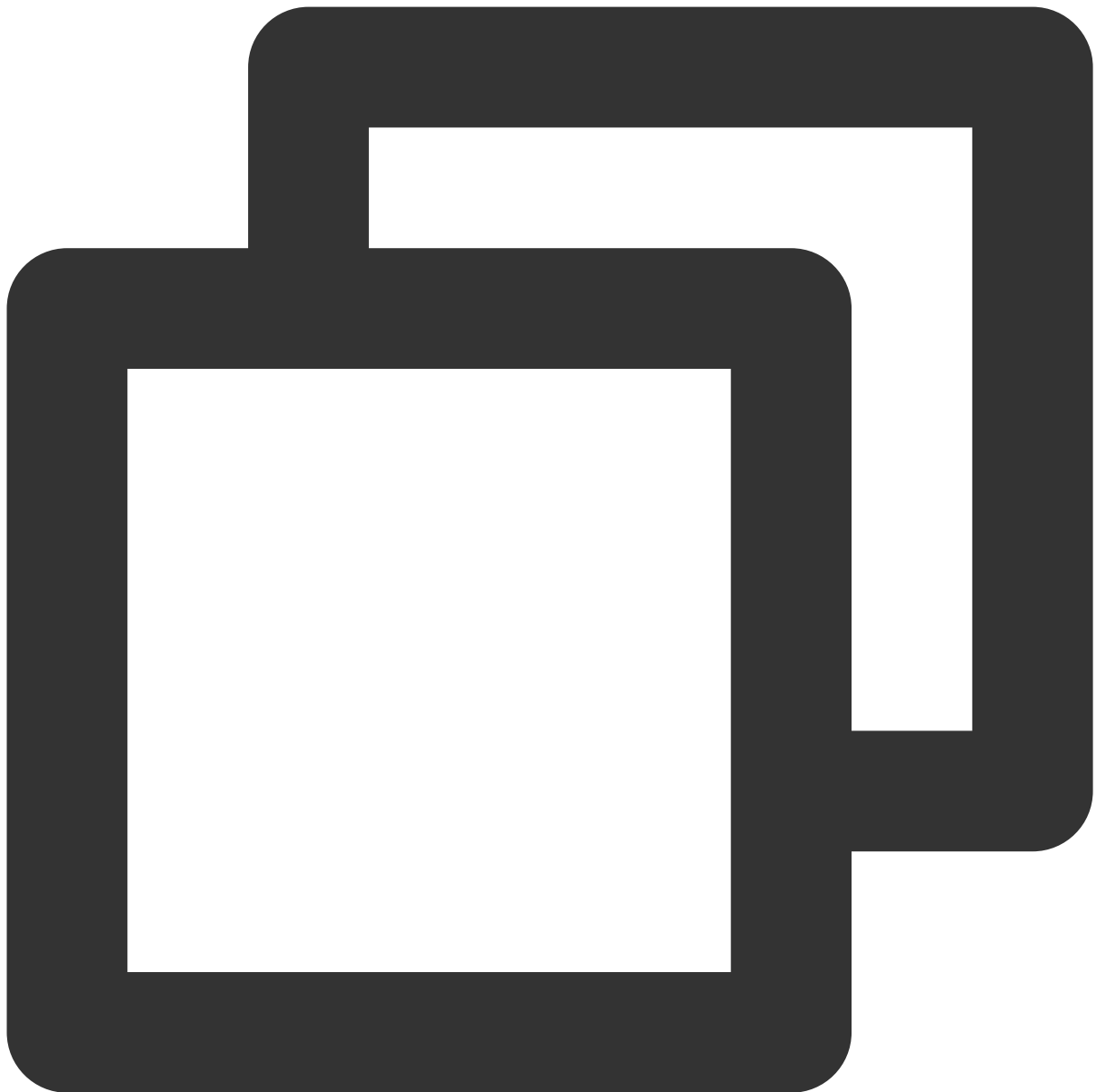
Import the `common` module into your project as instructed above and configure it.

Configure `repositories`



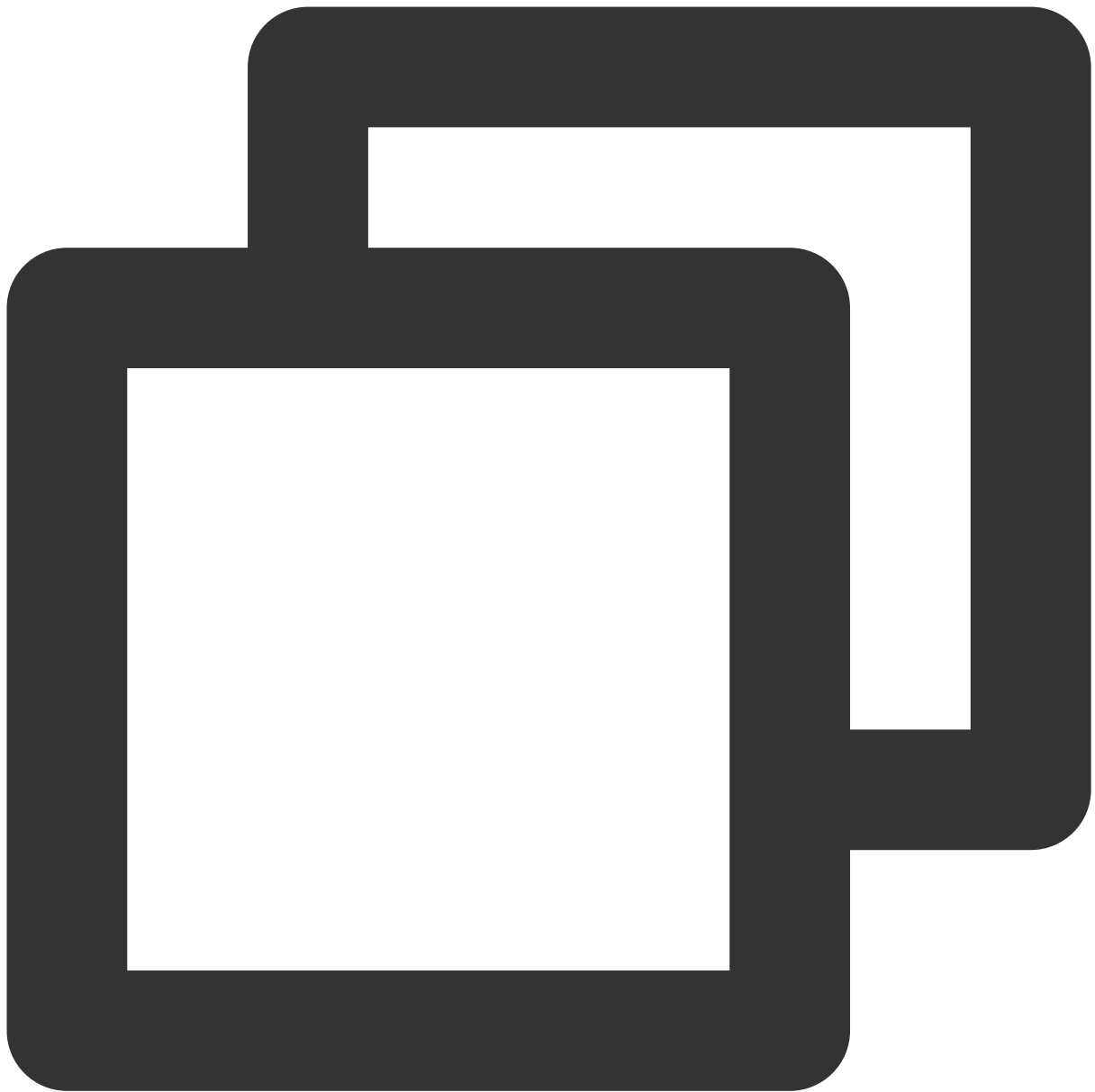
```
repositories {  
    flatDir {  
        dirs '../app/libs'  
    }  
}
```

5. Add dependencies to `app/build.gradle` :



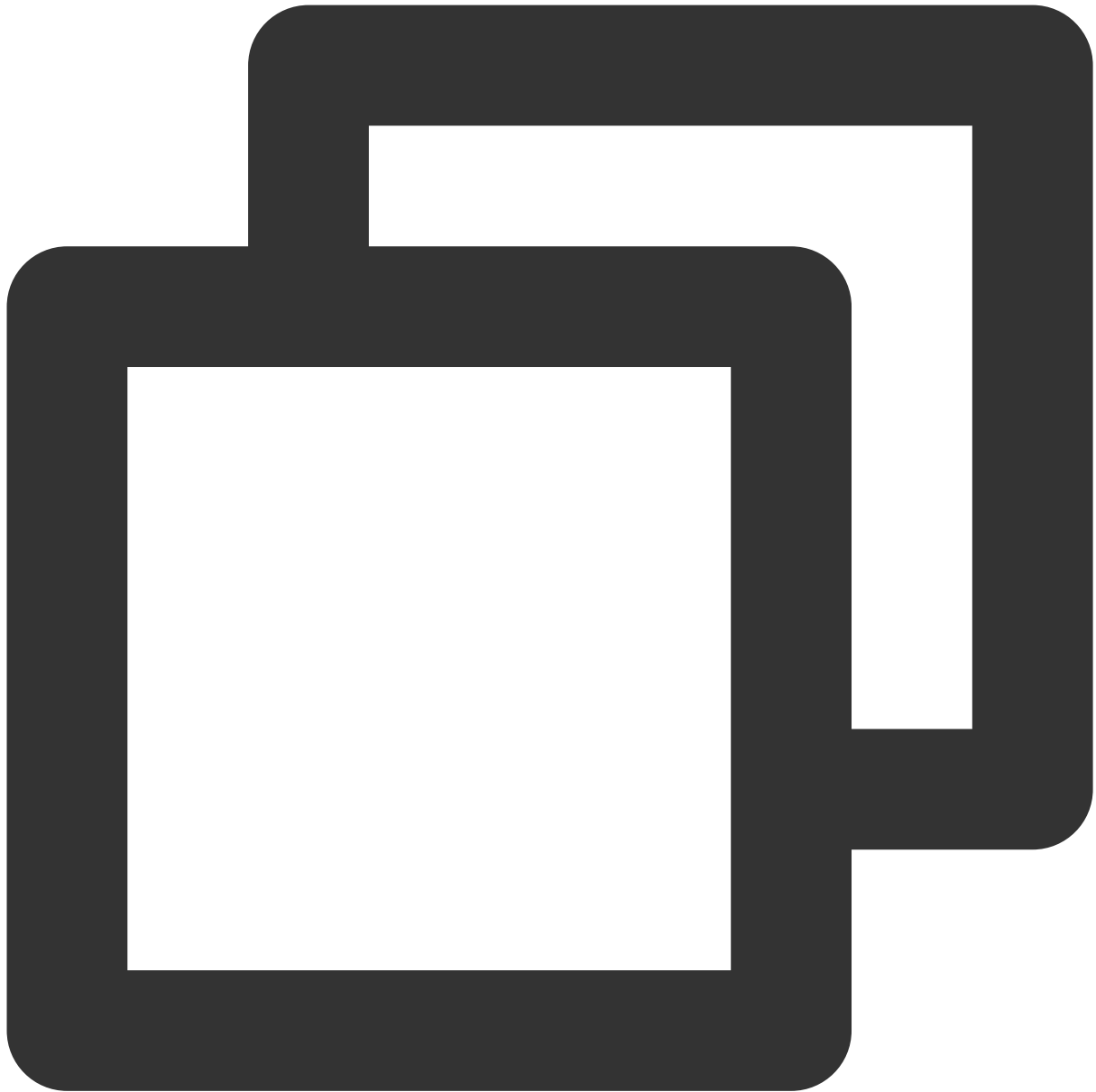
```
compile(name:'LiteAVSDK_Player_Premium_10.8.0.29000', ext:'aar')
implementation project(':superplayerkit')
// Third-party library for integration of the on-screen commenting feature of the P
implementation 'com.github.ctiao:DanmakuFlameMaster:0.5.3'
```

6. Add the following to the project's `build.gradle` :



```
allprojects {  
    repositories {  
        flatDir {  
            dirs 'libs'  
        }  
    }  
}
```

7. In `defaultConfig` of `app/build.gradle`, specify the CPU architecture to be used by the application (currently, LiteAVSDK supports armeabi, armeabi-v7a, and arm64-v8a).



```
ndk {  
    abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
}
```

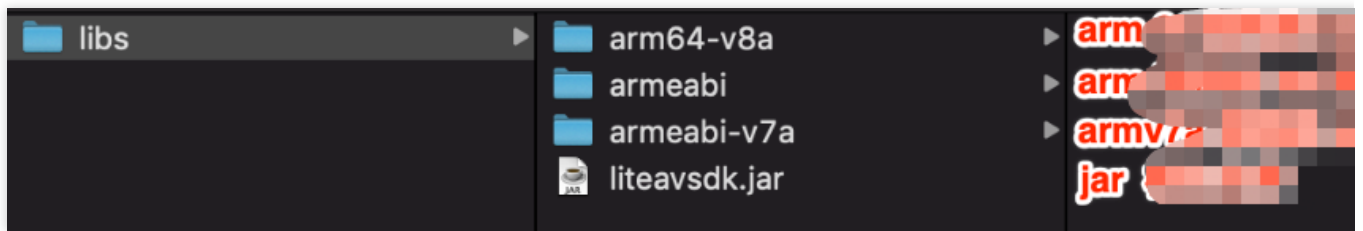
8. Click **Sync Now** to sync the SDK.

If you do not want to import the AAR library, you can also integrate LiteAVSDK by importing JAR and SO libraries.

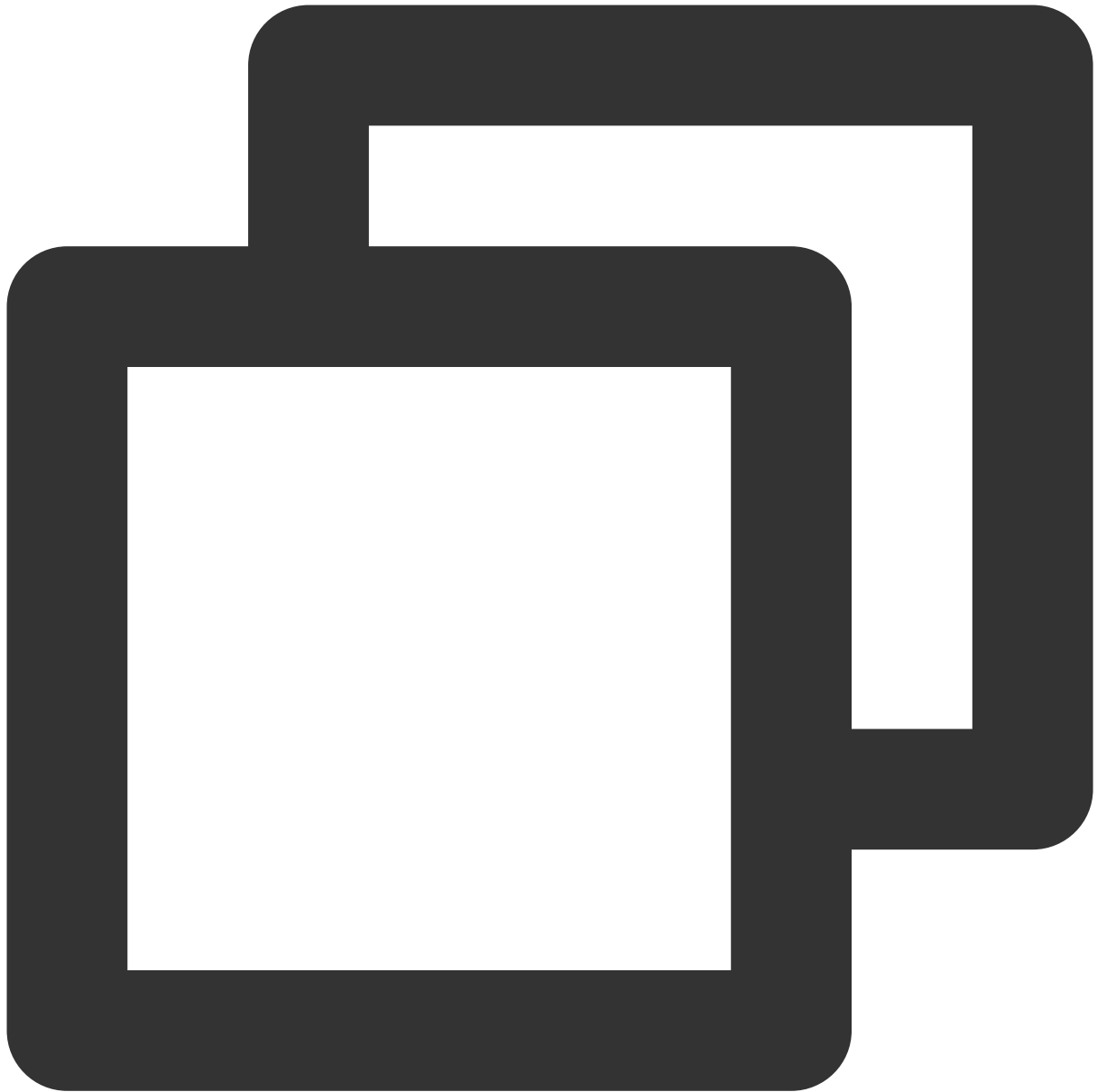
1. Download the SDK + demo package for Android [here](#) and decompress it. Find

SDK/LiteAVSDK_Player_Premium_XXX.zip (XXX is the version number) in the SDK directory. After

decompression, you can get the `libs` directory, which contains the JAR file and folders of SO files as listed below:

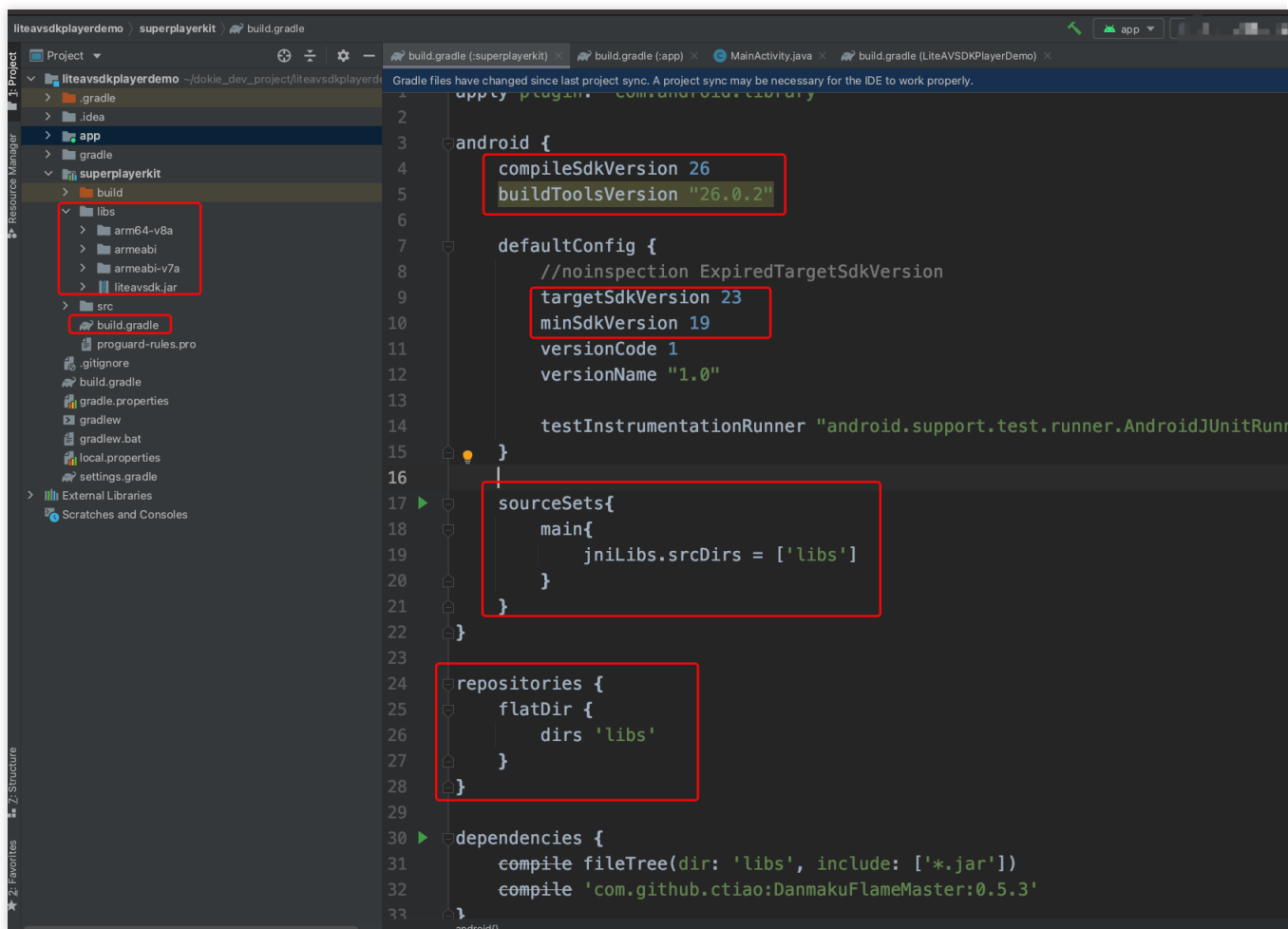


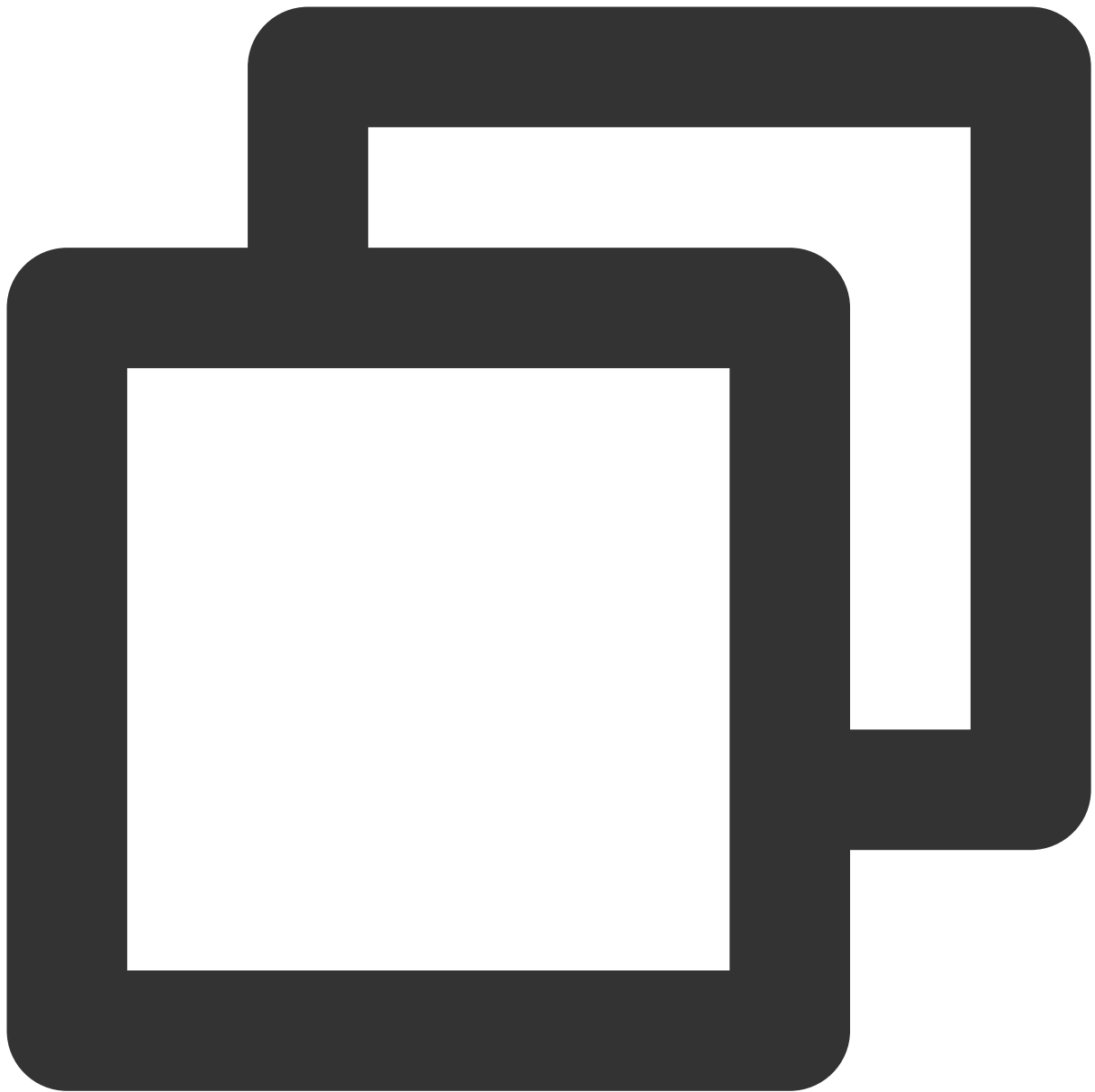
2. Copy the `Demo/superplayerkit` module to your project and import `superplayerkit` into `setting.gradle` in your project directory.



```
include ':superplayerkit'
```

3. Copy the `libs` folder obtained by decompression in [step 1](#) to the `superplayerkit` project root directory.
4. Modify the `superplayerkit/build.gradle` file:



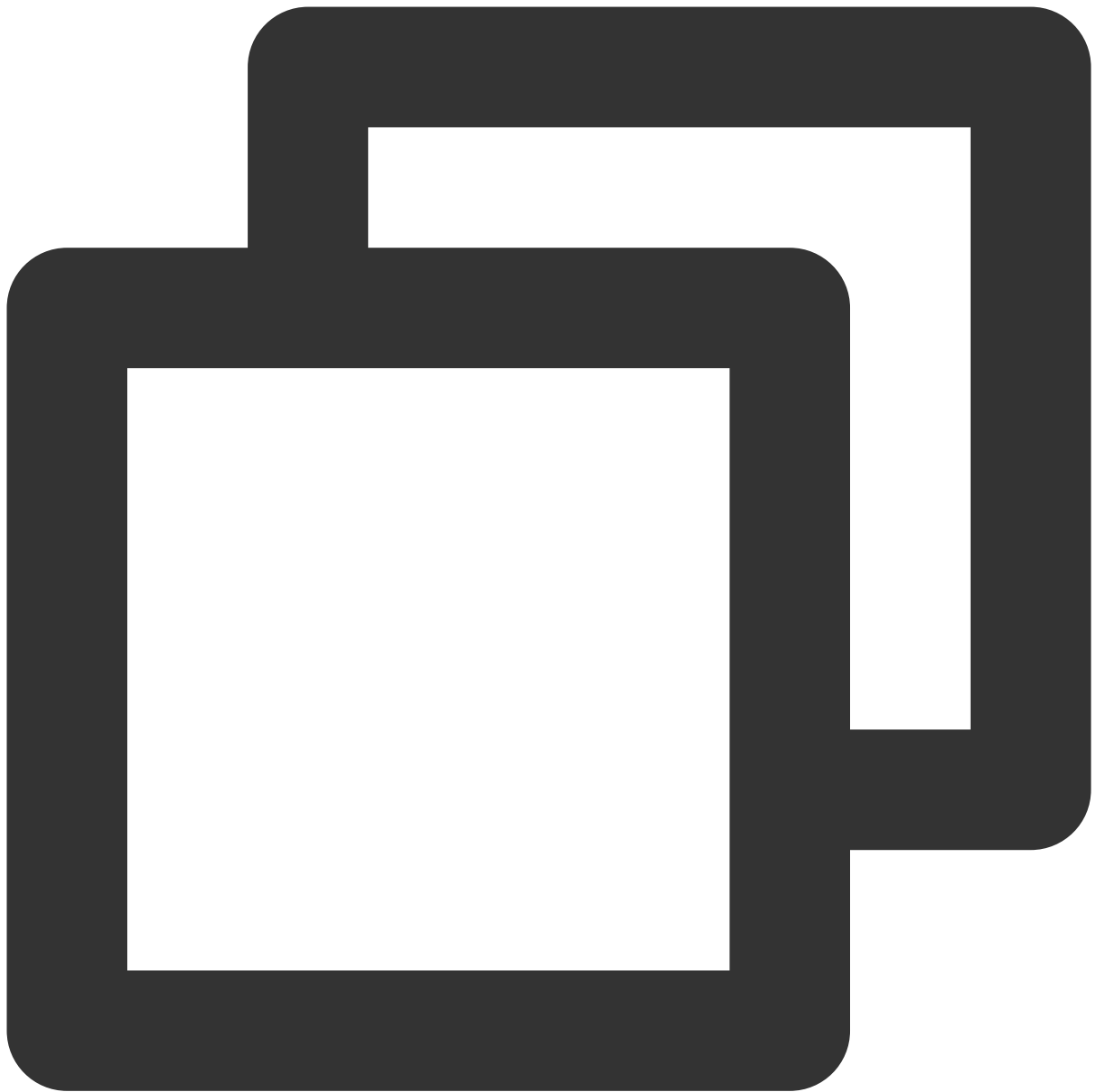


```
compileSdkVersion 26
buildToolsVersion "26.0.2"

defaultConfig {
    targetSdkVersion 23
    minSdkVersion 19
}
```

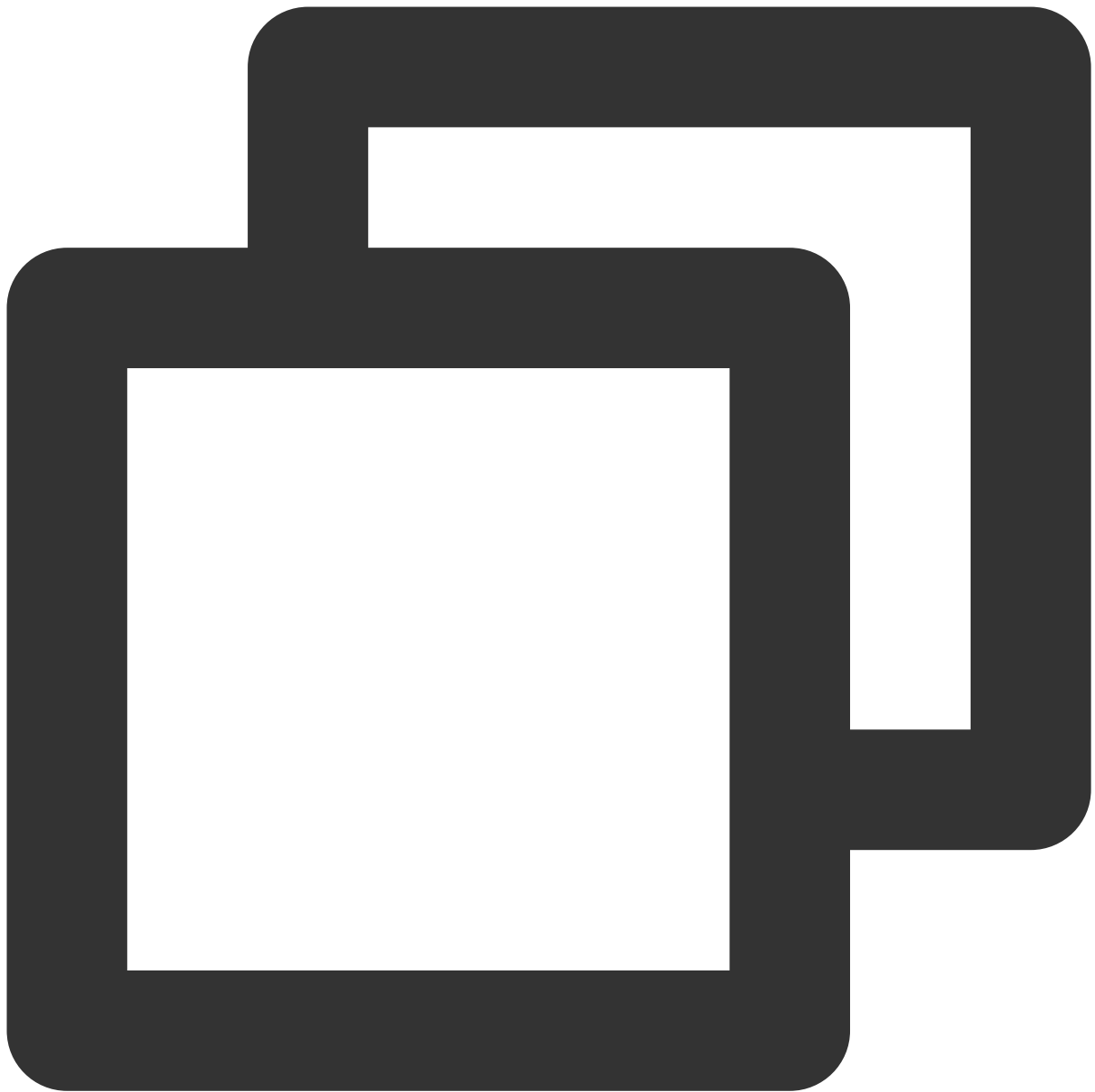
Import the `common` module into your project as instructed above and configure it.

Configure `sourceSets` and add the SO library import code.



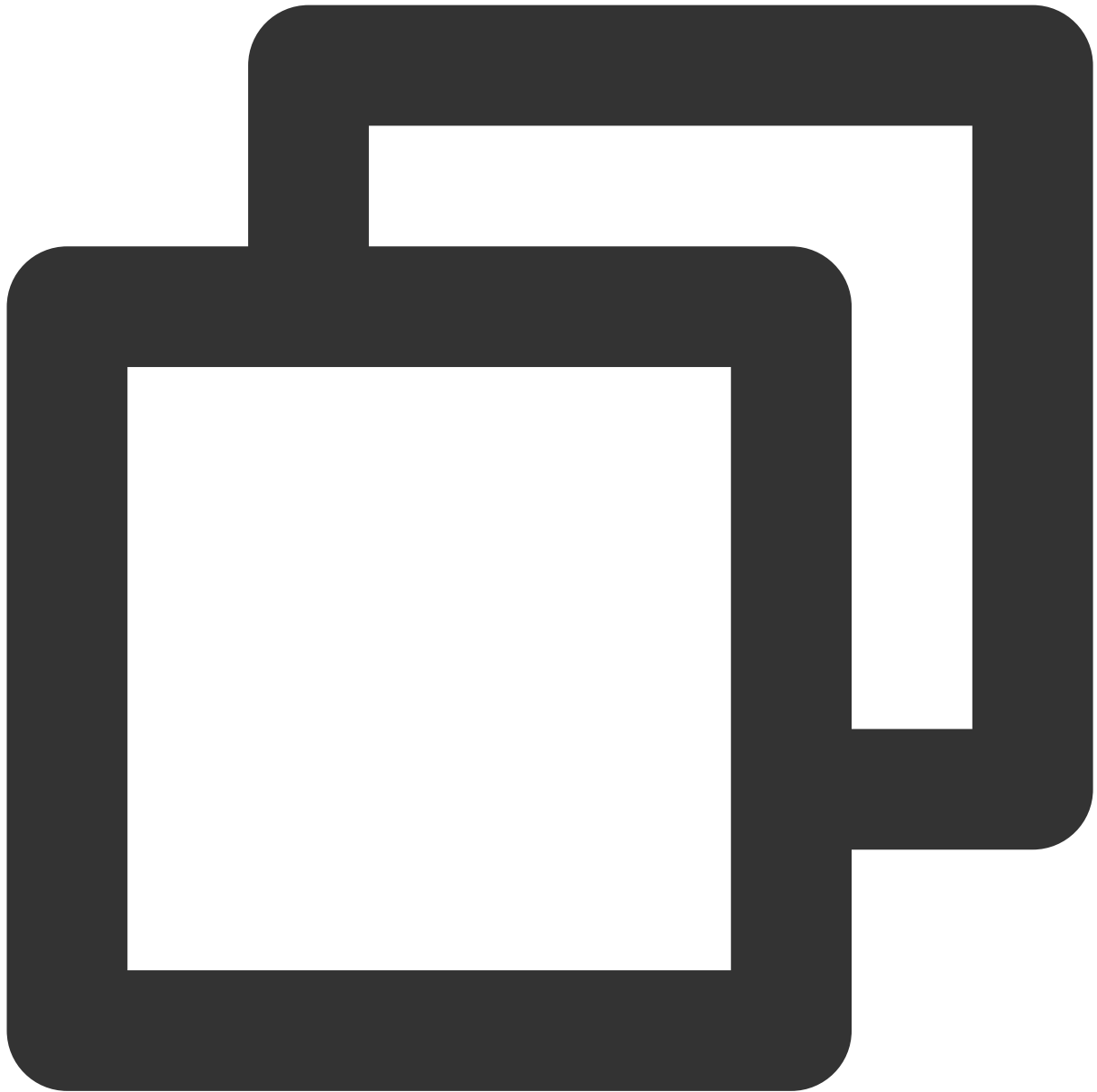
```
sourceSets{
    main{
        jniLibs.srcDirs = ['libs']
    }
}
```

Configure `repositories` , add `flatDir` , and specify the paths of the local repositories.



```
repositories {  
    flatDir {  
        dirs 'libs'  
    }  
}
```

5. In `defaultConfig` of `app/build.gradle`, specify the CPU architecture to be used by the application (currently, LiteAVSDK supports armeabi, armeabi-v7a, and arm64-v8a).



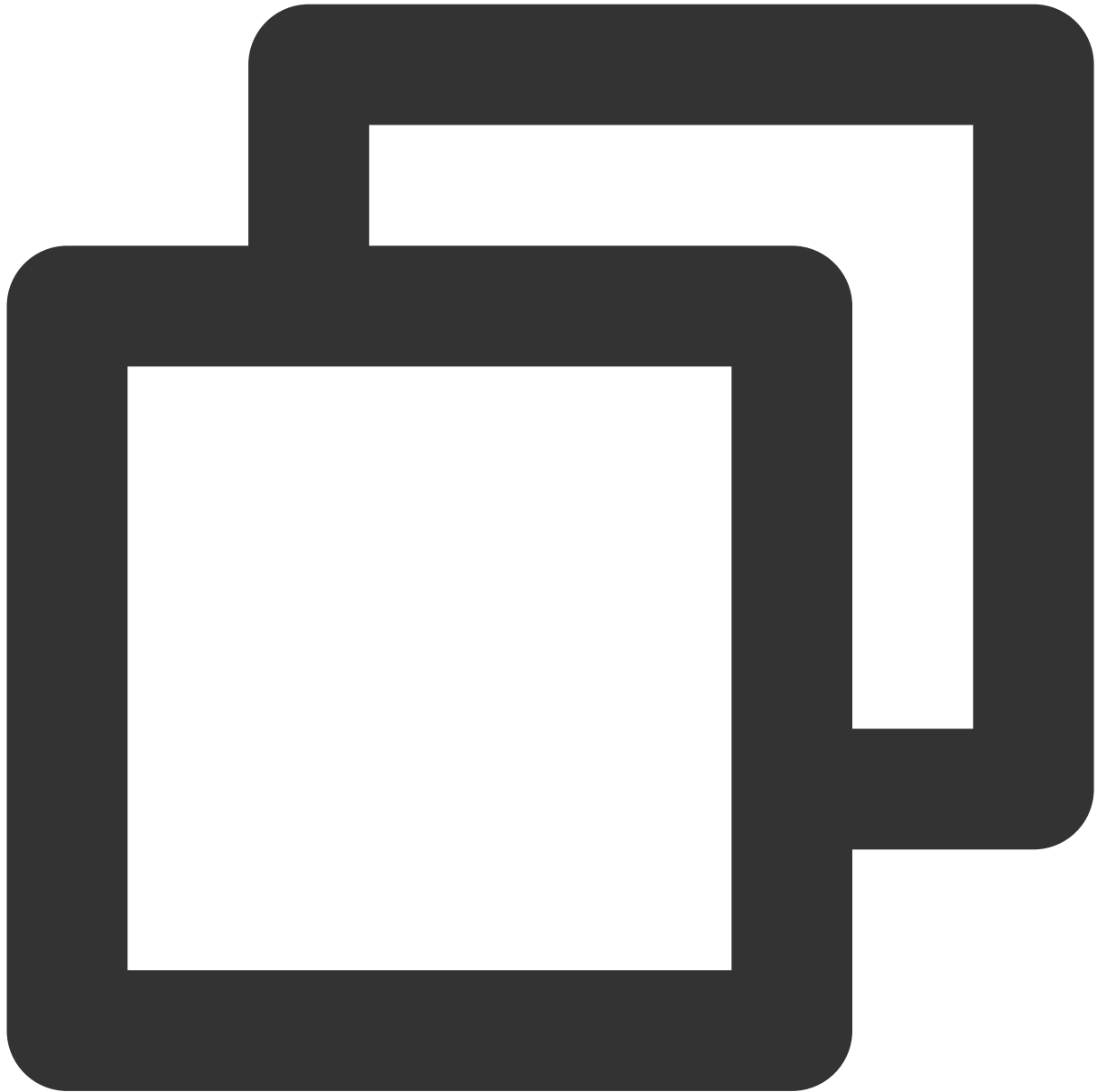
```
ndk {  
    abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
}
```

6. Click **Sync Now** to sync the SDK.

At this point, you have completed integrating the RT-Cube Player for Android.

Step 3. Configure application permissions

Configure permissions for your application in `AndroidManifest.xml`. LiteAVSDK needs the following permissions:



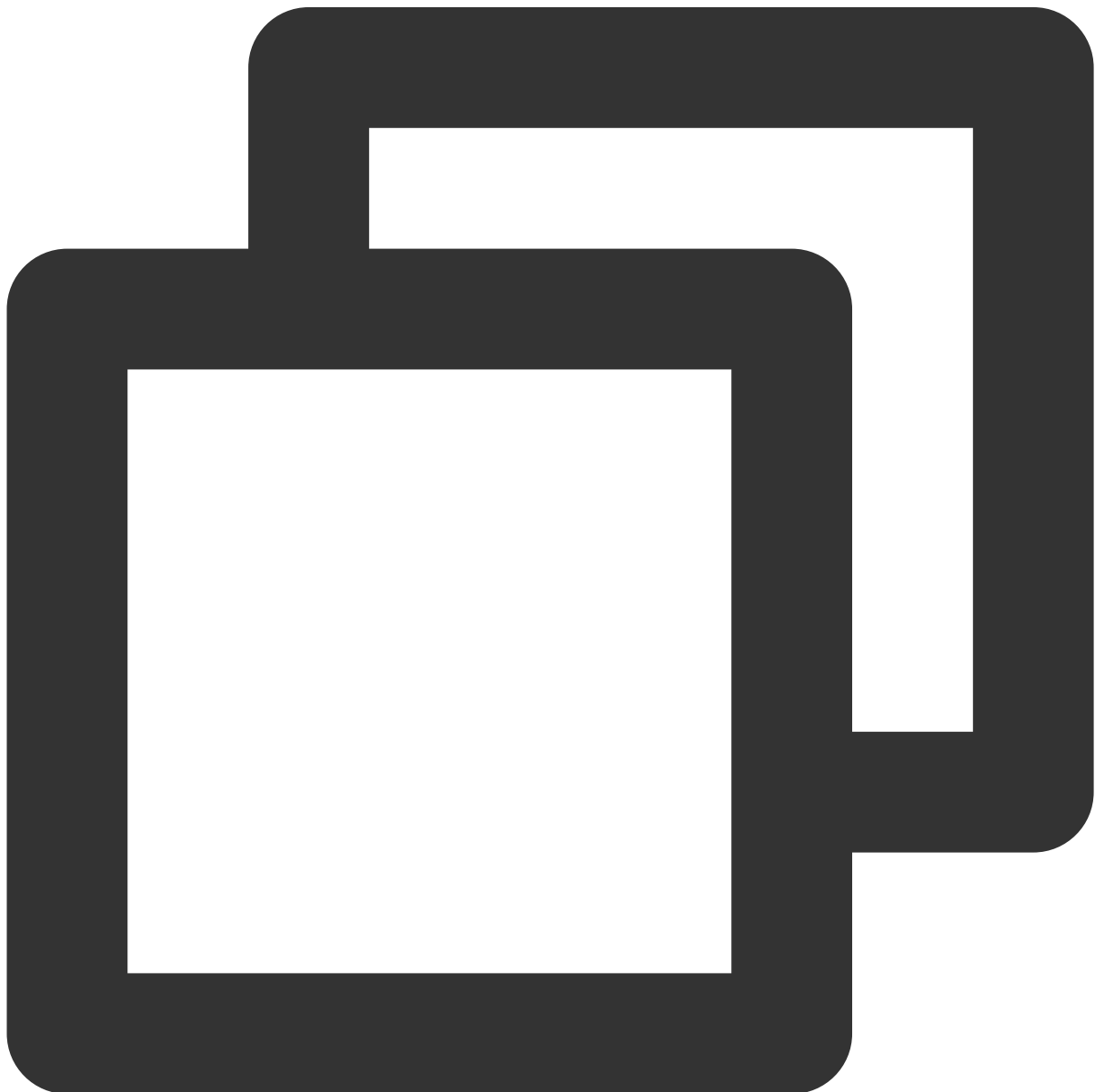
```
<!--network permission-->
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
<!--VOD player floating window permission -->
<uses-permission android:name="android.permission.SYSTEM_ALERT_WINDOW" />
<!--storage-->
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
```

```
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
```

Network security configuration allows the app to send HTTP requests

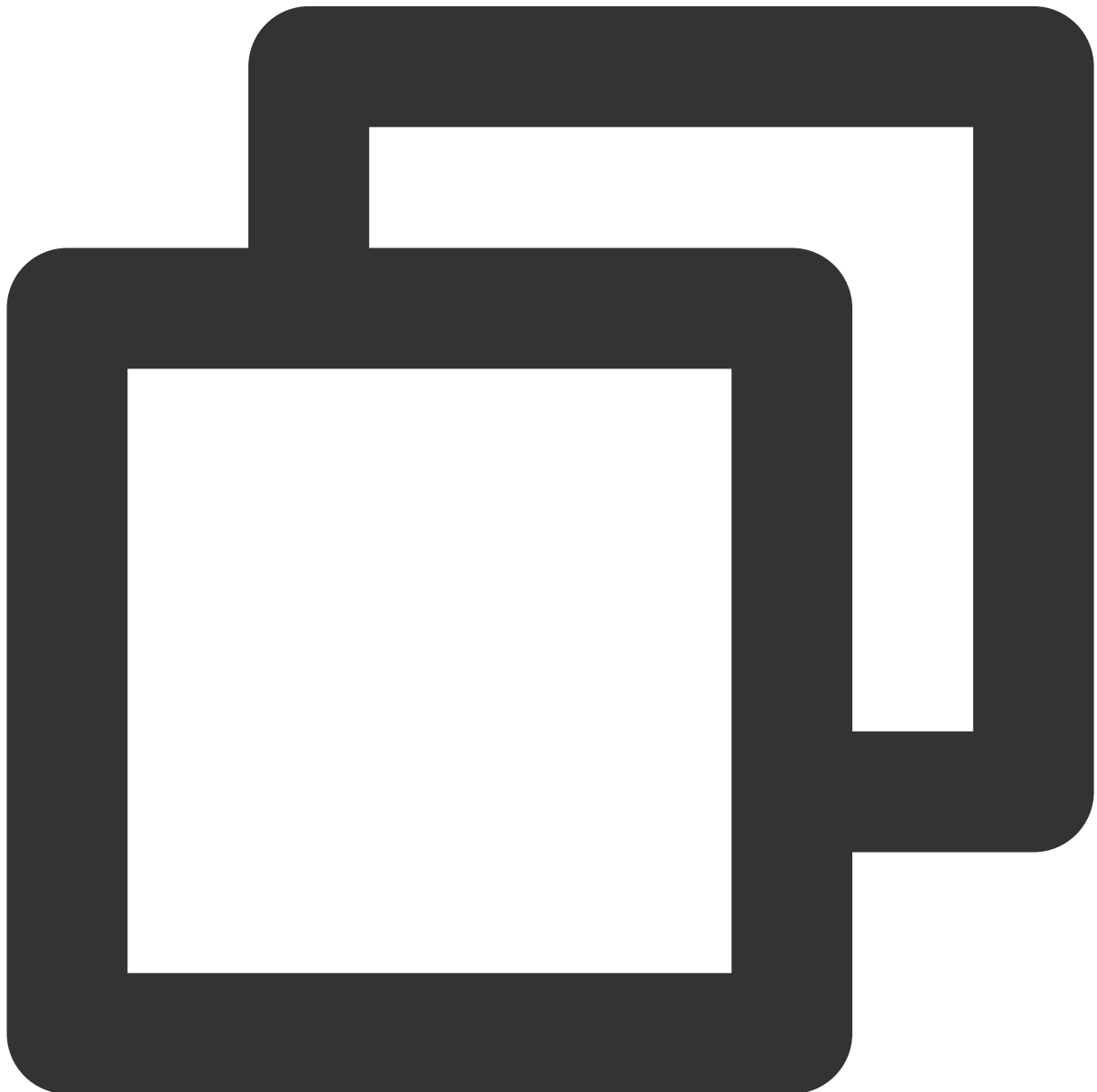
For security reasons, starting from Android P, Google requires that requests from apps use encrypted connections. The player SDK will start a local server proxy to make HTTP requests. If your app's `targetSdkVersion` is greater than or equal to 28, you can enable the permission to send HTTP requests to 127.0.0.1 through [network security configuration](#). Otherwise, an "java.io.IOException: Cleartext HTTP traffic to 127.0.0.1 not permitted" error will occur during playback, causing the video to fail to play. The configuration steps are as follows:

1. Create a new `res/xml/network_security_config.xml` file in your project and set the network security configuration.



```
<?xml version="1.0" encoding="utf-8"?>
<network-security-config>
  <domain-config cleartextTrafficPermitted="true">
    <domain includeSubdomains="true">127.0.0.1</domain>
  </domain-config>
</network-security-config>
```

2. Add the following attributes to the application tag in the AndroidManifest.xml file:



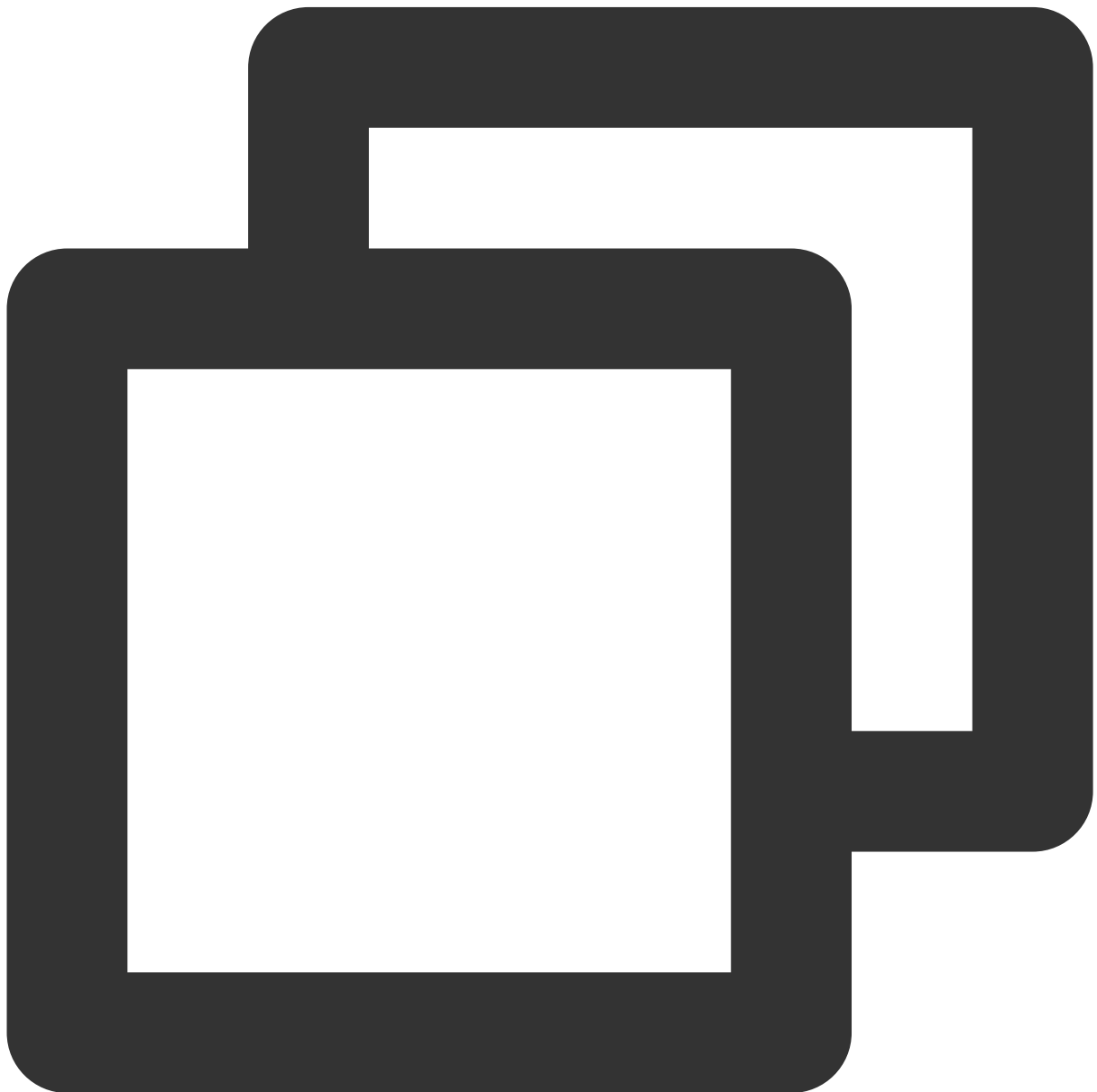
```
<?xml version="1.0" encoding="utf-8"?>
<manifest ... >
```



```
<application android:networkSecurityConfig="@xml/network_security_config"
    ... >
    ...
</application>
</manifest>
```

Step 4. Set obfuscation rules

In the `proguard-rules.pro` file, add the classes related to the TRTC SDK to the "do not obfuscate" list:



```
-keep class com.tencent.** { *;}
```

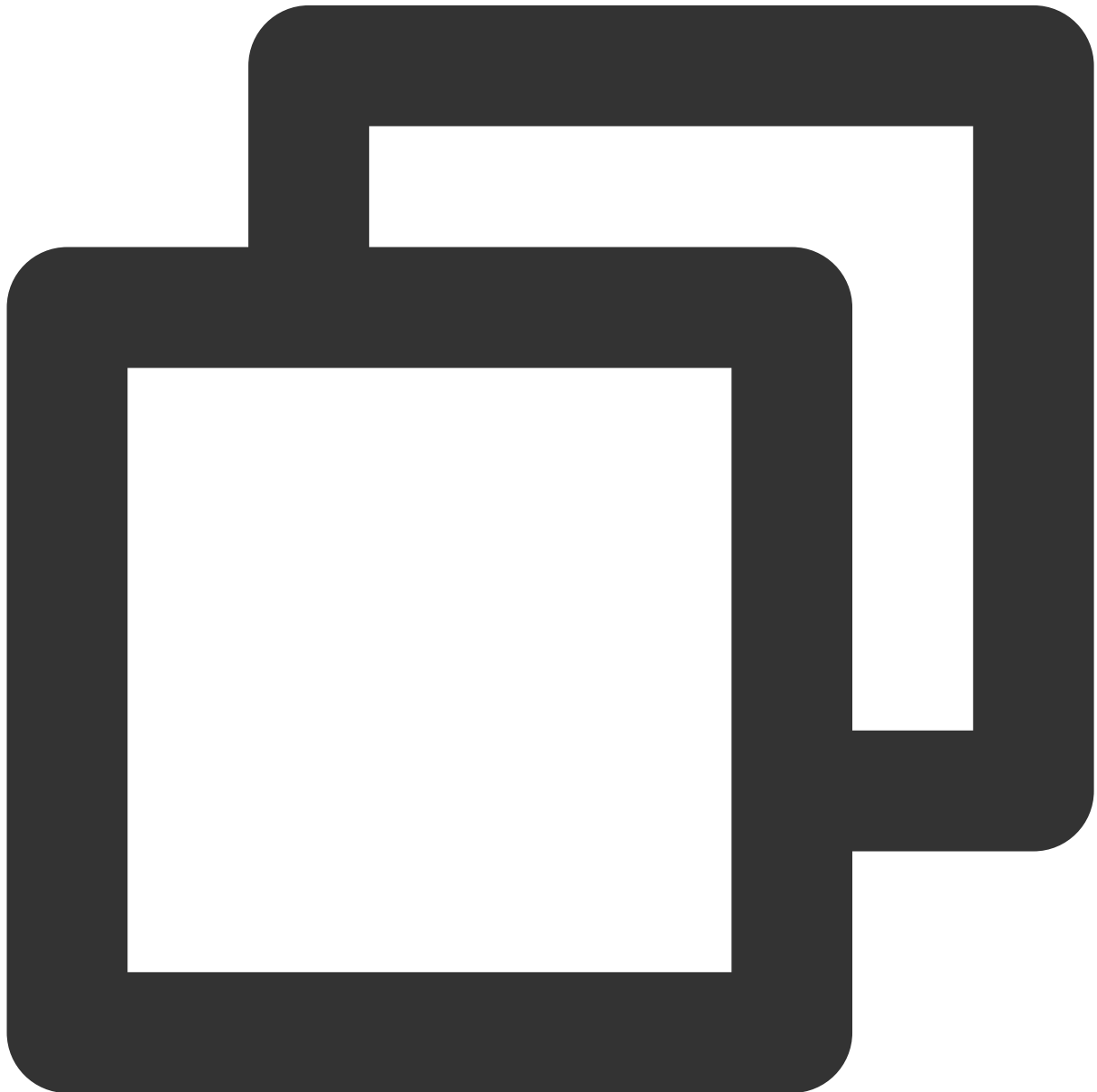
At this point, you have completed configuring permissions for the RT-Cube Player application for Android.

Step 5. Use the player features

This step describes how to create a player and use it for video playback.

1. Player creation

The main class of the player is `SuperPlayerView`, and videos can be played back after it is created. `FileId` or URL can be integrated for playback. Create `SuperPlayerView` in the layout file:



```
<!-- Player component -->  
<com.tencent.liteav.demo.superplayer.SuperPlayerView
```

```
android:id="@+id/superVodPlayerView"  
android:layout_width="match_parent"  
android:layout_height="200dp" />
```

2. License configuration

If you have obtained a license, you can view the license URL and key in the [VOD console](#).

If you don't have the required license yet, you can get it as instructed in [Video Playback License](#).

After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For

detailed tutorials, please see [Configuring View License](#).

3. Video playback

This step describes how to play back a video. The RT-Cube Player for Android can be used for VOD and live playback as follows:

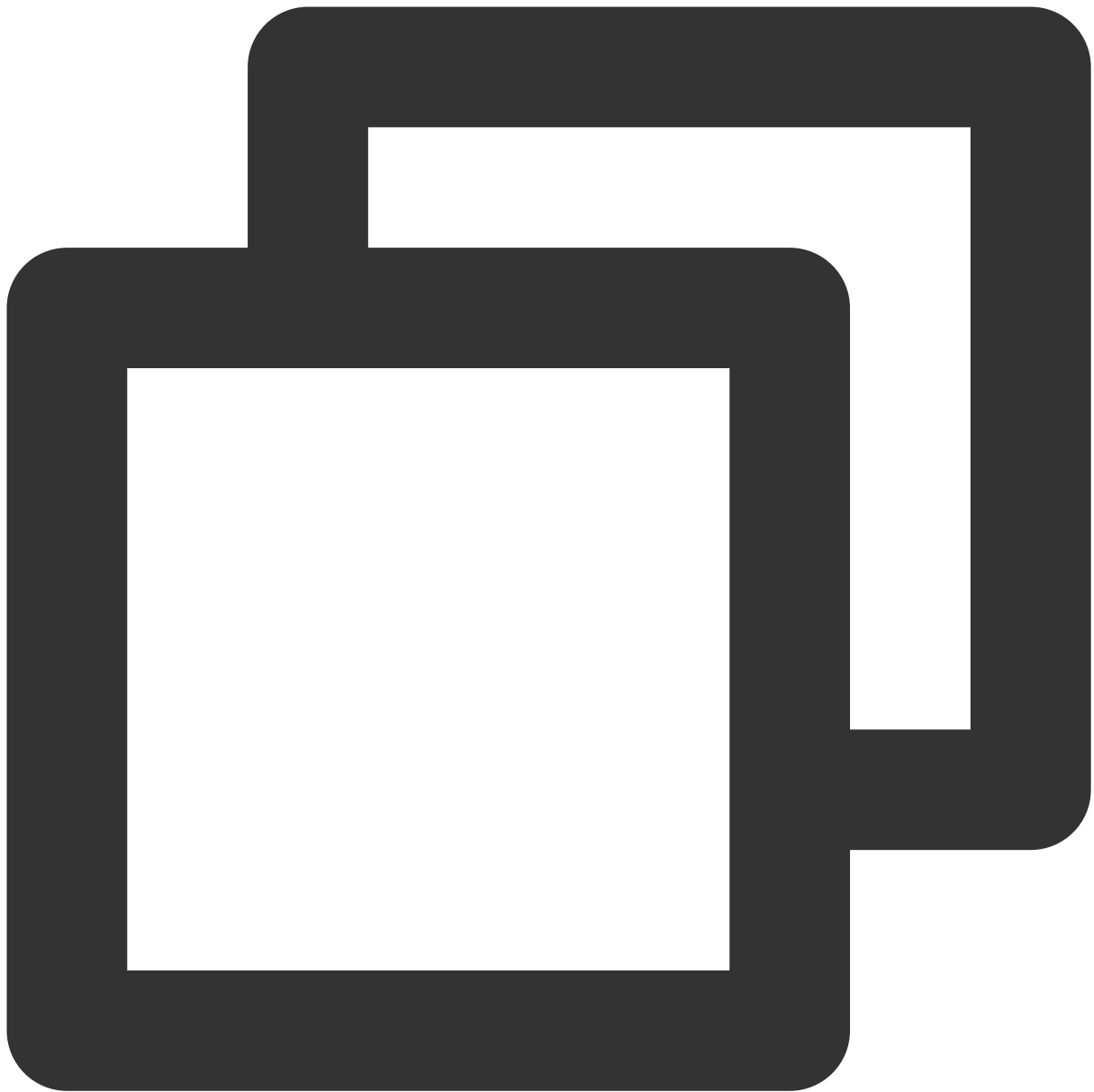
VOD playback: The Player component supports two VOD playback methods, namely, through `FileId` or [URL](#).

Live playback: The Player component can use the [playback through URL](#) method for live playback. A live audio/video stream can be pulled for playback simply by passing in its URL. For more information on how to generate a Tencent Cloud live streaming URL, see [Splicing Live Streaming URLs](#).

VOD and live playback through URL

VOD playback through `FileId`

A URL can be the playback address of a VOD file or the pull address of a live stream. A video file can be played back simply by passing in its URL.









```
SuperPlayerModel model = new SuperPlayerModel();  
model.appId = 1400329073; // Configure `AppId`  
model.url = "http://your_video_url.mp4"; // Configure a URL for your video for pl  
mSuperPlayerView.playWithModelNeedLicence(model);
```

A video file ID is returned by the server after the video is uploaded.

1. After a video is published from a client, the server will return a file ID to the client.
2. After a video is uploaded to the server, the notification for successful upload will contain a file ID for the video.

If the video you want to play is already saved with VOD, you can go to [Media Assets](#) to view its file ID.

<input type="checkbox"/>	Video Name/ID	Video Status	Video Cate...	Uploading ...	Expiration Time	
<input type="checkbox"/>	 test_2022-04-15-17... ID:387702299327461625	 Normal	Other	2022-04-15 17:47:24	Permanent	(
<input type="checkbox"/>	 test_2022-04-07-16... ID:387702298823695918	 Normal	Other	2022-04-07 16:14:00	Permanent	(
<input type="checkbox"/>	 test_2022-04-07-16... ID:387702298823695507	 Normal	Other	2022-04-07 16:12:07	Permanent	(

Note

1. To play by VOD file ID, you need to use the Adaptive-

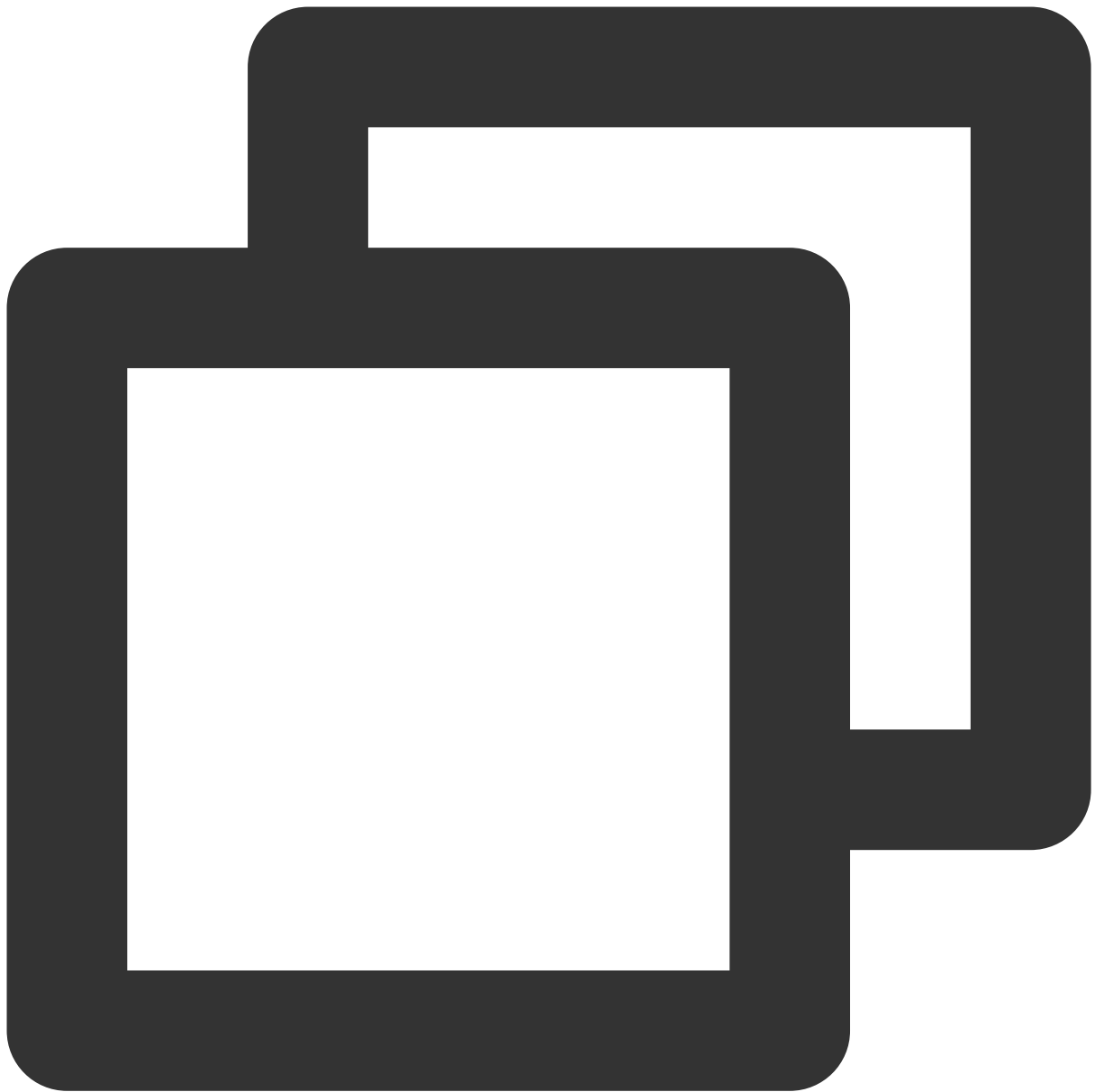
HLS template (ID: 10) to transcode the video or use the player signature `psign` to specify the video to play; otherwise, the playback may fail. For more information on how to transcode a video and generate `psign`, see [Play back a video with the Player component](#) and [Player Signature](#).

2.

If a "no v4 play info" exception occurs during playback through `FileId`, the above problem may exist. In this case, we recommend you make adjustments as instructed above. You can also directly get the playback link of the source video for playback through [URL](#).

3.

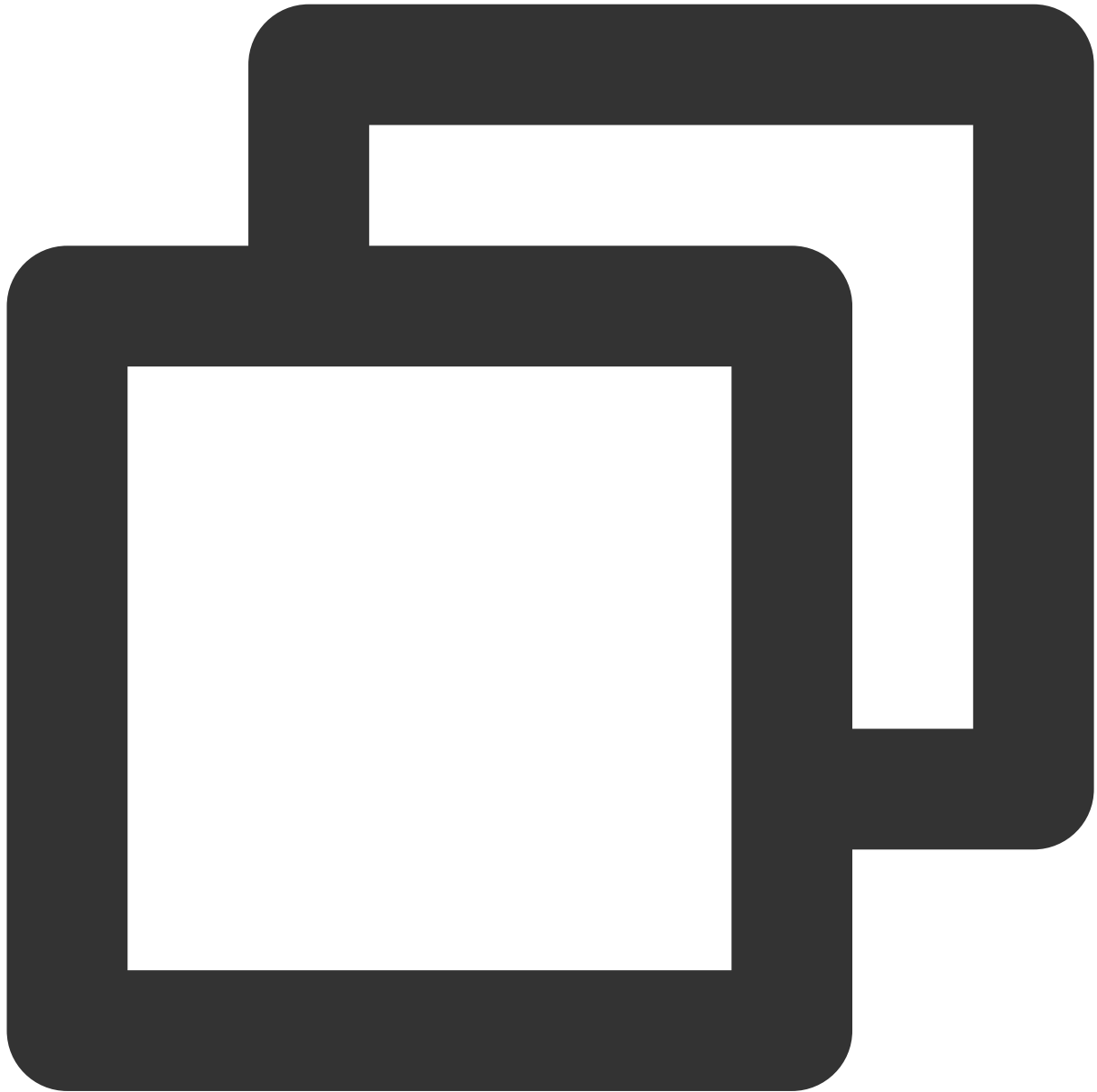
We recommend you transcode videos for playback because untranscoded videos may experience compatibility issues during playback.



```
// If you haven't enabled hotlink protection and a "no v4 play info" error occurs,  
  
SuperPlayerModel model = new SuperPlayerModel();  
model.appId = 1400329071; // Configure AppId  
model.videoId = new SuperPlayerVideoId();  
model.videoId.fileId = "5285890799710173650"; // Configure `FileId`  
// `psign` is a player signature. For more information on the signature and how to  
model.videoId.pSign = "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBHJZCI6MTQwMDMyOTA  
mSuperPlayerView.playWithModelNeedLicence(model);
```

4. Playback exit

If the player is no longer needed, call `resetPlayer` to reset the player and free up memory.



```
mSuperPlayerView.resetPlayer();
```

At this point, you have learned how to create a player, use it to play videos, and stop playback.

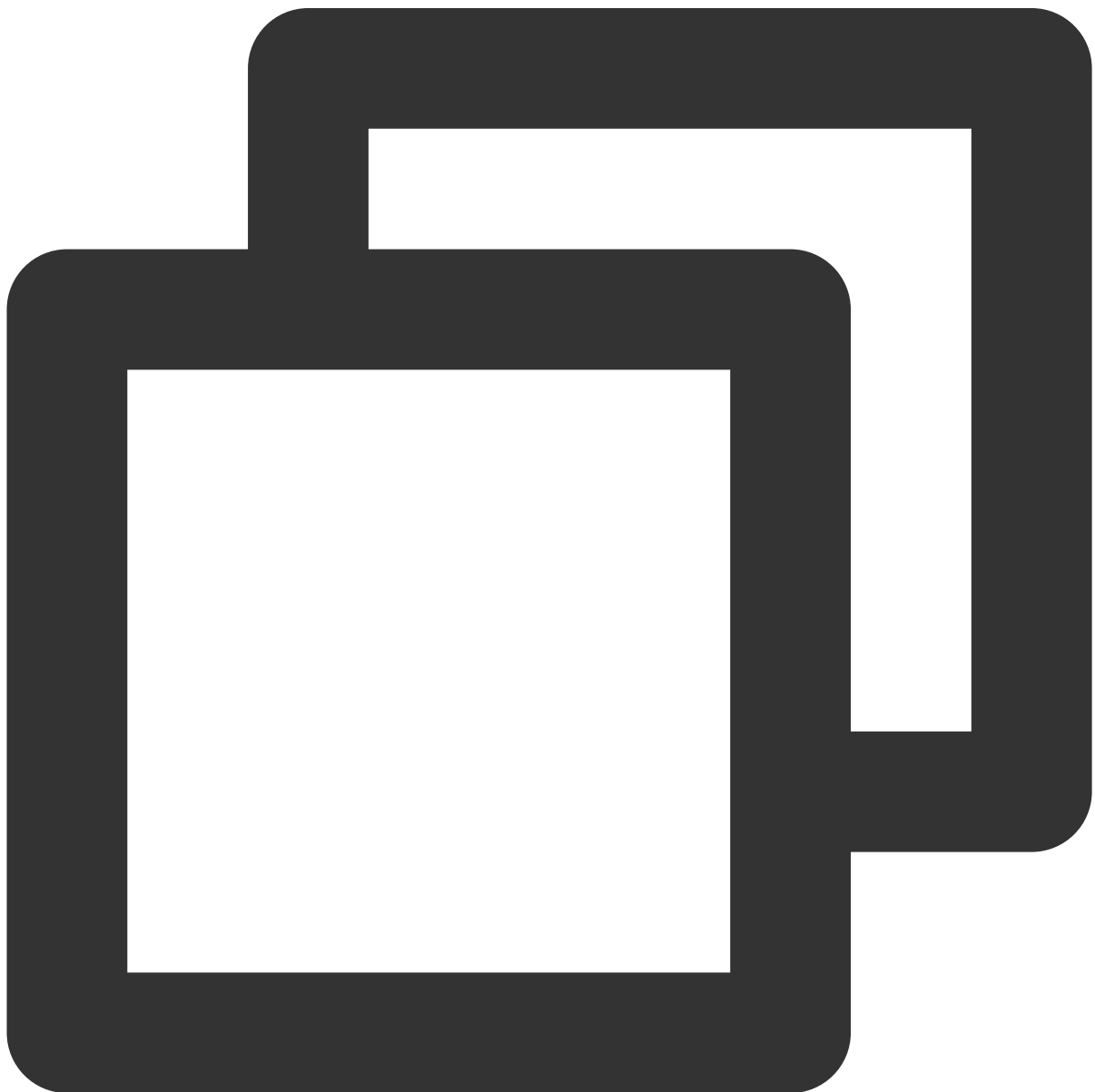
More Features

This section describes several common player features. For more features, see [Demo](#). For features supported by the Player component, see [Features](#).

1. Full screen playback

The Player component supports full screen playback. In full screen mode, users can lock the screen, control volume and brightness with gestures, send on-screen comments, take screenshots, and switch the video definition. You can try out this feature in [TCToolkit App](#) > **Player** > **Player Component**, and you can enter the full screen playback mode by clicking the full screen icon in the bottom-right corner.

You can call the API below to enter full screen from the windowed playback mode:




```
mControllerCallback.onSwitchPlayMode(SuperPlayerDef.PlayerMode.FULLSCREEN);
```

Features of full screen playback mode

Return to the window

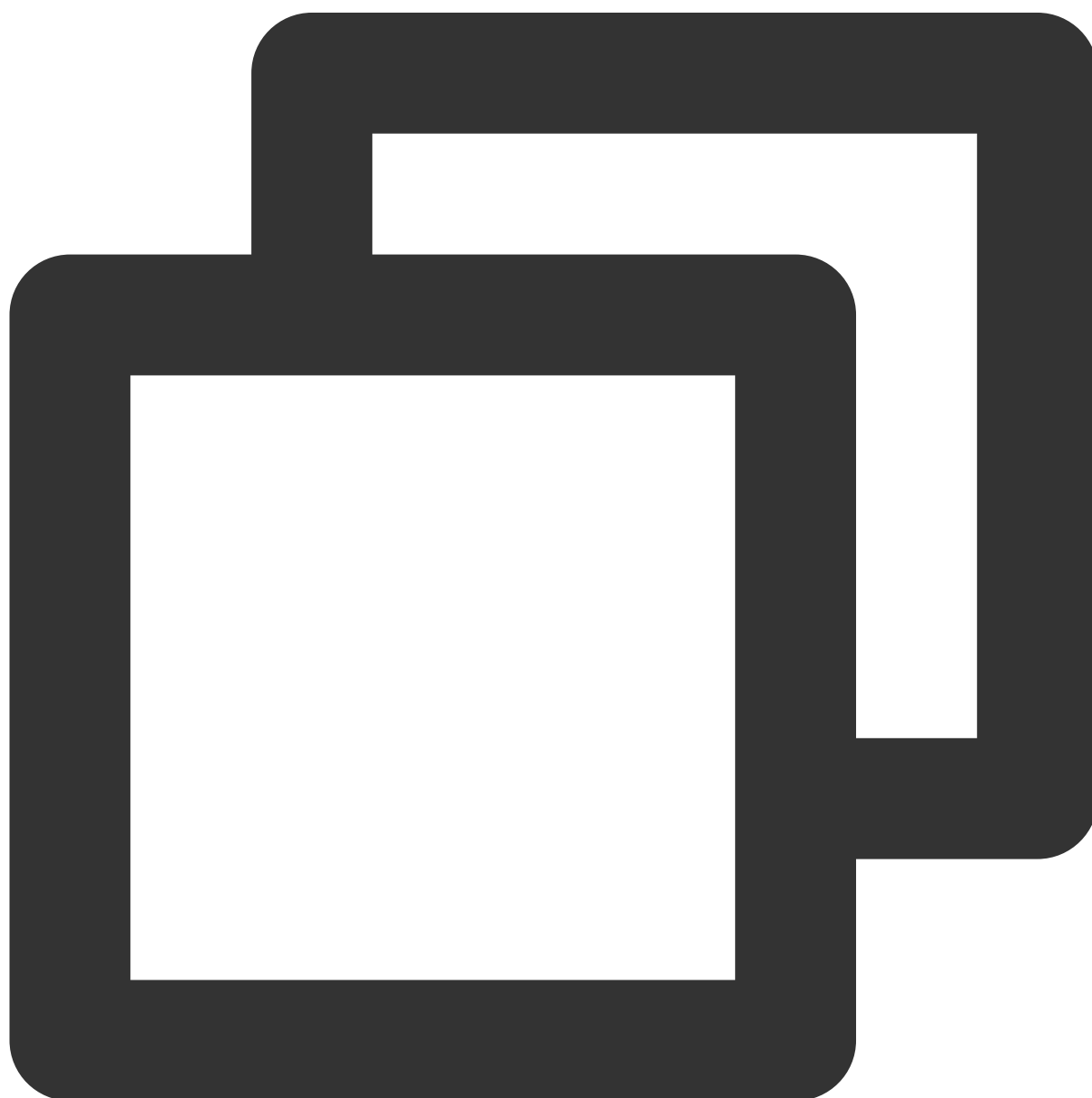
Screen lock

On-screen comments

Screenshot

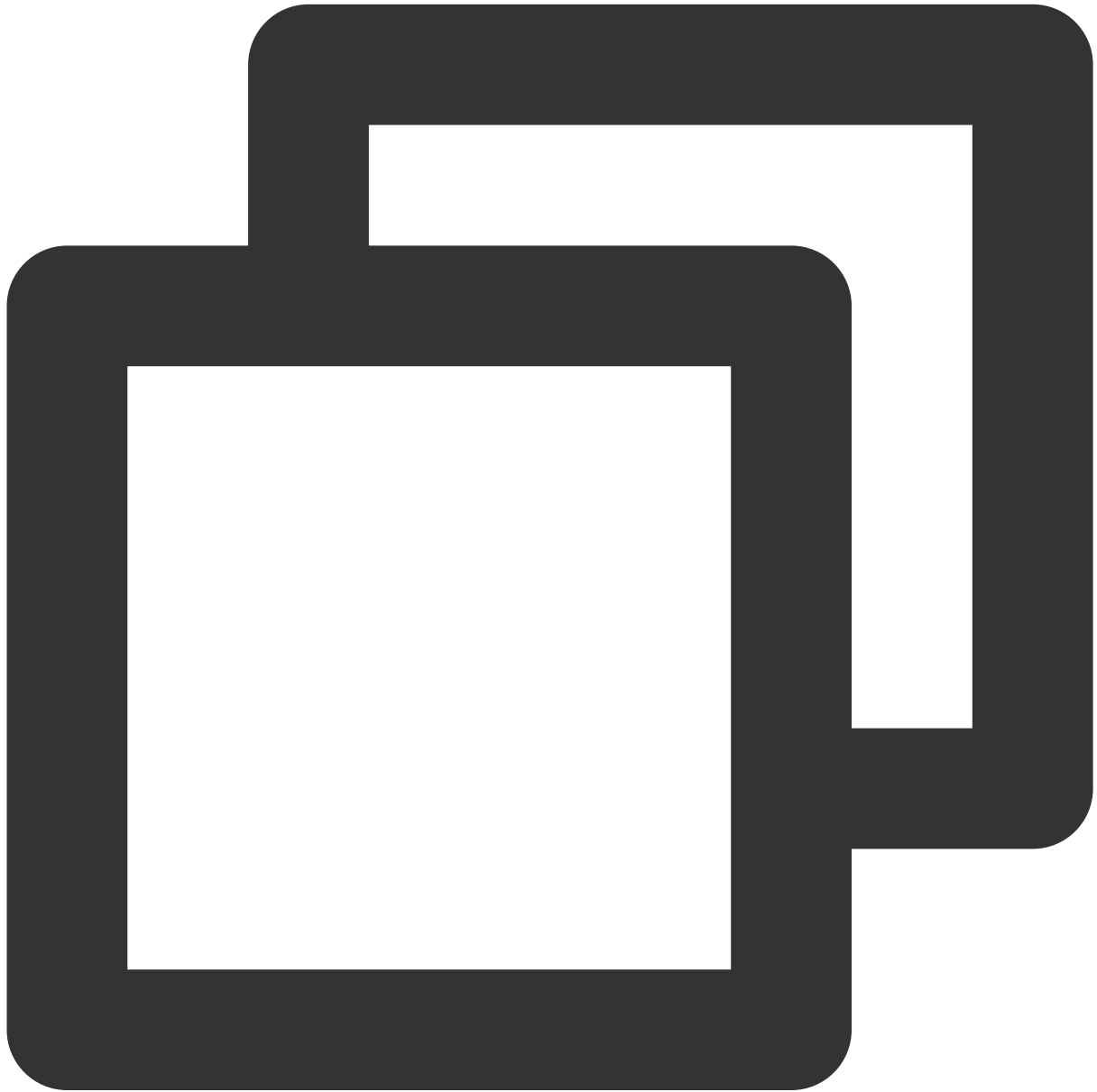
Change resolution

Click **Back** to return to the window playback mode.



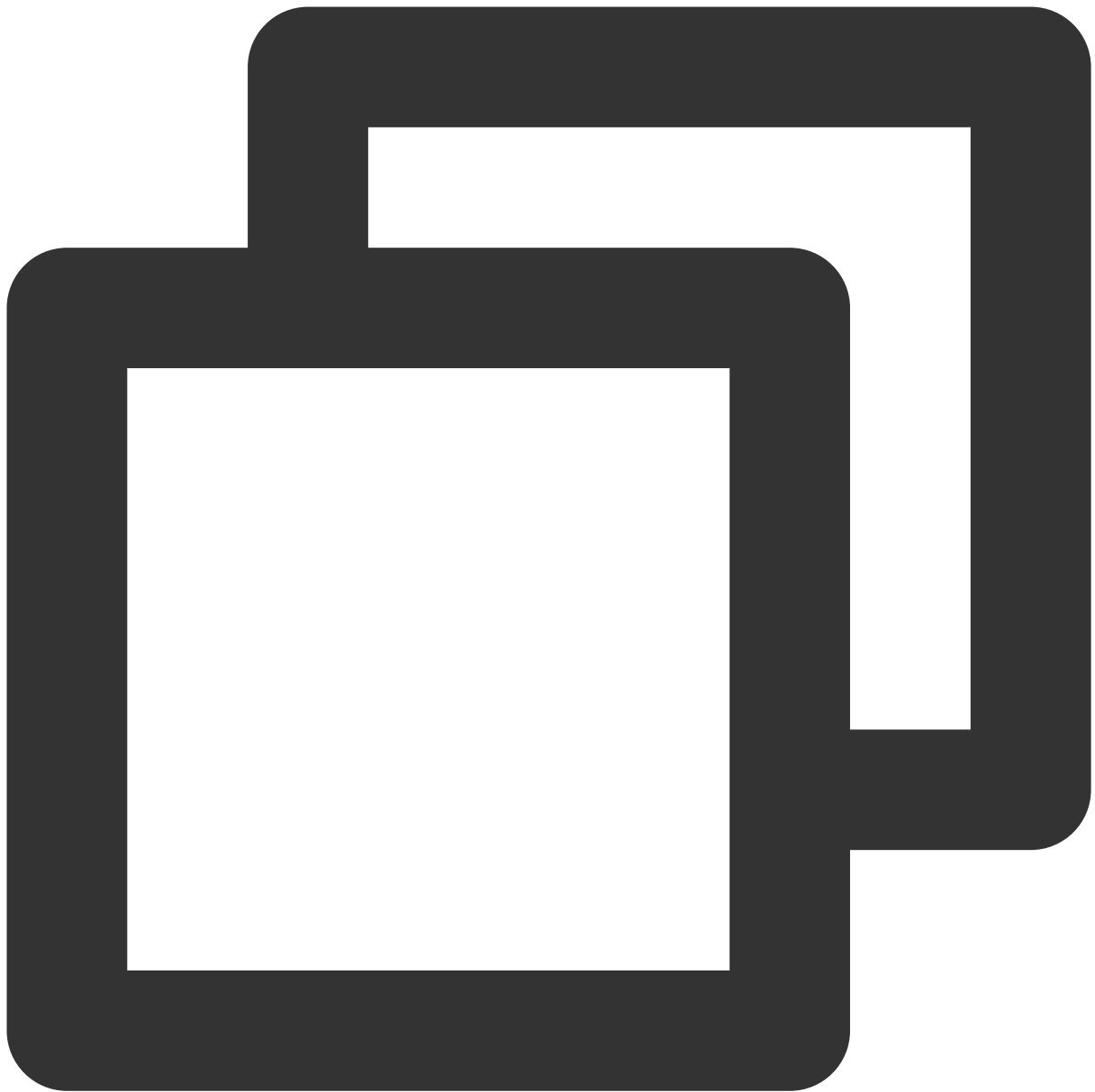
```
// API triggered after tapping  
mControllerCallback.onBackPressed(SuperPlayerDef.PlayerMode.FULLSCREEN);  
onSwitchPlayMode(SuperPlayerDef.PlayerMode.WINDOW);
```

Screen locking disables touch screen and allows users to enter an immersive playback mode.



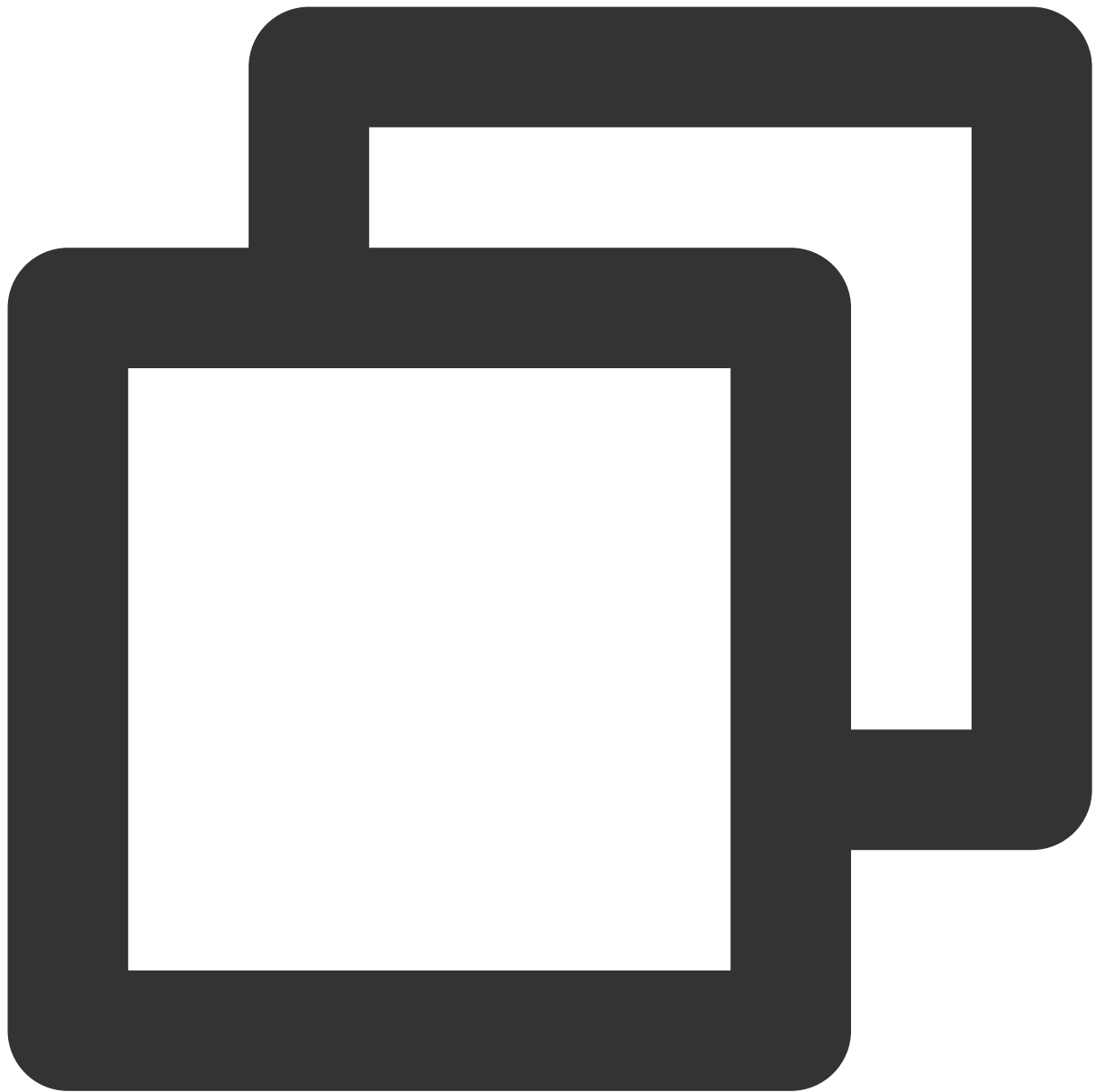
```
// API triggered after tapping  
toggleLockState();
```

After the on-screen commenting feature is enabled, text comments sent by users will be displayed on the screen.



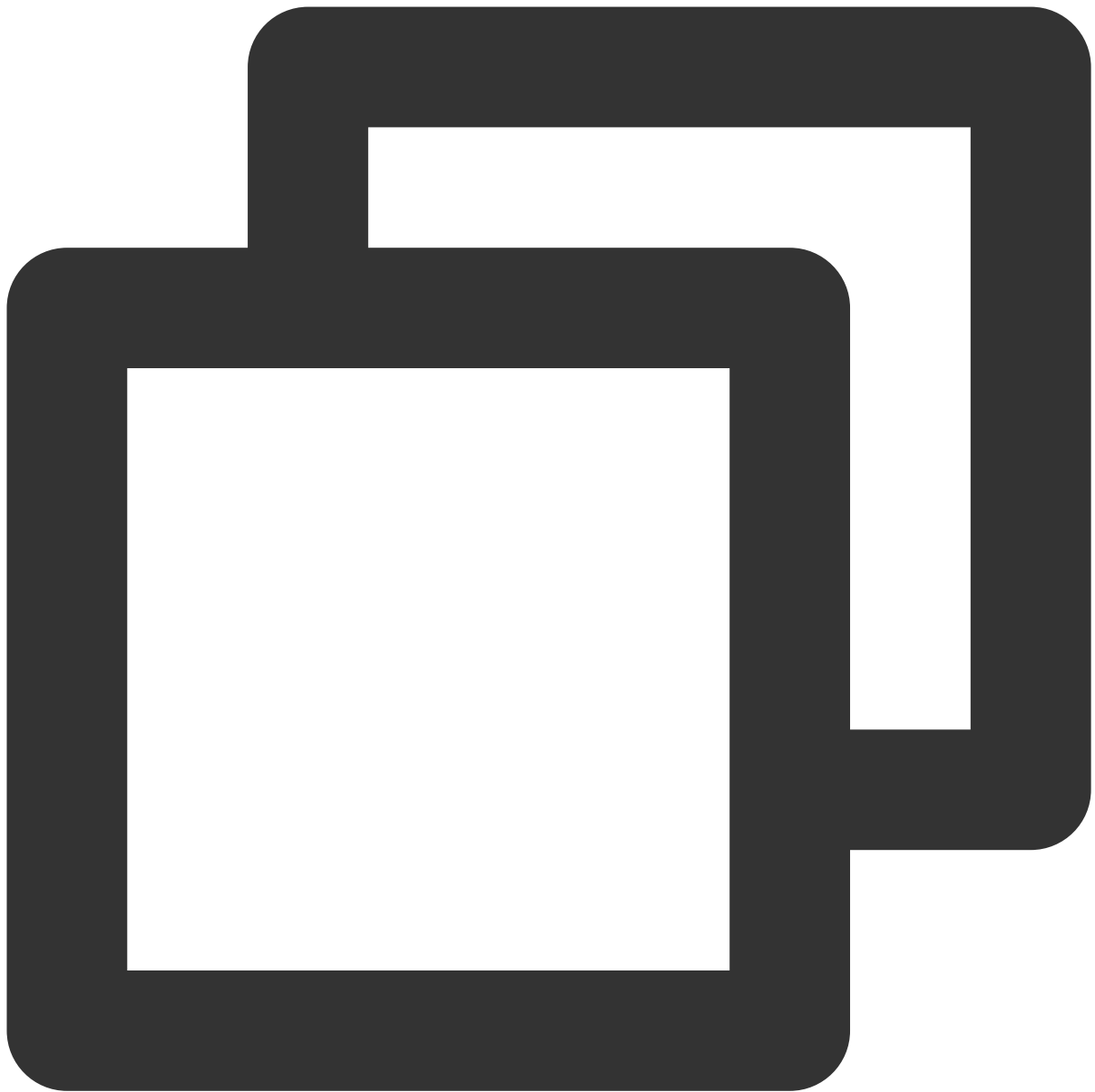
```
// Step 1. Add an on-screen comment to the on-screen comment view
addDanmaku(String content, boolean withBorder);
// Step 2. Enable or disable on-screen commenting
toggleBarrage();
```

The Player component allows users to take and save a screenshot of a video during playback. Click the button in image 4 to capture the screen, and you can save the captured screenshot with the `mSuperPlayer.snapshot` API.



```
mSuperPlayer.snapshot(new TXLivePlayer.ITXSnapshotListener() {  
    @Override  
    public void onSnapshot(Bitmap bitmap) {  
        // The captured screenshot can be saved here  
    }  
});
```

Users can change the video definition (such as SD, HD, and FHD) during playback.

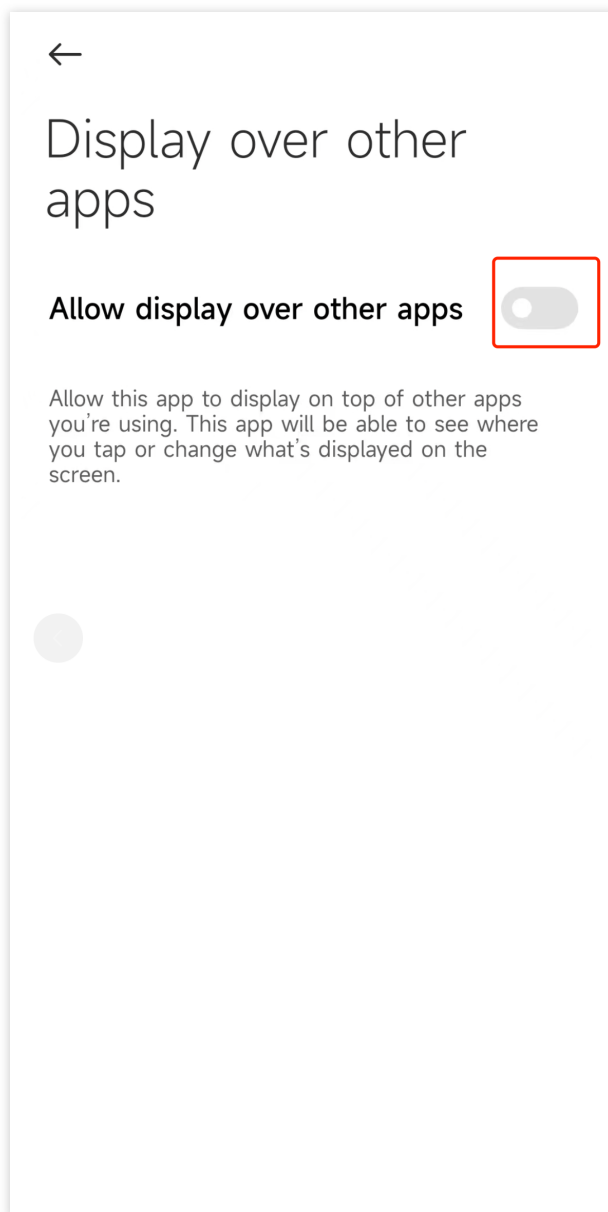


```
// The API for displaying the definition selection view triggered after the button
showQualityView();
// The callback API for tapping the definition option is as follows
mListView.setOnItemClickListener(new AdapterView.OnItemClickListener() {
    @Override
    public void onItemClick(AdapterView<?> parent, View view, int position, long id)
    // The event of tapping the definition list view
    VideoQuality quality = mList.get(position);
    mCallback.onQualitySelect(quality);
})
});
```

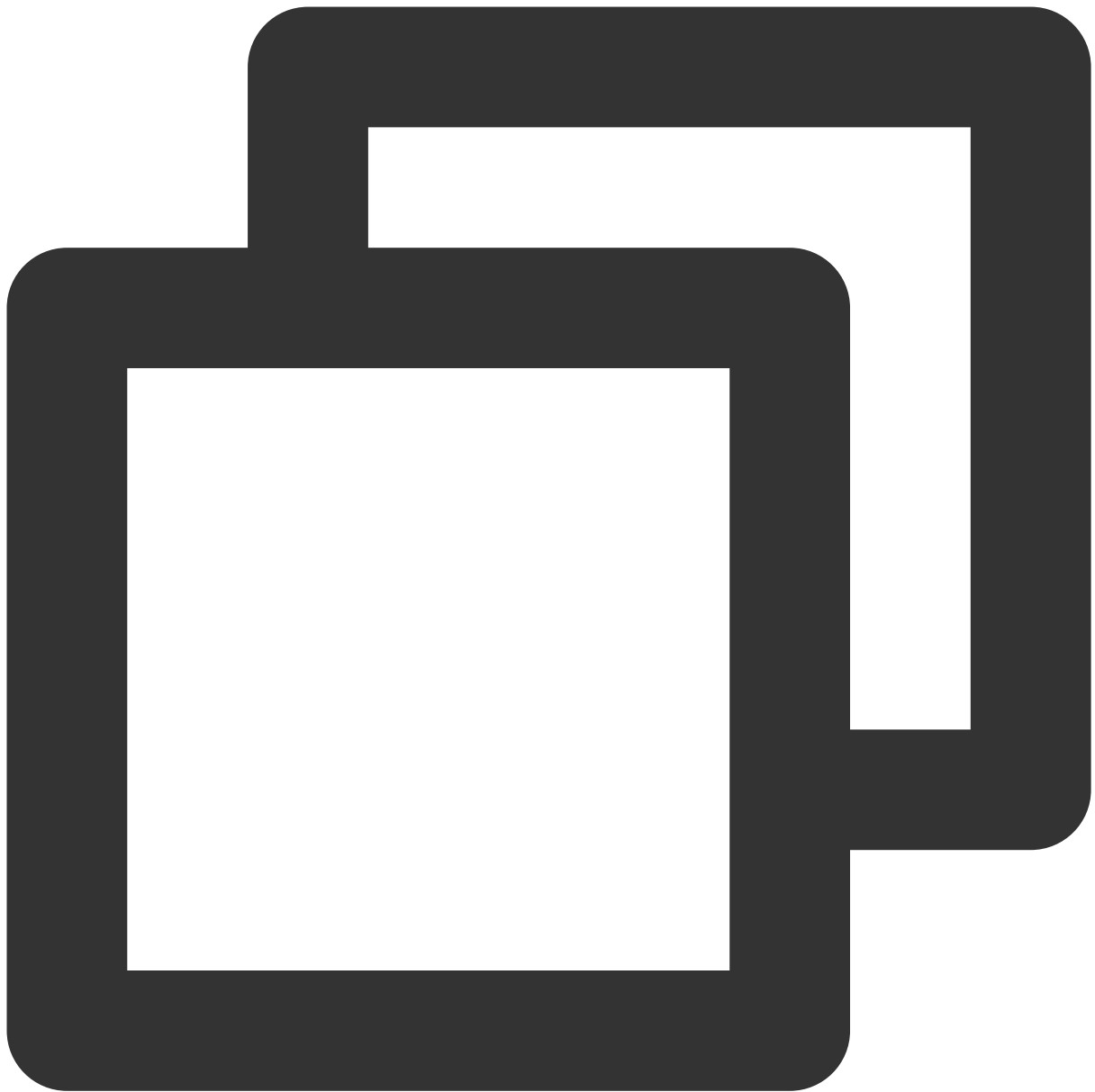
```
// Callback for the selected definition
@Override
public void onQualityChange(VideoQuality quality) {
    mFullScreenPlayer.updateVideoQuality(quality);
    mSuperPlayer.switchStream(quality);
}
```

2. Floating window playback

The Player component supports playback in a small floating window, which allows users to switch to another application without interrupting the video playback. You can try out this feature in **TCToolkit App > Player > Player Component** by clicking **Back** in the top-left corner.



Floating window playback relies on the following permission in `AndroidManifest` :



```
<uses-permission android:name="android.permission.SYSTEM_ALERT_WINDOW" />
```



```
// The API triggered by switching to the floating window
mSuperPlayerView.switchPlayMode(SuperPlayerDef.PlayerMode.FLOAT);
// The API triggered by tapping the floating window to return to the main window
mControllerCallback.onSwitchPlayMode(SuperPlayerDef.PlayerMode.WINDOW);
```

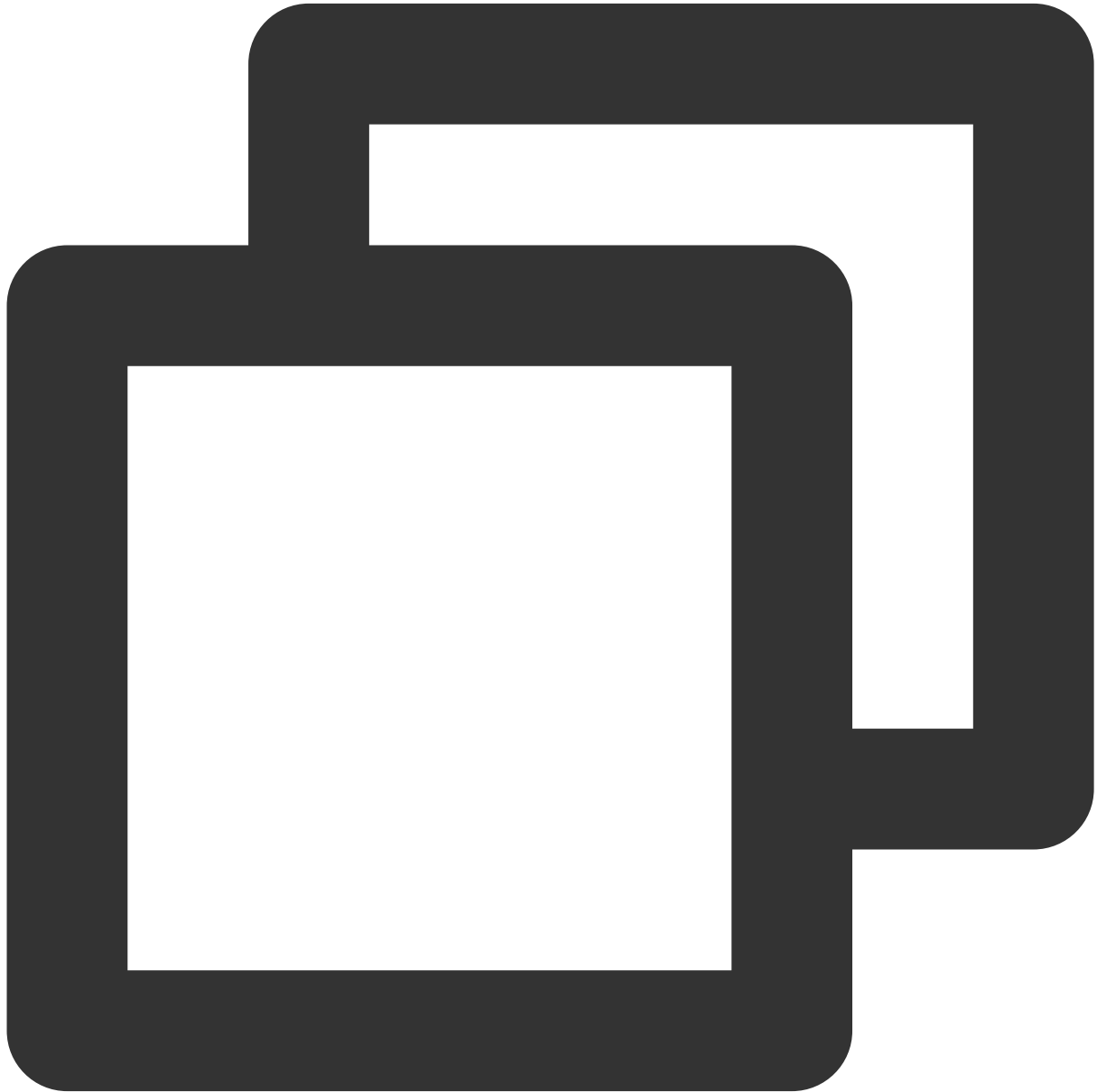
3. Thumbnail

The Player component supports customizing a video thumbnail, which is displayed before the callback is received for playing back the first video frame. You can try out this feature in **TCToolkit App > Player > Player Component > Thumbnail Customization Demo**.

When the Player component is set to the automatic playback mode `PLAY_ACTION_AUTO_PLAY` , the thumbnail will be displayed before the first video frame is loaded.

When the Player component is set to the manual playback mode `PLAY_ACTION_MANUAL_PLAY` , videos are played only after users tap the play button, and the thumbnail will be displayed until the first video frame is loaded.

You can set the thumbnail by specifying the URL of a local or online file. For detailed directions, see the code below. If you play by VOD file ID, you can also set the thumbnail in the VOD console.



```
SuperPlayerModel model = new SuperPlayerModel();  
model.appId = "Your `appid`";  
model.videoId = new SuperPlayerVideoId();
```

```
model.videoId.fileId = "Your `fileId`";  
// Playback mode, which can be set to automatic (`PLAY_ACTION_AUTO_PLAY`) or manual  
model.playAction = PLAY_ACTION_MANUAL_PLAY;  
// Specify the URL of an online file to use as the thumbnail. If `coverPictureUrl`  
model.coverPictureUrl = "http://1500005830.vod2.myqcloud.com/6c9a5118vodcq150000583  
mSuperPlayerView.playWithModelNeedLicence(model);
```

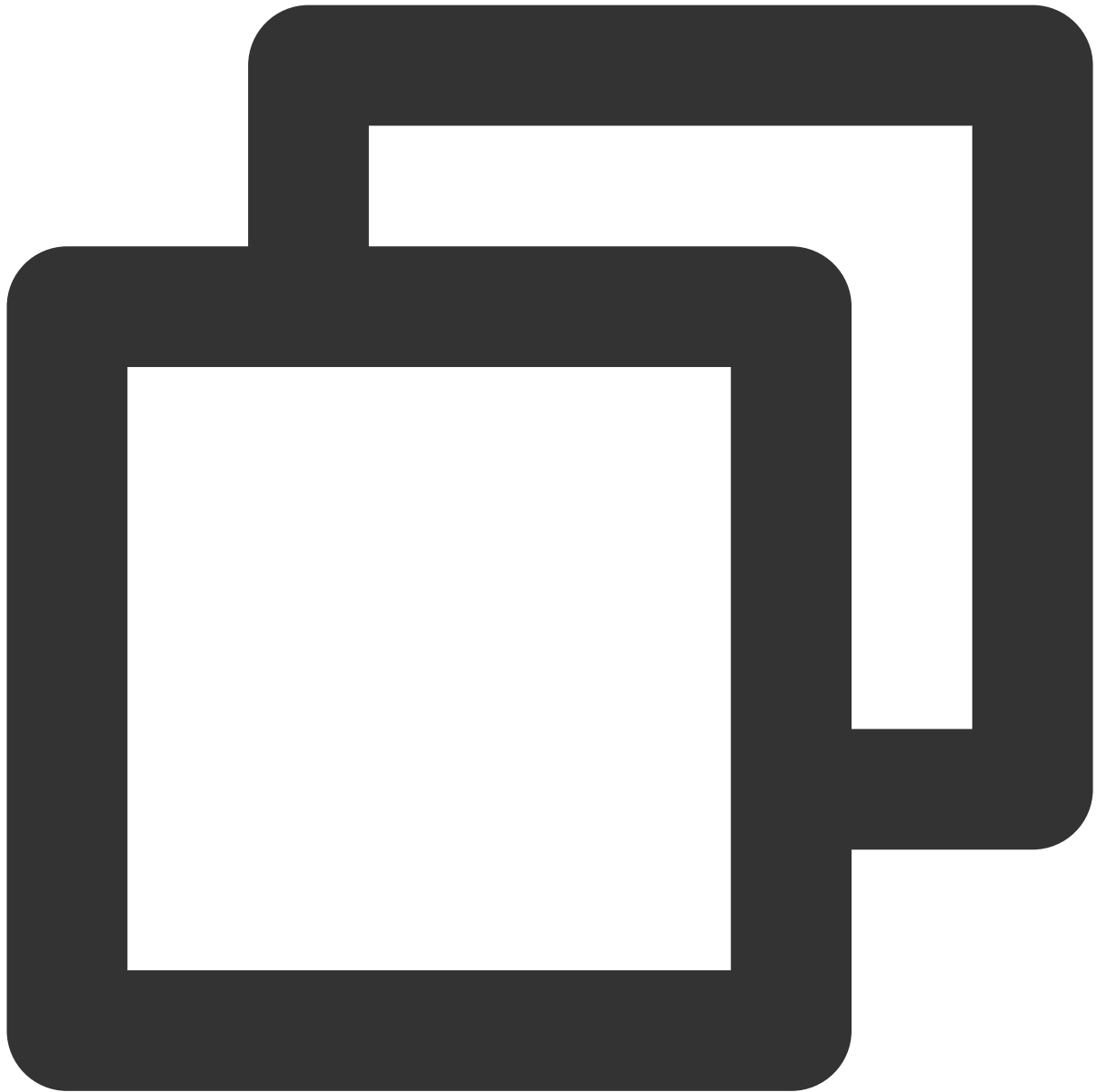
4. Video playlist loop

The Player component supports looping video playlists.

After a video ends, the next video in the list can be played automatically or users can manually start the next video.

After the last video in the list ends, the first video in the list will start automatically.

This feature can be tried out in **TCToolkit App > Player > Player Component > Video List Loop Demo**.



```
// Step 1. Create a loop list<SuperPlayerModel>
ArrayList<SuperPlayerModel> list = new ArrayList<>();
SuperPlayerModel model = new VideoModel();
model = new SuperPlayerModel();
model.videoId = new SuperPlayerVideoId();
model.appid = 1252463788;
model.videoId.fileId = "4564972819219071568";
list.add(model);

model = new SuperPlayerModel();
model.videoId = new SuperPlayerVideoId();
```

```
model.appid = 1252463788;  
model.videoId.fileId = "4564972819219071679";  
list.add(model);  
// Step 2. Call the loop API  
mSuperPlayerView.playWithModelListNeedLicence(list, true, 0);
```



```
public void playWithModelListNeedLicence(List<SuperPlayerModel> models, boolean isL
```

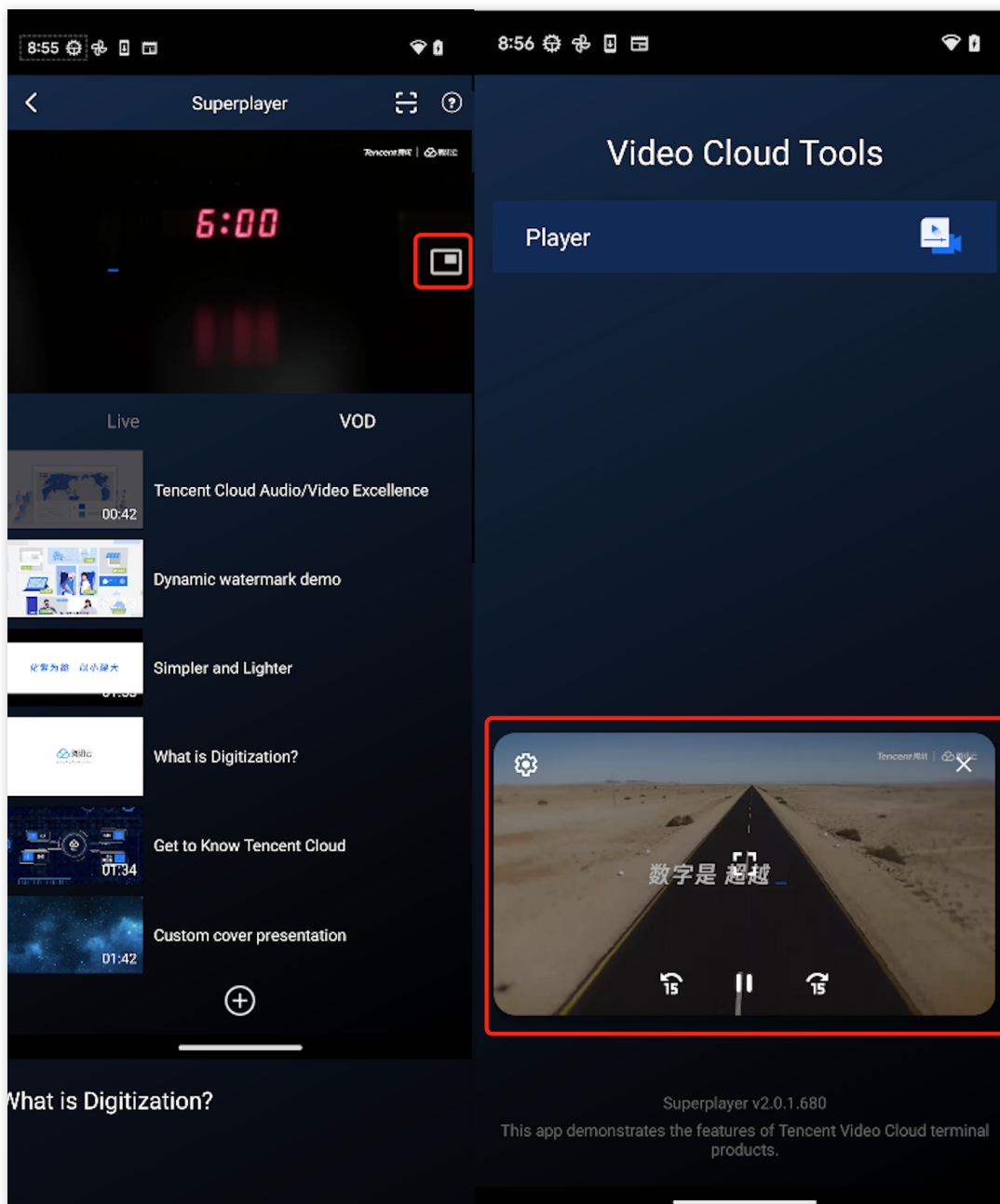
API parameters:

Parameter	Type	Description

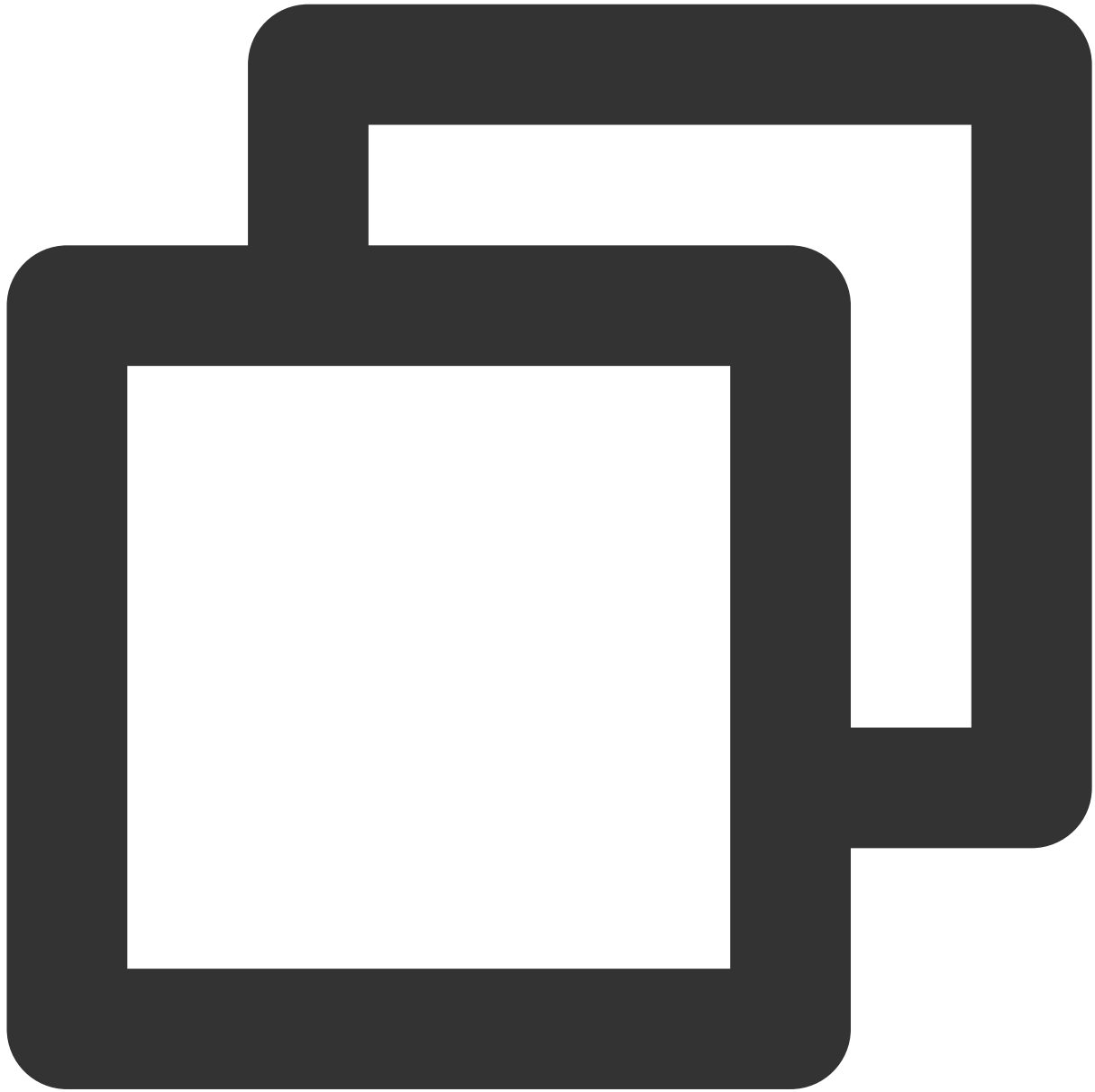
models	List<SuperPlayerModel>	Loop data list
isLoopPlayList	boolean	Whether to loop video playback
index	int	Index of SuperPlayerModel from which to start the playback

5. Picture-in-picture

Starting from Android 8.0 (API level 26), Android allows launching activities in picture-in-picture (PiP) mode.



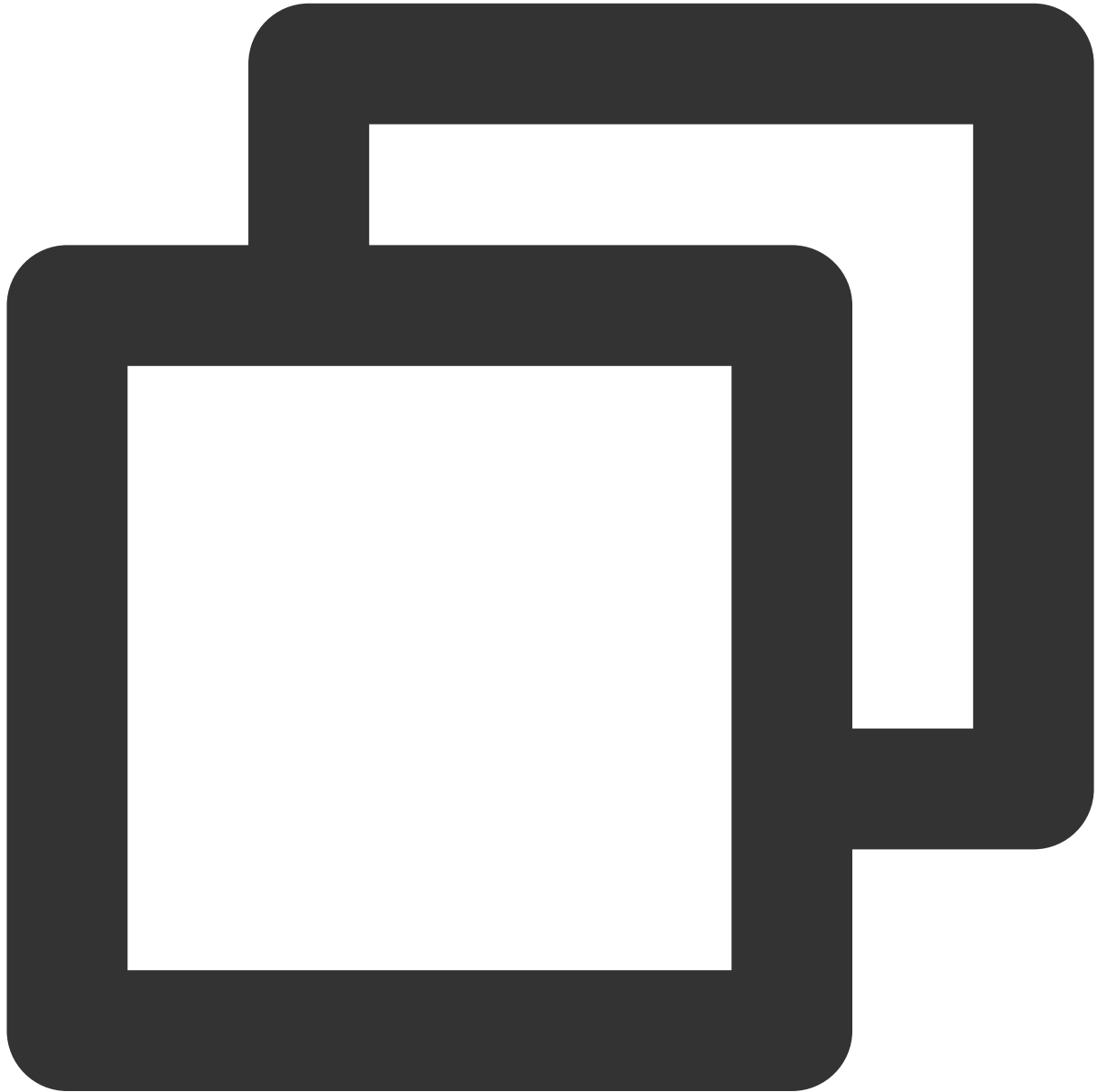
If you need to enable or disable picture-in-picture, simply change the value of `enablePIP` in `SuperPlayerGlobalConfig`. To add picture-in-picture to your app, you need to add the following attribute to the activity that supports picture-in-picture in `AndroidManifest`.



```
<activity>
    android:name=".demo.SuperPlayerActivity"
    android:resizeableActivity="true"
    android:supportsPictureInPicture="true"
    android:documentLaunchMode="intoExisting"
    android:excludeFromRecents="true"
    android:configChanges="orientation|keyboardHidden|screenSize|smallestScreenSize
```

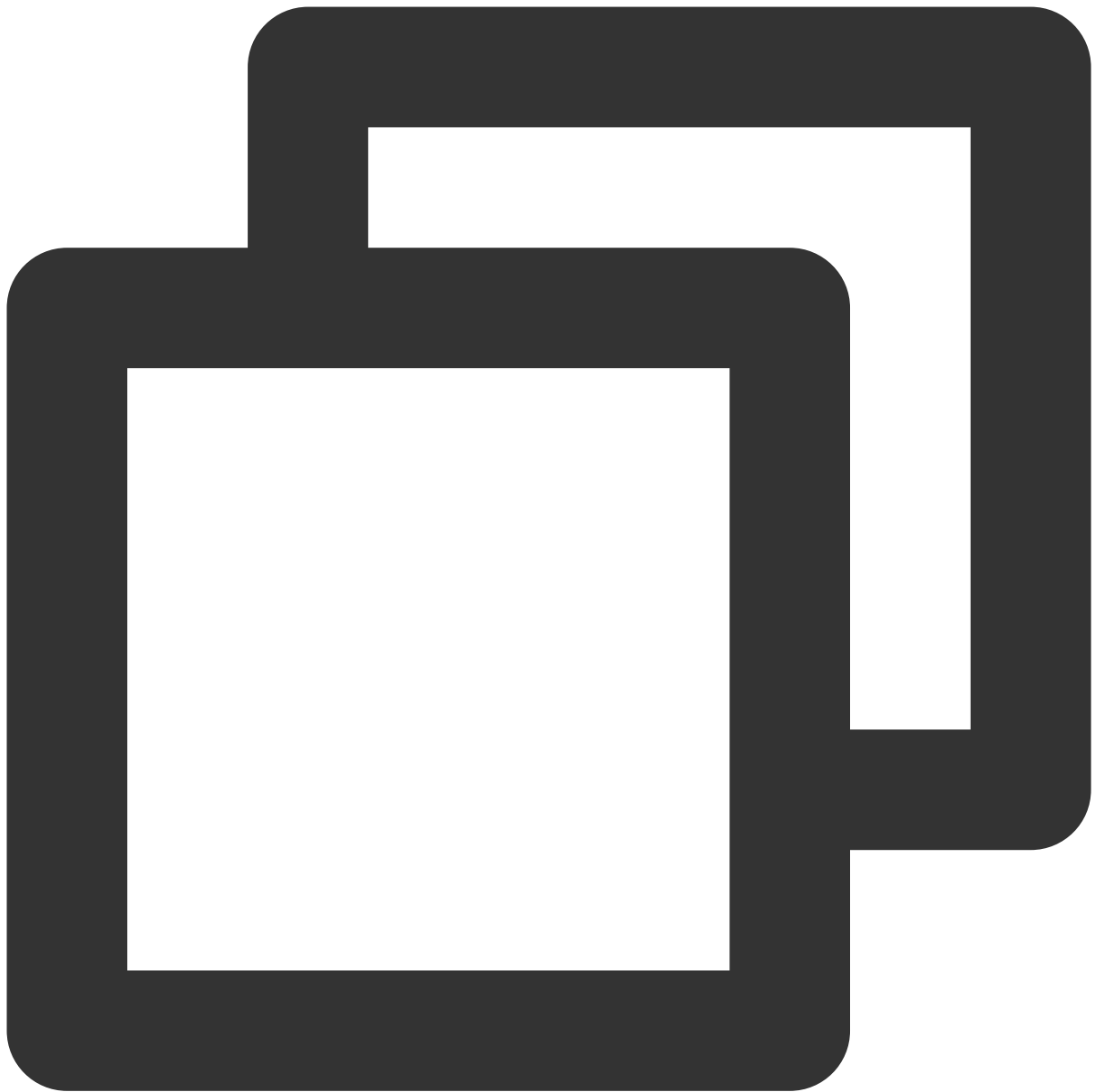
```
</activity>
```

At the same time, the lifecycle of the activity that supports picture-in-picture needs to be handled specially according to `SuperPlayerActivity`. To enable picture-in-picture, use `PictureInPictureHelper` in `SuperPlayerView`.



```
PictureInPictureHelper mPictureInPictureHelper = new PictureInPictureHelper(mContext);  
mPictureInPictureHelper.setListener(this);  
mPictureInPictureHelper.enterPictureInPictureMode(getPlayerState(), mTXCloudVideoView);
```

You need to release it in `SuperPlayerView` when exiting.



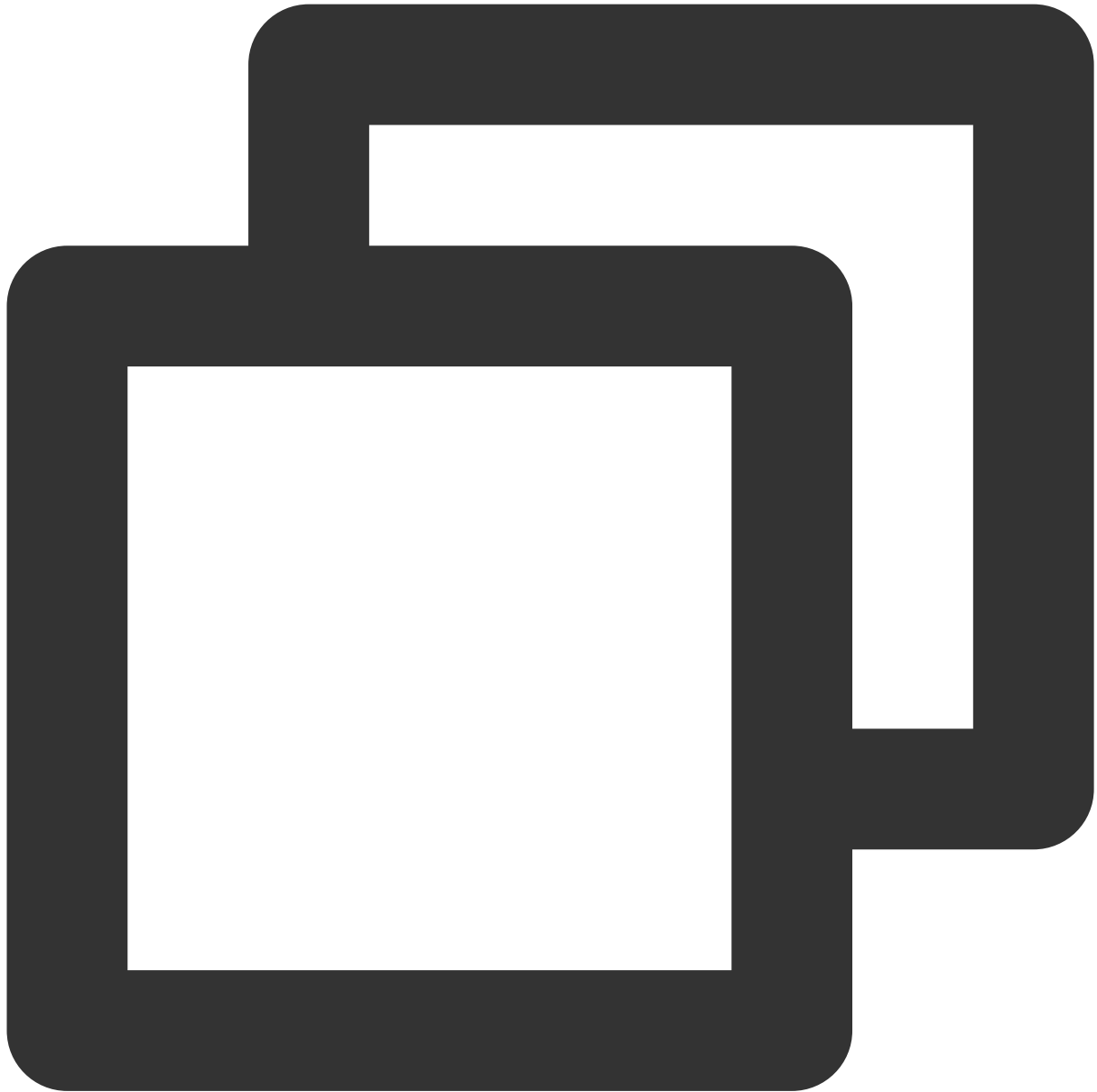
```
mPictureInPictureHelper.release();
```

If you need to modify the time interval for moving the custom button forward or backward in picture-in-picture, simply modify the value of `PIP_TIME_SHIFT_INTERVAL` in `PictureInPictureHelper`.

6. Preview

The Player component supports the video preview feature, which allows non-member viewers to view a preview of the video. You can pass in different parameters to control the video preview duration, prompt message, and preview end

screen. You can try out this feature in **Tencent Cloud Toolkit App > Player > Player Component > Preview Feature Demo**.



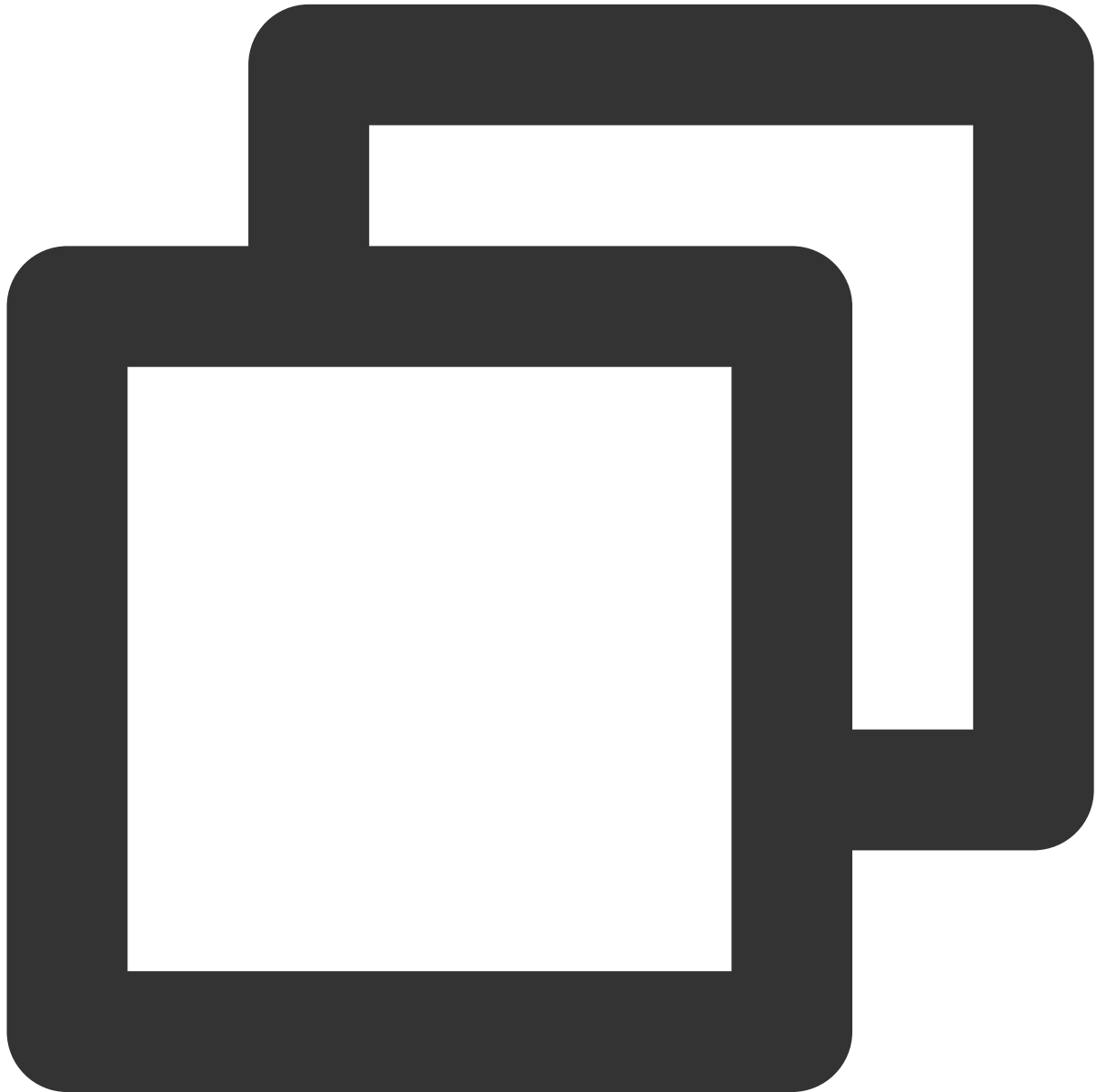
Method 1:

```
// Step 1. Create a video model
SuperPlayerModel mode = new SuperPlayerModel();
//... Add the video source information
// Step 2. Create a preview information model
VipWatchModel vipWatchModel = new VipWatchModel("You can preview %ss and activate
mode.vipWatchMode = vipWatchModel;
// Step 3. Call the method for playing back videos
```

```
mSuperPlayerView.playWithModelNeedLicence(mode);
```

Method 2:

```
// Step 1. Create a preview information model  
VipWatchModel vipWatchModel = new VipWatchModel("You can preview %ss and activate  
// Step 2. Call the method for setting the preview feature  
mSuperPlayerView.setVipWatchModel(vipWatchModel);
```



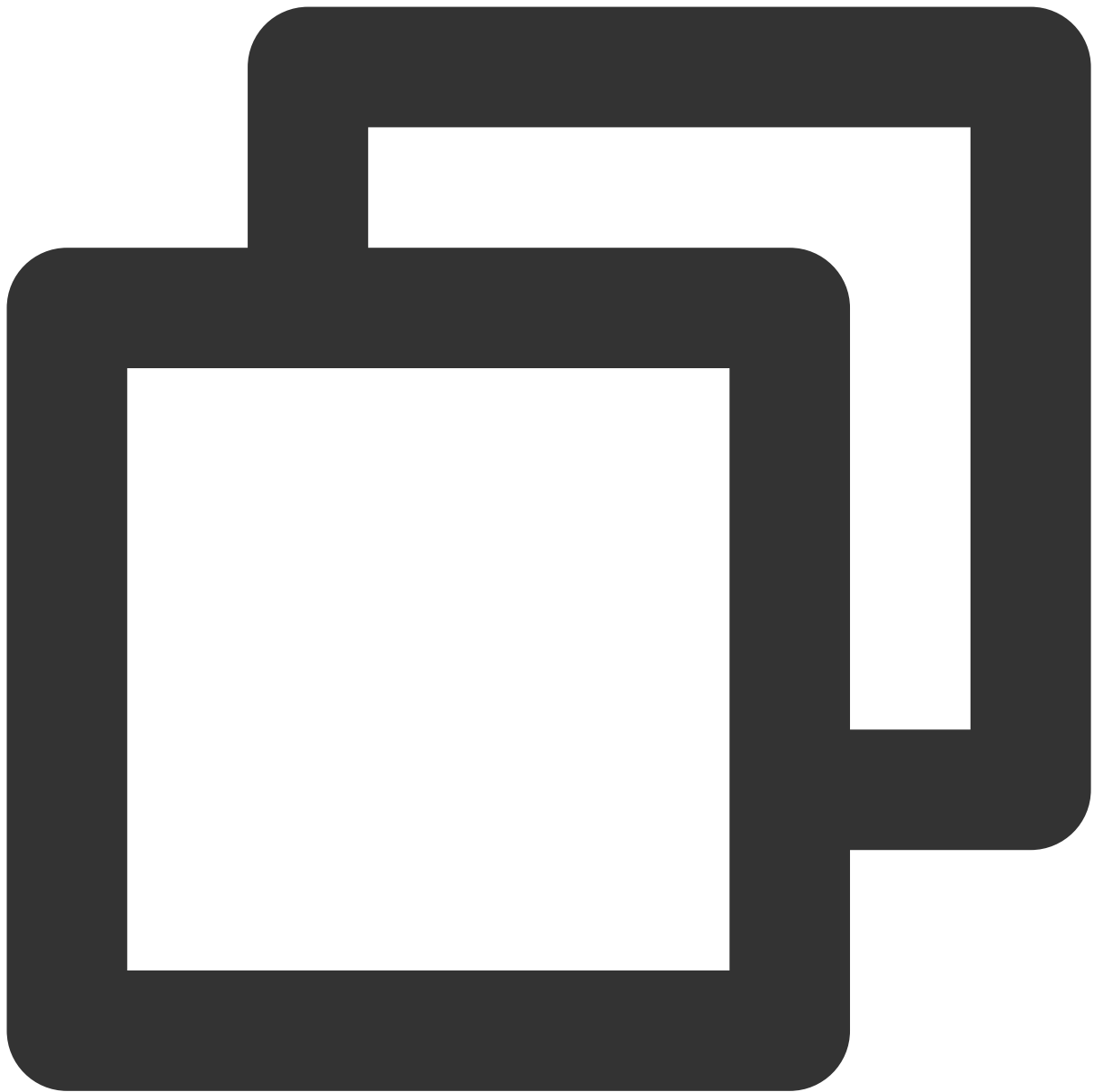
```
public VipWatchModel(String tipStr, long canWatchTime)
```

VipWatchModel API parameter description:

Parameter	Type	Description
tipStr	String	Preview prompt message
canWatchTime	Long	Preview duration in seconds

7. Dynamic watermark

The Player component allows you to add a randomly moving text watermark to protect your content against piracy. Watermarks are visible in both the full screen mode and windowed mode. The text, font size, and color of a watermark are customizable. You can find a demo for this feature in the TCToolkit app: **Player > Player Component > Dynamic Watermark Demo**.

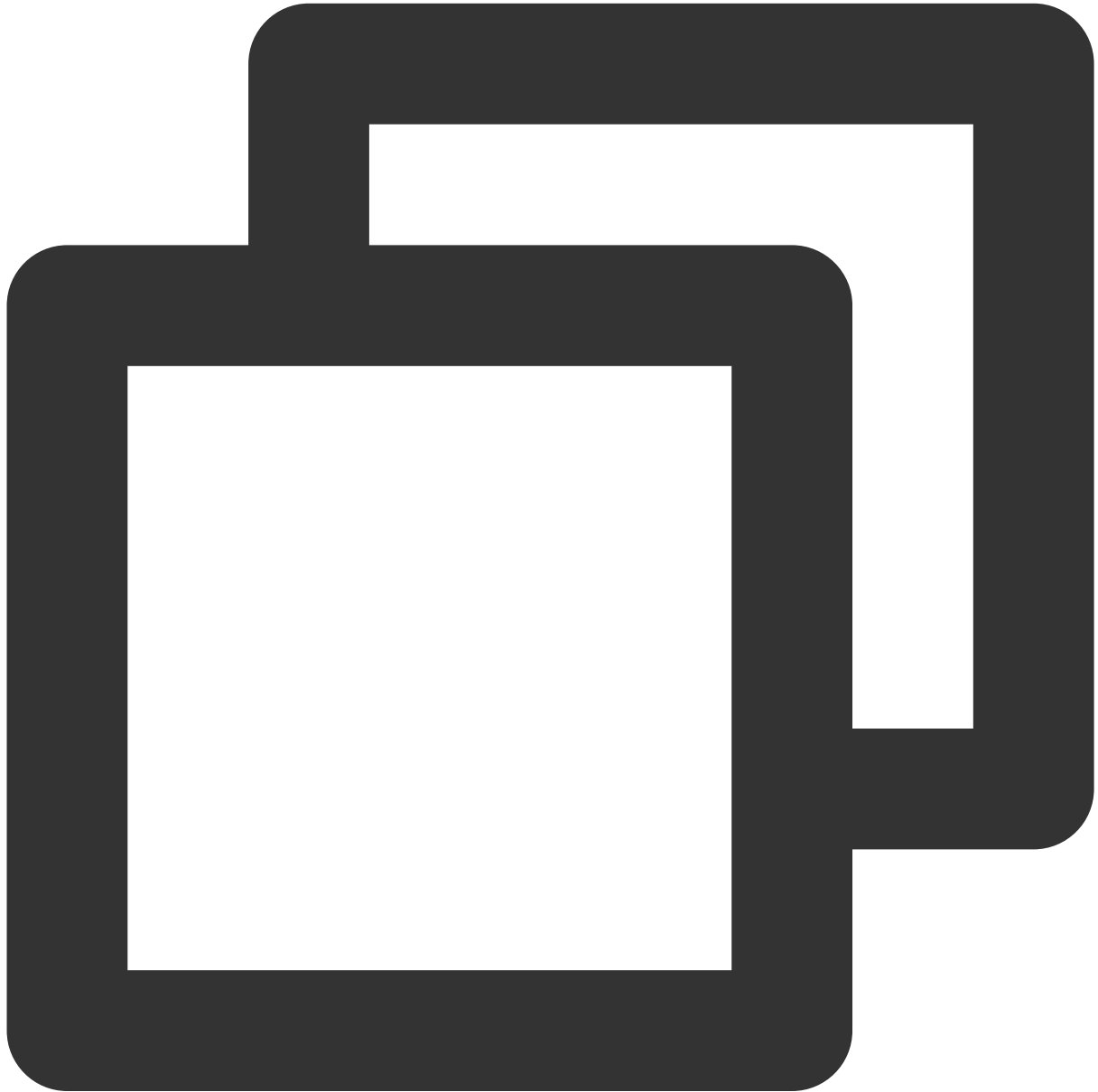


Method 1:

```
// Step 1. Create a video model
SuperPlayerModel mode = new SuperPlayerModel();
//... Add the video source information
// Step 2. Create a watermark information model
DynamicWaterConfig dynamicWaterConfig = new DynamicWaterConfig("shipinyun", 30, Co
mode.dynamicWaterConfig = dynamicWaterConfig;
// Step 3. Call the method for playing back videos
mSuperPlayerView.playWithModelNeedLicence(mode);
```

Method 2:

```
// Step 1. Create a watermark information model
DynamicWaterConfig dynamicWaterConfig = new DynamicWaterConfig("shipinyun", 30, Co
// Step 2. Call the method for setting the dynamic watermark feature
mSuperPlayerView.setDynamicWatermarkConfig(dynamicWaterConfig);
```



```
public DynamicWaterConfig(String dynamicWatermarkTip, int tipTextSize, int tipTextC
```

API parameters:

Parameter	Type	Description

dynamicWatermarkTip	String	Watermark text information
tipTextSize	int	Text size
tipTextColor	int	Text color

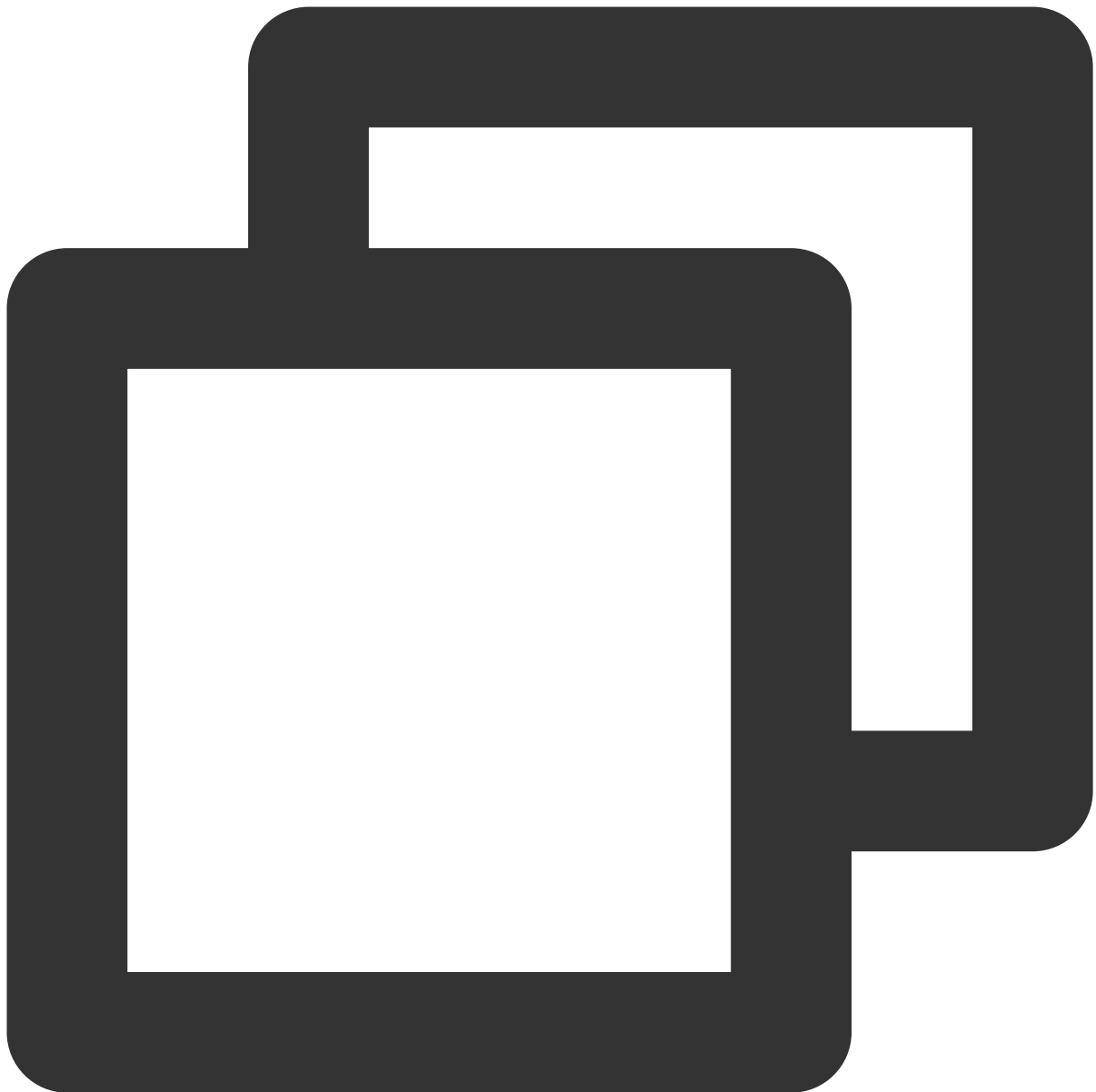
8. Video download

Video download allows users to cache online videos and watch them offline. The cached video can be played back only in the client but cannot be actually downloaded to the device. This feature can effectively prevent downloaded videos from being distributed without authorization and protect the video security.

You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Offline Cache.



`DownloadMenuListView` (cache selection list view) is used to select and download videos at different definitions. After selecting the definition in the top-left corner, click the option of the video to be downloaded. When a check mark appears, the download has started. After clicking the **video download list** button below, you will be redirected to the Activity where `VideoDownloadListView` is located.



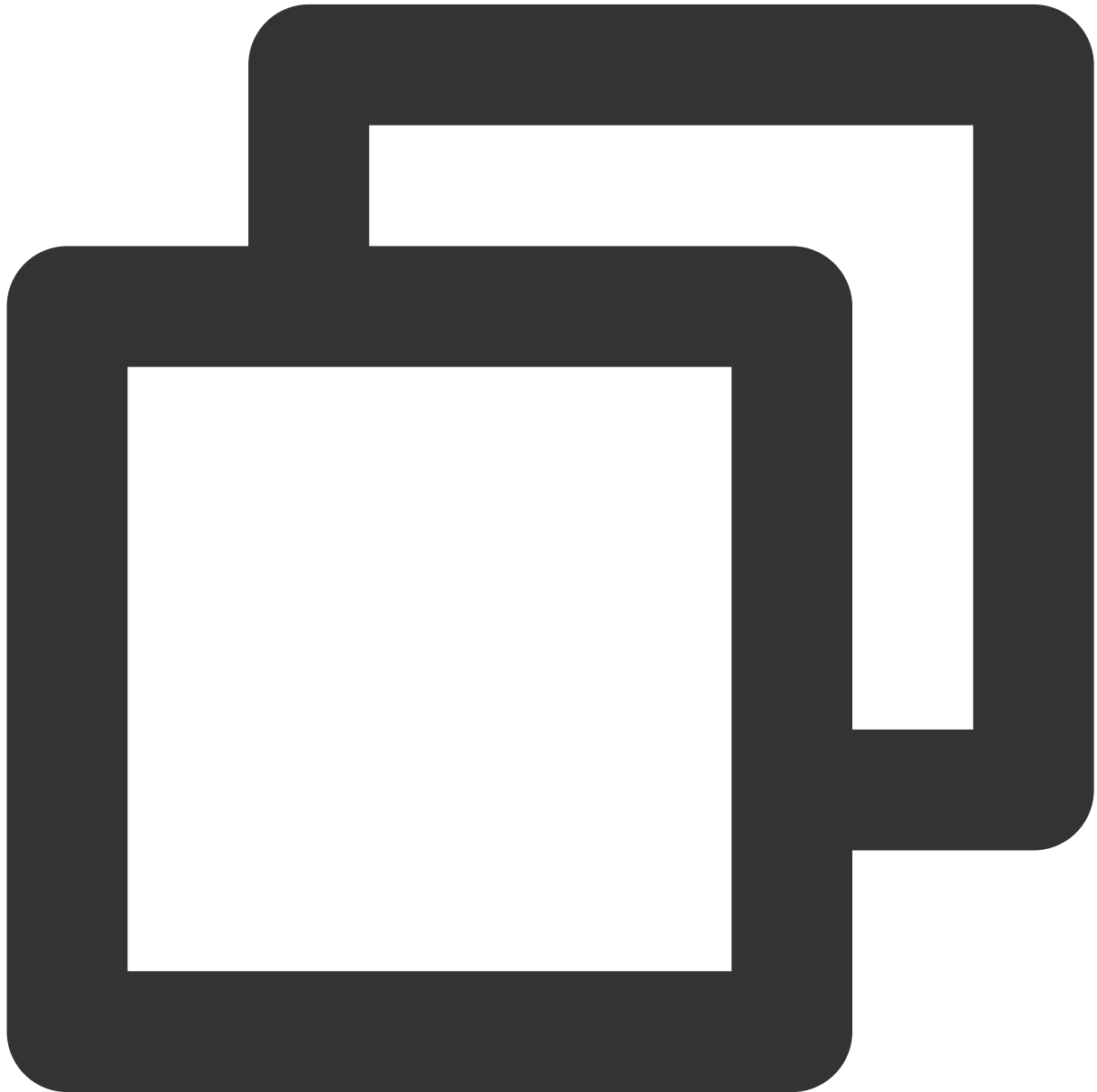
```
// Step 1. Initialize the download data with the following parameters
DownloadMenuListView mDownloadMenuView = findViewById(R.id.superplayer_cml_cache_me
mDownloadMenuView.initDownloadData(superPlayerModelList, mVideoQualityList, mDefaul

// Step 2. Set the options of the video being played back
mDownloadMenuView.setCurrentPlayVideo(mSuperplayerModel);

// Step 3. Set the click event of the **video download list** button
mDownloadMenuView.setOnCacheListClick(new OnClickListener() {
    @Override
    public void onClick(View v) {
```

```
// Redirect to the Activity where `VideoDownloadListView` is located
startActivity(DownloadMeduListActivity.this, VideoDownloadListActivity.class)
}
});

// Step 4. Display the view with animation
mDownloadMenuView.show();
```



```
public void initDownloadData(List<SuperPlayerModel> superPlayerModelList,
                             List<VideoQuality> qualityList,
                             VideoQuality currentQuality,
```

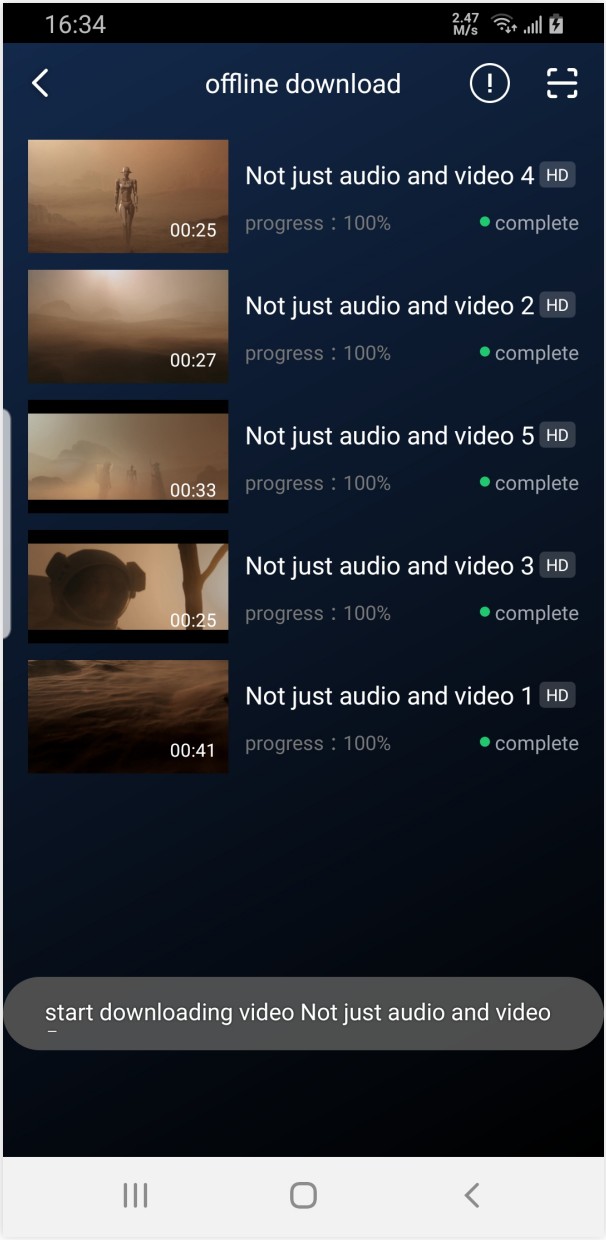


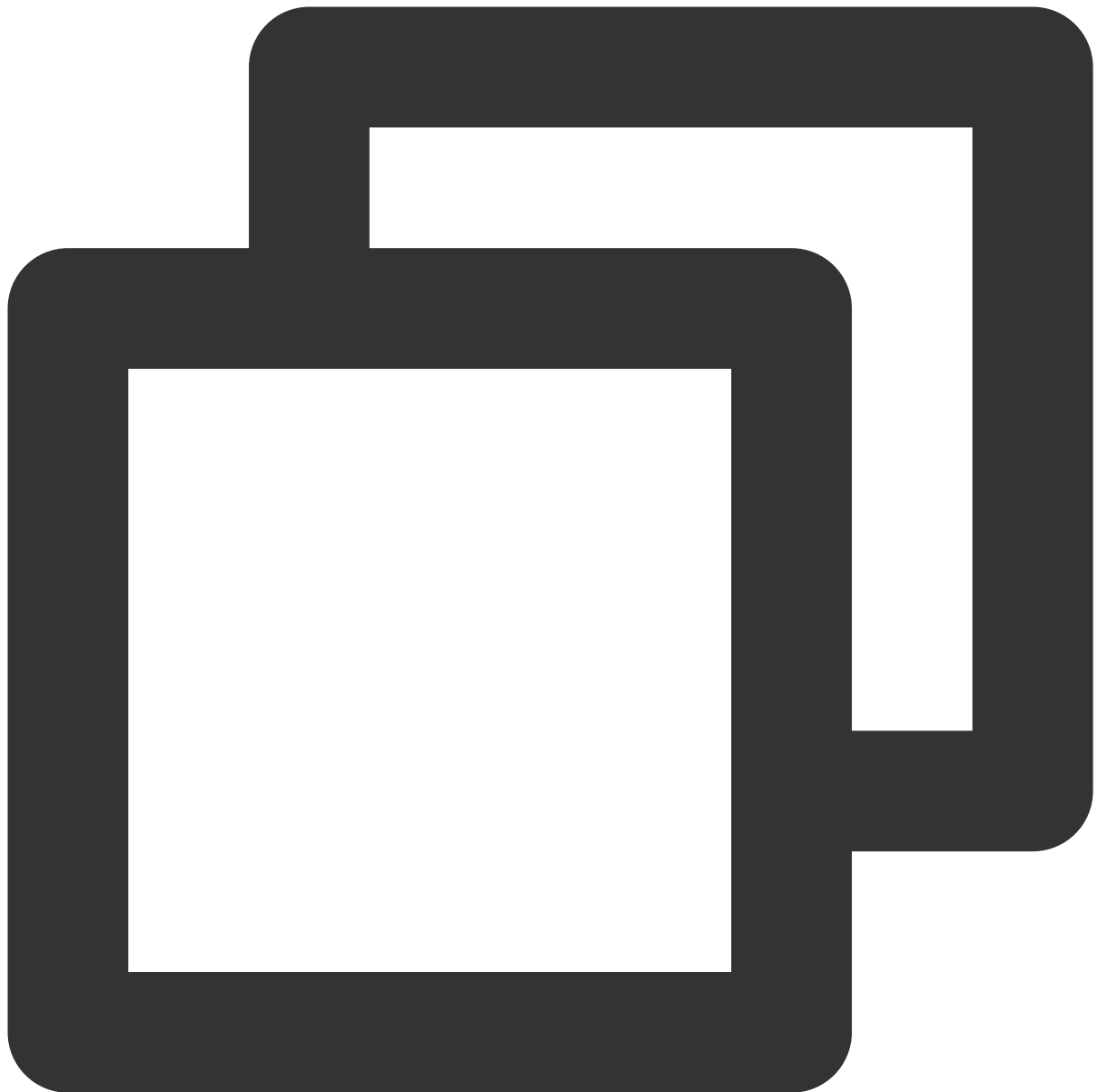
```
String userName)
```

API parameters:

Parameter	Type	Description
superPlayerModelList	List<SuperPlayerModel>	The downloaded video data
qualityList	List<VideoQuality>	The video definition data
currentQuality	VideoQuality	The current video definition
userName	String	The username

`VideoDownloadListView` (video download list) displays the list of views of all the videos that are being downloaded and have been downloaded. When this button is clicked, if the download is in progress, it will be paused; if it is paused, it will be resumed; if it has completed, the video will be played back.

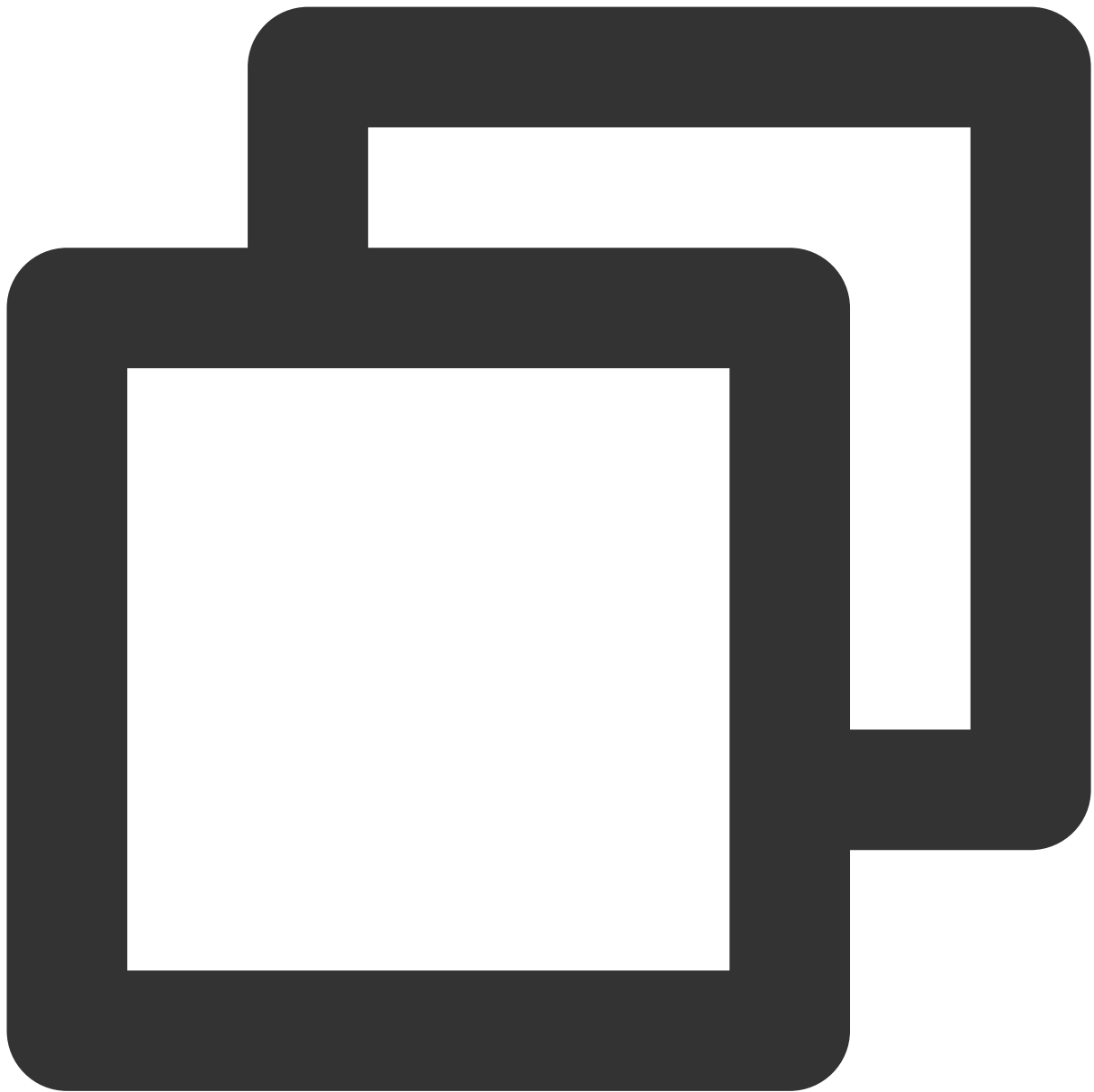




```
// Step 1. Bind the control
VideoDownloadListView mVideoDownloadListView = findViewById(R.id.video_download_listview)

//Step 2. Add data
mVideoDownloadListView.addCacheVideo(mDataList, true);
```

API parameters:



```
public void addCacheVideo(List<TXVodDownloadMediaInfo> mediaInfoList, boolean isNeedClean)
```

Parameter	Type	Description
mediaInfoList	List<TXVodDownloadMediaInfo>	The type of the added video data
isNeedClean	boolean	Whether to clear the previous data

9. Image sprite and timestamp information

Timestamp information

You can add text descriptions at key positions on the progress bar, which the user can click to view and quickly understand the video information at the current position. After clicking the video information, the user can seek to the desired position.

You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Tencent Cloud Video.

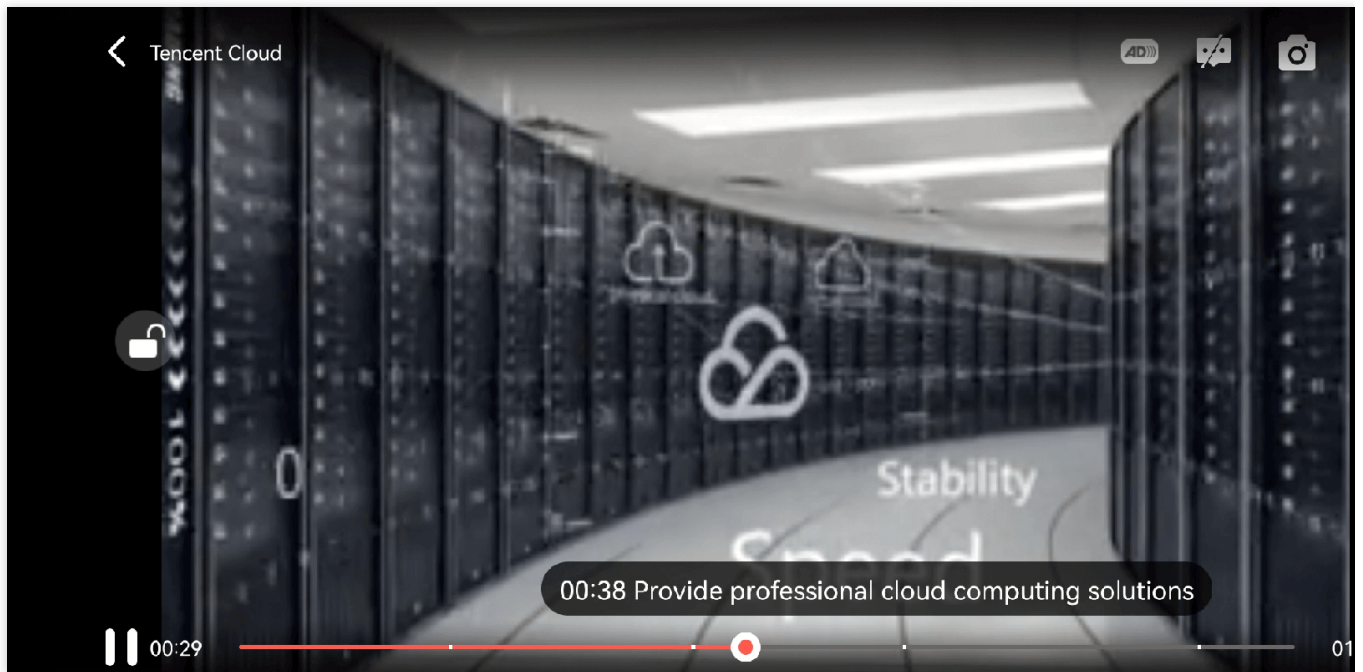
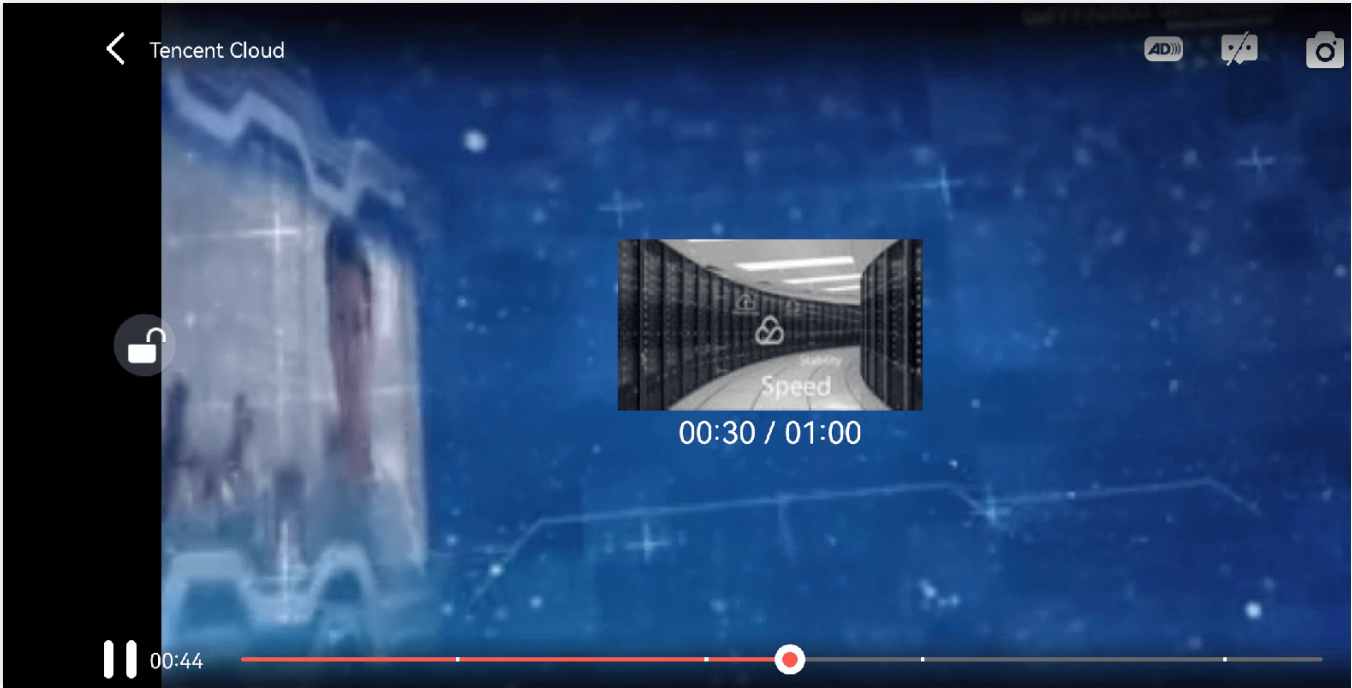
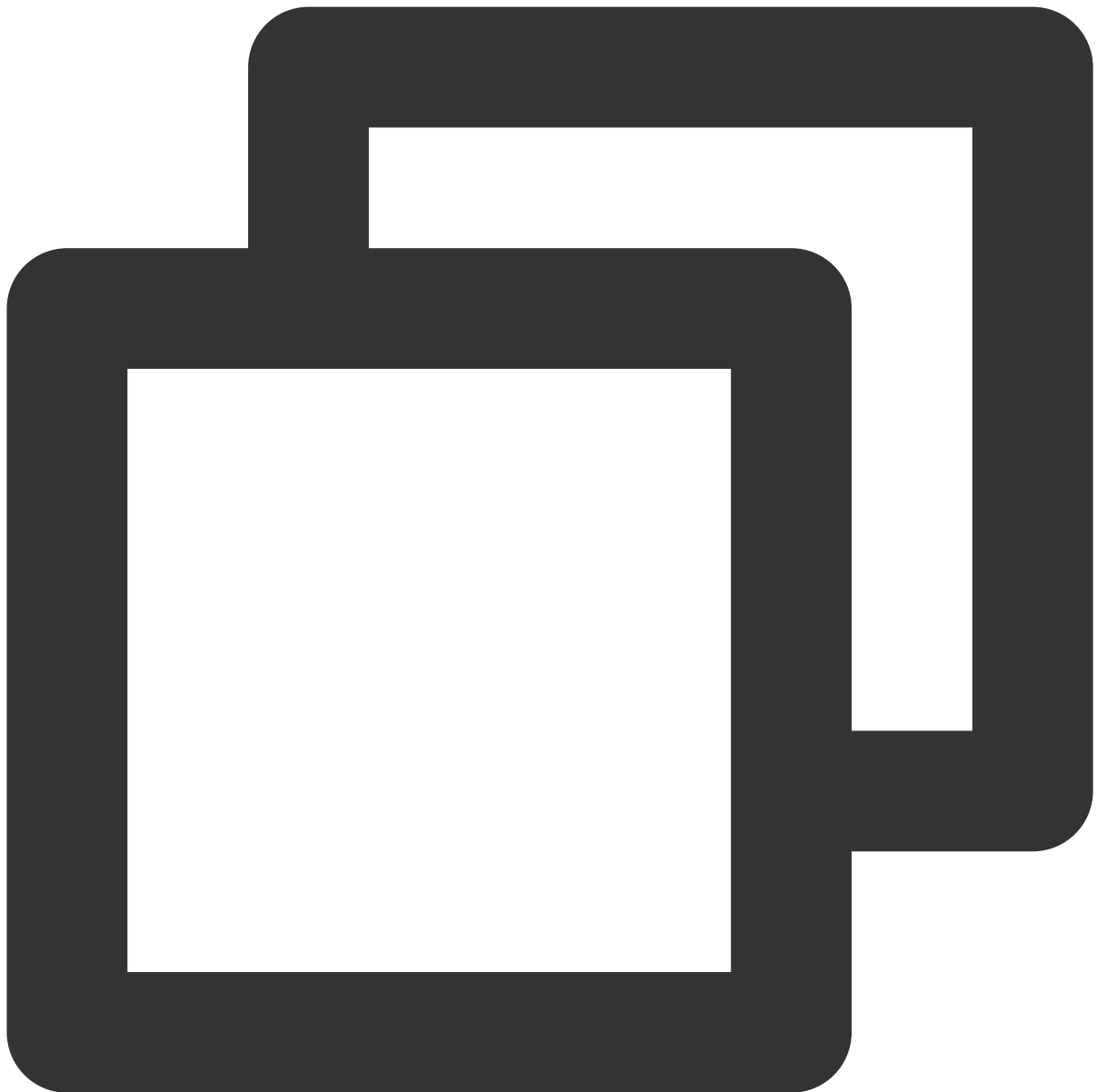


Image sprite

Users can view video thumbnails when dragging or seeking on the progress bar so as to quickly understand the video content at the specified position. The thumbnail preview is implemented based on the video's image sprite. You can generate the image sprite of a video file in the VOD console or directly generate an image sprite file.

You can try out this feature in full screen mode in TCToolkit App > Player > Player Components > Tencent Cloud Video.





```
// Step 1. Get the image sprite and timestamp information in the `onPlayEvent` call  
mSuperplayerView.play(superplayerModel);
```

```
// Step 2. Get timestamp and image sprite information in the `VOD_PLAY_EVT_GET_PLAY  
public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
    switch (event) {  
        case TXVodConstants.VOD_PLAY_EVT_GET_PLAYINFO_SUCC:  
  
            // Get the list of image URLs of the image sprite  
            playImageSpriteInfo.imageUrls = param.getStringArrayList(TXVodConstants  
            // Get the download URL of the image sprite WebVTT file
```

```

        playImageSpriteInfo.webVttUrl = param.getString(TXVodConstants.EVT_IMAG
        // Get the timestamp information
        ArrayList<String> keyFrameContentList =
            param.getStringArrayList(TXVodConstants.EVT_KEY_FRAME_CONTENT_L
        // Get the time information of the timestamp information
        float[] keyFrameTimeArray = param.getFloatArray(TXVodConstants.EVT_KEY_

        // Construct the list of timestamp information
        if (keyFrameContentList != null && keyFrameTimeArray != null
            && keyFrameContentList.size() == keyFrameTimeArray.length) {
            for (int i = 0; i < keyFrameContentList.size(); i++) {
                PlayKeyFrameDescInfo frameDescInfo = new PlayKeyFrameDescInfo()
                frameDescInfo.content = keyFrameContentList.get(i);
                frameDescInfo.time = keyFrameTimeArray[i];
                mKeyFrameDescInfoList.add(frameDescInfo);
            }
        }
        break;
    default:
        break;
    }
}

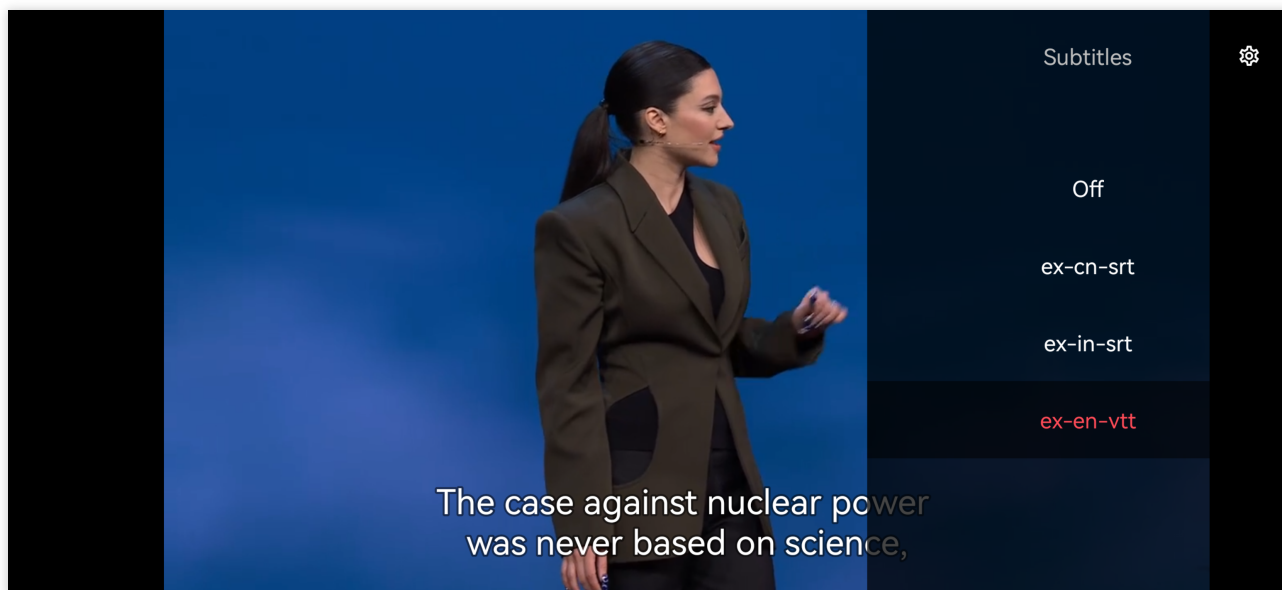
// Step 3. Assign the obtained timestamp information and image sprite to the corres
// The view of the image sprite corresponds to `mIvThumbnail` in the `VideoProgress
// The view of the timestamp information corresponds to `TCPointView` in the `Point
updateVideoImageSpriteAndKeyFrame(playImageSpriteInfo, keyFrameDescInfoList);

```

10. External subtitles

Note:

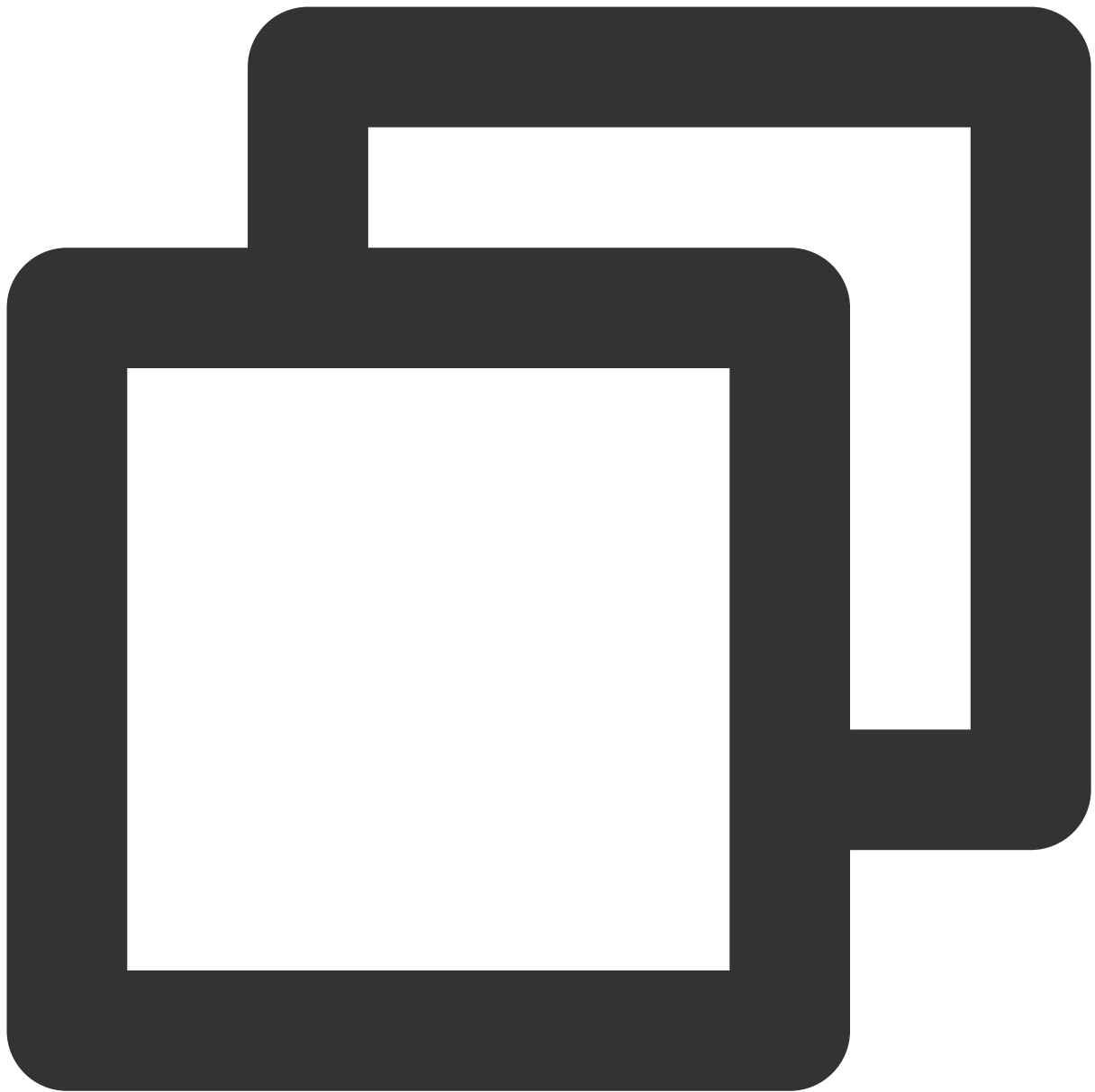
External subtitles depend on the premium version SDK of the media player, and the SDK needs to be version 11.3 or above to support it.



Currently, only SRT and VTT subtitle formats are supported. The usage is as follows:

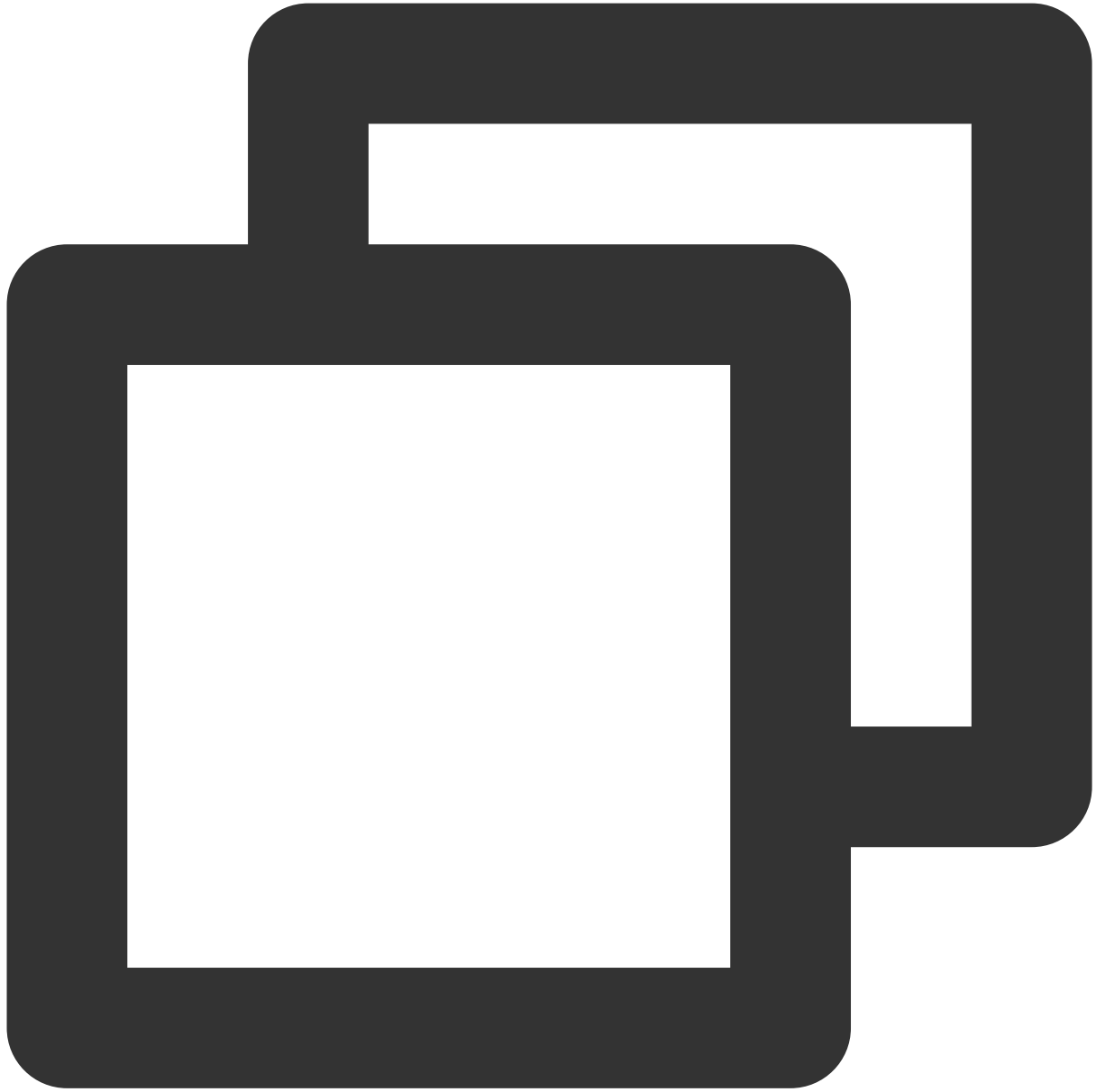
Step 1: Add external subtitles.

Pass the external subtitle category field to `SuperPlayerModel#subtitleSourceModelList` .



```
// Pass in subtitle url, subtitle name, and subtitle type
SubtitleSourceModel subtitleSourceModel = new SubtitleSourceModel();
subtitleSourceModel.name = "ex-cn-srt";
subtitleSourceModel.url = "https://mediacloud-76607.gzc.vod.tencent-cloud.com/DemoR
subtitleSourceModel.mimeType = TXVodConstants.VOD_PLAY_MIMETYPE_TEXT_SRT;
model.subtitleSourceModelList.add(subtitleSourceModel);

// Play
mSuperPlayerView.playWithModelNeedLicence(model);
```

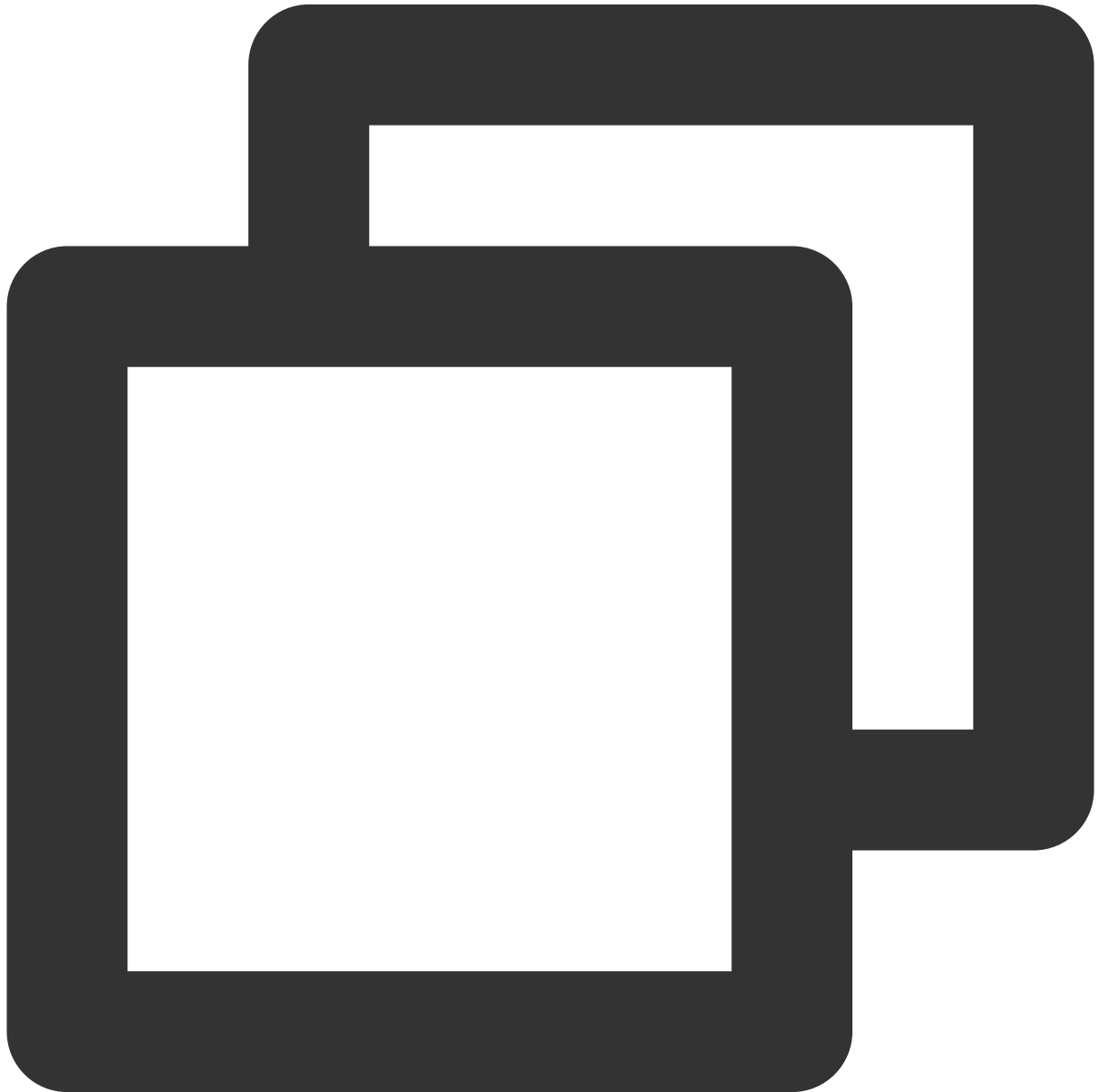
Step 2: Switch subtitles after playback.

```
// After the video starts playing, select the added external subtitles.
public void onClickSubTitleItem(TXTrackInfo clickInfo) {
    List<TXTrackInfo> subtitleTrackInfoList = mVodPlayer.getSubtitleTrackInfo();
    for (TXTrackInfo trackInfo : subtitleTrackInfoList) {
        if (trackInfo.trackIndex == clickInfo.trackIndex) {
            // Select the subtitle
            mVodPlayer.selectTrack(trackInfo.trackIndex);
            mSelectedSubtitleTrackInfo = trackInfo;
        } else {
```

```
// Deselect other subtitles if they are not needed.  
mVodPlayer.deselectTrack(trackInfo.trackIndex);  
  
    }  
  
}
```

Step 3: Configure subtitle styles.

Subtitle styles can be configured before or during playback.



```
TXSubtitleRenderModel model = new TXSubtitleRenderModel();  
model.canvasWidth = 1920; // Subtitle render canvas width
```

```
model.canvasHeight = 1080; // Subtitle render canvas height
model.fontColor = 0xFFFFFFFF; // Set the subtitle font color, default white and opa
model.isBondFontStyle = false; // Set whether the subtitle font is bold
mVodPlayer.setSubtitleStyle(model);
```

111. Ghost watermark

The content of the ghost watermark is filled in the player signature, and is finally displayed on the player through the cloud on-demand backend. The entire transmission link process is coordinated by the cloud and the player to ensure the security of the watermark. Tutorial on configuring ghost watermark in player signature. The ghost watermark only appears on the video for a short period of time, and this flash has little impact on the viewing of the video. The position of the watermark on the screen is not fixed each time, preventing others from trying to block the watermark. The effect is as shown in the picture below. When the video starts playing, the watermark will appear once and then disappear.

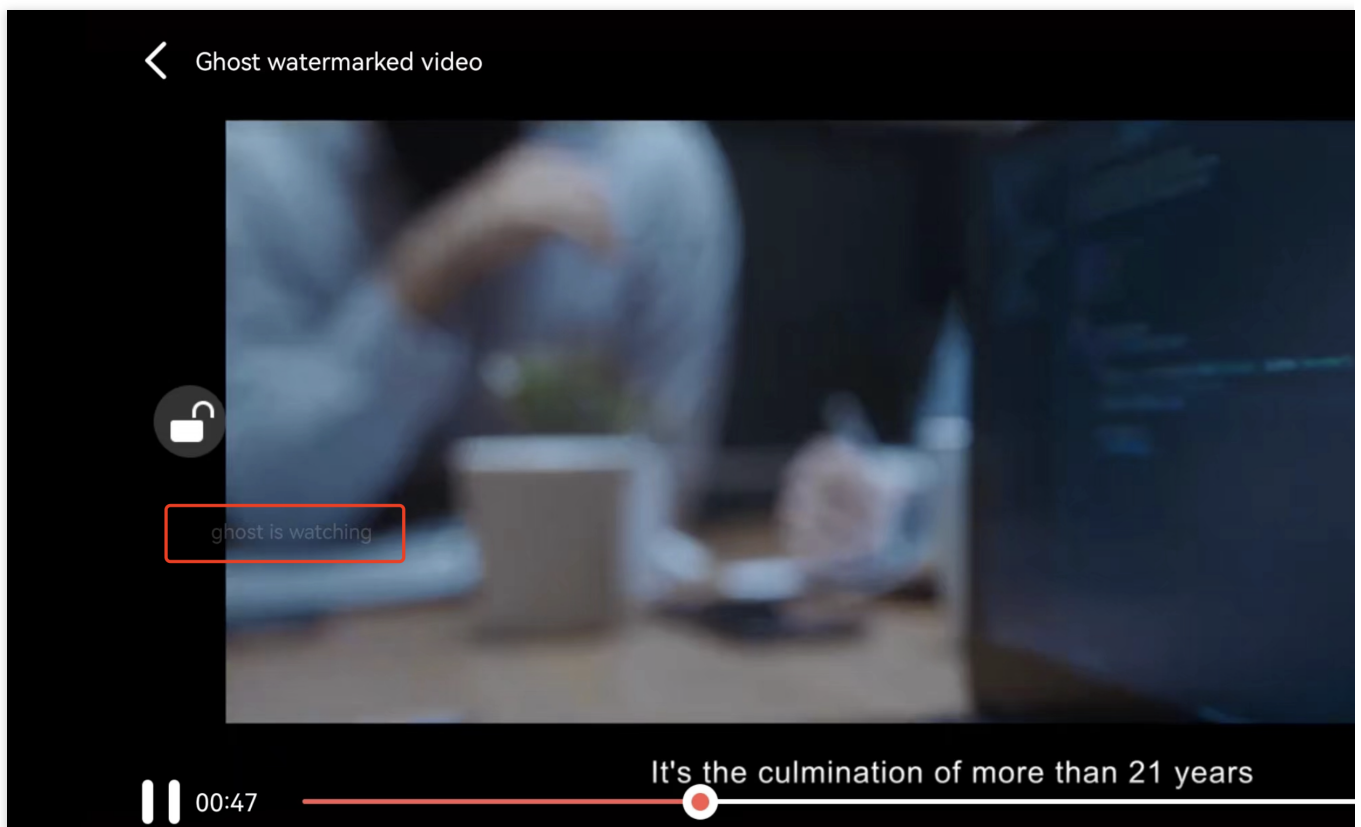
Wait until the next time it appears before disappearing.

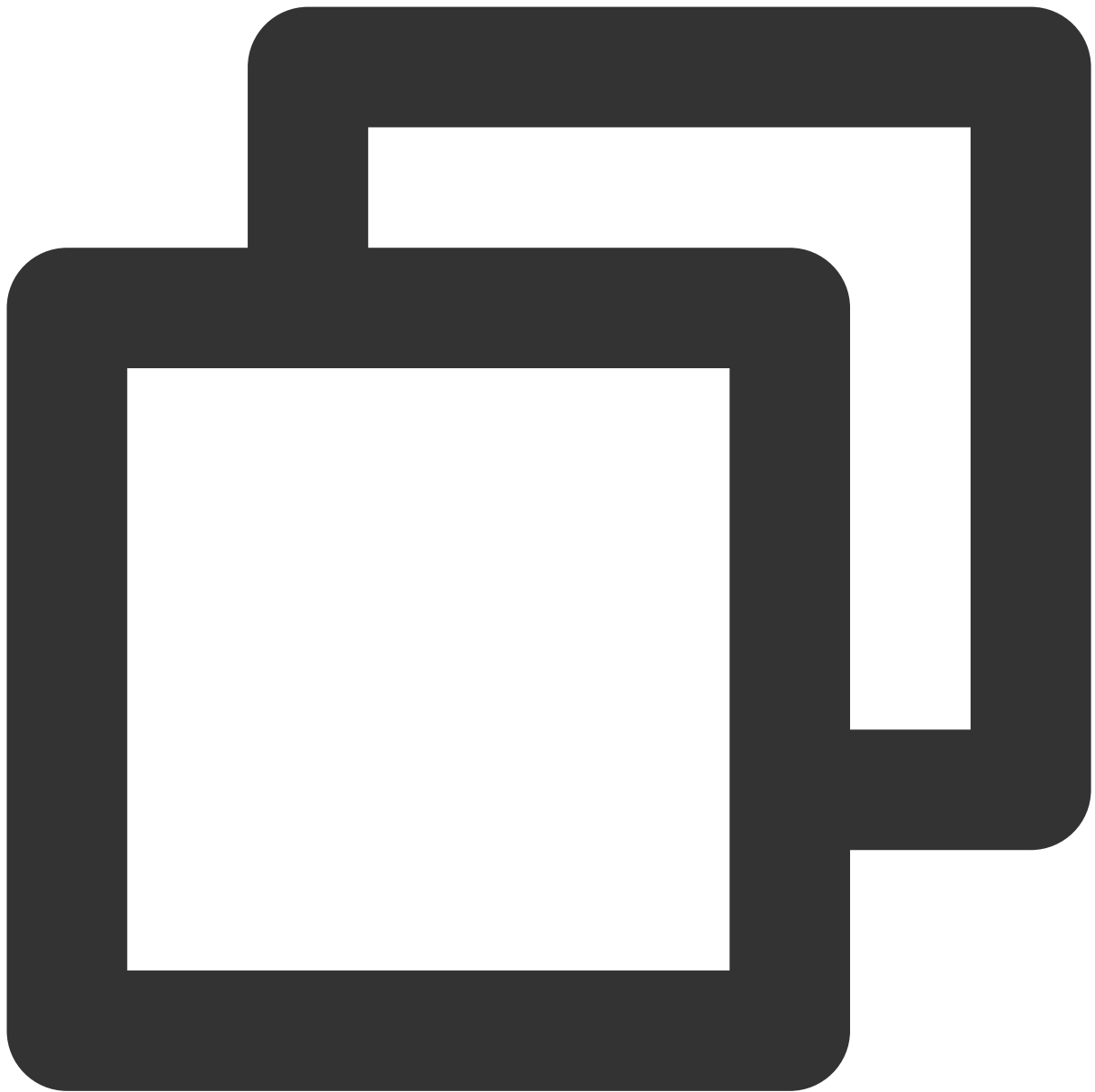
The content of the ghost watermark is obtained through

`param.getString(TXVodConstants.EVT_KEY_WATER_MARK_TEXT)` after receiving the

`TXVodConstants#VOD_PLAY_EVT_GET_PLAYINFO_SUCC` event from the player.

Note: Supported from player version 11.6.





```
// Step 1: Configure FileId that supports ghost watermark to play video
SuperPlayerModel model = new SuperPlayerModel();
model.appId = 1500006438;
model.videoId.fileId = "387702307847129127";
model.videoId.pSign = "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBZICI6MTUwMDA"
    + "wNjQzOCwiZmlsZUlkIjozMzg3NzAyMzA3ODQ3MTI5MTI3IiwiaWF0Ij0i"
    + "VudEluZm8iOnsiYXVkaW9WaWRlb1R5cGUiOiJSYXdBZGFwdGl2ZSIsIn"
    + "Jhd0FkYXB0aXZlRGVmaW5pdGlvb1I6MTB9LCJjdXJyZW50VGltZVN0YW1w"
    + "IjoxNjg2ODgzMzYwLCJnaG9zdFdhZGVybWYya0luZm8iOnsidGV4dCI6I"
    + "mdob3N0IGlzIHdhZGNoaW5nIn19.0G2o4P5xVZ7zF"
```

```
        + "lFUgBLntfX03iGxK9ntD_AONClUUno";
mSuperPlayerView.playWithModelNeedLicence(model);

// Step 2: After receiving the ghost watermark content callback in SuperPlayerView#
public void onRcvWaterMark(String text, long duration) {
    if (!TextUtils.isEmpty(text)) {
        DynamicWaterConfig dynamicWaterConfig = new DynamicWaterConfig(text, 30, Co
        dynamicWaterConfig.durationInSecond = duration;
        dynamicWaterConfig.setShowType(DynamicWaterConfig.GHOST_RUNNING);
        setDynamicWatermarkConfig(dynamicWaterConfig);
    }
}
```

Demo

To try out more features, you can directly run the demo project or scan the QR code to download the TCToolkit App demo.

Running a demo project

1. Select **File > Open** on the navigation bar of Android Studio. In the pop-up window, select the `$SuperPlayer_Android/Demo` directory of the **demo** project. After the demo project is imported successfully, click **Run app** to run the demo.
2. After running the demo successfully, go to **Player > Player Component** to try out the player features.

Flutter Integration Guide

Last updated : 2024-04-11 16:11:38

SDK Download

The Tencent Cloud Player SDK for Flutter can be downloaded [here](#).

Intended Audience

This document describes some of the proprietary capabilities of Tencent Cloud. Make sure that you have activated the relevant [Tencent Cloud](#) services before reading this document. If you don't have an account yet, [sign up for free trial](#) first.

This Document Describes

How to integrate the Tencent Cloud Player SDK for Flutter.

How to use the Player component for VOD playback.

Player Component Overview

The Player component for Flutter is an extension of the Player SDK for Flutter. Compared with the VOD player, the Player component is easier to use and integrates more features, including full screen playback, definition selection, progress bar, playback control, and thumbnails. To integrate Flutter video playback capabilities more easily, you can use the Player component for Flutter.

To integrate Flutter video playback capabilities more easily, you can use the Superplayer SDK for Flutter.

Supported features:

Full screen playback

Adaptive screen rotation during playback

Custom video thumbnail

Definition selection

Audio and brightness adjustment

Playback speed change

Hardware acceleration

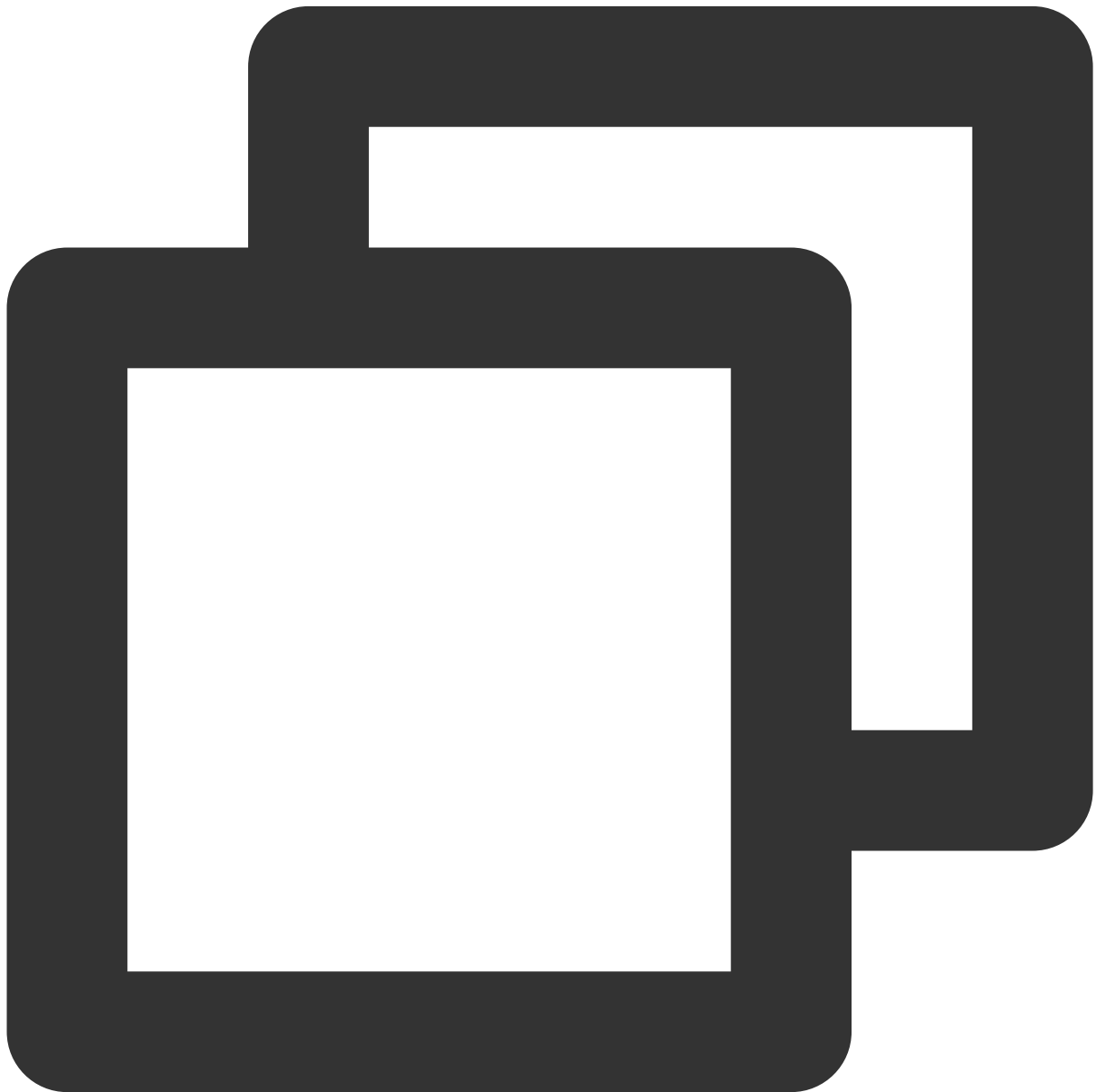
Picture-in-picture (PiP) on Android and iOS

Image sprite and keyframe timestamp information

More features to come soon.

Integration Guide

1. Copy the `superplayer_widget` directory from the project to your own Flutter project.
2. Add the dependency to your project's configuration file `pubspec.yaml`.



```
superplayer_widget:
```

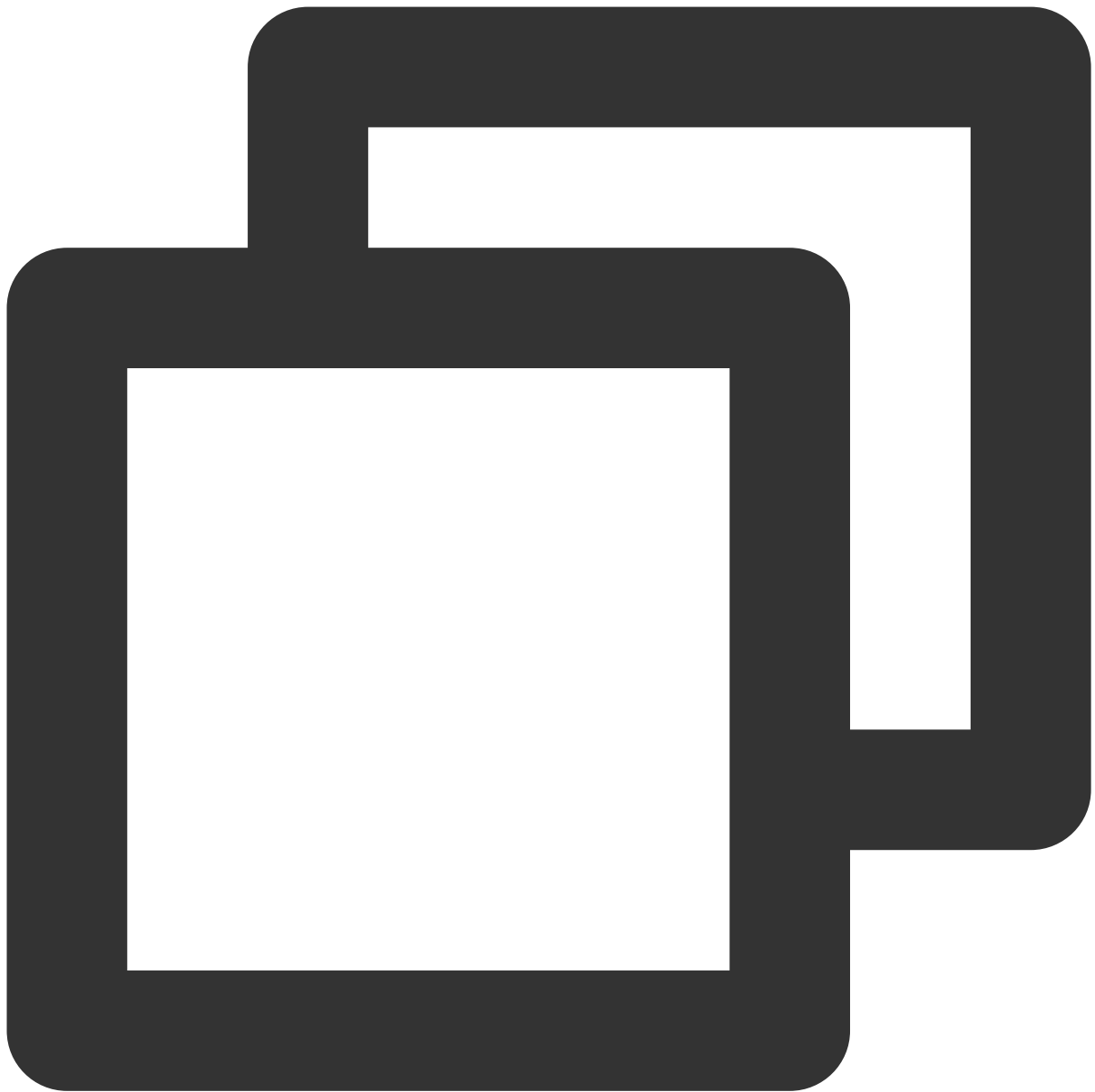
```
# The path should be changed according to the location where superplayer_widget
path: ../superplayer_widget
super_player:
  git:
    url: https://github.com/LiteAVSDK/Player_Flutter
    path: Flutter
    ref: main
```

You can replace ref with the corresponding version or branch according to your own project needs.

3. Modify the `superPlayer` dependency of `superplayer_widget`.

Enter the `pubspec.yaml` file of `superplayer_widget` and make the necessary modifications.

Replace the configuration with the following:



```
super_player:  
  path: ../
```

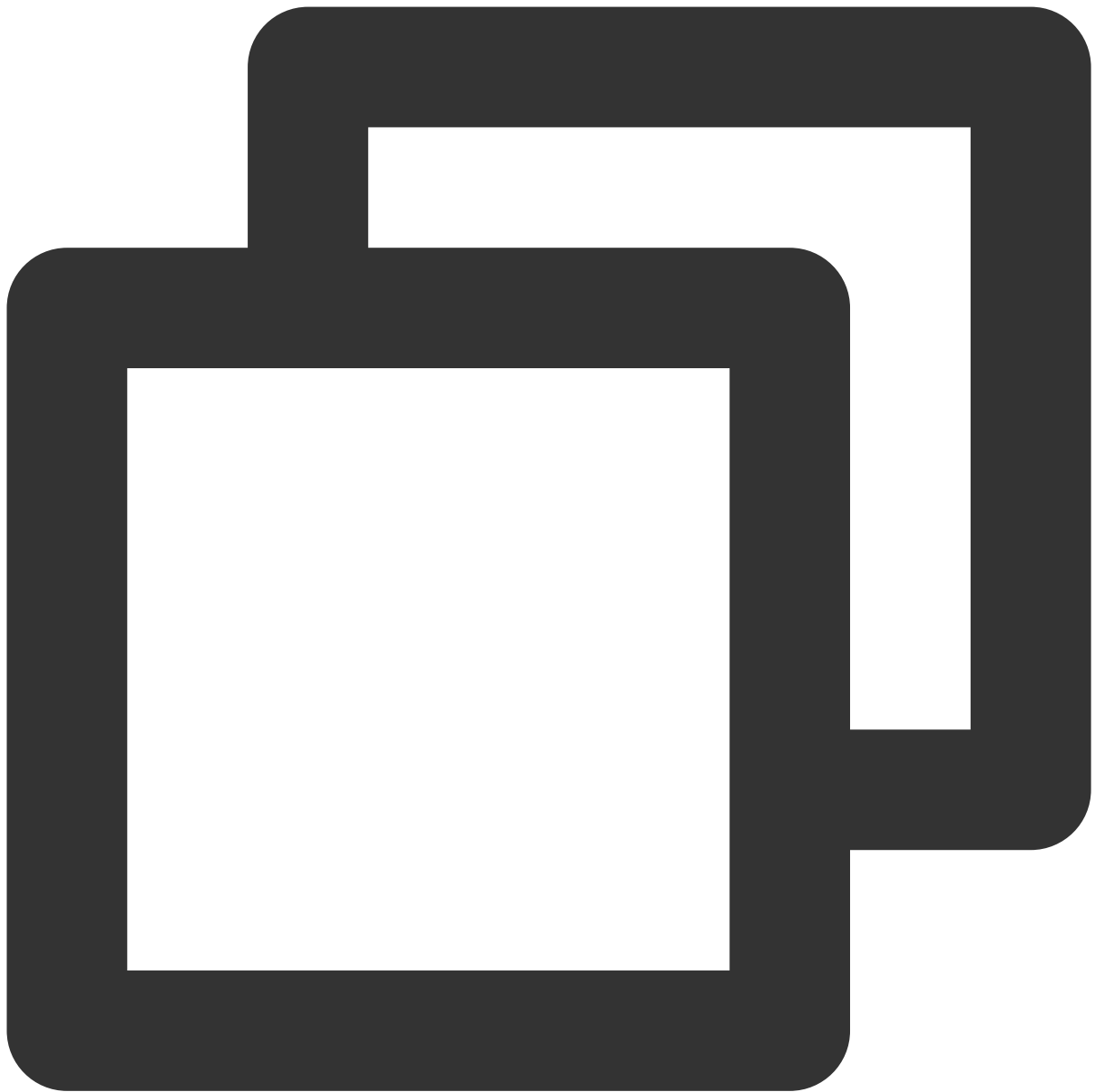
Replace with:



```
super_player:  
  git:  
    url: https://github.com/LiteAVSDK/Player_Flutter  
    path: Flutter  
    ref: main
```

You can replace ref with the corresponding version or branch according to your own project needs.

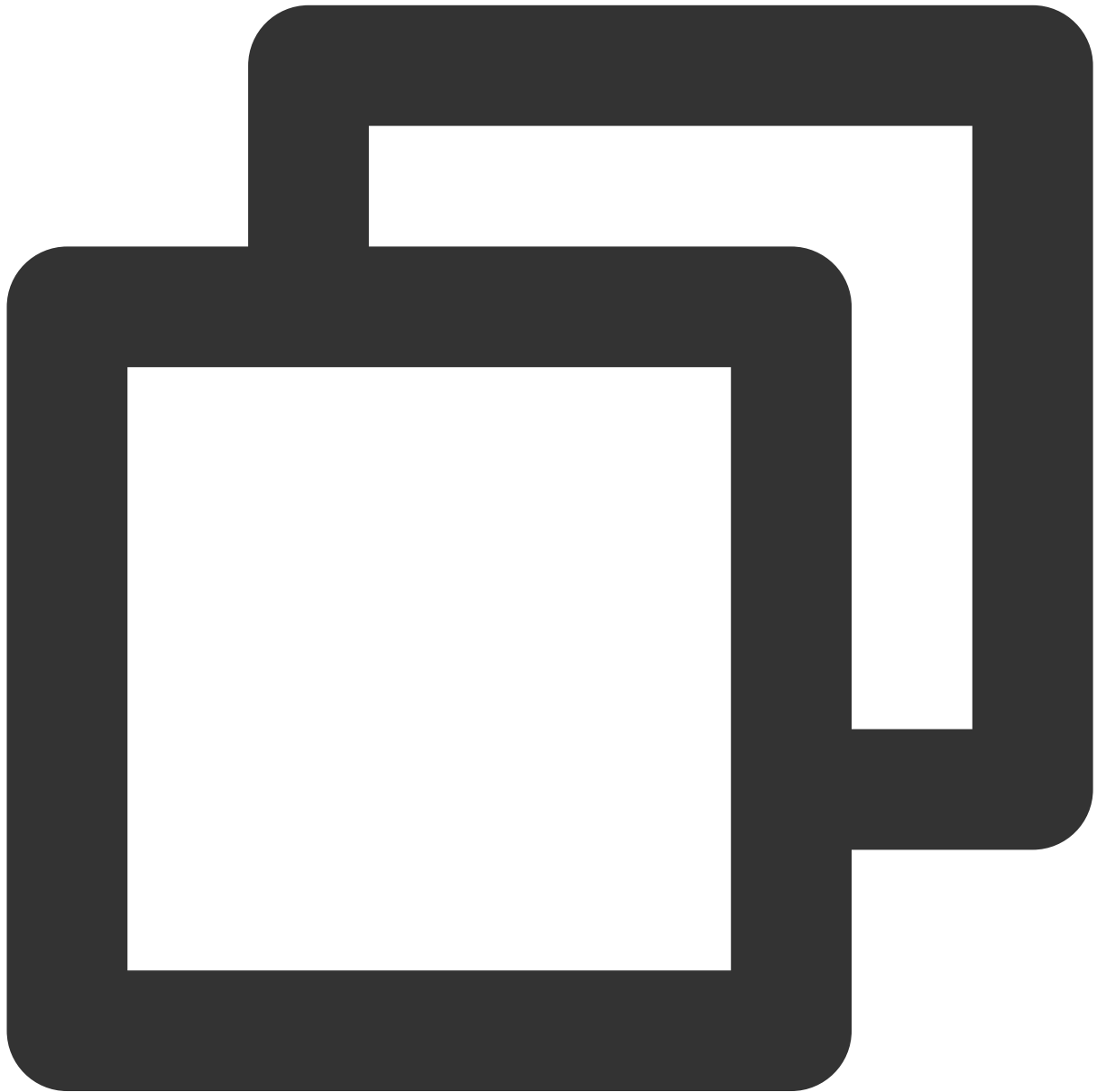
4. As the player component is now integrated with internationalization, it is necessary to add the internationalization component in the entry function, as shown in the following example:



```
@override
Widget build(BuildContext context) {
  return MaterialApp(
    localizationsDelegates: [
      SuperPlayerWidgetLocals.delegate,
      // ..... your app other delegate
    ],
    supportedLocales: [
      Locale.fromSubtags(languageCode: 'en'),
      Locale.fromSubtags(languageCode: 'zh'),
    ],
  );
}
```

```
// ..... other language
],
// ..... your app other code
);
}
```

5. Import the dependency package of `superplayer_widget` on the pages where it is needed, as shown below:



```
import 'package:superplayer_widget/demo_superplayer_lib.dart';
```

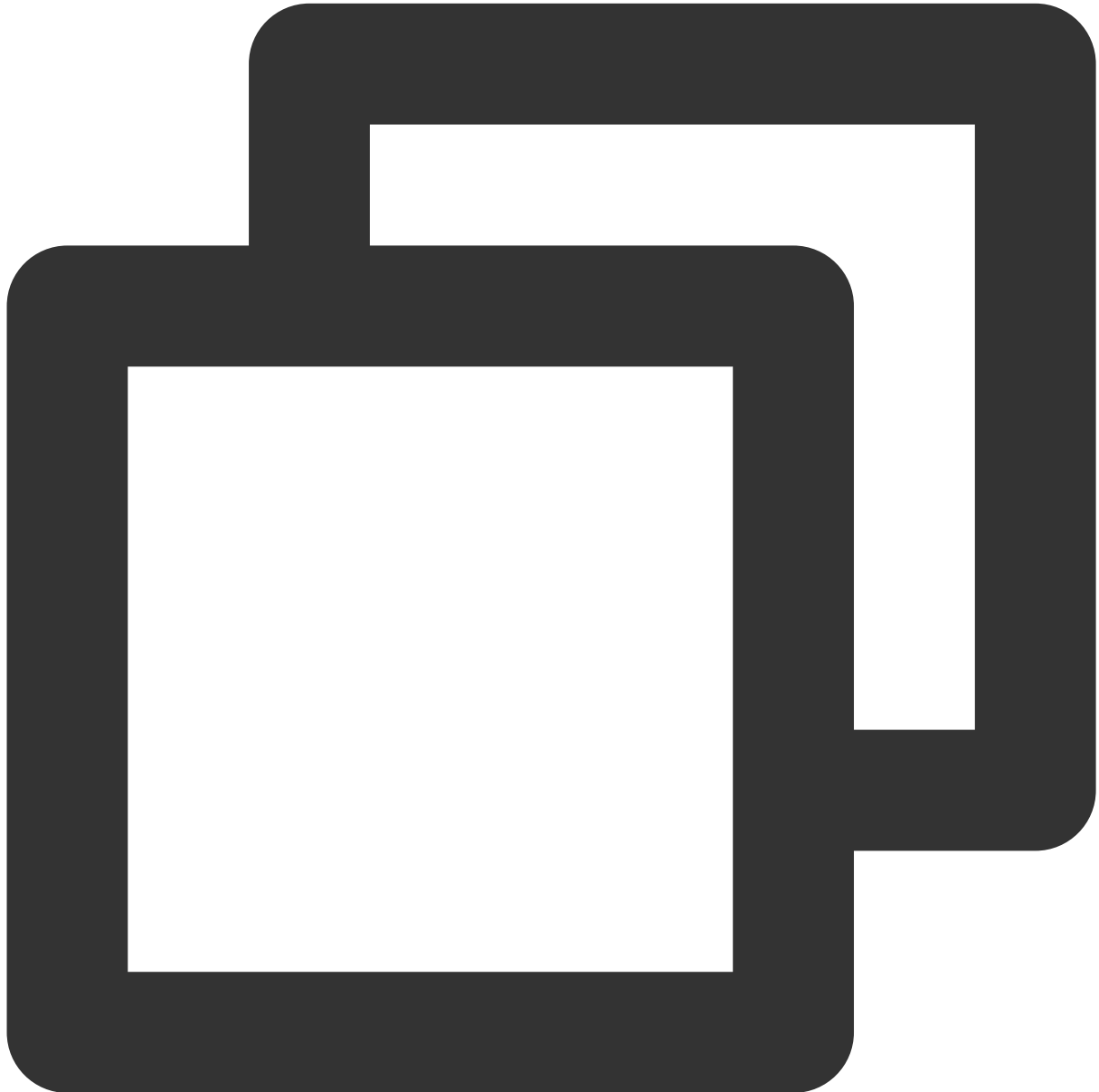
6. For other native-related configurations, please refer to the [Integration Guide](#).

SDK Integration

Step 1. Apply for and integrate a video playback license

Before you integrate the player, you need to [sign up for a Tencent Cloud account](#), apply for the video playback license, and configure the license as follows (we recommend you do this when the application is launched):

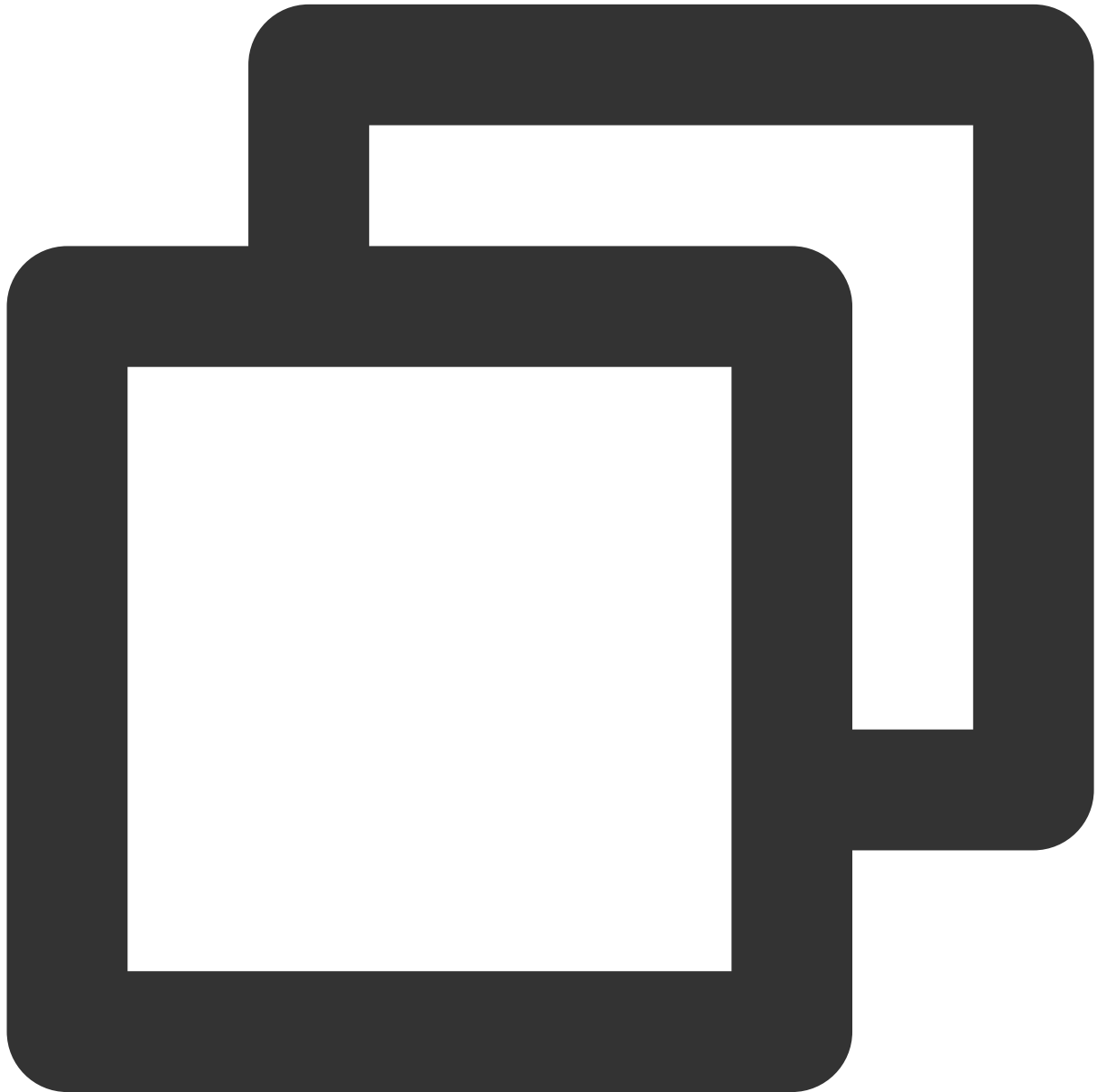
If you don't configure a license, errors may occur during playback.



```
String licenceURL = ""; // The license URL obtained
String licenceKey = ""; // The license key obtained
SuperPlayerPlugin.setGlobalLicense(licenceURL, licenceKey);
```

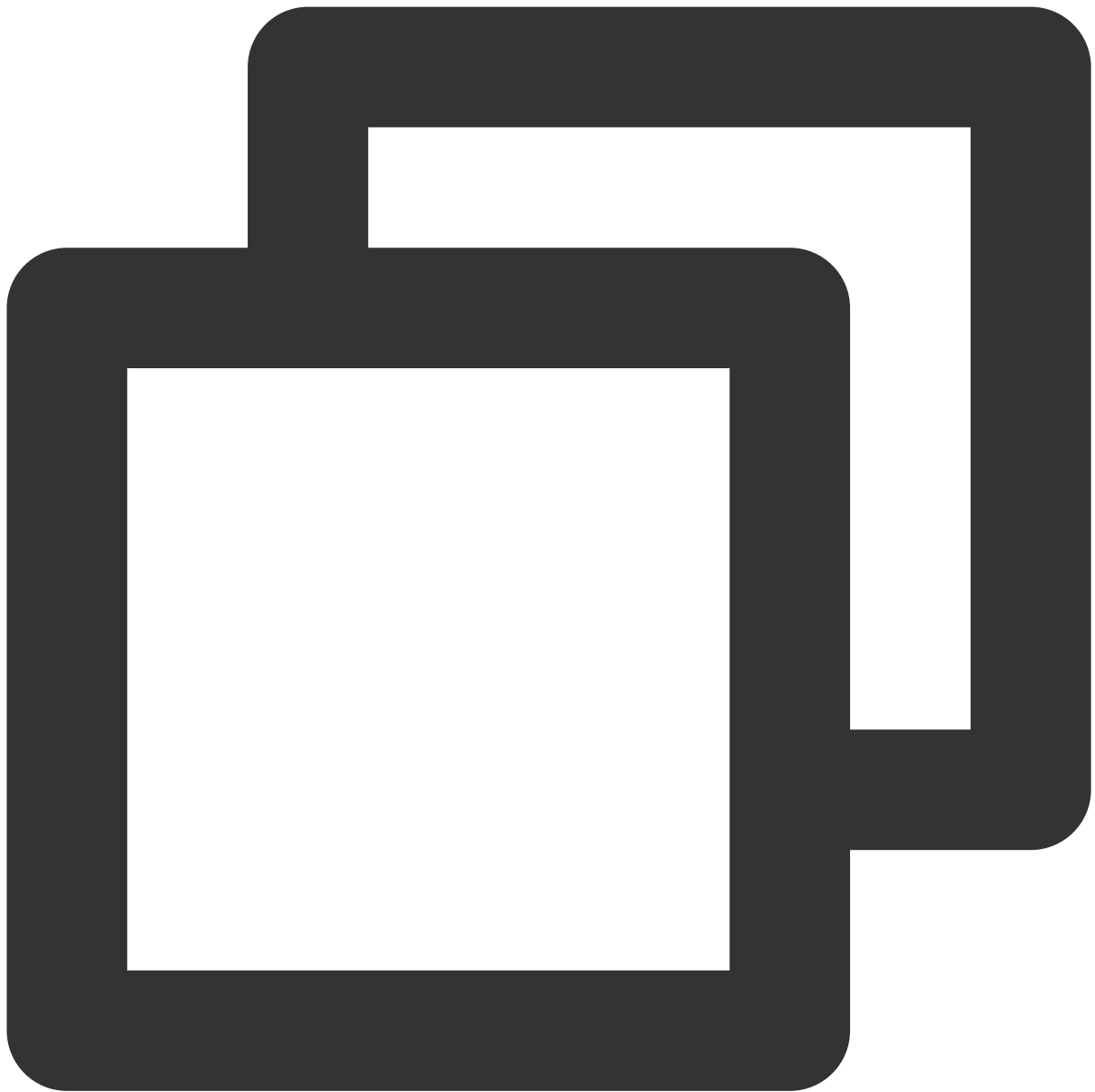
Step 2. Set the SDK connection environment

In order to help you conduct business with higher quality and security in compliance with applicable laws and regulations in different countries and regions, Tencent Cloud provides two SDK connection environments. If you serve global users, we recommend you use the following API to configure the global connection environment.



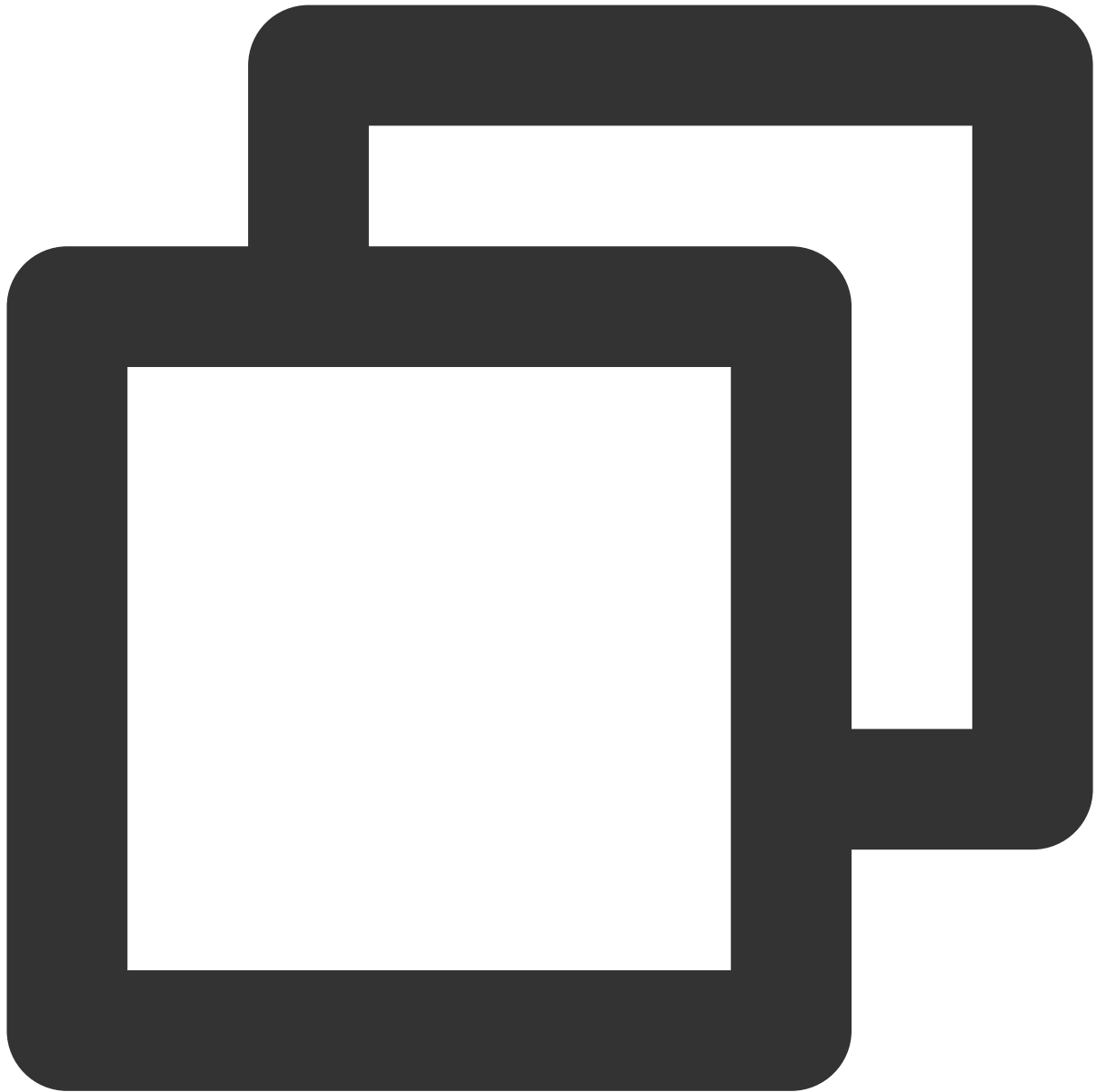
```
SuperPlayerPlugin.setGlobalEnv("GDPR");
```

Step 3. Create a controller



```
SuperPlayerController _controller = SuperPlayerController(context);
```

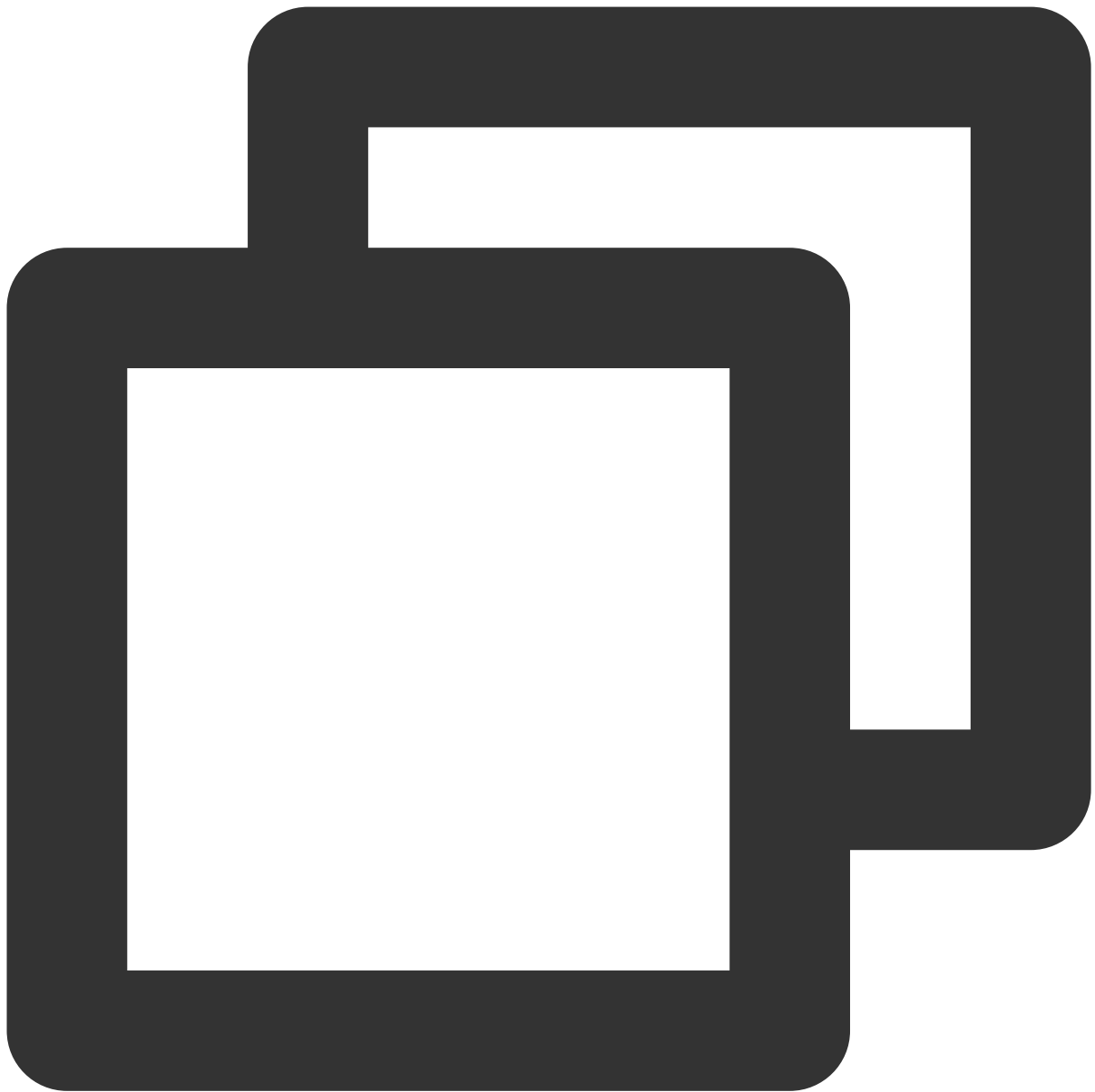
Step 4. Configure the player



```
FTXVodPlayConfig config = FTXVodPlayConfig();  
// If `preferredResolution` is not configured, the 720x1280 resolution stream will  
config.preferredResolution = 720 * 1280;  
_controller.setPlayConfig(config);
```

For detailed configuration in `FTXVodPlayConfig`, see the player configuration API of the VOD player SDK for Flutter.

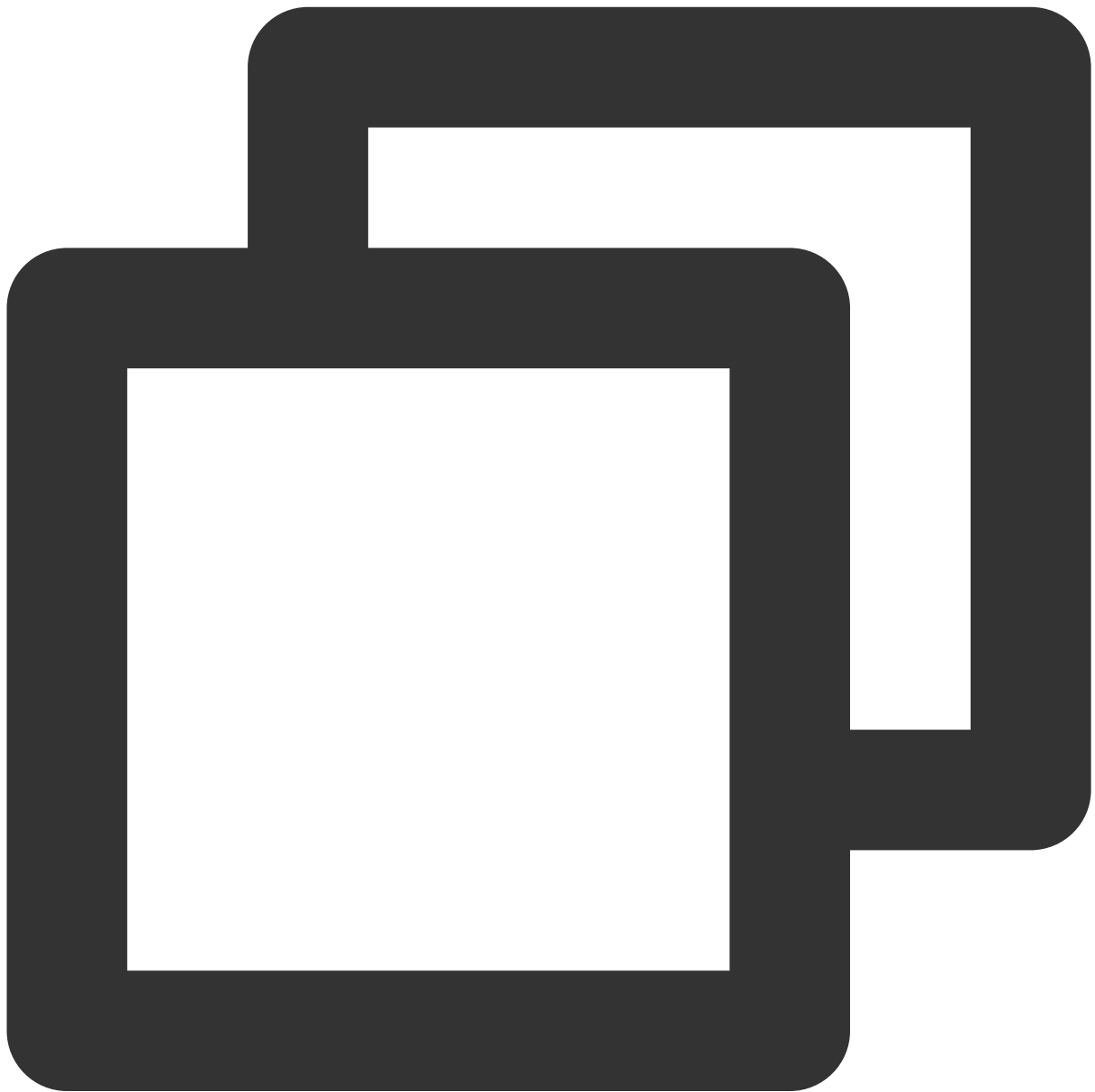
Step 5. Configure event listening



```
_controller.onSimplePlayerEventBroadcast.listen((event) {  
  String evtName = event["event"];  
  if (evtName == SuperPlayerViewEvent.onStartFullScreenPlay) {  
    setState(() {  
      _isFullScreen = true;  
    });  
  } else if (evtName == SuperPlayerViewEvent.onStopFullScreenPlay) {  
    setState(() {  
      _isFullScreen = false;  
    });  
  } else {
```

```
    print(evtName);  
  }  
});
```

Step 6. Add a layout



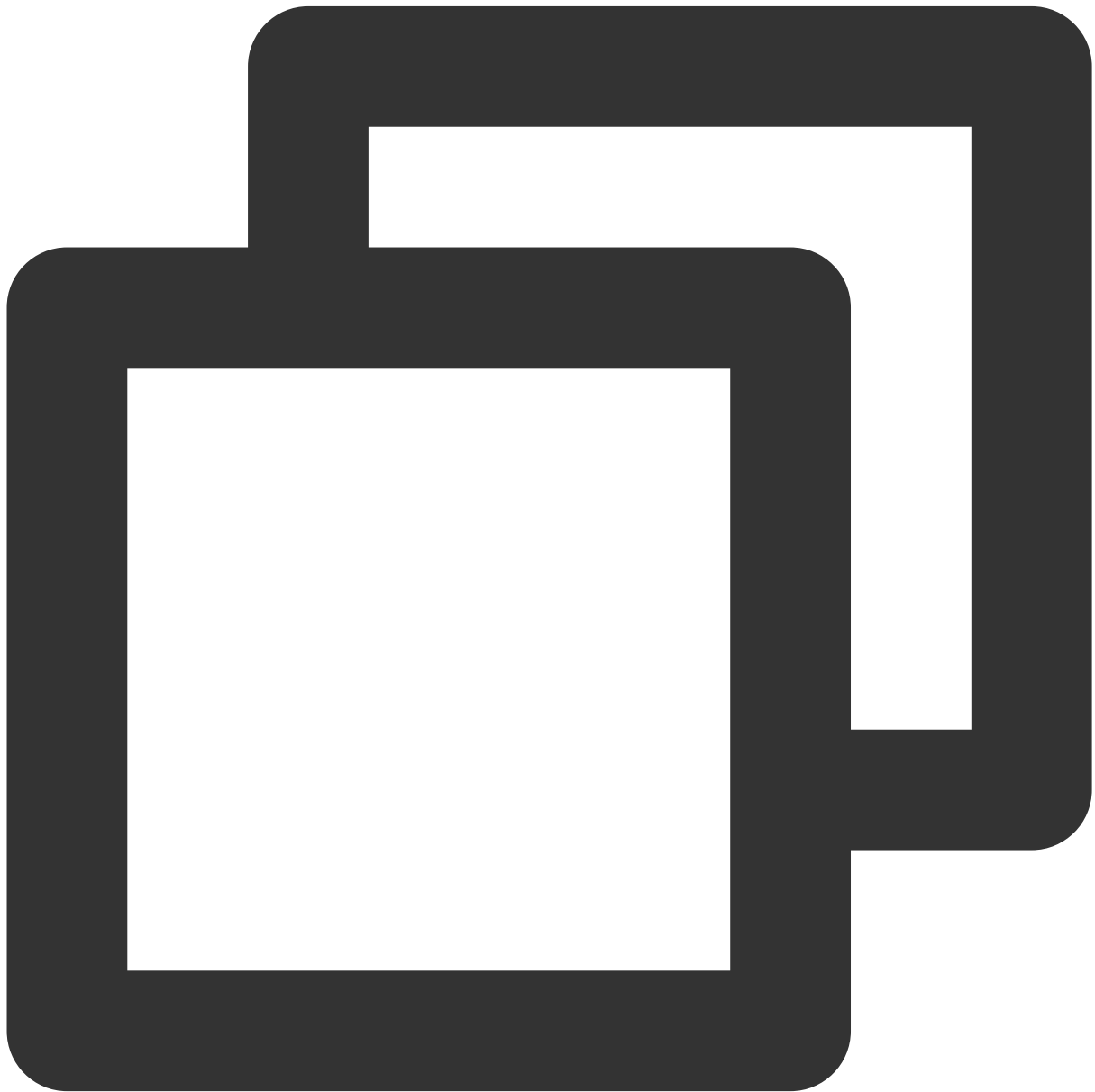
```
Widget _getPlayArea() {  
  return Container(  
    height: 220,  
    child: SuperPlayerView(_controller),  
  );  
}
```

```
);  
}
```

Step 7. Listen on the Back button clicking event

Add listening for the return event to ensure that the full screen mode is exited first if the player is in full screen mode when the return event is triggered, and the page will be exited only when the return event is triggered again.

If you want to directly exit the page in full screen playback mode, you don't need to implement the listening.



```
@override
Widget build(BuildContext context) {
  return WillPopScope(
    child: Container(
      decoration: BoxDecoration(
        image: DecorationImage(
          image: AssetImage("images/ic_new_vod_bg.png"),
          fit: BoxFit.cover,
        ),
      ),
    child: Scaffold(
      backgroundColor: Colors.transparent,
      appBar: _isFullScreen
        ? null
        : AppBar(
            backgroundColor: Colors.transparent,
            title: const Text('SuperPlayer'),
          ),
      body: SafeArea(
        child: Builder(
          builder: (context) => getBody(),
        ),
      ),
    ),
    onWillPop: onWillPop);
}

Future<bool> onWillPop() async {
  return !_controller.onBackPressed();
}
```

Step 8. Start the playback

Through the URL

Through `fileId`



```
SuperPlayerModel model = SuperPlayerModel();  
model.videoURL = "http://1400329073.vod2.myqcloud.com/d62d88a7vodtranscq1400329073/  
_controller.playWithModelNeedLicence(model);
```



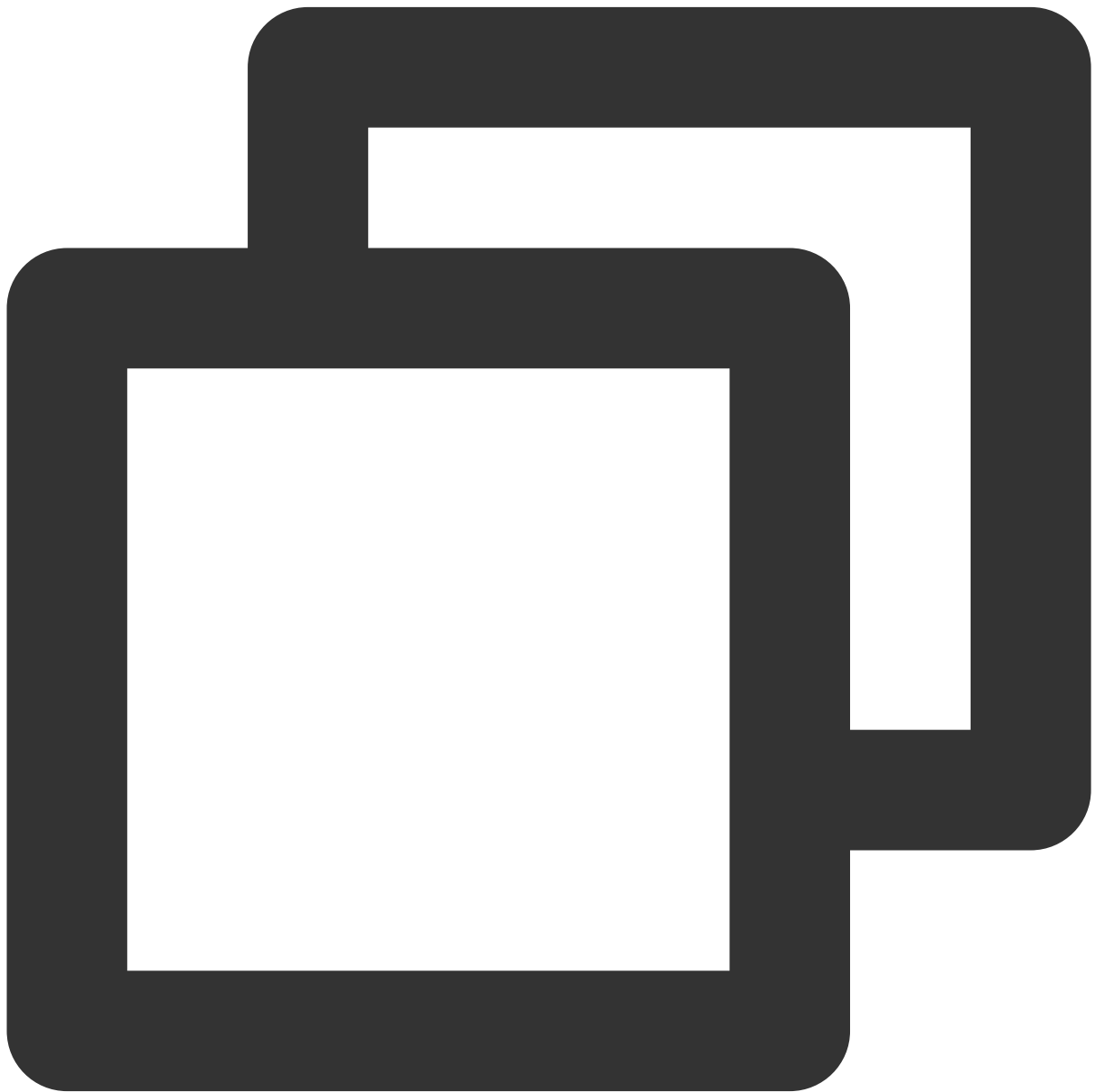
```
SuperPlayerModel model = SuperPlayerModel();  
model.appId = 1500005830;  
model.videoId = new SuperPlayerVideoId();  
model.videoId.fileId = "8602268011437356984";  
// `psign` is a player signature. For more information on the signature and how to  
model.videoId.pSign = "psignXXX"  
_controller.playWithModelNeedLicence(model);
```

Find the target video file in [Media Assets](#), and you can view the `FileId` below the filename.

Play back the video through the `FileId` , and the player will request the backend for the real playback URL. If the network is abnormal or the `FileId` doesn't exist, the `SuperPlayerViewEvent.onSuperPlayerError` event will be received.

Step 9. Stop the playback

Remember to call the controller termination method when stopping the playback, especially before the next call of `startVodPlay` . This can prevent memory leak and screen flashing issues, as well as ensure that playback is stopped when the page is exited.



@override

```
void dispose() {  
    // must invoke when page exit.  
    _controller.releasePlayer();  
    super.dispose();  
}
```

Player Component APIs

1. Playing back a video

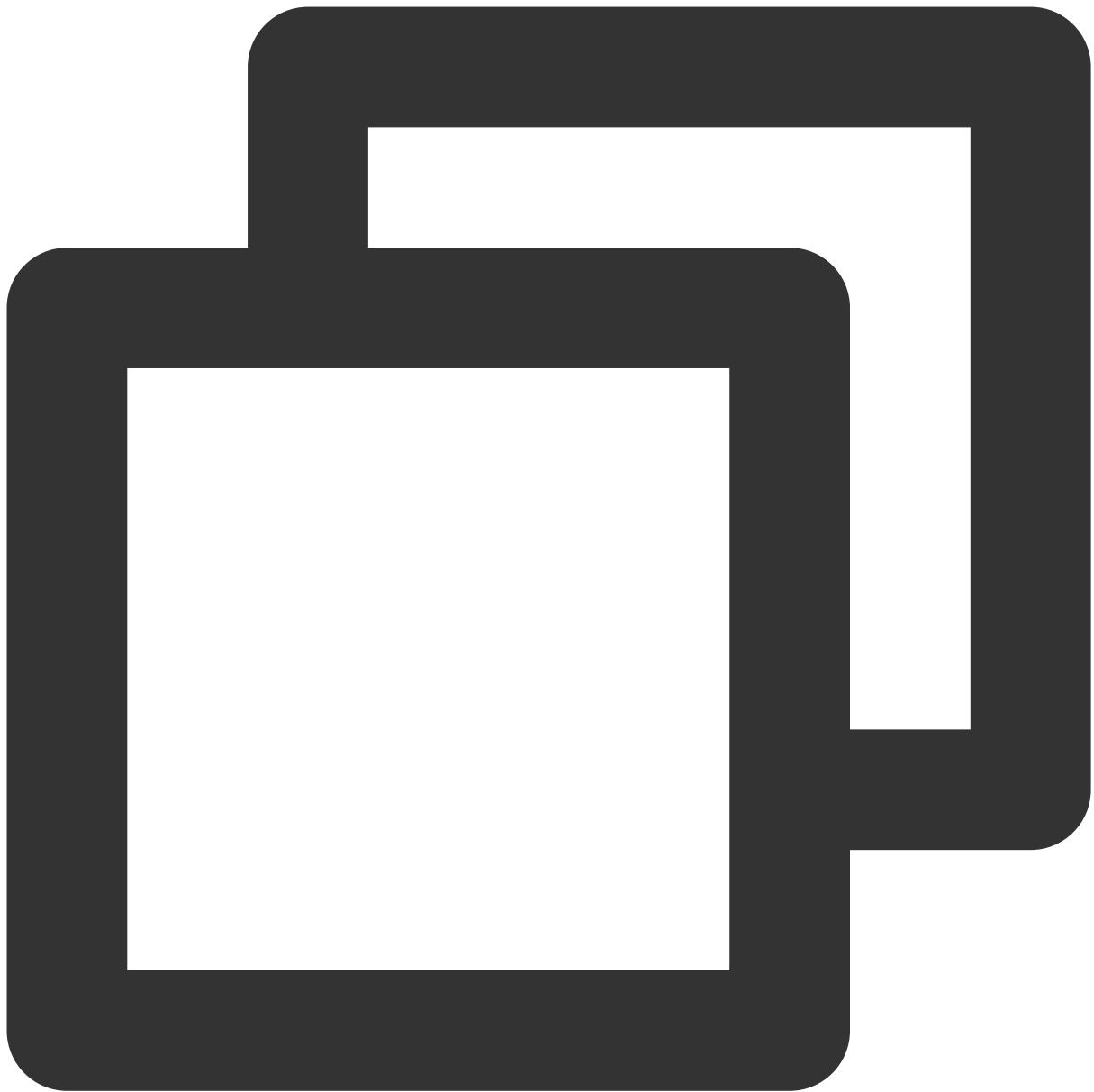
Note

Starting from v10.7, `startPlay` is replaced by `startVodPlay`, and playback will succeed only after you use `{@link SuperPlayerPlugin#setGlobalLicense}` to set the license; otherwise, playback will fail (black screen occurs). The license needs to be set only once globally. You can use the license for CSS, UGSV, or video playback. If you have no such licenses, you can [quickly apply for a trial license](#).

Description

This API is used to start video playback.

API



```
_controller.playWithModelNeedLicence(model);
```

Parameter description

1. SuperPlayerModel

Parameter	Type	Description
appId	int	The application's <code>appId</code> , which is required for playback via <code>fileId</code> .
videoURL	String	The video URL, which is required for playback via URL.

multiVideoURLs	List<String>	Multi-bitrate playback URLs, which are required for playback via multi-bitrate URLs.
defaultPlayIndex	int	The default playback bitrate number, which is used together with <code>multiVideoURLs</code> .
videoid	SuperPlayerVideoid	The <code>fileId</code> storage object, which is further described below.
title	String	The video title. You can use this to customize the title and overwrite the title internally requested by the player from the server.
coverUrl	String	The thumbnail image pulled from the Tencent server, whose value will be assigned automatically in <code>SuperVodDataLoader</code> .
customeCoverUrl	String	A custom video thumbnail. This parameter is used preferentially and is used to customize the video thumbnail.
duration	int	The video duration in seconds.
videoDescription	String	The video description.
videoMoreDescription	String	The detailed video description.
playAction	int	Valid values: PLAY_ACTION_AUTO_PLAY, PLAY_ACTION_MANUAL_PLAY, PLAY_ACTION_PRELOAD, as described below.

2. SuperPlayerVideoid

Parameter	Type	Description
fileId	String	The file ID, which is required.
psign	String	The player signature. For more information on the signature and how to generate it, see Player Signature .

3. playAction

PLAY_ACTION_AUTO_PLAY: The video will be automatically played back after `playWithModel` is called.

PLAY_ACTION_MANUAL_PLAY: The video needs to be played back manually after `playWithModel` is called.

The player doesn't load the video and only displays the thumbnail image, which consumes no video playback resources compared with `PLAY_ACTION_PRELOAD` .

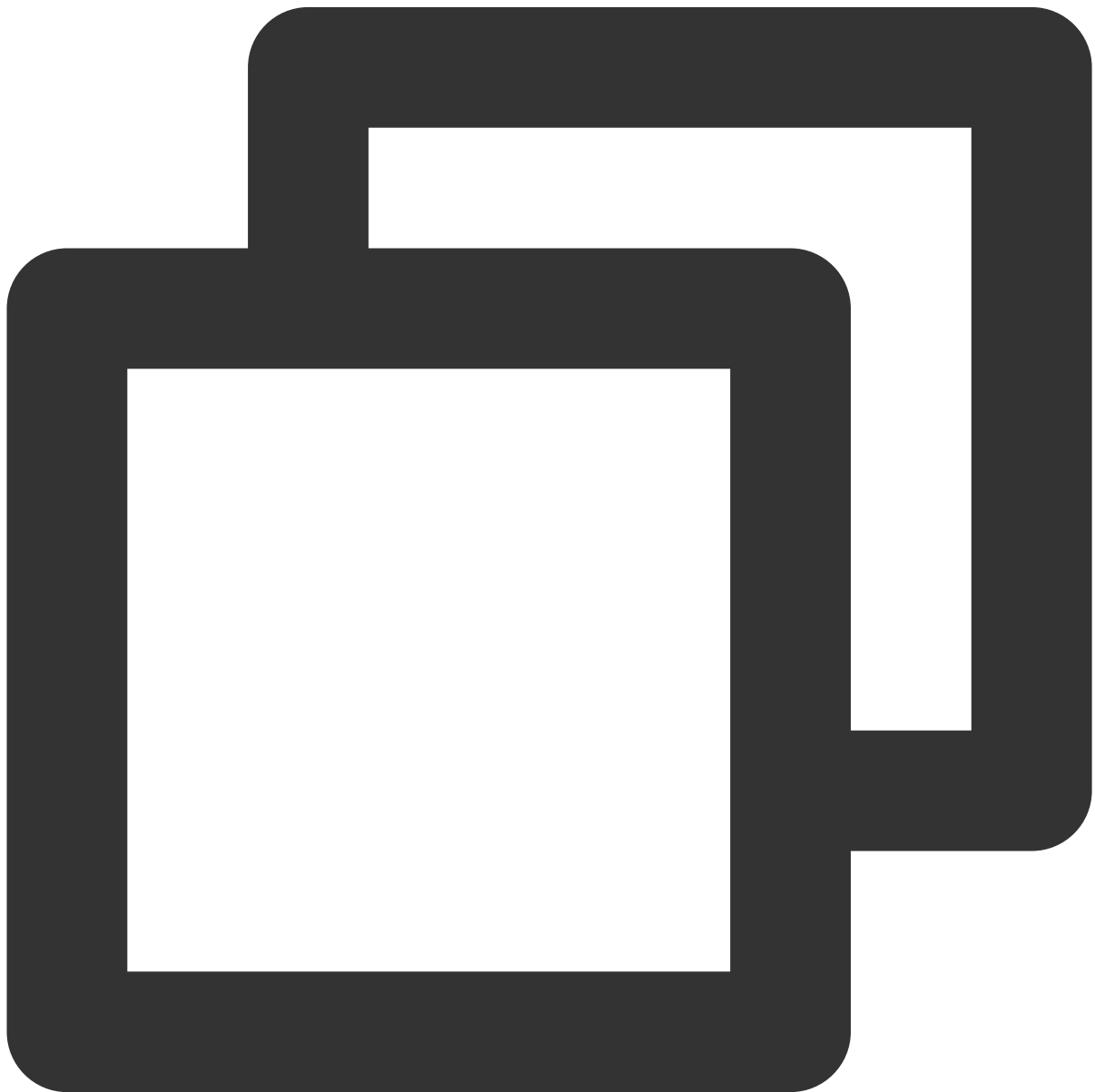
PLAY_ACTION_PRELOAD: The player will display the thumbnail image and won't start the video playback after `playWithModel` is called, but the video will be loaded. This can start the playback faster than `PLAY_ACTION_MANUAL_PLAY` .

2. Playback pause

Description

This API is used to pause video playback.

API



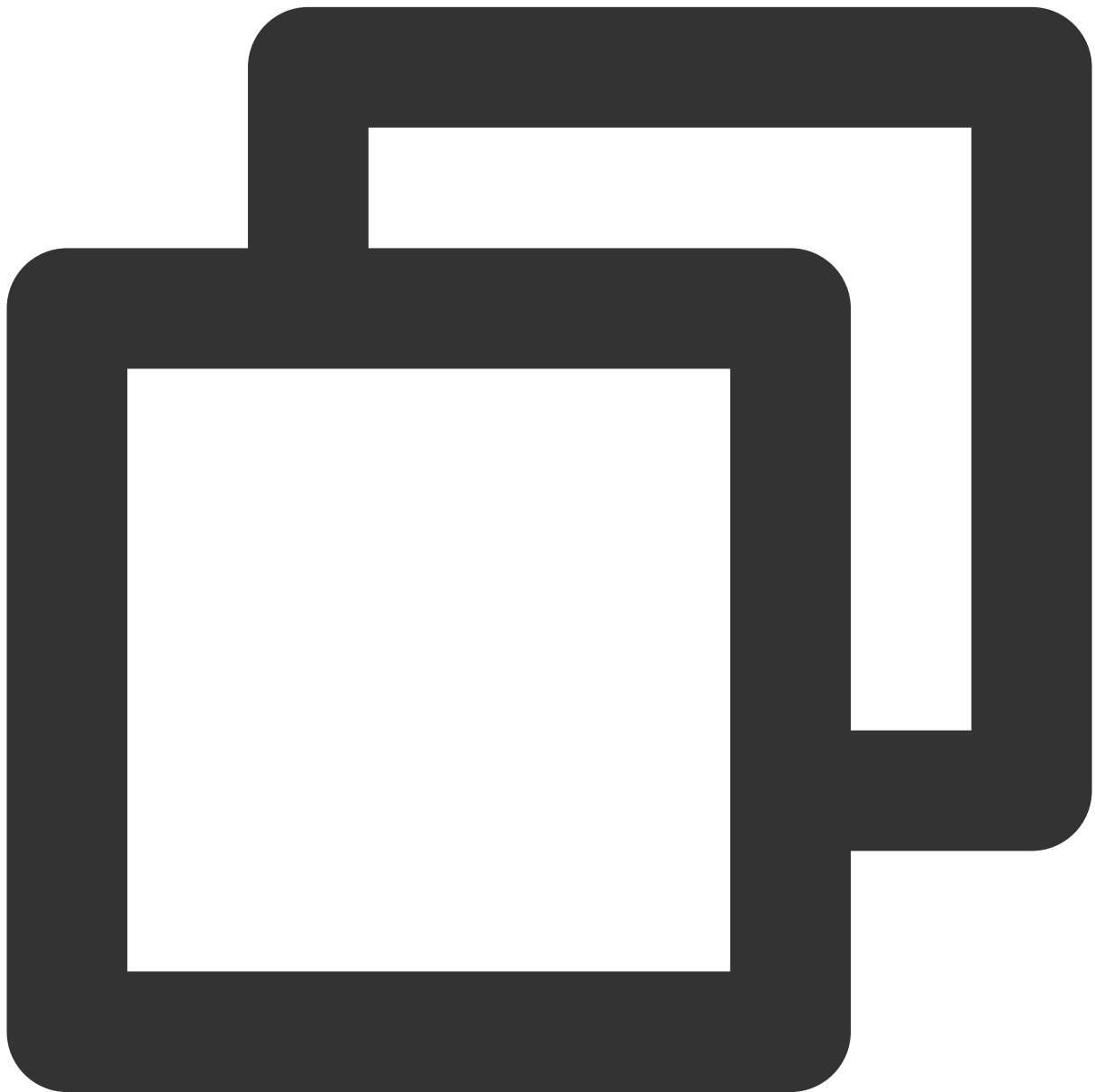
```
_controller.pause();
```

3. Resuming playback

Description

This API is used to resume the playback.

API



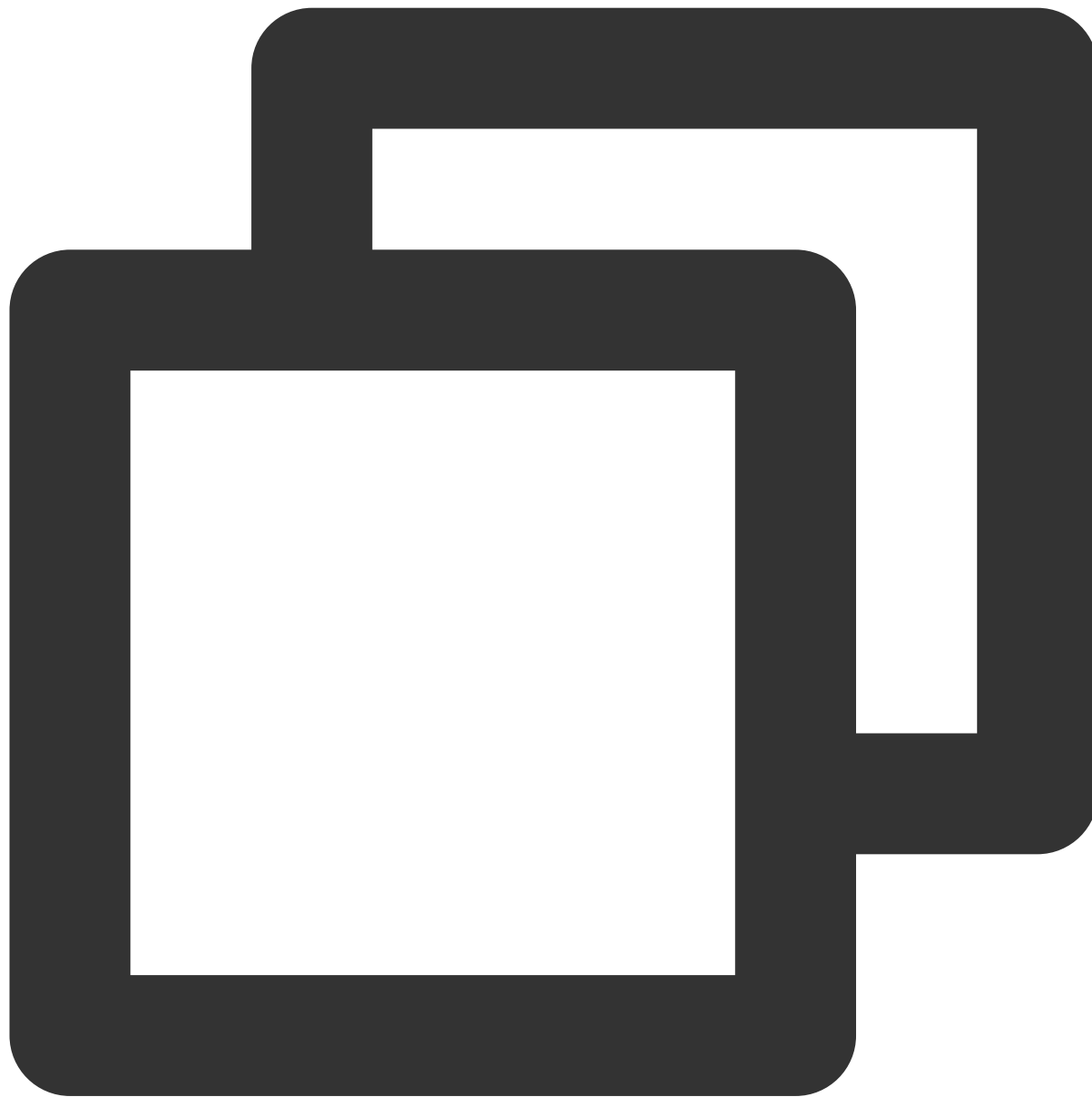
```
_controller.resume();
```

4. Restarting playback

Description

This API is used to restart the video playback.

API



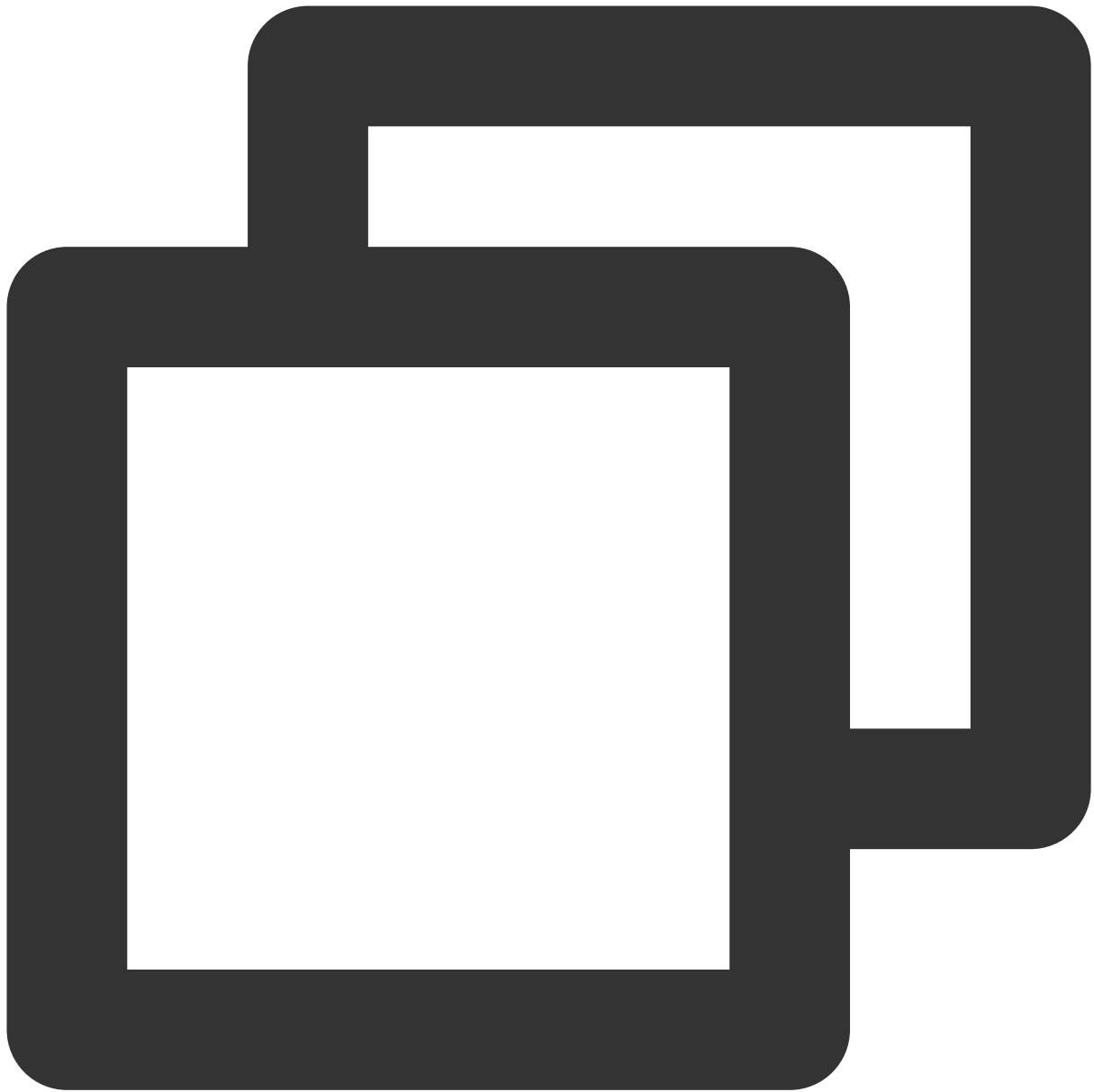
```
_controller.reStart();
```

5. Resetting the player

Description

This API is used to reset the player status and stop the video playback.

API



```
_controller.resetPlayer();
```

6. Releasing the player

Description

This API is used to release the player resources and stop the video playback. After it is called, the controller can no longer be reused.

API



```
_controller.releasePlayer();
```

7. Processing the player Back button event

Description

This API is used to determine the action to perform when the Back button is clicked in full screen playback mode. If `true` is returned, the full screen mode is exited, and the Back button clicking event is consumed; if `false` is returned, the event is unconsumed.

API



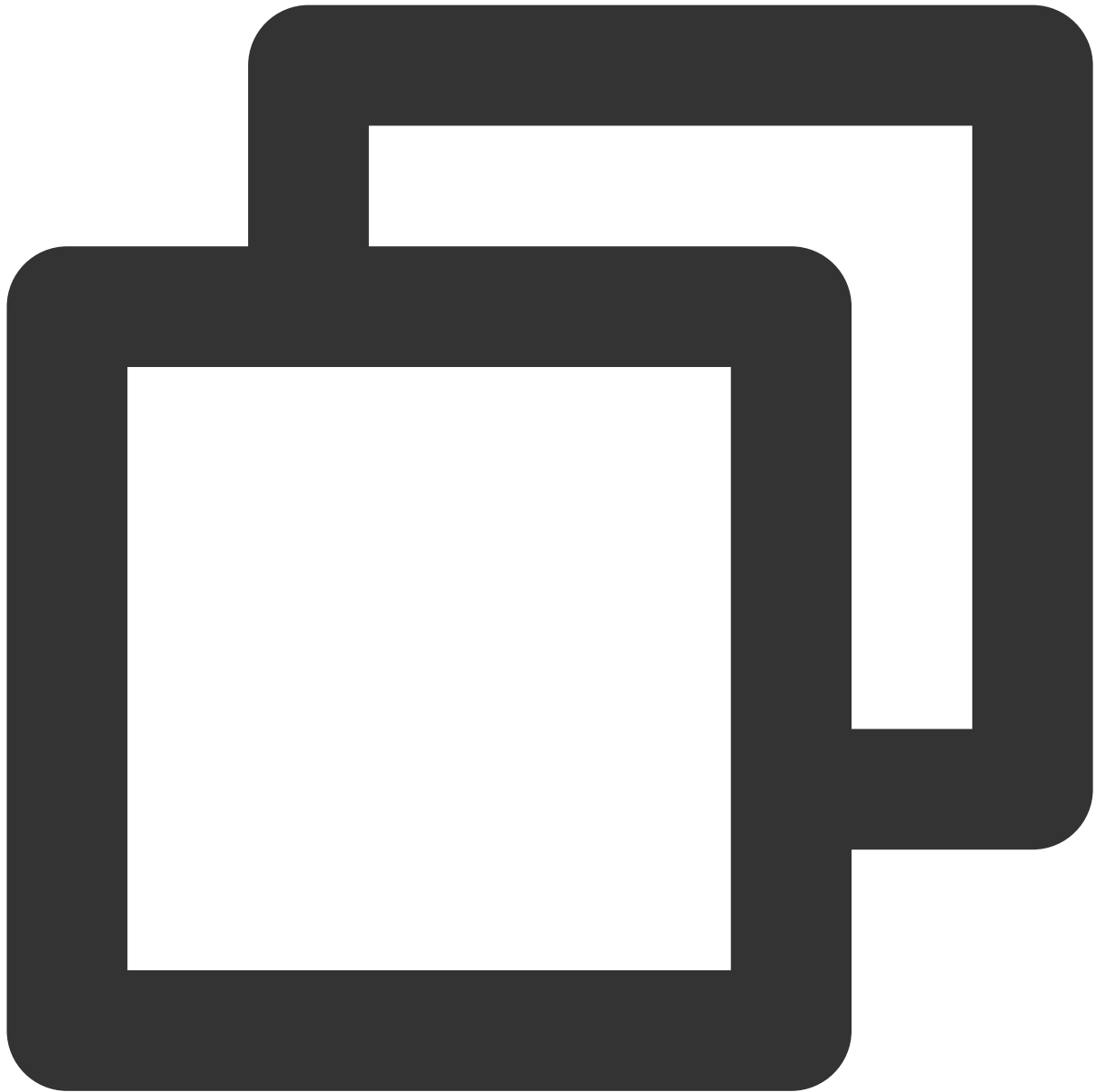
```
_controller.onBackPressed();
```

8. Switching the definition

Description

This API is used to switch the definition of the video being played back in real time.

API



```
_controller.switchStream(videoQuality);
```

Parameter description

`videoQuality` can generally be obtained through `_controller.currentQualityList` (definition list) and `_controller.currentQuality` (default definition) after the playback starts. **The definition selection capabilities have been integrated into the player. You can click the definition in the bottom-right corner to switch the definition in full screen mode.**

Parameter	Type	Description

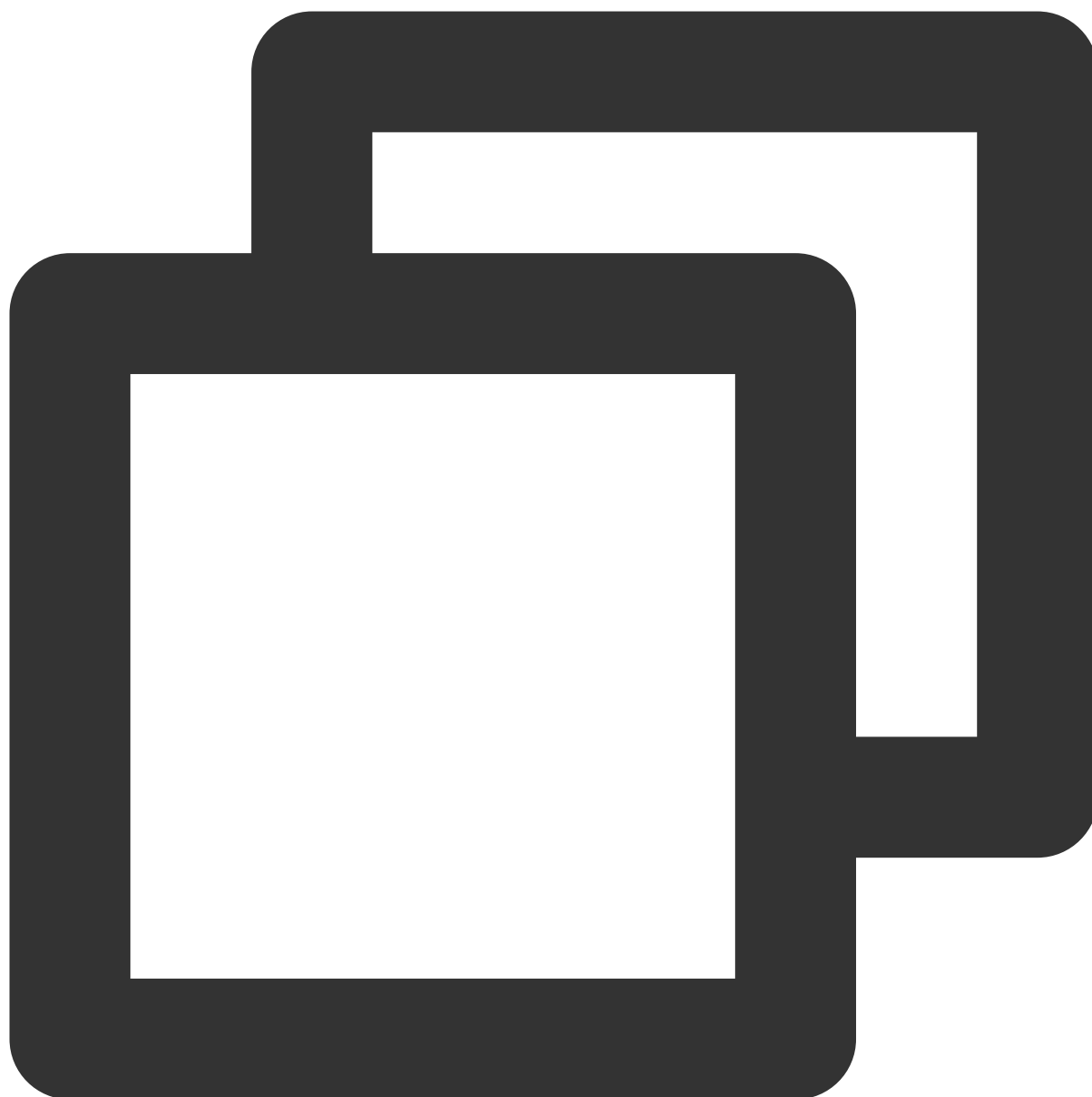
index	int	The definition number.
bitrate	int	Bitrate for the definition.
width	int	The video width for the definition.
height	int	The video height for the definition.
name	String	The definition abbreviation.
title	String	Displayed definition name.
url	String	The multi-bitrate URL, which is optional.

9. Adjusting the playback progress (seek)

Description

This API is used to adjust the current video playback progress.

API



```
_controller.seek(progress);
```

Parameter description

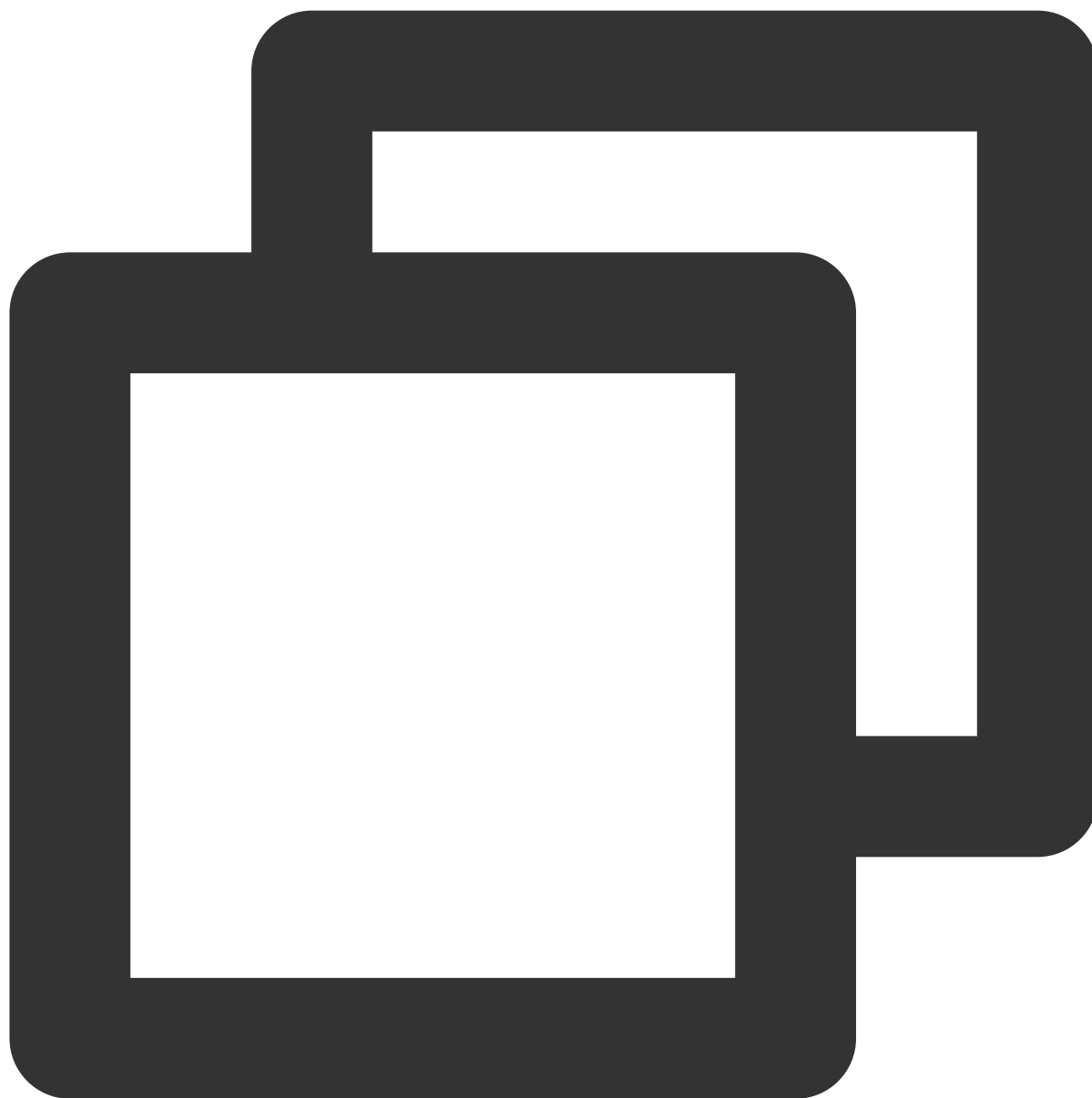
Parameter	Type	Description
progress	double	Target time in seconds.

10. Configuring the Player component

Description

This API is used to configure Superplayer.

API



```
_controller.setPlayConfig(config);
```

Parameter description

Parameter	Type	Description
connectRetryCount	int	The number of player reconnections. If the SDK is disconnected from the server due to an exception, the SDK will attempt to reconnect to the server.

connectRetryInterval	int	The interval between two player reconnections. If the SDK is disconnected from the server due to an exception, the SDK will attempt to reconnect to the server.
timeout	int	Player connection timeout period
playerType	int	Player type. Valid values: 0: VOD; 1: live streaming; 2: live stream replay.
headers	Map	Custom HTTP headers
enableAccurateSeek	bool	Whether to enable accurate seek. Default value: true.
autoRotate	bool	If it is set to <code>true</code> , the MP4 file will be automatically rotated according to the rotation angle set in the file, which can be obtained from the <code>PLAY_EVT_CHANGE_ROTATION</code> event. Default value: <code>true</code> .
smoothSwitchBitrate	bool	Whether to enable smooth multi-bitrate HLS stream switching. If it is set to <code>false</code> (default), multi-bitrate URLs are opened faster. If it is set to <code>true</code> , the bitrate can be switched smoothly when IDR frames are aligned.
cacheMp4ExtName	String	The cached MP4 filename extension. Default value: <code>mp4</code> .
progressInterval	int	Progress callback interval in ms. If it is not set, the SDK will call back the progress once every 0.5 seconds.
maxBufferSize	int	The maximum size of playback buffer in MB. The setting will affect <code>playableDuration</code> . The greater the value, the more the data that is buffered in advance.
maxPreloadSize	int	Maximum preload buffer size in MB
firstStartPlayBufferTime	int	Duration of the video data that needs to be loaded during the first buffering in ms. Default value: 100 ms
nextStartPlayBufferTime	int	The minimum buffered data size to stop buffering (secondary buffering for insufficient buffered data or progress bar drag buffering caused by <code>seek</code>) in milliseconds. Default value: 250 ms
overlayKey	String	The HLS security enhancement encryption and decryption key.
overlayIv	String	The HLS security enhancement encryption and decryption IV.
extInfoMap	Map	Some special configuration items.
enableRenderProcess	bool	Whether to allow the postrendering and postproduction feature, which is enabled by default. If the super-resolution plugin exists after it is enabled,

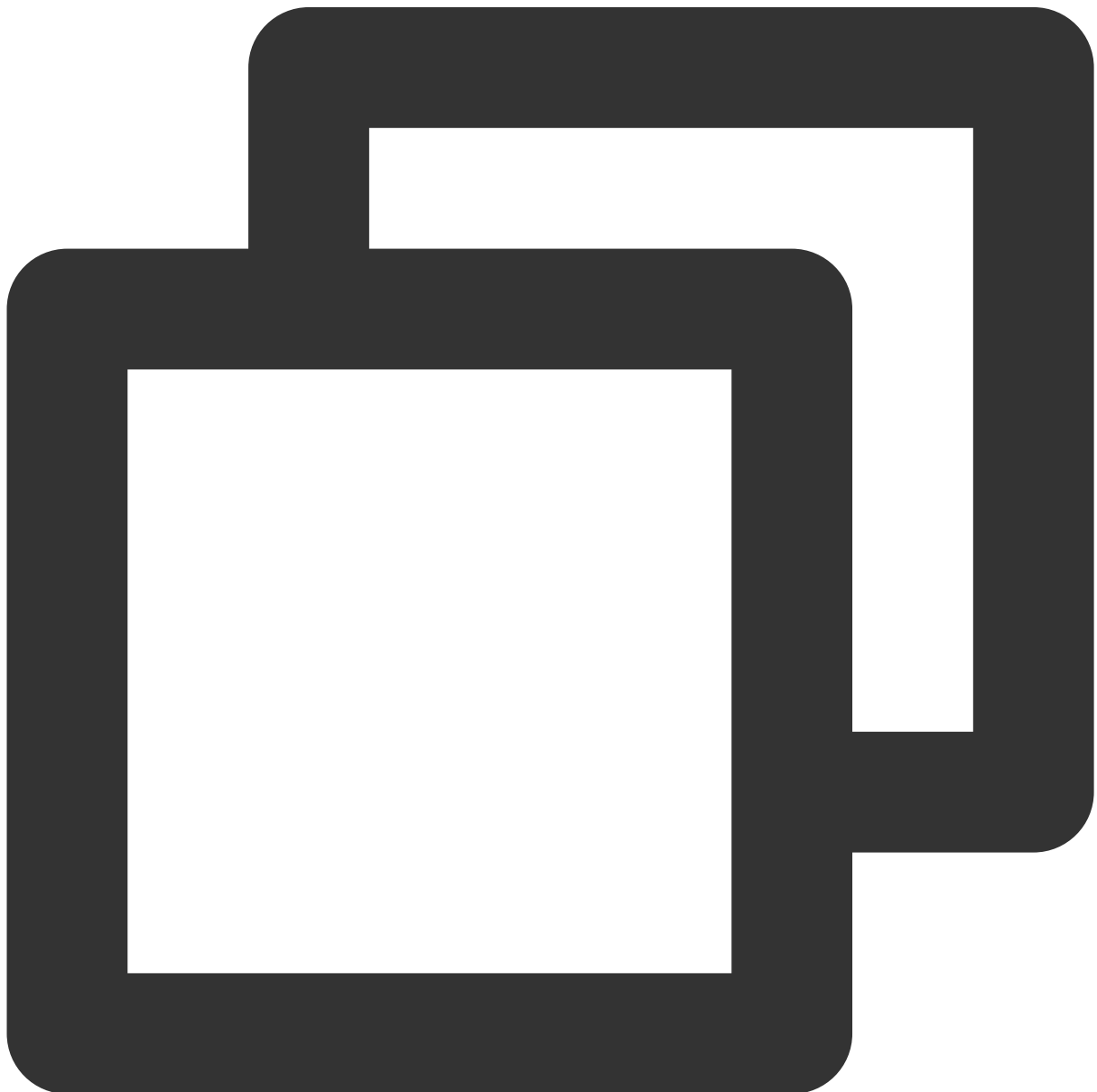
		the plugin will be loaded by default.
preferredResolution	int	Resolution of the video used for playback preferably. <code>preferredResolution = width * height</code>

11. Enabling/Disabling hardware decoding

Description

This API is used to enable/disable playback based on hardware decoding.

API



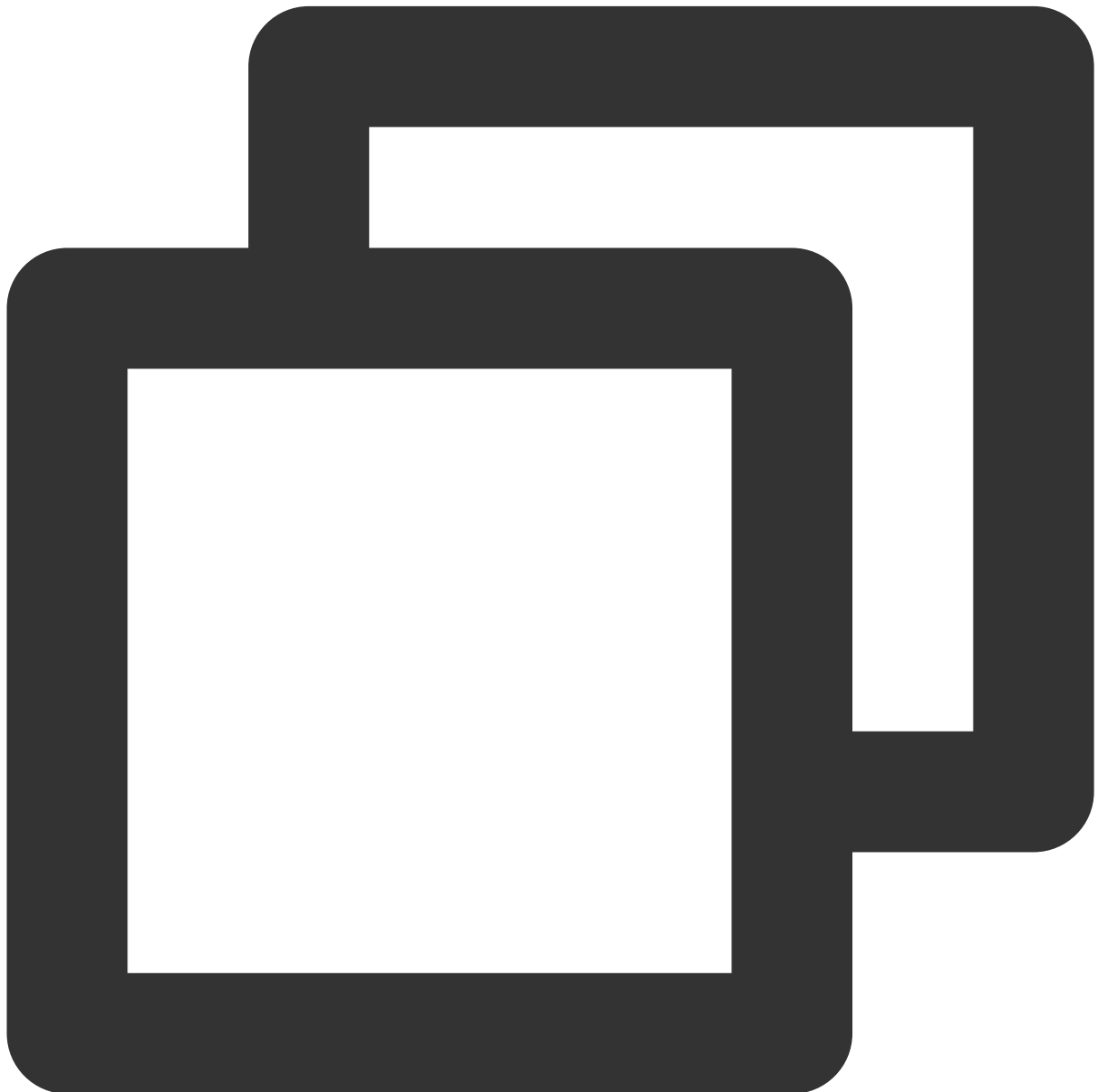

```
_controller.enableHardwareDecode(enable);
```

12. Getting the playback status

Description

This API is used to get the playback status.

API



```
SuperPlayerState superPlayerState = _controller.getPlayerState();
```

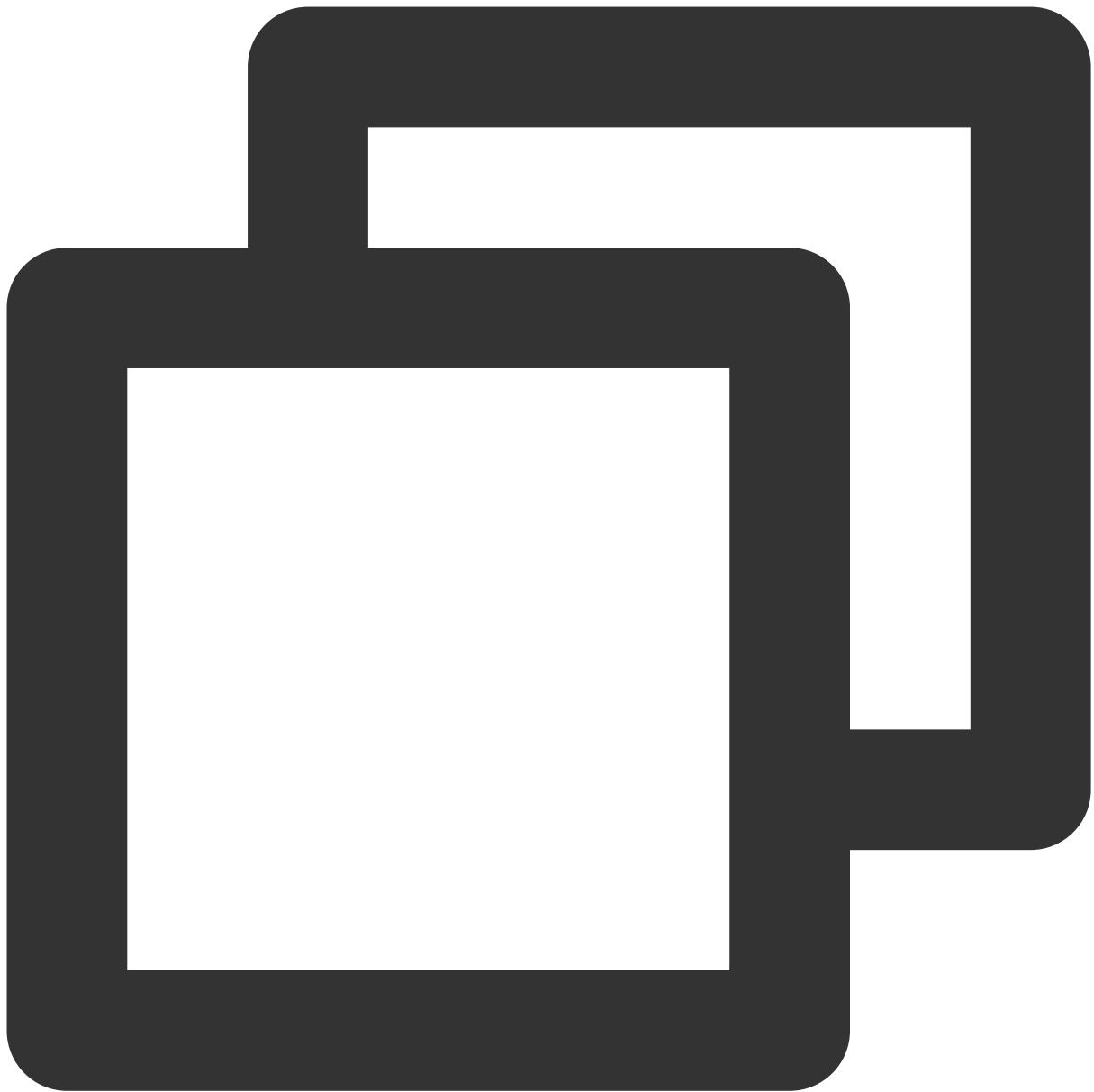
Parameter description

Parameter	Type	Description
INIT	SuperPlayerState	Initial status
PLAYING	SuperPlayerState	Playing back
PAUSE	SuperPlayerState	Paused
LOADING	SuperPlayerState	Loading
END	SuperPlayerState	Ended

13. Entering the PiP mode**Description**

This API is used to display the current video in PiP mode. The PiP mode can be enabled only on supported device models on Android 7.0 or later.

API



```
_controller.enterPictureInPictureMode(  
backIcon: "images/ic_pip_play_replay.png",  
playIcon: "images/ic_pip_play_normal.png",  
pauseIcon: "images/ic_pip_play_pause.png",  
forwardIcon: "images/ic_pip_play_forward.png");
```

Parameter description

The parameters are applicable only to Android.

Parameter	Type	Description

backIcon	String	The seek backward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
playIcon	String	The playback icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
pauseIcon	String	The pause icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
forwardIcon	String	The fast forward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.

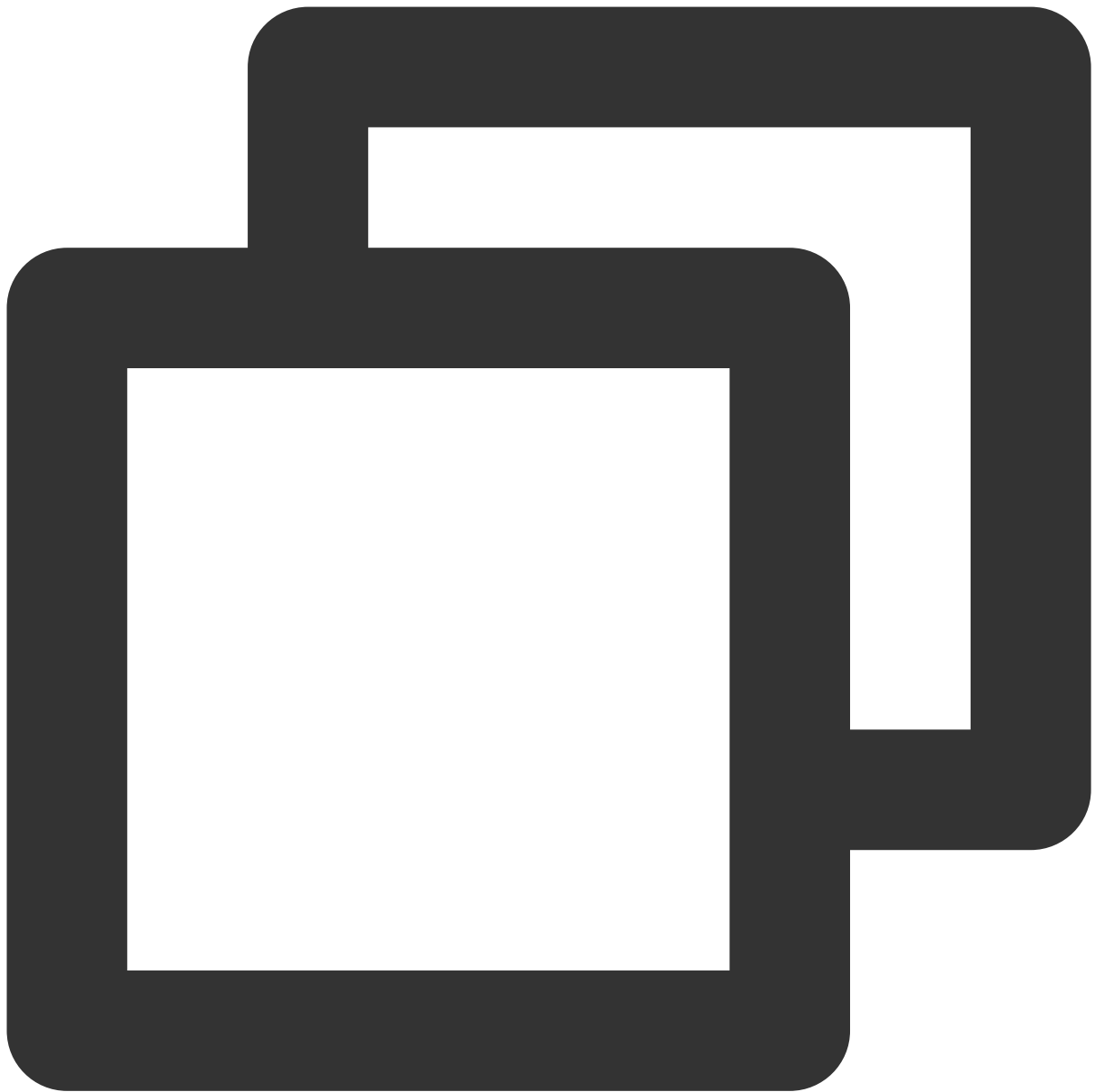
Event Notifications

1. Listening on playback events

Description

This callback is used to listen for player operation events.

Code



```
_controller.onSimplePlayerEventBroadcast.listen((event) {  
  String evtName = event["event"];  
  if (evtName == SuperPlayerViewEvent.onStartFullScreenPlay) {  
    setState(() {  
      _isFullScreen = true;  
    });  
  } else if (evtName == SuperPlayerViewEvent.onStopFullScreenPlay) {  
    setState(() {  
      _isFullScreen = false;  
    });  
  } else {
```

```
        print(evtName);  
    }  
});
```

Event description

Status	Description
onStartFullScreenPlay	Entered the full screen playback mode
onStopFullScreenPlay	Exited the full screen playback mode
onSuperPlayerDidStart	Playback started
onSuperPlayerDidEnd	Playback ended
onSuperPlayerError	Playback error
onSuperPlayerBackAction	Return event

Advanced Features

1. Requesting video data in advance through `fileId`

The `SuperVodDataLoader` API can be used to request the video data in advance to accelerate the playback start process.

Sample code



```
SuperPlayerModel model = SuperPlayerModel();
model.appId = 1500005830;
model.videoId = new SuperPlayerVideoId();
model.videoId.fileId = "8602268011437356984";
model.title = "VOD";
SuperVodDataLoader loader = SuperVodDataLoader();
// Values of the required parameters in `model` are directly assigned in `SuperVodD
loader.getVideoData(model, (resultModel) {
    _controller.playWithModelNeedLicence(resultModel);
})
```

2. Using the PiP mode

1. Platform configuration.

Android

IOS

In your project's Android package, find the build.gradle file and make sure that the compileSdkVersion and targetSdkVersion are version 31 or higher.

In your project's target, select **Signing & Capabilities** and add **Background Modes**, then check "**Audio, AirPlay, and Picture in Picture**".

2. Copy the sample code of `SuperPlayer` .

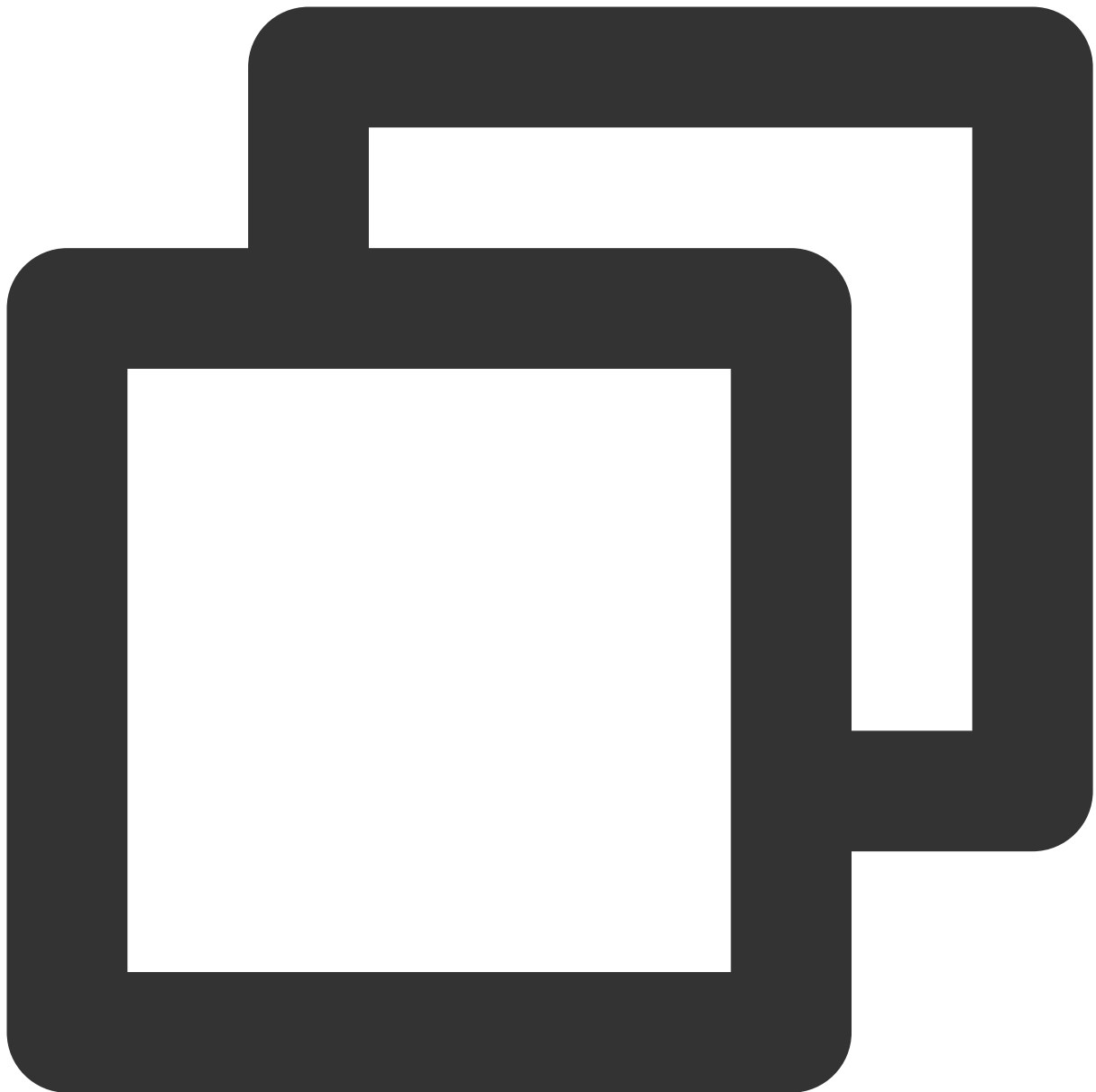
In `example/lib` in the GitHub project, copy the `SuperPlayer` package to the `lib` directory in your project and integrate the Player component as instructed in `demo_superplayer.dart` in the sample code.

Then, you can see the PiP mode button at the center on the right of the playback UI of the Player component and click the button to enter the PiP mode.

3. Listening on the lifecycle of the PiP mode.

You can use `onExtraEventBroadcast` in `SuperPlayerPlugin` to listen on the lifecycle of the PiP mode.

As follows:



```
SuperPlayerPlugin.instance.onExtraEventBroadcast.listen((event) {  
  int eventCode = event["event"];  
  if (eventCode == TXVodPlayEvent.EVENT_PIP_MODE_ALREADY_EXIT) {  
    // exit pip mode  
  } else if (eventCode == TXVodPlayEvent.EVENT_PIP_MODE_REQUEST_START) {  
    // enter pip mode  
  } else if (eventCode == TXVodPlayEvent.EVENT_PIP_MODE_ALREADY_ENTER) {  
    // already enter pip mode  
  } else if (eventCode == TXVodPlayEvent.EVENT_IOS_PIP_MODE_WILL_EXIT) {  
    // will exit pip mode  
  } else if (eventCode == TXVodPlayEvent.EVENT_IOS_PIP_MODE_RESTORE_UI) {
```

```
// restore UI only support iOS
}
});
```

4. Error codes for entering the PiP mode

If the user fails to enter the PiP mode, the failure will not only be logged but also be prompted through a toast. You can modify the error handling operations in the `_onEnterPipMode` method in `superplayer_widget.dart`. The error codes are as detailed below:

Parameter	Code	Description
NO_ERROR	0	Started successfully with no errors.
ERROR_PIP_LOWER_VERSION	-101	The Android version is too early and doesn't support the PiP mode.
ERROR_PIP_DENIED_PERMISSION	-102	The PiP mode permission wasn't enabled, or the current device doesn't support PiP.
ERROR_PIP_ACTIVITY_DESTROYED	-103	The current UI was terminated.
ERROR_IOS_PIP_DEVICE_NOT_SUPPORT	-104	The device model or system version doesn't support PiP (only supported on iPadOS 9+ and iOS 14+).
ERROR_IOS_PIP_PLAYER_NOT_SUPPORT	-105	The player doesn't support PiP.
ERROR_IOS_PIP_VIDEO_NOT_SUPPORT	-106	The video doesn't support PiP.
ERROR_IOS_PIP_IS_NOT_POSSIBLE	-107	The PiP controller was unavailable.
ERROR_IOS_PIP_FROM_SYSTEM	-108	The PiP controller reported an error.
ERROR_IOS_PIP_PLAYER_NOT_EXIST	-109	The player object didn't exist.
ERROR_IOS_PIP_IS_RUNNING	-110	The PiP feature was running.
ERROR_IOS_PIP_NOT_RUNNING	-111	The PiP feature didn't start.

5. Checking whether the current device supports PiP

You can use `isDeviceSupportPip` in `SuperPlayerPlugin` to check whether the PiP mode can be enabled as follows:



```
int result = await SuperPlayerPlugin.isDeviceSupportPip();
if(result == TXVodPlayEvent.NO_ERROR) {
    // pip support
}
```

The returned result in `result` means the same as the error code of the PiP mode.

6. Use picture-in-picture controllers to manage picture-in-picture

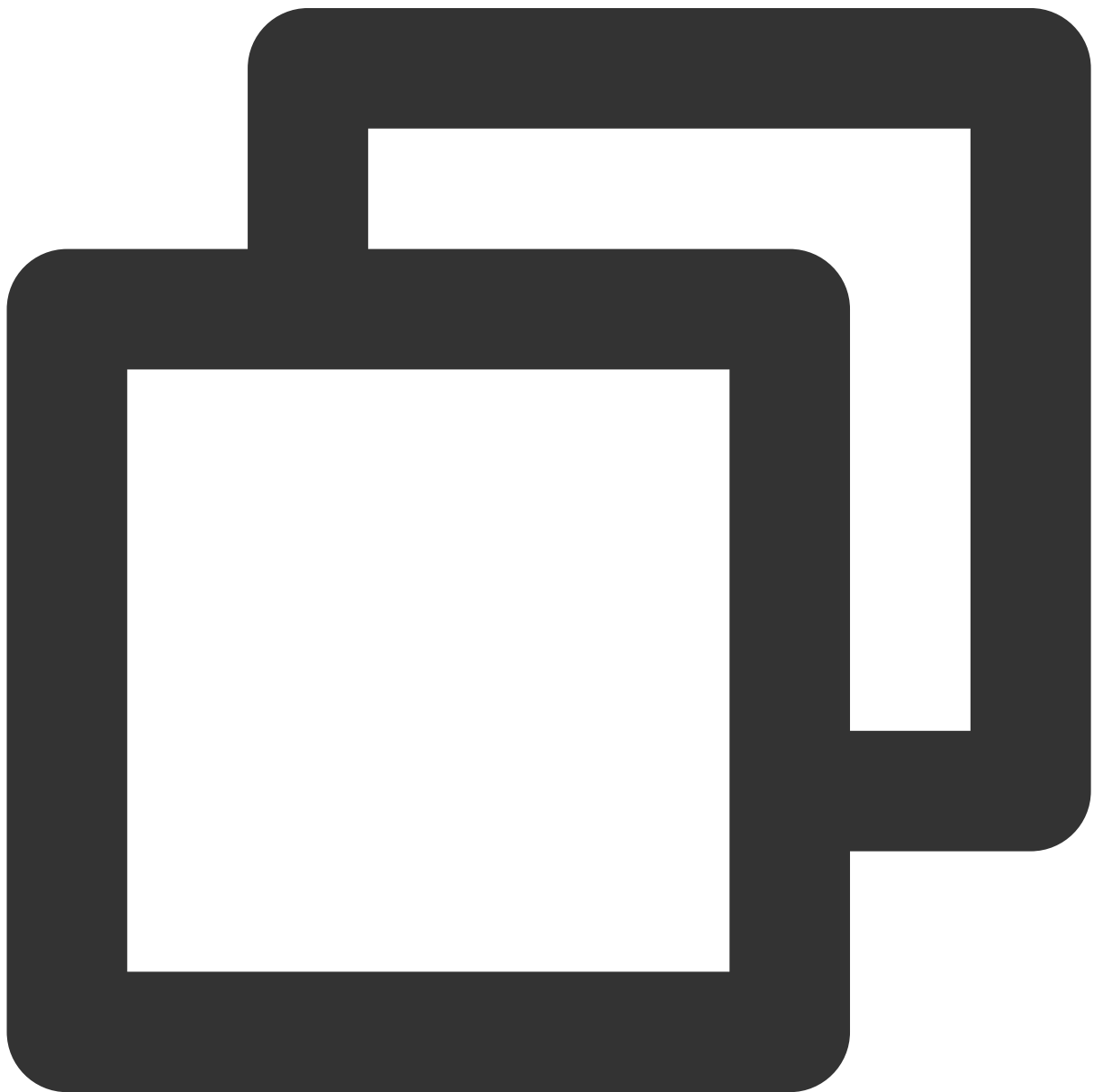
The picture-in-picture controller `TXPipController` is a tool for picture-in-picture encapsulated in the `superplayer_widget`, **and must be used in conjunction with `SuperPlayerView`.**

When entering picture-in-picture, the current interface will be automatically closed and the listener method set in advance will be called. In the callback method, you can save the necessary parameters of the current interface. After restoring from picture-in-picture, the previous interface will be pushed back and the previously saved parameters will be passed.

When using this controller, only one instance of picture-in-picture and the player can exist. When re-entering the player interface, picture-in-picture will be automatically closed.

6.1 At the entry point of your project, such as `main.dart`, call `TXPipController` to set up picture-in-picture control and jump to the player page for entering picture-in-picture.

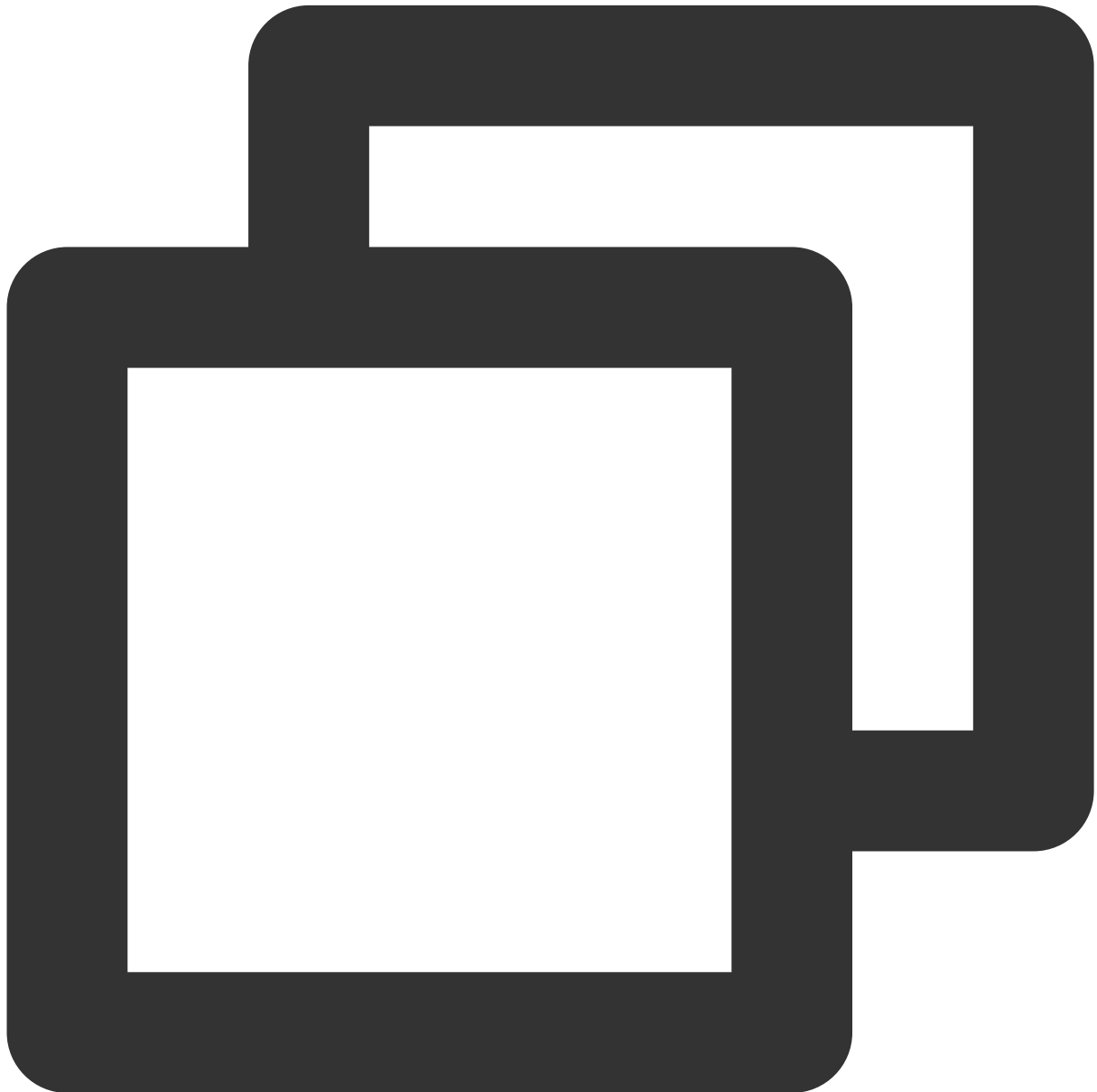
You can set different interfaces according to your project. The code example is as follows:



```
TXPipController.instance.setNavigatorHandle((params) {  
    navigatorKey.currentState?.push(MaterialPageRoute(builder: (_) => DemoSuperPlayer  
    }));
```

6.2 To set up the listener for the picture-in-picture playback page, you need to implement the

`TXPipPlayerRestorePage` method. After setting it up, when you are about to enter picture-in-picture, the controller will call the `void onNeedSavePipPageState(Map<String, dynamic> params)` method. At this time, you can store the necessary parameters for the current page in the params.



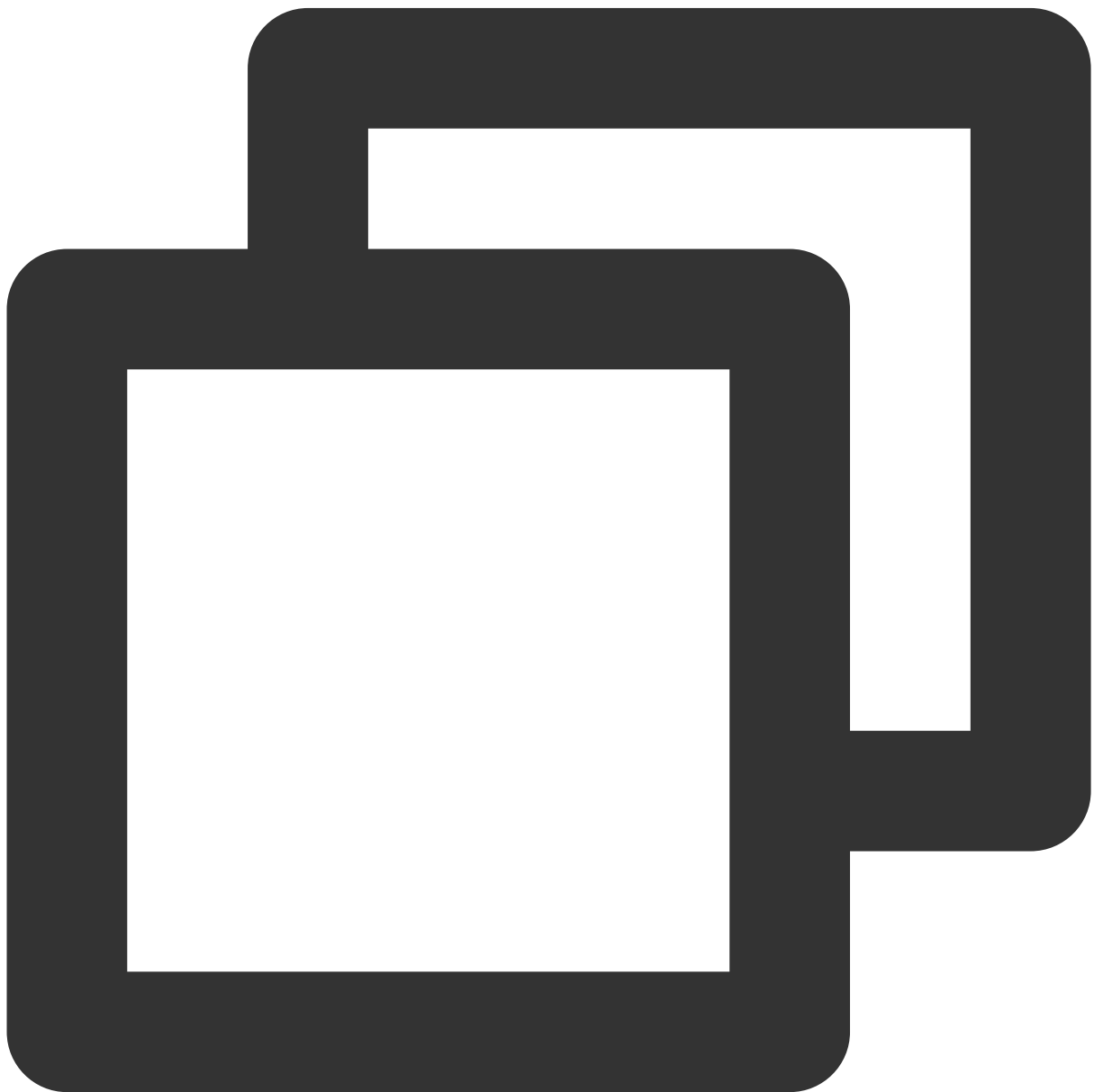
```
TXPipController.instance.setPipPlayerPage(this);
```

Later, when the user clicks on the enter picture-in-picture button on the SuperPlayerView, the `_onEnterPipMode` internal method of `SuperPlayerView` will be called to enter picture-in-picture, or you can call the `enterPictureInPictureMode` method of `SuperPlayerController` to enter it manually.

3、Video download

download Video

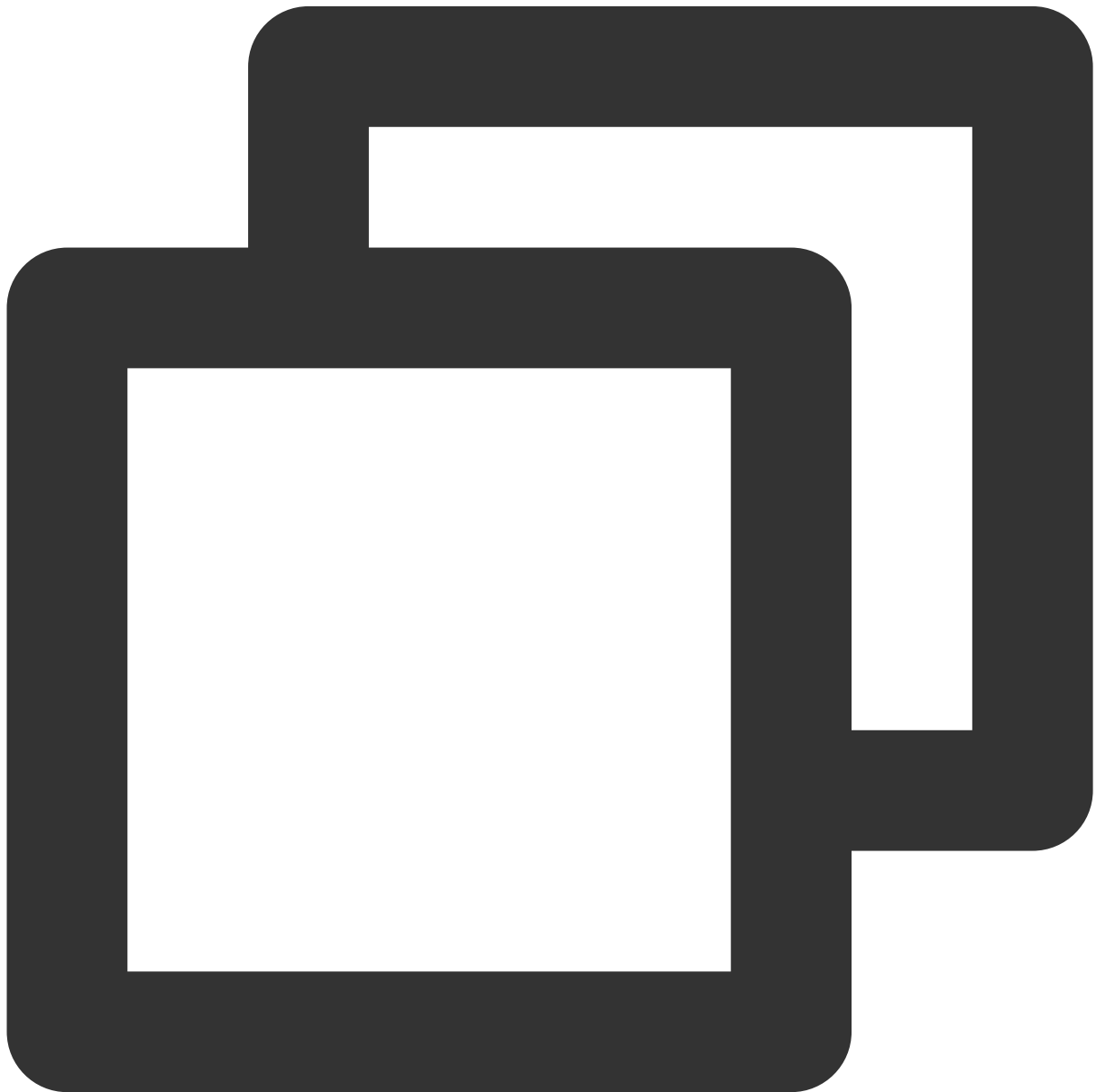
1. To use the video download feature of the player component, you first need to enable `isEnabledDownload` in `SuperPlayerModel`, which is disabled by default.



```
SuperPlayerModel model = SuperPlayerModel();  
// Enable video download capability  
model.isEnableDownload = true;
```

The player component currently only enables downloading in VOD playback mode.

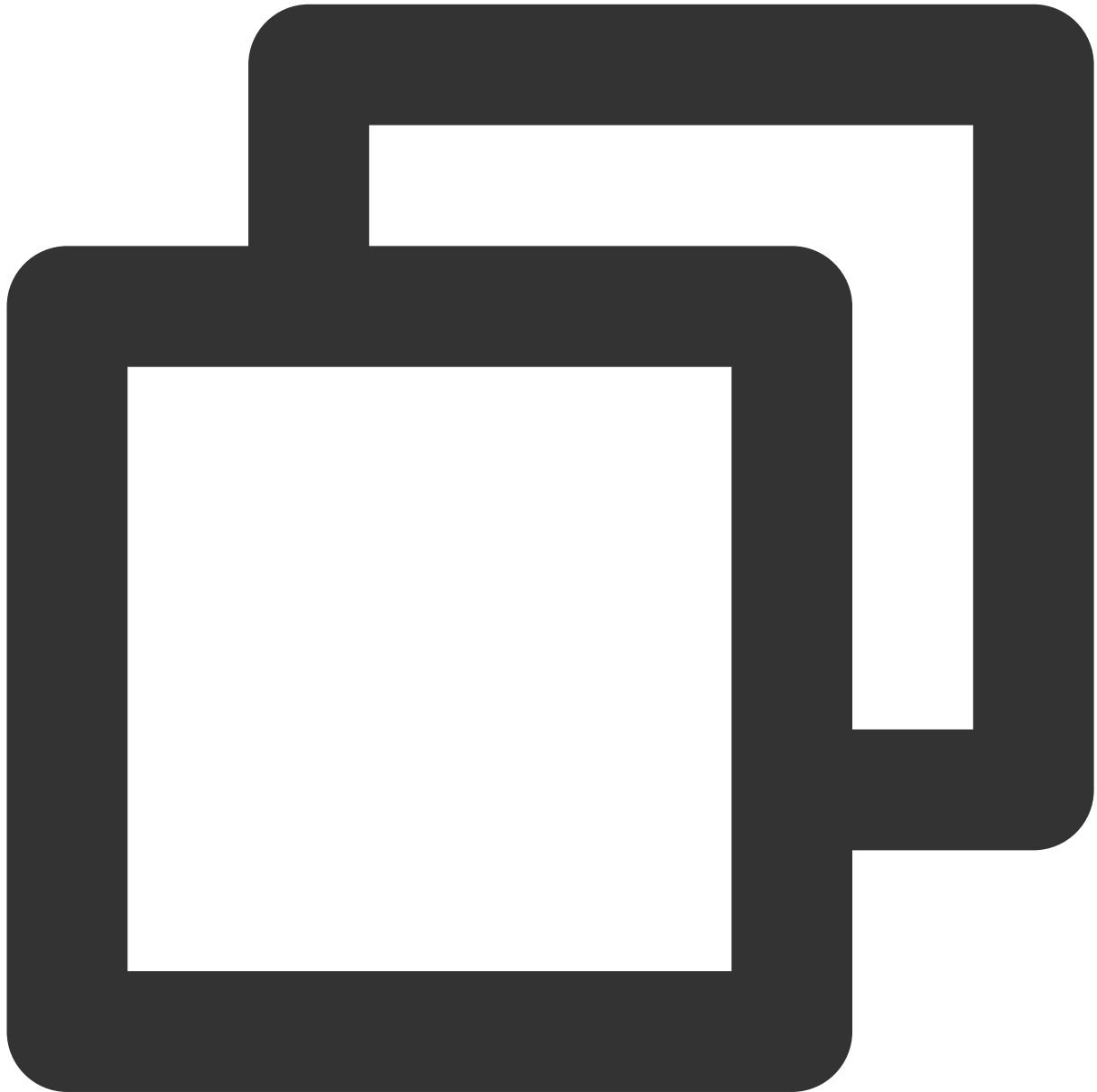
2. You can use the `startDownload` method of `SuperPlayerController` to directly download the video that the player is currently playing, corresponding to the clarity of the currently playing video. You can also use `DownloadHelper` to download a specified video, as follows:



```
DownloadHelper.instance.startDownloadBySize(videoModel, videoWidth, videoHeight);
```

You can use `startDownloadBySize` of `DownloadHelper` to download videos of a specific resolution. If the resolution is not available, a video with a similar resolution will be downloaded.

In addition to the above interfaces, you can also choose to pass in the quality ID or `mediaInfo` to download directly.



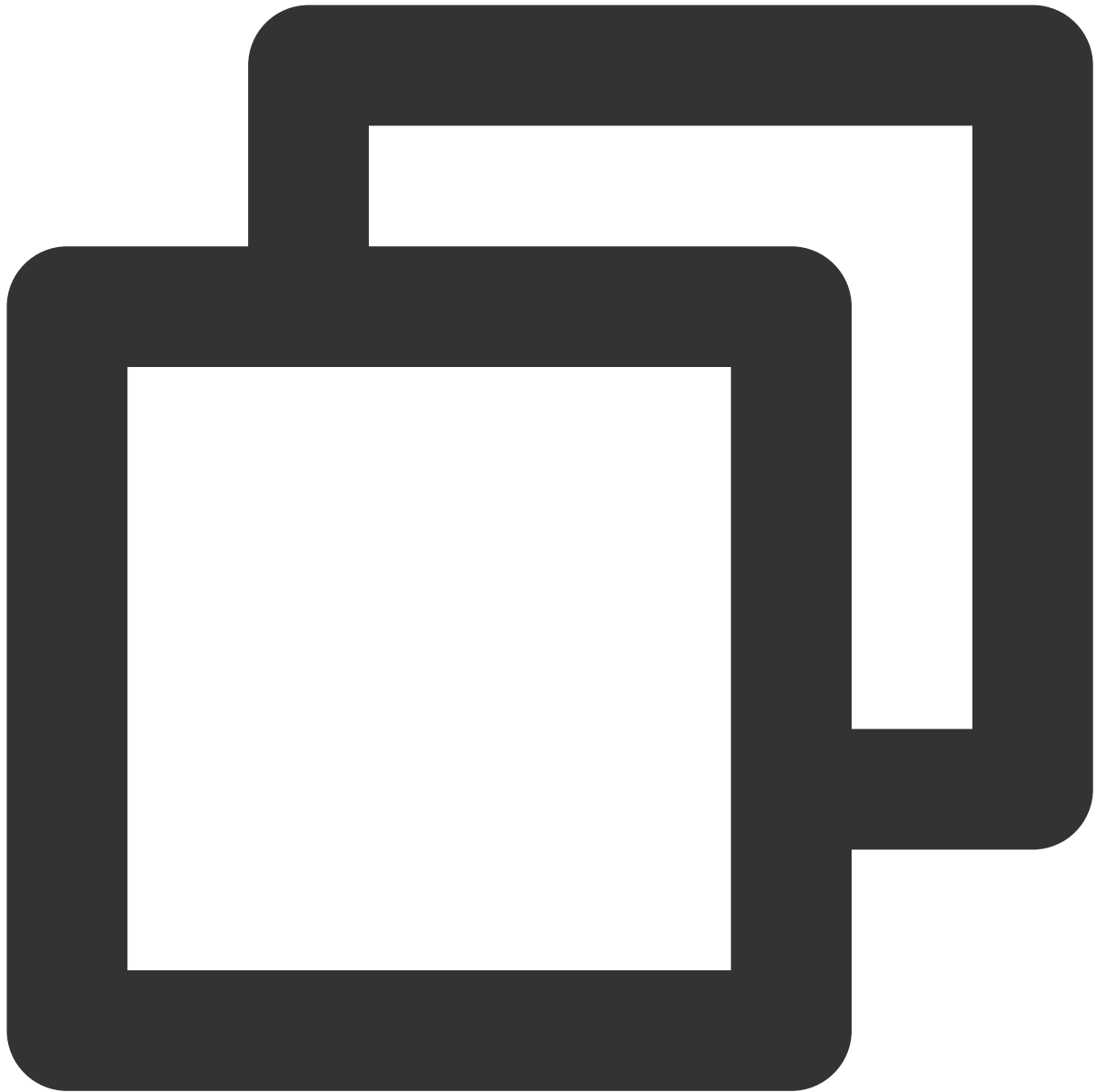
```
// QUALITY_240P 240p
// QUALITY_360P 360P
// QUALITY_480P 480p
// QUALITY_540P 540p
// QUALITY_720P 720p
// QUALITY_1080P 1080p
```



```
// QUALITY_2K    2k
// QUALITY_4K    4k
// The quality parameter can be customized to take the minimum value of the resolut
// (for example, for a resolution of 1280*720, if you want to download a stream of
// you can pass in QUALITY_720P for the quality parameter). The player SDK will sel
// a resolution less than or equal to the passed-in resolution for downloading.
// Using quality ID to download
DownloadHelper.instance.startDownload(videoModel, qualityId);
// Using mediaInfo to download
DownloadHelper.instance.startDownloadOrg(mediaInfo);
```

3. Quality ID conversion

For VOD, `CommonUtils` provides the `getDownloadQualityBySize` method to convert the resolution to the corresponding quality ID.

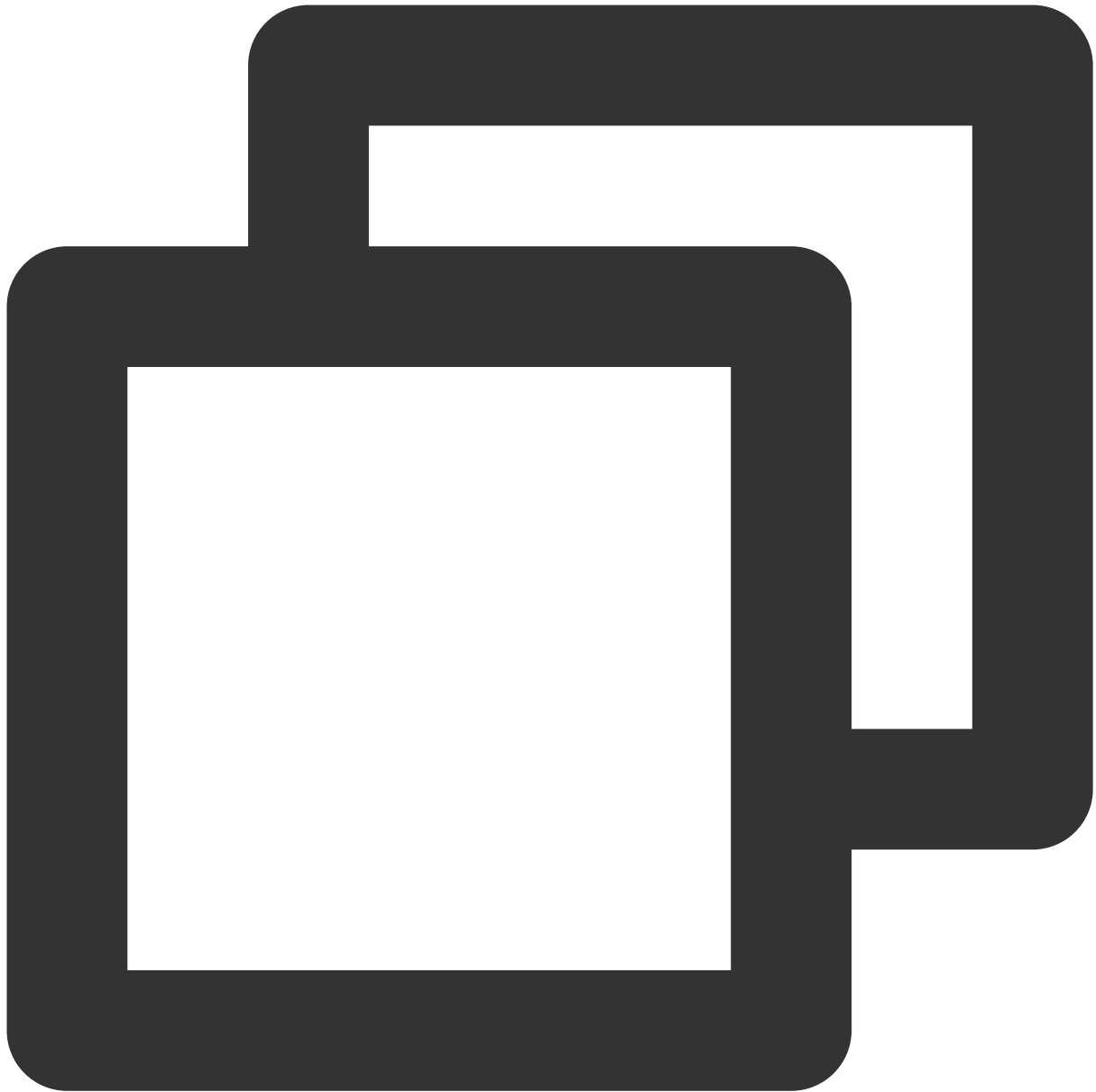


```
CommonUtils.getDownloadQualityBySize(width, height);
```

Stop downloading video

You can use `stopDownload` of `DownloadHelper` method to stop downloading the corresponding video.

Example code:

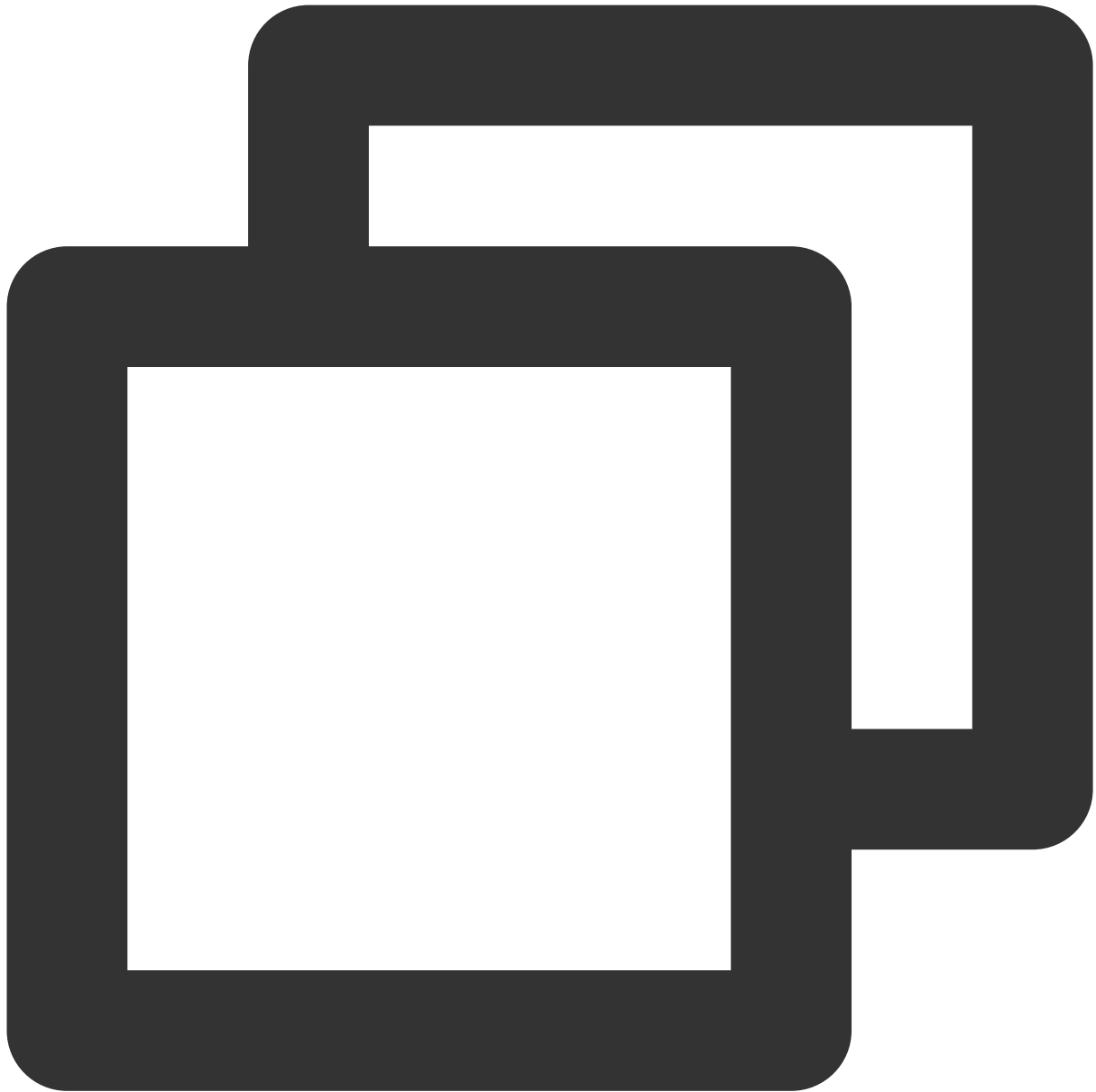


```
DownloadHelper.instance.stopDownload(mediaInfo);
```

The `mediaInfo` can be obtained through `getMediaInfoByCurrent` of `DownloadHelper` method or by using `getDownloadList` of `TXVodDownloadController` to obtain download information.

Delete downloaded video

You can use `deleteDownload` of `DownloadHelper` method to delete the corresponding video



```
bool deleteResult = await DownloadHelper.instance.deleteDownload(downloadModel.mediaId);
```

The `deleteDownload` method will return the result of the deletion, so you can determine whether the deletion was successful.

Download status

`DownloadHelper` provides the basic `isDownloaded` method to determine whether a video has been downloaded. You can also register a listener to determine the download status in real time.

`DownloadHelper` distributes download events, and you can register for events using the following code.

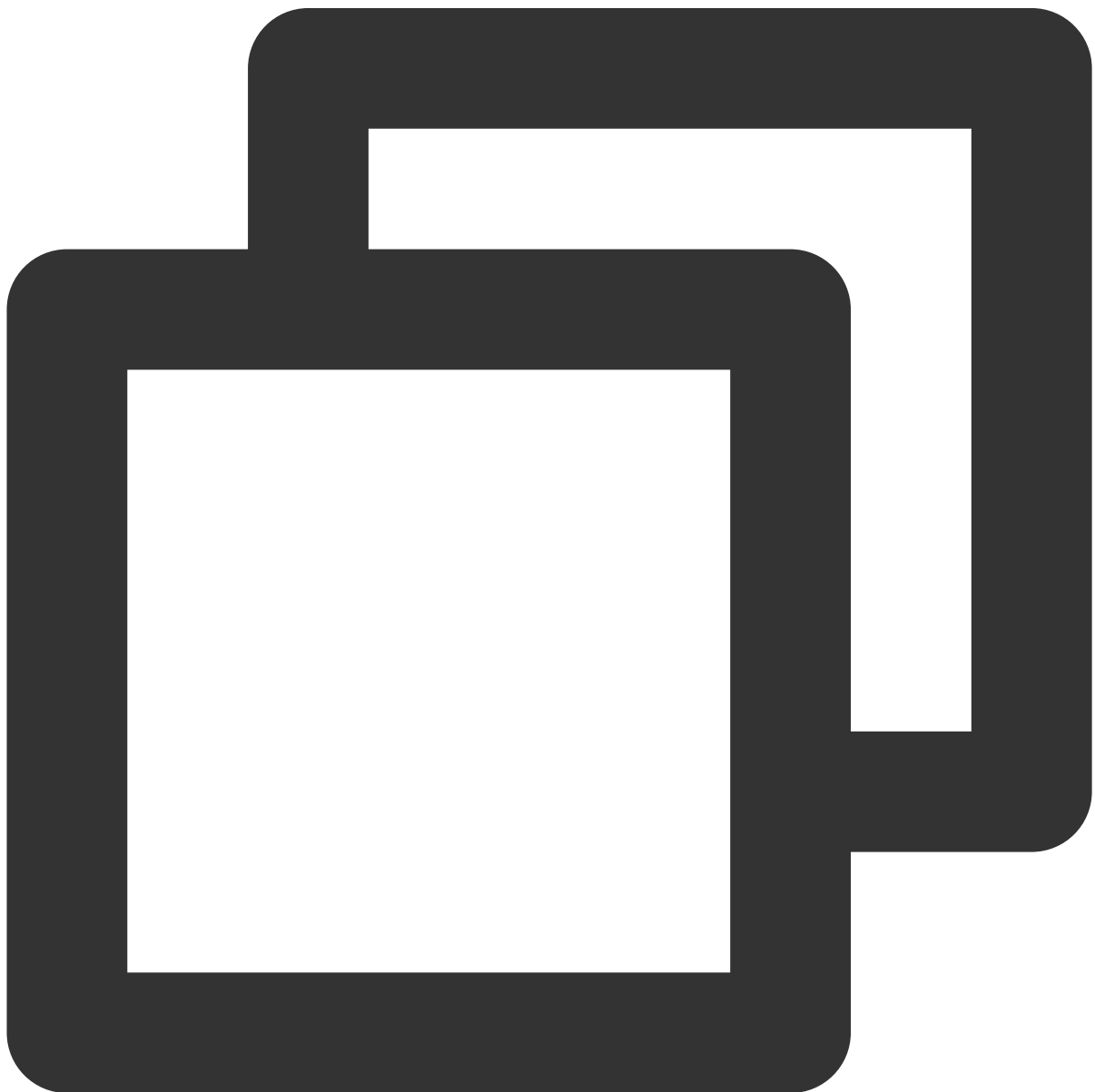


```
// Registering download event listeners
DownloadHelper.instance.addDownloadListener(FTXDownloadListener((event, info) {
    // Download status change
    }, (errorCode, errorMsg, info) {
    // Download error callback
    }));
// Removing download event listeners
DownloadHelper.instance.removeDownloadListener(listener);
```

In addition, you can also use the `TXVodDownloadController.instance.getDownloadInfo(mediaInfo)` method or the `TXVodDownloadController.instance.getDownloadList()` method to directly query the `downloadState` in the `mediaInfo` to determine the download status.

Play downloaded videos

You can use the `playPath` field in the video information obtained from `TXVodDownloadController.instance.getDownloadInfo(mediaInfo)` and `TXVodDownloadController.instance.getDownloadList()` to play the downloaded videos directly with `TXVodPlayerController`.



```
controller.startVodPlay(mediaInfo.playPath);
```

4. The usage of screen orientation

Screen orientation switching configuration

To enable screen orientation switching for the player component, you need to open the project configuration in Xcode on iOS. Under the "Deployment" tab in the "General" section, select "Landscape left" and "Landscape right". This will ensure that the iOS device can support landscape orientation.

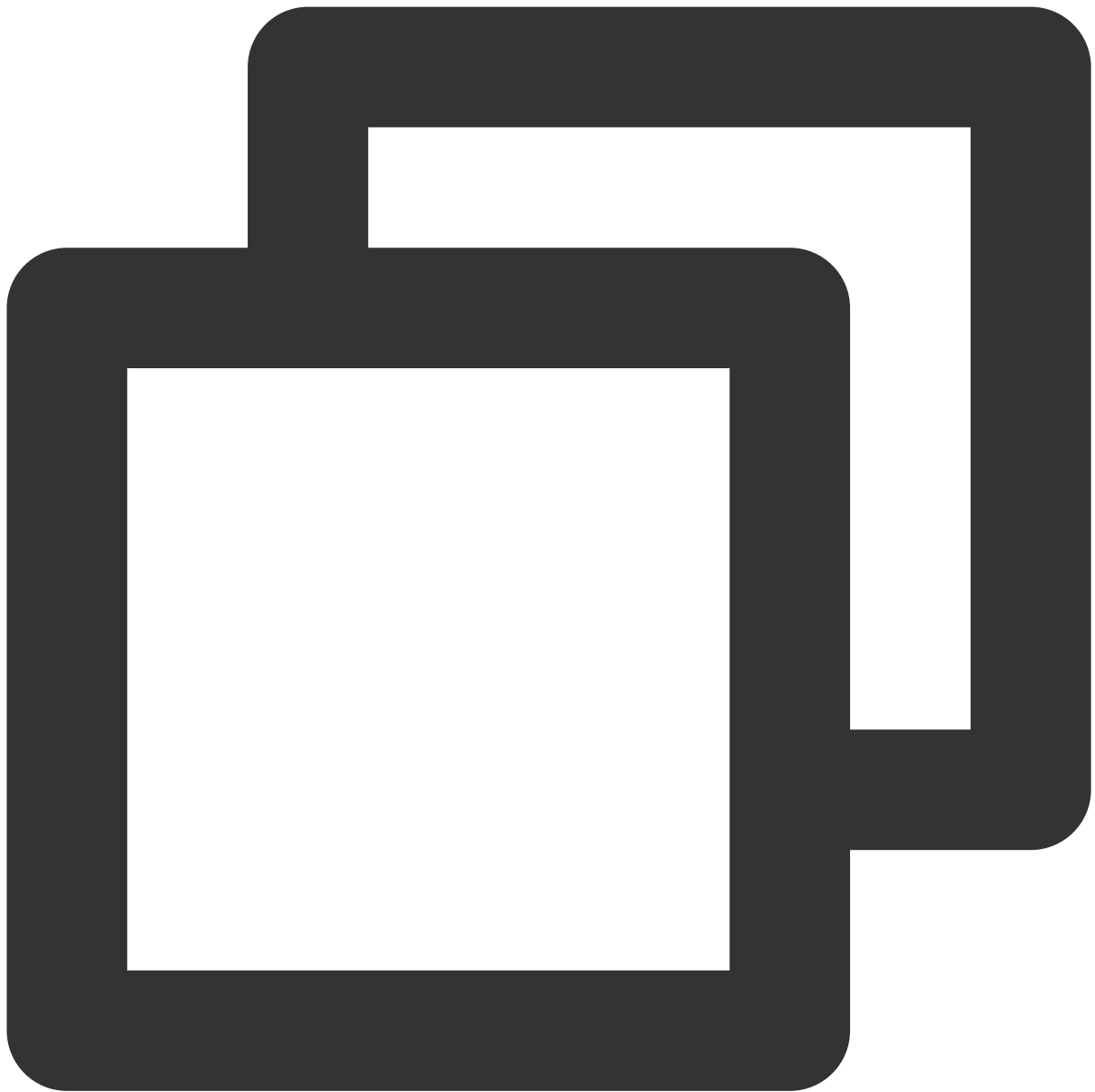
If you want other pages of your app to remain in portrait mode and not be affected by automatic screen rotation, you need to configure the portrait mode at the entry point of your project. The code is as follows:



```
SystemChrome.setPreferredOrientations([DeviceOrientation.portraitUp]);
```

Automatically switch to full-screen mode according to the sensor configuration

On the Android side, you need to call the following method to start listening to the sensor:



```
SuperPlayerPlugin.startVideoOrientationService();
```

After calling this method, the Android device will start listening to the sensor, and rotate events will be sent to the Flutter side via `SuperPlayerPlugin.instance.onEventBroadcast`. The player component will automatically rotate according to these events. Here is an example of how to use this listener:



```
SuperPlayerPlugin.instance.onExtraEventBroadcast.listen((event) {  
  int eventCode = event["event"];  
  if (eventCode == TXVodPlayEvent.EVENT_ORIENTATION_CHANGED ) {  
    int orientation = event[TXVodPlayEvent.EXTRA_NAME_ORIENTATION];  
    // do orientation  
  }  
});
```

Demo experience

For more features and a demo experience of debugging, please [click here](#). When running this demo, you need to set your own player license in the `demo_config`, and modify the package name and bundleId to your signed package name and bundleId in the Android and iOS configurations.

Integration (No UI)

Web Integration

TCPlayer Integration Guide

Last updated : 2024-04-11 16:48:34

This document introduces the Web Player SDK (TCPlayer) tailored for both VOD and live streaming. It can be quickly integrated with your own web application to enable video playback features. TCPlayer comes with a default set of UI elements, which you can use as needed.

Overview

The web player utilizes the `<video>` tag of HTML5 and Flash for video playback. It offers a uniform video playback experience across different platforms when browsers do not natively support video playback. In conjunction with Tencent's Video on Demand service, it provides hotlink protection and features for playing standard encrypted HLS videos.

Supported protocols

Audio/Video Protocol	Use	URL Format	PC Browser	Mobile Browser
MP3	Audio	http://xxx.vod.myqcloud.com/xxx.mp3	Supported	Supported
MP4	VOD playback	http://xxx.vod.myqcloud.com/xxx.mp4	Supported	Supported
HLS(M3U8)	Live stream	http://xxx.liveplay.myqcloud.com/xxx.m3u8	Supported	Supported
	VOD playback	http://xxx.vod.myqcloud.com/xxx.m3u8	Supported	Supported
FLV	Live stream	http://xxx.liveplay.myqcloud.com/xxx.flv	Supported	Partially supported
	VOD playback	http://xxx.vod.myqcloud.com/xxx.flv	Supported	Partially supported
WebRTC	Live stream	webrtc://xxx.liveplay.myqcloud.com/live/xxx	Supported	Supported

Note:

Only H.264 encoding is supported.

The player is compatible with mainstream browsers and can automatically select the optimal playback scheme depending on the browser.

In some browser environments, HLS and FLV video playback depends on Media Source Extensions.

If a browser does not support WebRTC, a WebRTC URL passed in will be converted automatically to better support playback.

Supported Features

Feature\\Browser	Chrome	Firefox	Edge	QQ Browser	Mac Safari	iOS Safari	WeChat	Android Chrome
Player dimension configuration	✓	✓	✓	✓	✓	✓	✓	✓
Resuming playback	✓	✓	✓	✓	✓	✓	✓	✓
Playback speed change	✓	✓	✓	✓	✓	✓	✓	✓
Preview thumbnails	✓	✓	✓	✓	-	-	-	-
Changing `fileID` for playback	✓	✓	✓	✓	✓	✓	✓	✓
Flipping videos	✓	✓	✓	✓	✓	✓	✓	✓
Progress bar marking	✓	✓	✓	✓	✓	-	-	-
HLS adaptive bitrate	✓	✓	✓	✓	✓	✓	✓	✓
Referer hotlink protection	✓	✓	✓	✓	✓	✓	✓	-
Definition change notifications	✓	✓	✓	✓	-	-	-	✓
Preview	✓	✓	✓	✓	✓	✓	✓	✓

Playing HLS videos encrypted using standard schemes	✓	✓	✓	✓	✓	✓	✓	✓
Playing HLS videos encrypted using private protocols	✓	✓	✓	-	-	-	Android:✓ iOS: -	✓
Video statistics	✓	✓	✓	✓	-	-	-	-
Video data monitoring	✓	✓	✓	✓	-	-	-	-
Custom UI messages	✓	✓	✓	✓	✓	✓	✓	✓
Custom UI	✓	✓	✓	✓	✓	✓	✓	✓
On-screen comments	✓	✓	✓	✓	✓	✓	✓	✓
Watermark	✓	✓	✓	✓	✓	✓	✓	✓
Ghost watermark	✓	✓	✓	✓	✓	✓	✓	✓
Playlist	✓	✓	✓	✓	✓	✓	✓	✓
Frame sync under poor network conditions	✓	✓	✓	✓	✓	✓	✓	✓

Note:

Only H.264 encoding is supported.

Chrome and Firefox for Windows and macOS are supported.

Chrome, Firefox, Edge, and QQ Browser need to load `hls.js` to play HLS.

The Referer hotlink protection feature is based on the Referer field of HTTP request headers. Some HTTP requests initiated by Android browsers do not carry the Referer field.

The player is compatible with mainstream browsers and can automatically select the optimal playback scheme depending on the browser used. For example, for modern browsers such as Chrome, the player uses the HTML5 technology for playback, and for mobile browsers, it uses the HTML5 technology or the browser's built-in capabilities.

Preparations

From version 5.0.0, the TCPlayer SDK for Web (TCPlayer) requires access to a License authorization for use. If you don't need the new premium functions, you can apply for a basic License to **try TCPlayer for free**; if you want to use the newly added premium functions you need to purchase a premium License. The detailed information is as follows:

TCPlayer feature	Feature Scope	Required License	Pricing	Authorization Unit
Basic Functions	Includes all features provided in versions prior to 5.0.0, see Product Features for details	Web Player Basic Version License	0 CNY Free Application	An exact domain (1 License can authorize up to 10 exact domains)
Premium Functions	Basic Version Features, VR Playback , Security Check	Web Player Premium Version License	399 CNY/month Buy Now	Wildcard Domain (1 License can authorize up to 1 wildcard domain)

Note:

1. Web Player Basic Version License can be applied for free, with a default validity of 1 year; if the remaining validity period is less than 30 days, it can be renewed for free.
2. To facilitate local development, the player won't authenticate localhost or 127.0.0.1; hence, these types of local service domain names need not be applied for when requesting a License.

Integration Guide

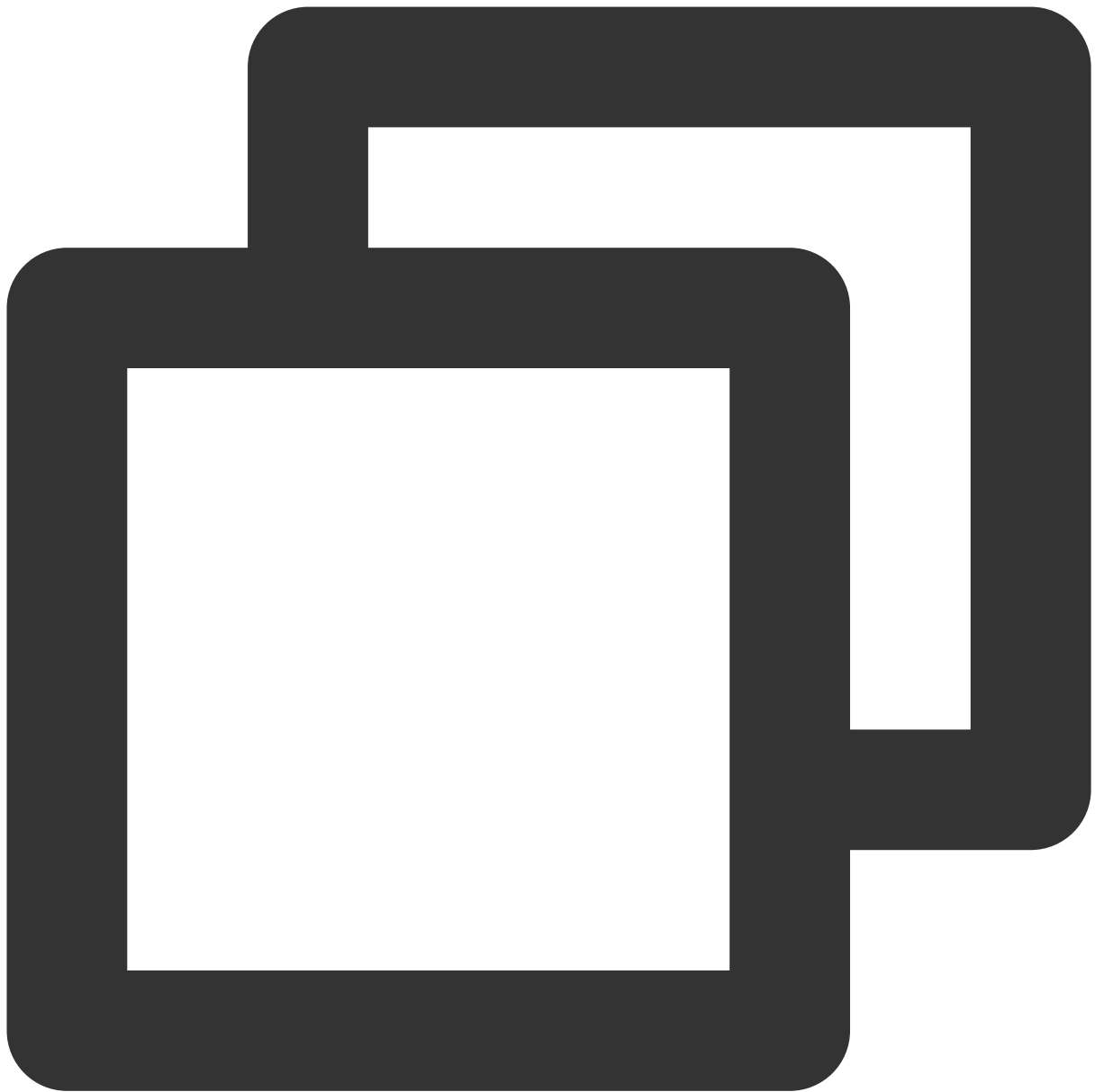
By following these steps, you can add a video player to your website.

Step 1. Import files into the page

The Player SDK supports two integration methods: CDN and NPM:

1. Integration through CDN

Create a new index.html file in your local project and import the player style and script files into the HTML page:



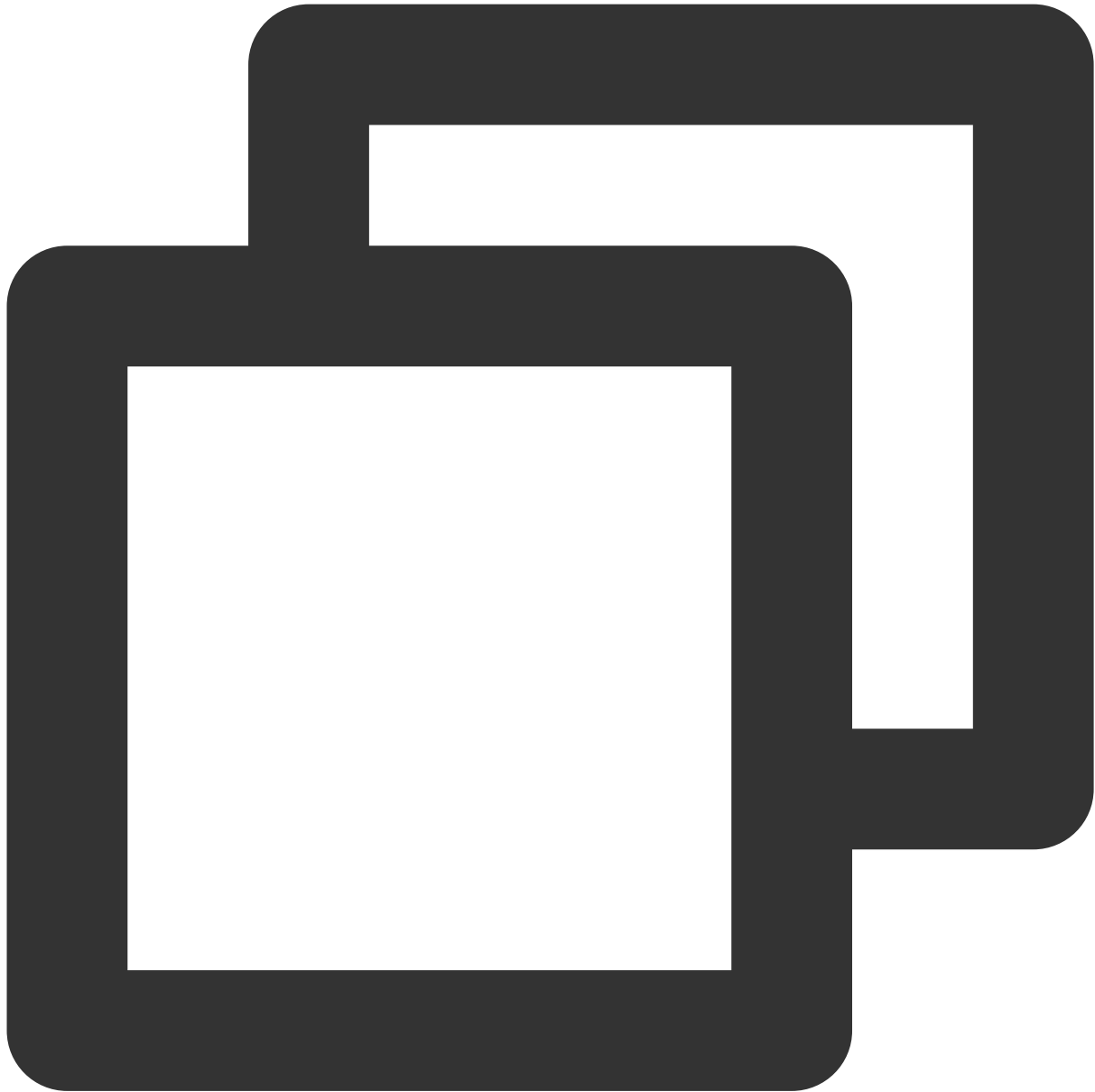
```
<link href="https://web.sdk.qcloud.com/player/tcplayer/release/v5.1.0/tcplayer.min
<!--Player script file-->
<script src="https://web.sdk.qcloud.com/player/tcplayer/release/v5.1.0/tcplayer.v5
```

It is recommended to deploy resources on your own when using the Player SDK, [click Download player resources](#).

Deploy the unzipped folder without altering its directory structure to prevent cross-referencing issues between resources.

If the deployment address is `aaa.xxx.ccc`, import the player style and script files at the appropriate places. When

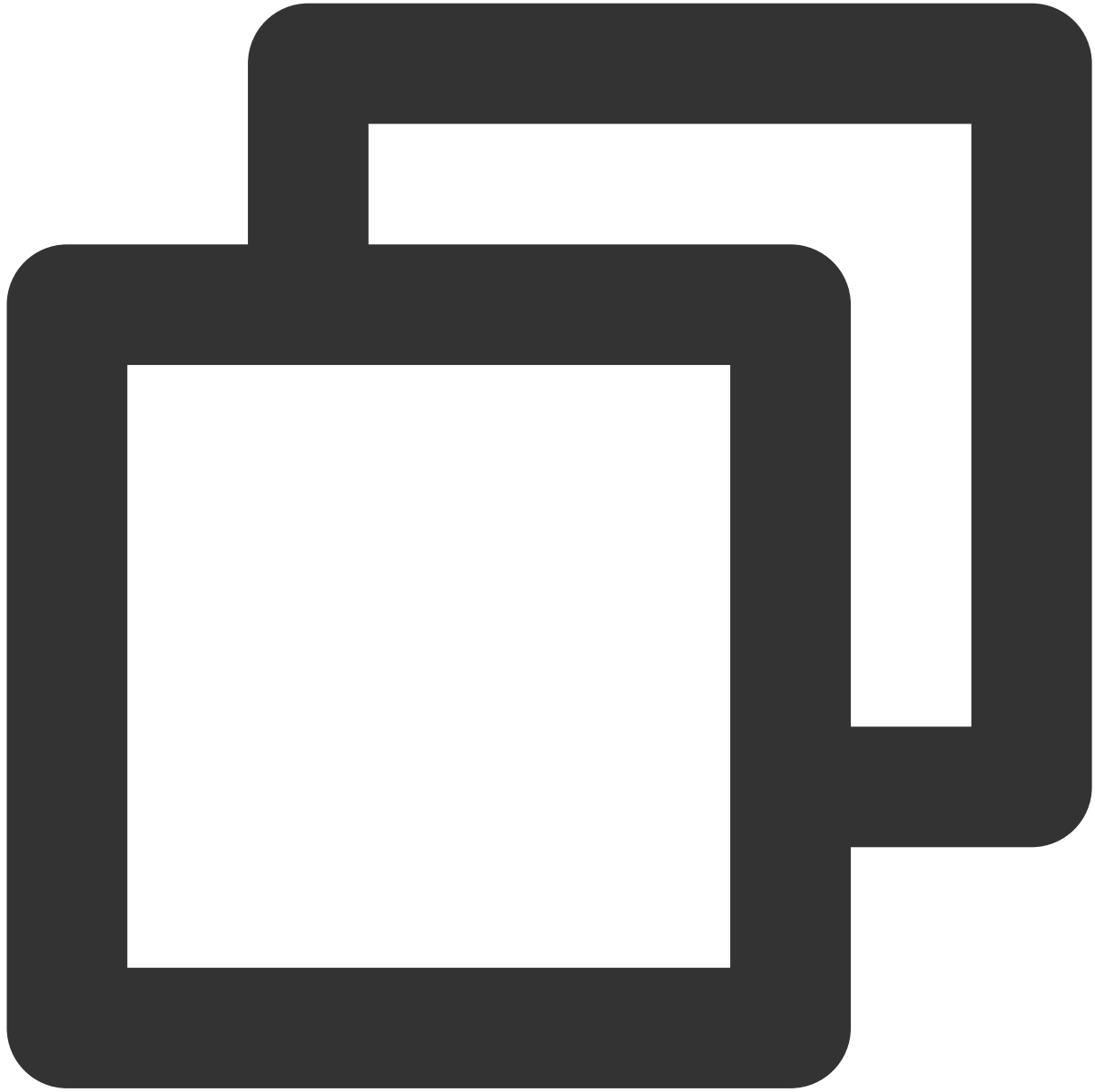
deploying on your own, you need to manually reference the dependency files under the libs folder of the resource package, otherwise, the Tencent Cloud CDN files will be requested by default.



```
<link href="aaa.xxx.ccc/tcplayer.min.css" rel="stylesheet"/>
<!--To play HLS format videos in modern browsers like Chrome and Firefox through H
<script src="aaa.xxx.ccc/libs/hls.min.x.xx.m.js"></script>
<!--Player script file-->
<script src="aaa.xxx.ccc/tcplayer.vx.x.x.min.js"></script>
```

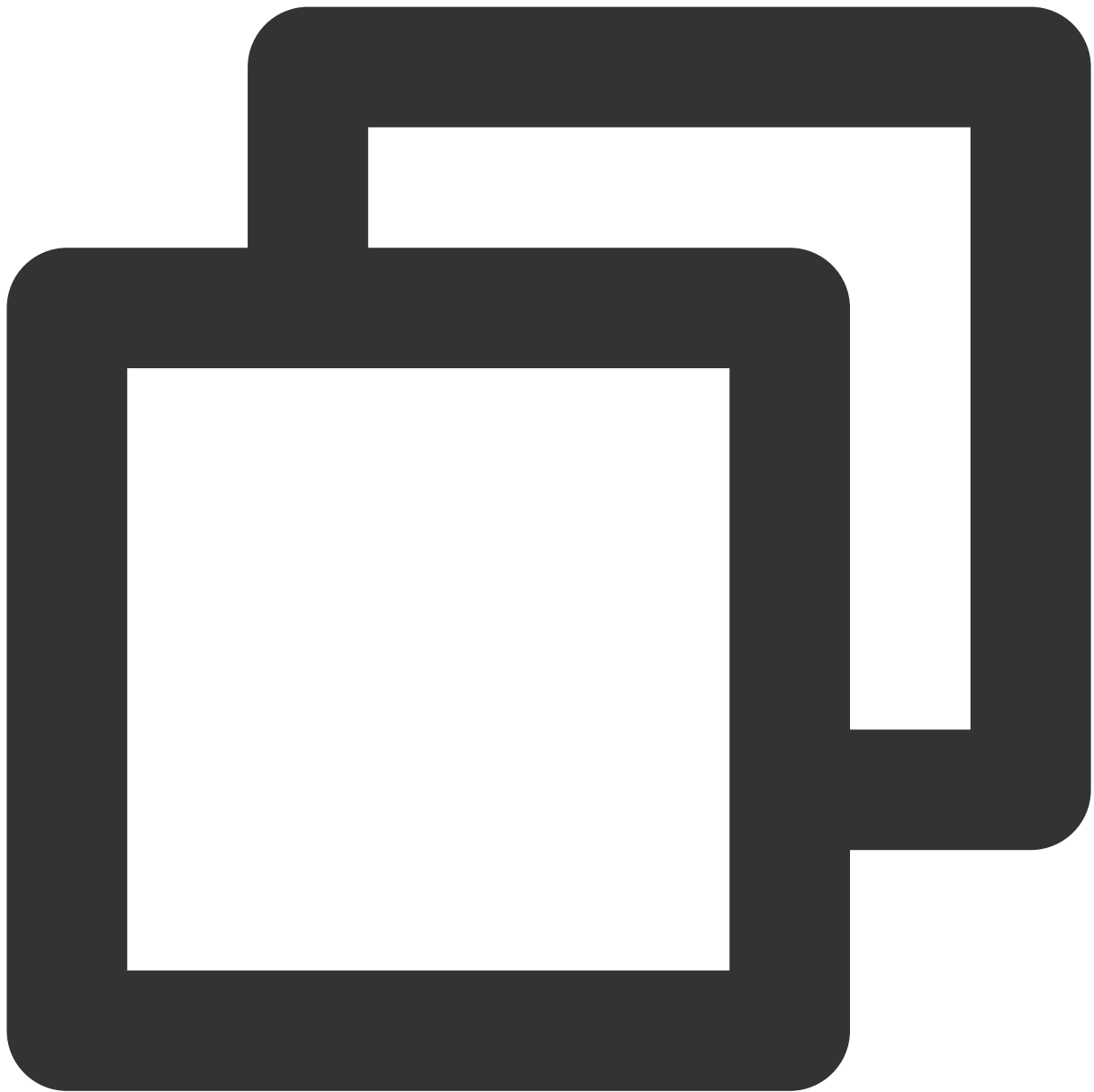
2. Integration through npm

First, install the tcplayer npm package:



```
npm install tcplayer.js
```

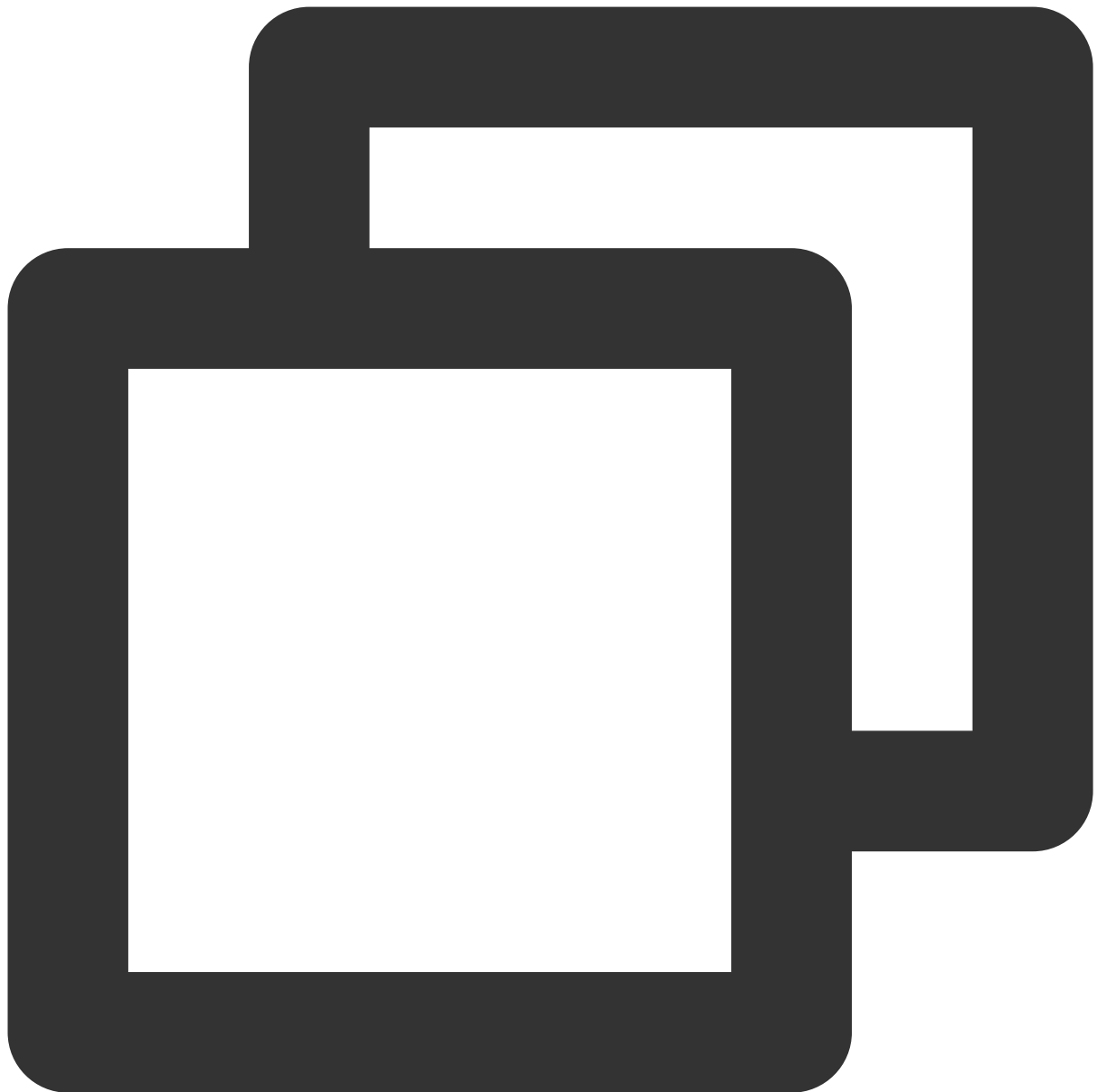
Import the SDK and style files:



```
import TCPlayer from 'tcplayer.js';  
import 'tcplayer.js/dist/tcplayer.min.css';
```

Step 2. Place the player container

Add the player container to the location on the page where the player is to be displayed. For example, add the following code in index.html (the container ID and dimensions can be custom defined).



```
<video id="player-container-id" width="414" height="270" preload="auto" playsinline
</video>
```

Note:

The player container must be a `<video>` tag.

In the example, `player-container-id` is the ID of the player container, which you can set yourself.

We recommend you set the size of the player container zone through CSS, which is more flexible than the attribute and can achieve effects such as fit to full screen and container adaption.

The `preload` attribute in the example specifies whether to load the video after the page is loaded. It is usually set to `auto` for faster video playback. Other options are: `meta` (to only load metadata after the page loads) and `none` (to not load the video after the page loads). Videos will not automatically load on mobile devices due to system restrictions.

The attributes `playsinline` and `webkit-playsinline` are used to achieve inline playback in standard mobile browsers without hijacking video playback. This is just an example, please use as needed.

Setting the `x5-playsinline` attribute in the TBS kernel will utilize the X5 UI player.

Step 3. Initialize the player

After page initialization, you can play video resources. The player supports both video on demand (VOD) and live streaming playback scenarios as follows:

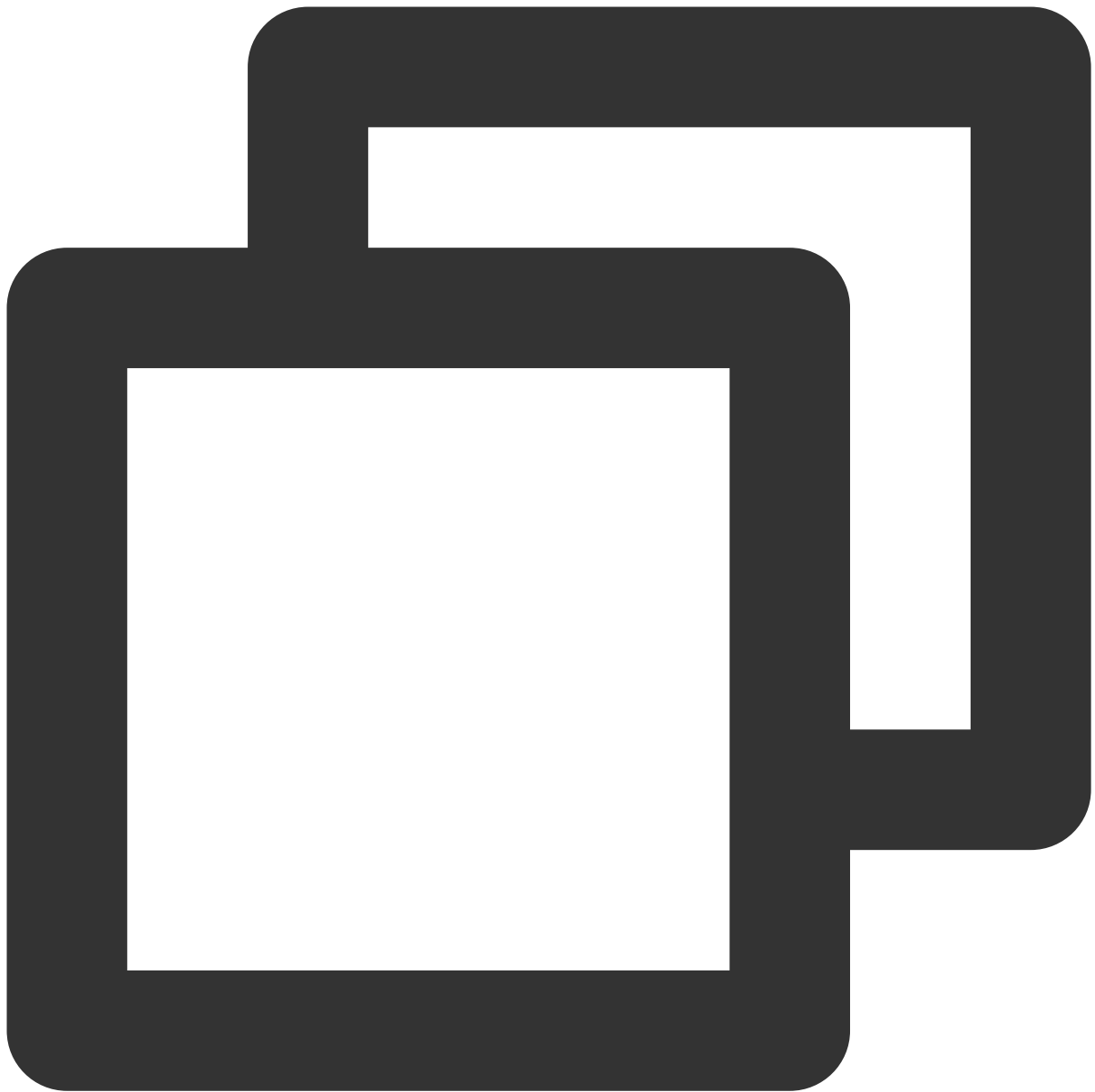
VOD playback: The player can play Tencent Video on Demand media resources through FileID. For the specific VOD process, please refer to the [Using the Player for Playback](#) document.

Live playback: The player can pull a live audio/video stream for playback by passing in a URL. For information on generating a Tencent Cloud Streaming Services URL, see [Splicing Live Streaming URLs](#).

URL playback (VOD and live)

File ID playback (VOD)

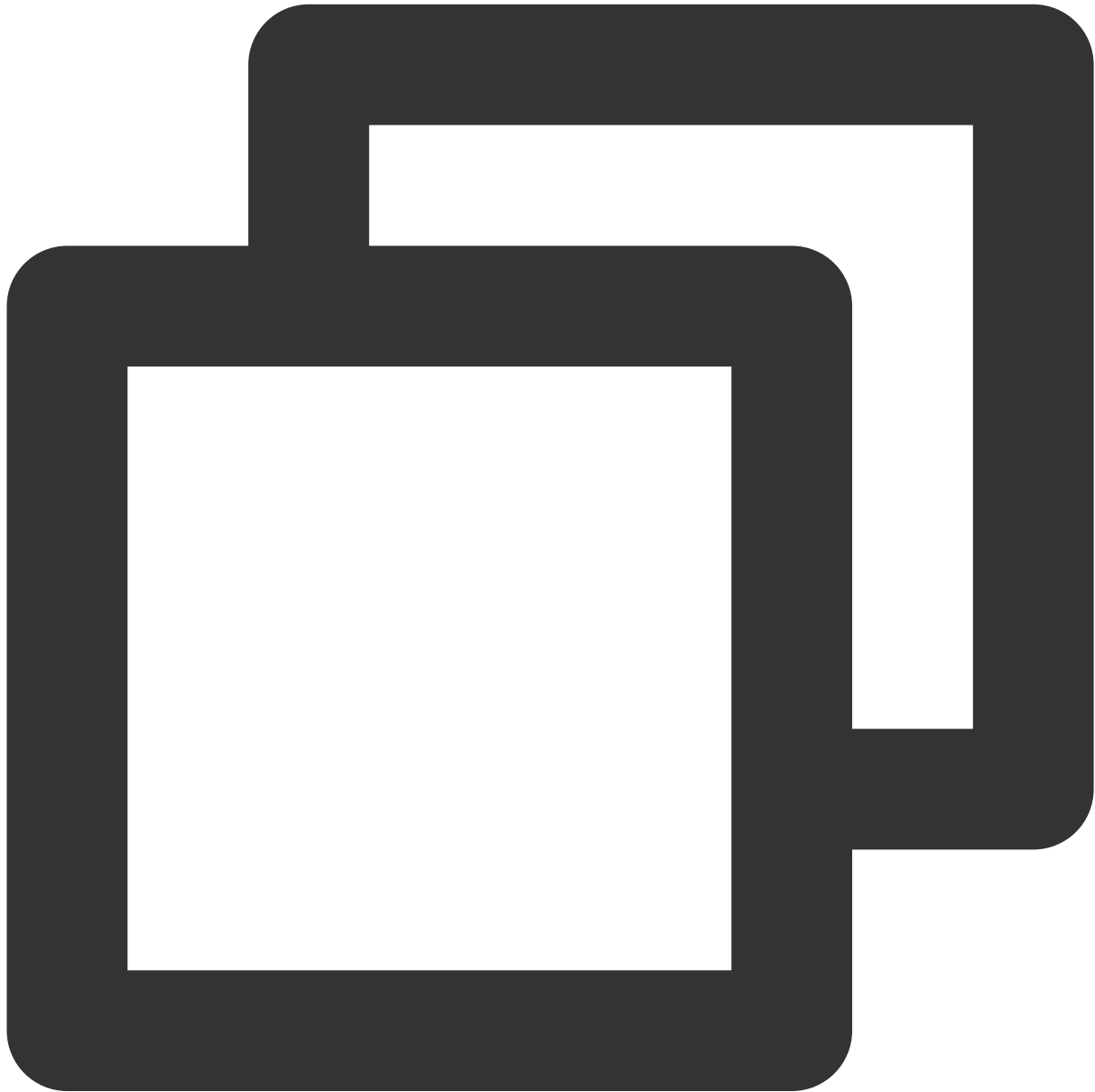
After page initialization, call the method in the player instance to pass in the URL to the method.



```
// `player-container-id` is the player container ID, which must be the same as in H
var player = TCPlayer('player-container-id', {
  sources: [{
    src: 'Please replace with your playback URL',
  }],
  licenseUrl: 'Please replace with your licenseUrl', // License URL, see the prep
  language: 'Please replace with your Setting language', // Setting language en |
});

// player.src(url); // URL playback address
```

In the initialization code on the index.html page, add the following initialization script. Pass in the video ID and appID obtained during the preparation phase from the fileID (in [Media Management](#)) and (peek in **Account Information** > [Basic Information](#)).



```
var player = TCPlayer('player-container-id', { // player-container-id is the player
  fileID: 'Please enter your fileID', // Enter the fileID of the video to be play
  appID: 'Please enter your appID', // Enter the appID of your VOD account
  // Enter the player Signature psign, for information on the Signature and how t
  psign: 'Please enter your player Signature psign',
  licenseUrl: 'Please enter your licenseUrl', // Refer to the preparation section
  language: 'Please replace with your Setting language', // Setting language en |
```

```
});
```

Note:

Not all videos can be played successfully in a browser. We recommend you use Tencent Cloud's services to transcode a video before playing it.

Step 4. Implement more features

You can utilize the server-side capabilities of Video on Demand (VOD) for advanced features, such as automatic switching of adaptive streams, video thumbnail previews, and adding video marker information. These features are detailed in [Play back a long video](#), which you can refer to for implementation.

Additionally, the player offers more features. For a list of features and instructions on how to use them, please see the [Feature Demonstration](#) page.

TCPlayer Resolution Configuration Guide

Last updated : 2024-04-11 16:50:03

During playback, you can switch the video resolution automatically or manually to accommodate different sizes of playback devices and network conditions, thus enhancing the viewing experience. This article will explain several scenarios.

Live Streaming

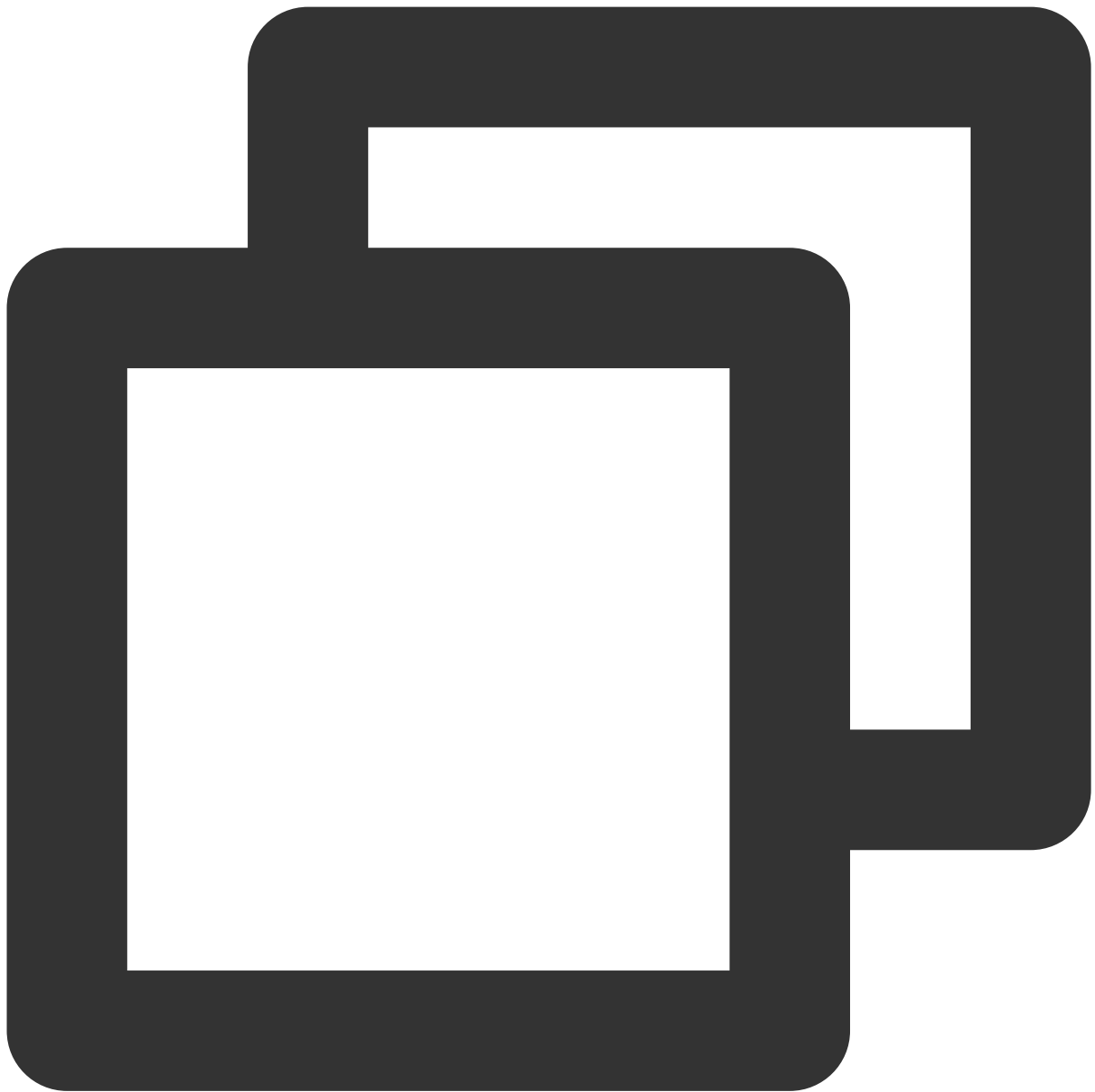
Live streaming videos are played in the form of URLs. When initializing the player, you can specify the URL to be played through the sources field. Alternatively, after initializing the player, you can play by calling the src method on the player instance.

1. Adaptive Bitrate (ABR)

Adaptive bitrate URLs can seamlessly transition during switches without causing interruptions or jumps, ensuring a smooth transition in both visual and auditory experiences. This technology is also relatively simple to use; you just need to pass the playback URL to the player, which will automatically parse the sub-streams and render the resolution switching component on the control bar.

Example 1: Playing HLS adaptive bitrate URLs

During the player's initialization, when an adaptive bitrate URL is passed in, the player will automatically generate a resolution switching component and switch automatically based on network conditions.



```
const player = TCPlayer('player-container-id', { // player-container-id is the play
  sources: [{
    src: 'https://hls-abr-url', // hls adaptive bitrate URL
  }],
});
```

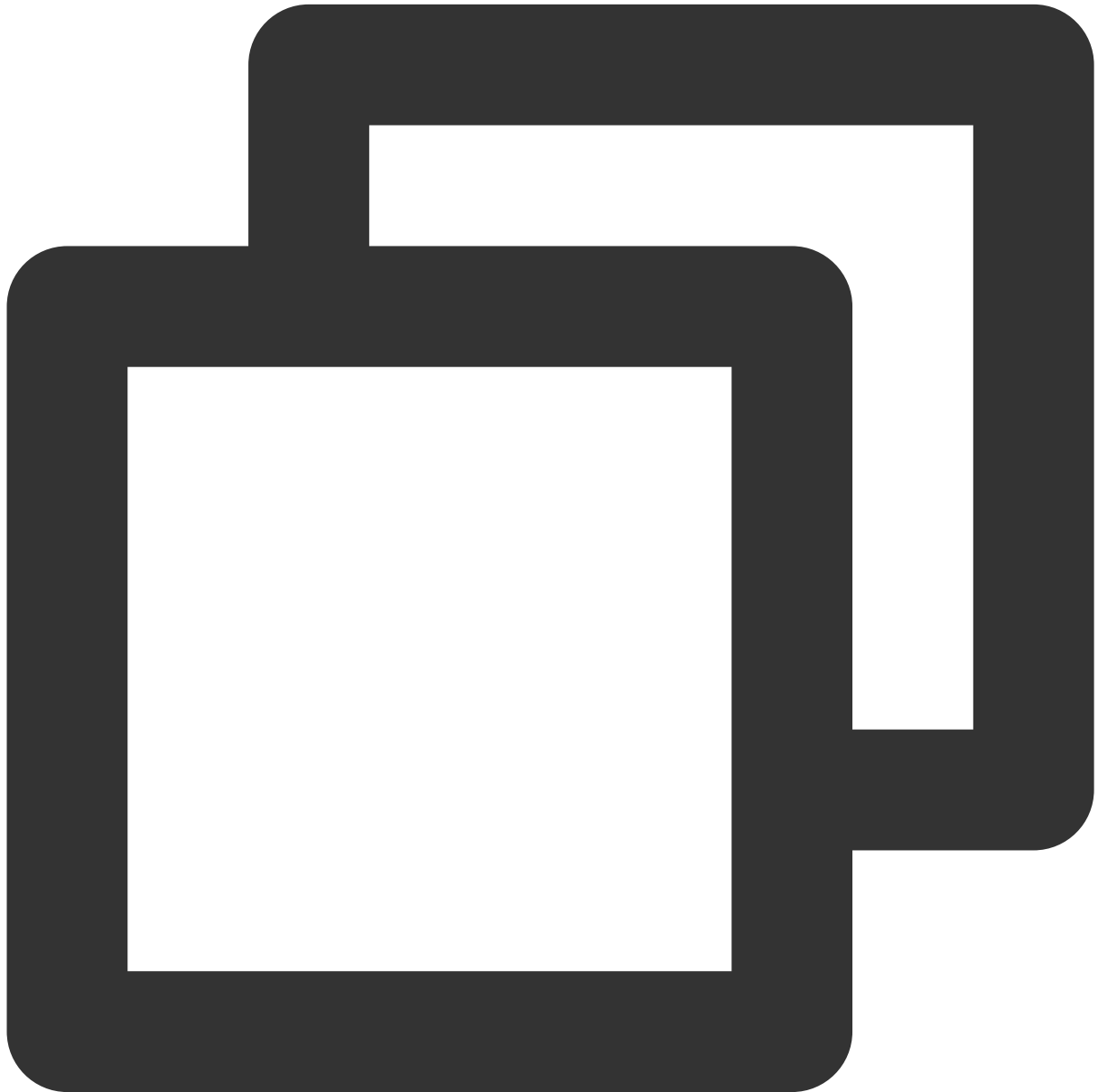
Note:

Parsing the substreams of an HLS adaptive bitrate requires the dependency on the MSE API of the playback environment. In browsers not supporting MSE (e.g., Safari on iOS), the browser internally handles this by

automatically switching resolutions based on network conditions, but it won't be able to parse multiple resolutions for manual switching.

Example 2: Playing WebRTC adaptive bitrate URLs

In the WebRTC adaptive bitrate scenario, after the address is input, the player will automatically decompose the substream addresses based on the ABR template in the address.



```
const player = TCPlayer('player-container-id',{
  sources: [{
    src: 'webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a813b2
```

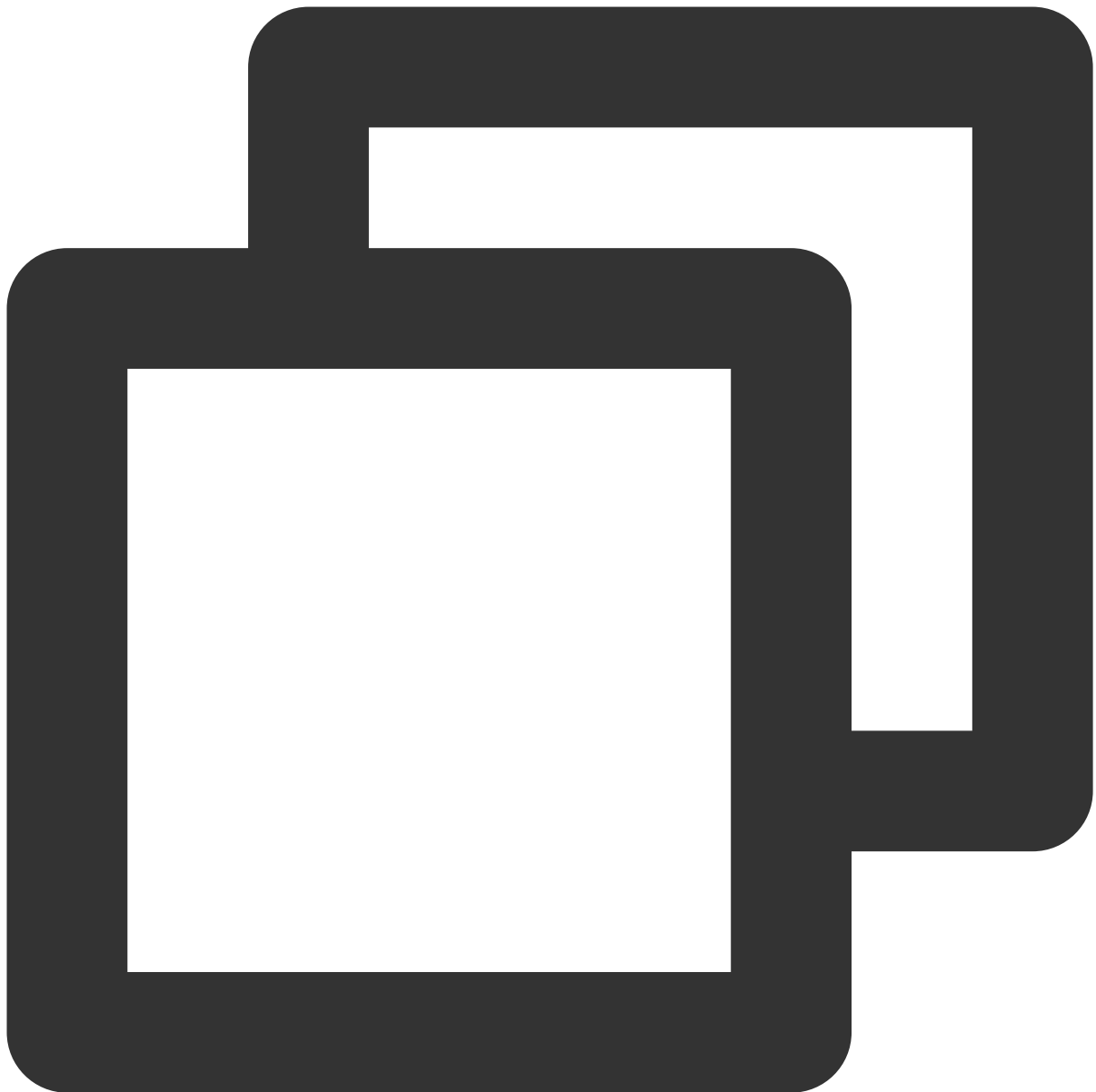
```
    }],  
  
    webrtcConfig: {  
        // Whether to render multiple resolutions switch, enabled by default, optional  
        enableAbr: true,  
        // The label name corresponding to the template name, optional  
        abrLabels: {  
            d1080p: 'FHD',  
            d540p: 'HD',  
            d360p: 'SD',  
            auto: 'AUTO',  
        },  
    },  
},  
});
```

The following explanations are provided for the parameters in the WebRTC URL:

1. `tabr_bitrates` specifies the ABR template, and the number of templates will determine the number of rendered resolutions. If no separate resolution label is set, the template name (e.g., `d1080p`) will be used as the name of the resolution.
2. `tabr_start_bitrate` specifies the initial resolution setting.
3. `tabr_control` sets whether automatic resolution switching is enabled. Once enabled, the player will render an option for automatic resolution.

2. Manually setting the resolution

If the playback URL is not an adaptive bitrate URL, you can also manually set the resolution. See the following code:



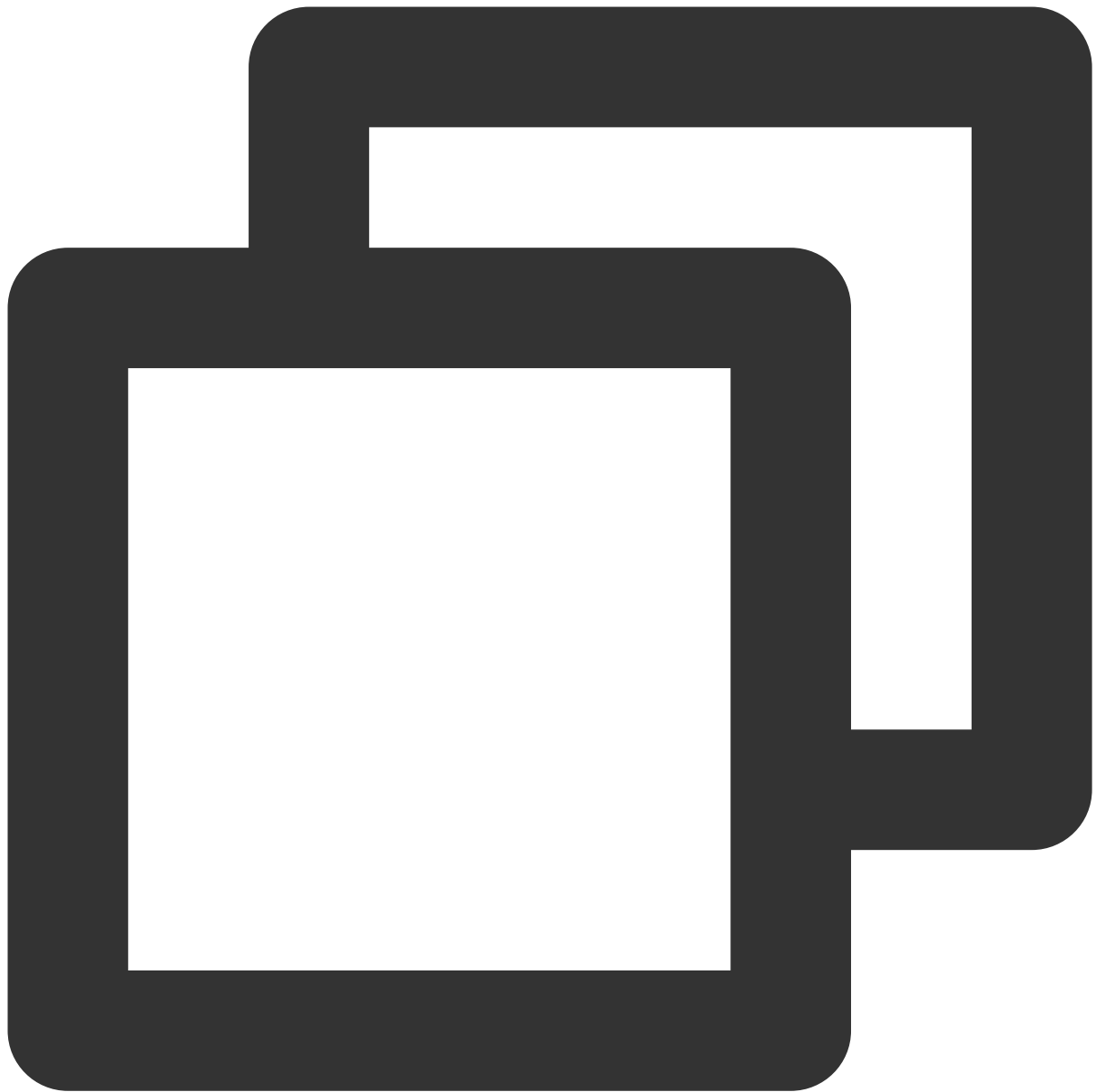
```
const player = TCPlayer('player-container-id', { // player-container-id is the play
  multiResolution:{
    // Configure multiple resolution URLs
    sources:{
      'SD':[{
        src: 'http://video-sd-url',
      }],
      'HD':[{
        src: 'http://video-hd-url',
      }],
      'FHD':[{
```

```
        src: 'http://video-fhd-url',
      }]
    },
    // Configure the tag for each resolution
    labels:{
      'SD':'Standard Definition','HD':'High Definition','FHD':'Full High Definition
    },
    // Configure the order of resolutions in the player component
    showOrder:['SD','HD','FHD'],
    // Configure the default selected resolution
    defaultRes: 'SD',
  },
});
```

VOD Scenario

In the VOD scenario, if you play via fileID, which type of file to play (source file, transcoded file, adaptive bitrate file) and the resolution of substreams of the adaptive bitrate file are all set in the player signature. You can refer to the guide [Play back an adaptive bitrate streaming video](#) to understand the entire process of playing videos in the VOD scenario.

When calculating the player signature, you can set the display names of substreams of different resolutions through the [resolutionNames](#) in the contentInfo field. If you leave it blank or fill in an empty array, the default configuration is used.



```
resolutionNames: [{  
  MinEdgeLength: 240,  
  Name: '240P',  
}, {  
  MinEdgeLength: 480,  
  Name: '480P',  
}, {  
  MinEdgeLength: 720,  
  Name: '720P',  
}, {  
  MinEdgeLength: 1080,
```

```
    Name: '1080P',  
  }, {  
    MinEdgeLength: 1440,  
    Name: '2K',  
  }, {  
    MinEdgeLength: 2160,  
    Name: '4K',  
  }, {  
    MinEdgeLength: 4320,  
    Name: '8K',  
  }  
}]
```

The number of substreams during playback depends on the number of substreams converted according to different adaptive bitrate templates during transcoding. These substreams will fall within the MinEdgeLength range set by resolutionNames based on short side length and then be displayed with the corresponding Name as the clarity name. If you need to quickly experience generating the player signature, you can use the Tencent Video on Demand console's [Player Signature Generation Tool](#).

TCPlayer Swift Live Streaming Downgrade Notice

Last updated : 2024-04-11 16:50:14

Downgrade scenarios

Live Event Broadcasting is based on WebRTC and depends on the operating system and browser support for WebRTC.

Currently, the SDK has been tested on the following operating systems and browsers, with the test results as follows:

Operating system	OS Version	Browser	Browser version	Support for stream pull
Windows	win 10	Chrome	86+	✓
		Firefox	88+	✓
		Microsoft Edge	86+	✓
macOS	10.5+	Safari	13.1+	✓
		Chrome	86+	✓
		Firefox	88+	✓
		Microsoft Edge	86+	✓
iOS	13.1.1+	Safari	13.7+	✓
		Chrome	86+	✓
		Firefox	33+	✓
		Microsoft Edge	89	✓
		WeChat embedded	-	✓
Android	-	Chrome	86+	✓
		Firefox	88+	✓
		WeChat embedded	X5 core	✓

		WeChat embedded	XWeb core	✓
--	--	--------------------	-----------	---

Additionally, in some browsers that support WebRTC, there may be decoding failures or server-side issues. In these cases, the player will convert the WebRTC URL to a more compatible HLS URL for playback. This behavior is known as downgrade processing.

To summarize, there are several scenarios that trigger downgrading:

The browser environment does not support WebRTC.

Failed to connect to the server, and the number of retries has exceeded the set value (internal status code -2004).

Decoding failure during playback (internal status code -2005).

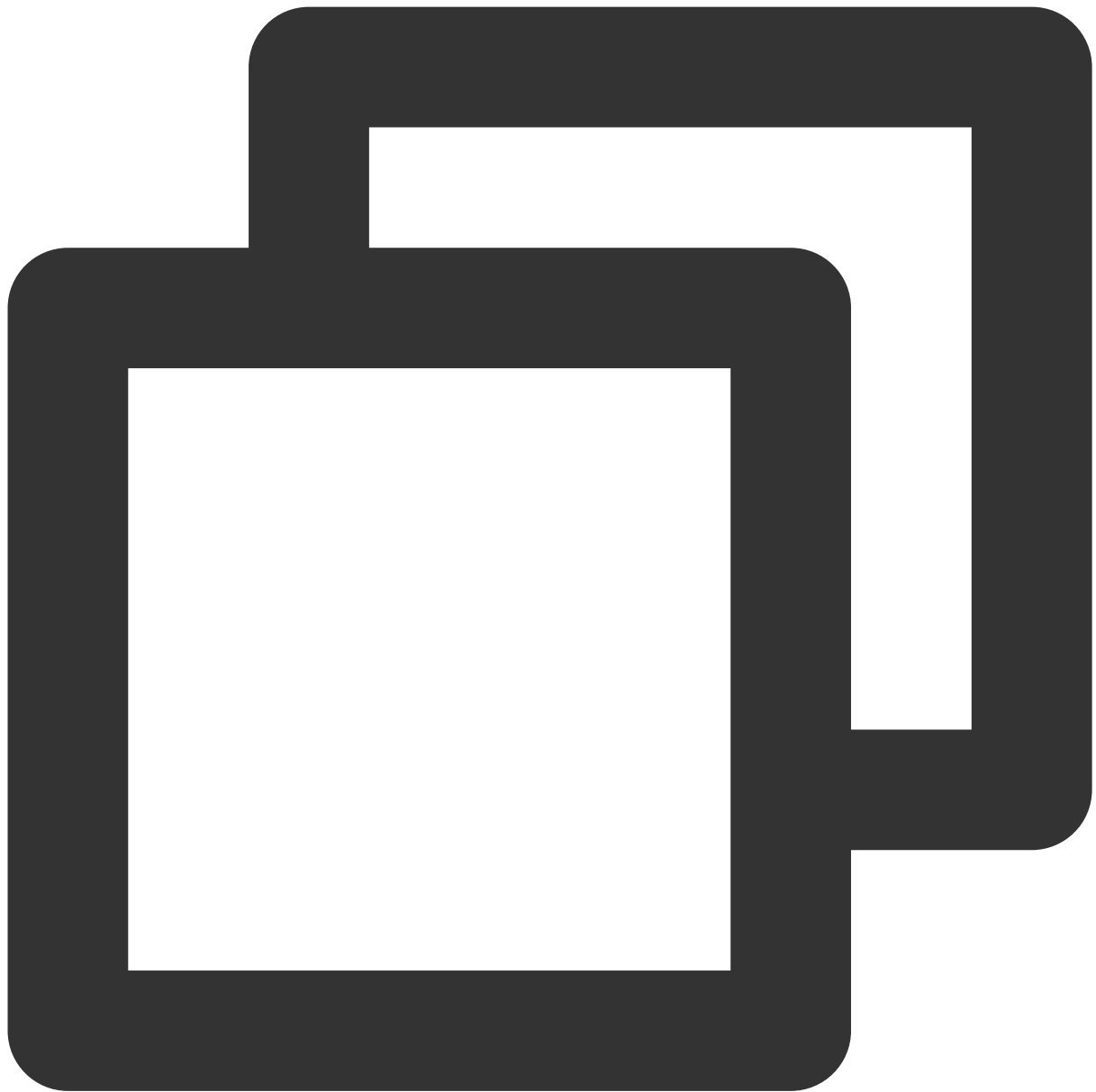
Other WebRTC-related errors (internal status code -2001).

Downgrade method

1. Automatic downgrade

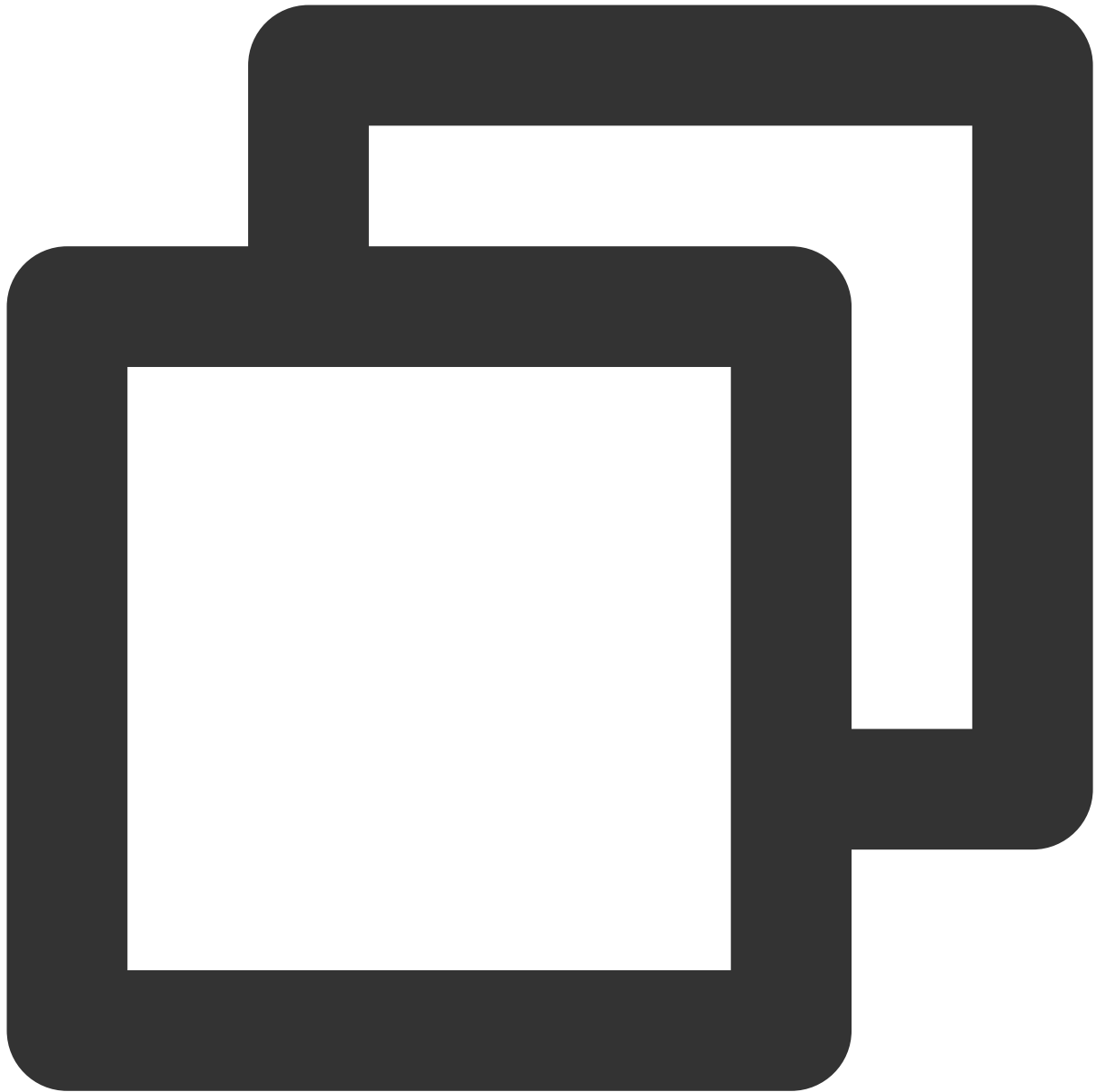
During player initialization, the Live Event Broadcasting address is passed through the sources field. In environments requiring downgrade processing, the player automatically converts the protocol, converting the Live Event Broadcasting address to an HLS protocol address.

For example, Live Event Broadcasting address:



```
webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a813b284137ed10d
```

It will automatically convert to:



```
https://global-lebtest-play.myqcloud.com/live/lebtest.m3u8?txSecret=f22a813b284137e
```

2. Specified downgrade

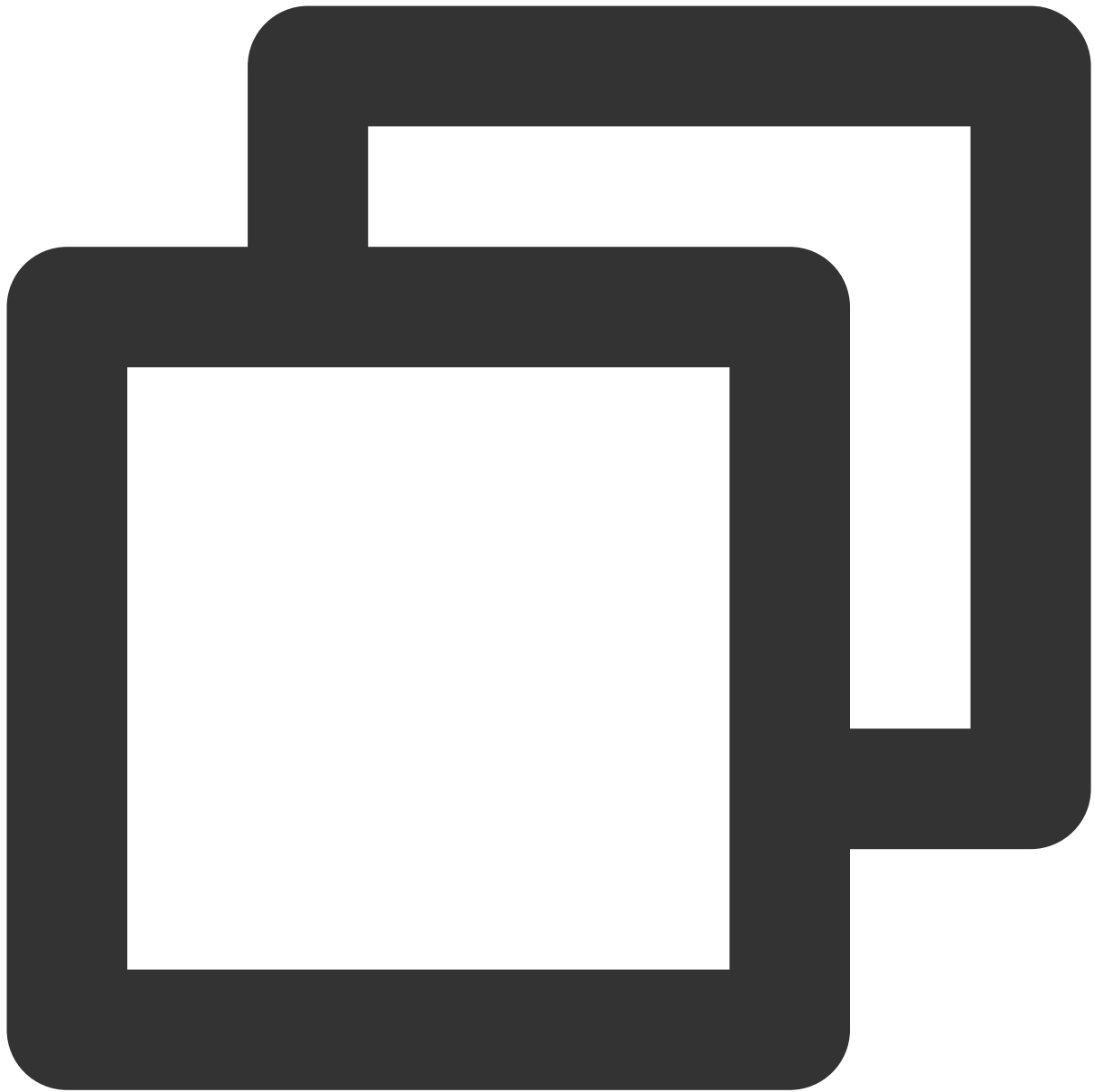
In Adaptive Bit Rate (ABR) playback scenarios, if downgrading is necessary, one cannot simply convert formats to obtain the adaptive bitrate HLS address; it must be manually specified. Or in other scenarios where the user wishes to manually specify, downgrade addresses can be set in the following manner. The address is not limited to HLS protocol; it can also be of other protocols:



```
var player = TCPlayer('player-container-id',{
  sources: 'webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a8
webrtcConfig: {
  fallbackUrl: 'https://global-lebtest-play.myqcloud.com/live/lebtest_HLSABR.m3
},
});
```

Downgrade callback

When a downgrade is triggered, the player will initiate a callback:



```
player.on('webrtcfallback', function(event) {  
    console.log(event);  
});
```

Downgrade scenarios

Live Event Broadcasting is based on WebRTC and depends on the operating system and browser support for WebRTC.

Currently, the SDK has been tested on the following operating systems and browsers, with the test results as follows:

Operating system	OS Version	Browser	Browser version	Support for stream pull
Windows	win 10	Chrome	86+	✓
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		Chrome	86+	✓
		Firefox	88+	✓
		Microsoft Edge	86+	✓
iOS	13.1.1+	Safari	13.7+	✓
		Chrome	86+	✓
		Firefox	33+	✓
		Microsoft Edge	89	✓
		WeChat embedded	-	✓
Android	-	Chrome	86+	✓
		Firefox	88+	✓
		WeChat embedded	X5 core	✓
		WeChat embedded	XWeb core	✓

Additionally, in some browsers that support WebRTC, there may be decoding failures or server-side issues. In these cases, the player will convert the WebRTC URL to a more compatible HLS URL for playback. This behavior is known as downgrade processing.

To summarize, there are several scenarios that trigger downgrading:

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Decoding failure during playback (internal status code -2005).

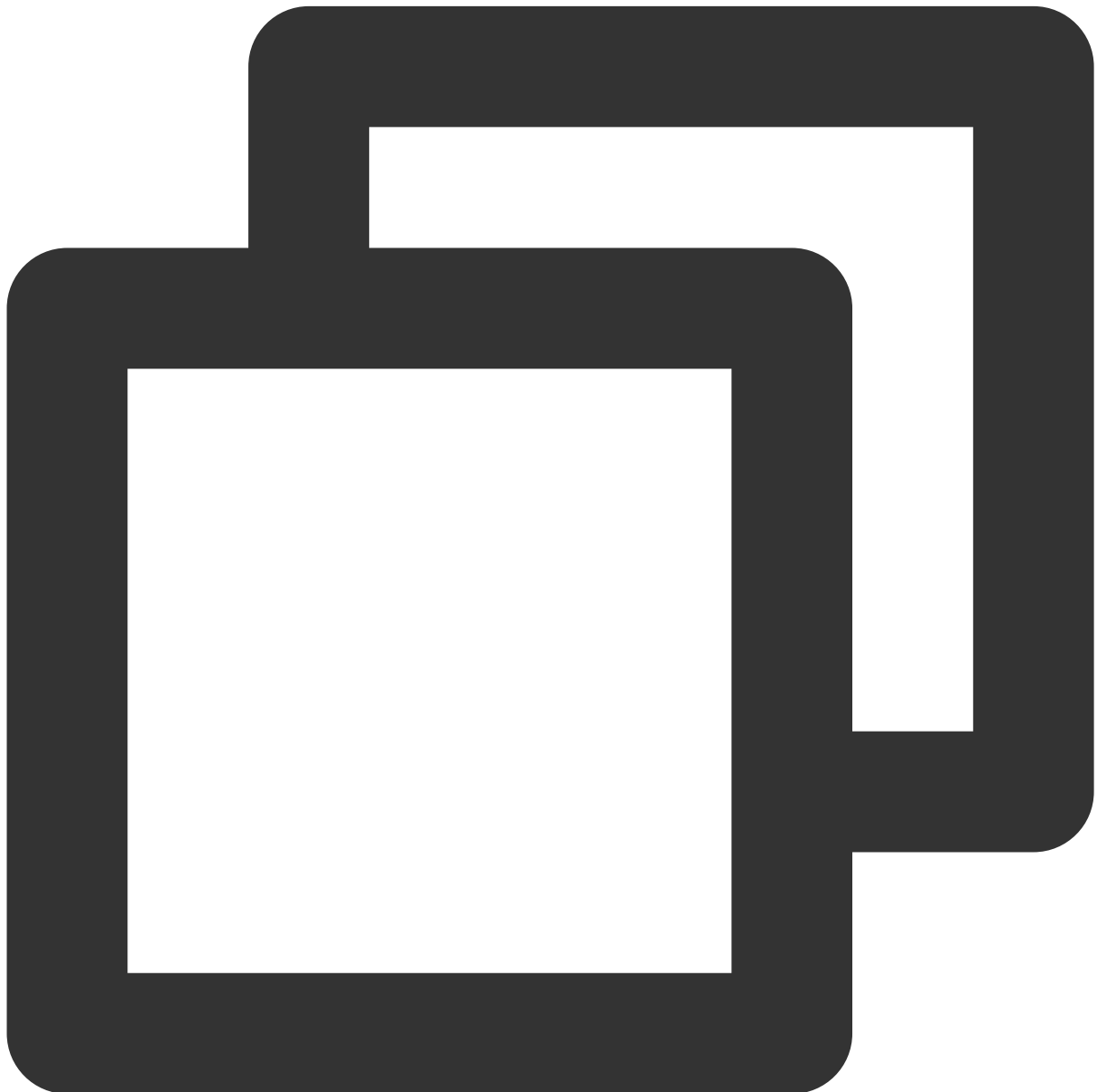
Other WebRTC-related errors (internal status code -2001).

Downgrade method

1. Automatic downgrade

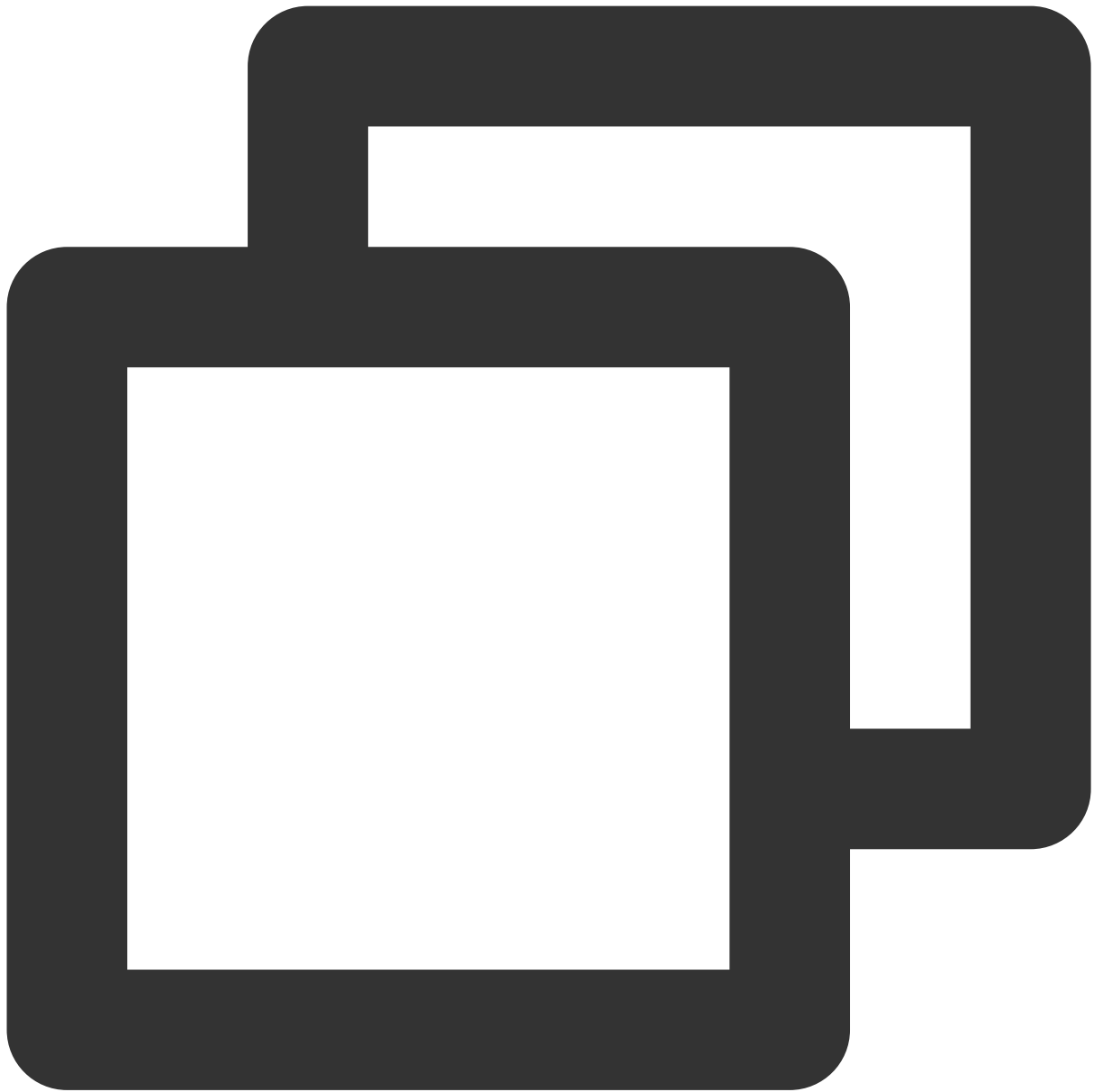
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For example, Live Event Broadcasting address:



```
webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a813b284137ed10d
```

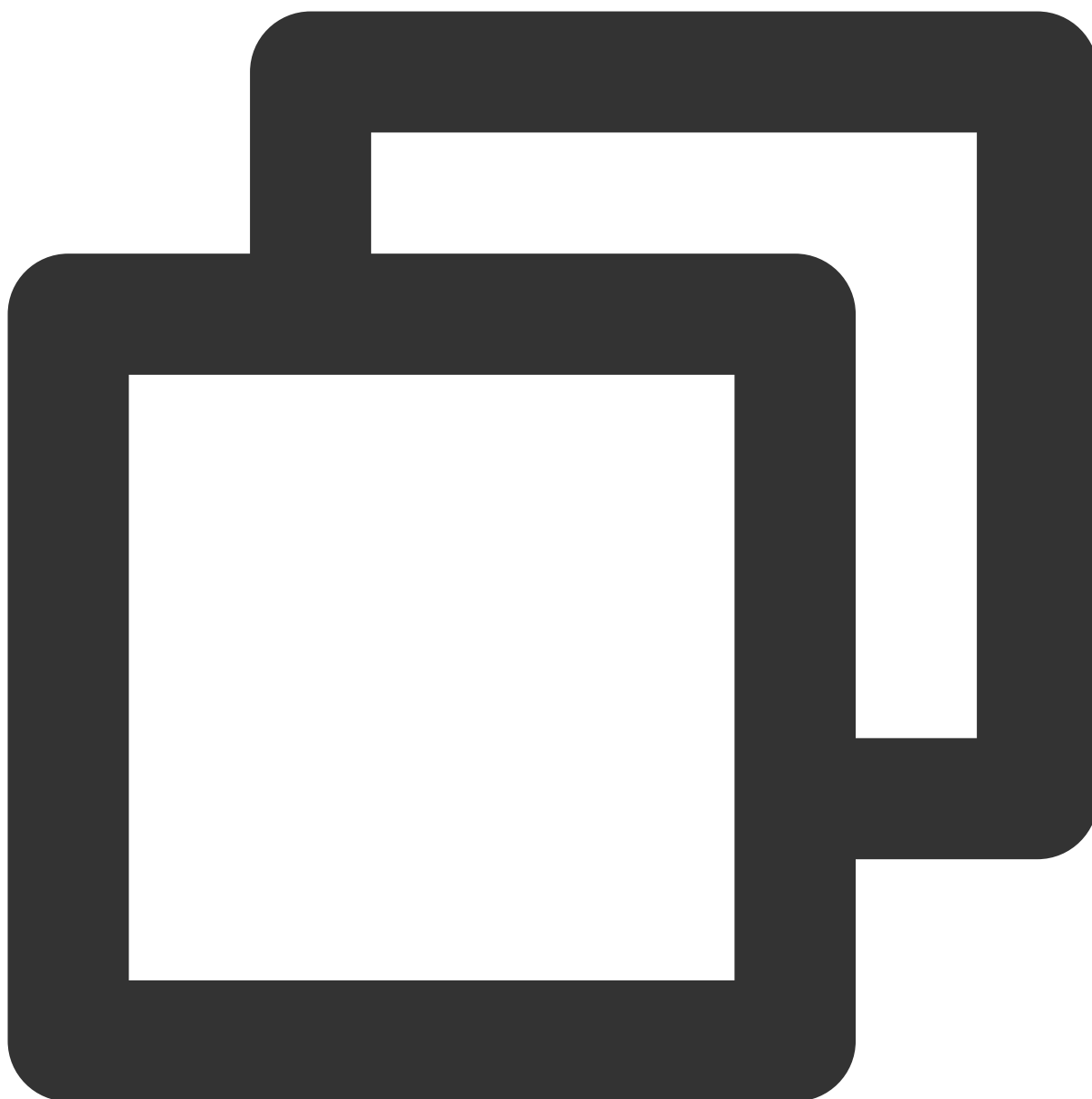

It will automatically convert to:



```
https://global-lebtest-play.myqcloud.com/live/lebtest.m3u8?txSecret=f22a813b284137e
```

2. Specified downgrade

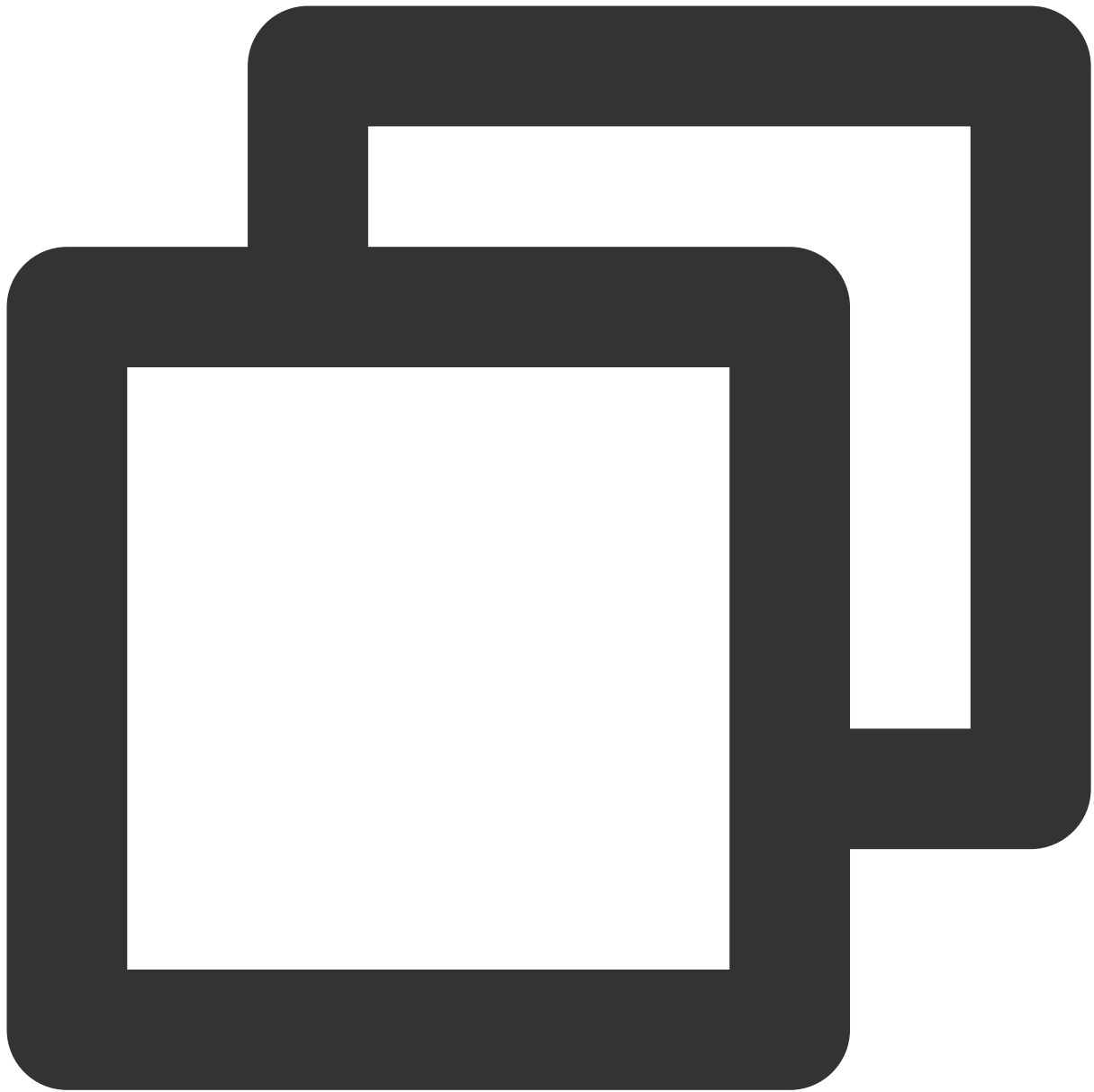
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```
var player = TCPlayer('player-container-id',{
  sources: 'webrtc://global-lebtest-play.myqcloud.com/live/lebtest?txSecret=f22a8
webrtcConfig: {
  fallbackUrl: 'https://global-lebtest-play.myqcloud.com/live/lebtest_HLSABR.m3
},
});
```

Downgrade callback

When a downgrade is triggered, the player will initiate a callback:



```
player.on('webrtcfallback', function(event) {  
    console.log(event);  
});
```

iOS Integration

Integration Guide

Last updated : 2024-04-26 11:09:31

This document describes how to quickly integrate RT-Cube's LiteAVSDK_Player for iOS into your project.

Environment Requirements

Xcode 9.0 or later

iPhone or iPad with iOS 9.0 or later

A valid developer signature for your project

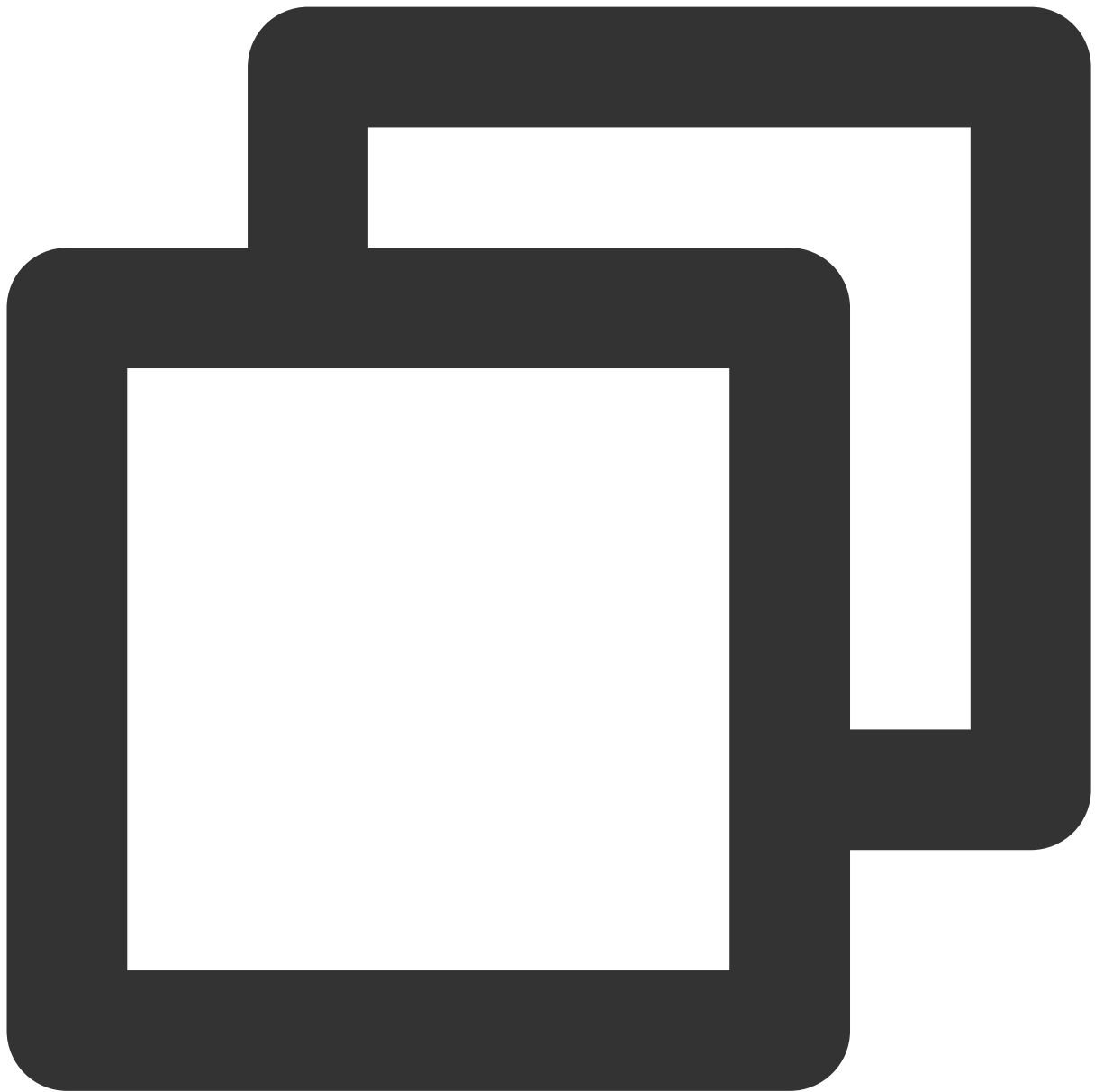
Integrating the SDK

You can use CocoaPods to automatically load the SDK or manually download the SDK and import it into your project.

Integration via CocoaPods

1. Install CocoaPods.

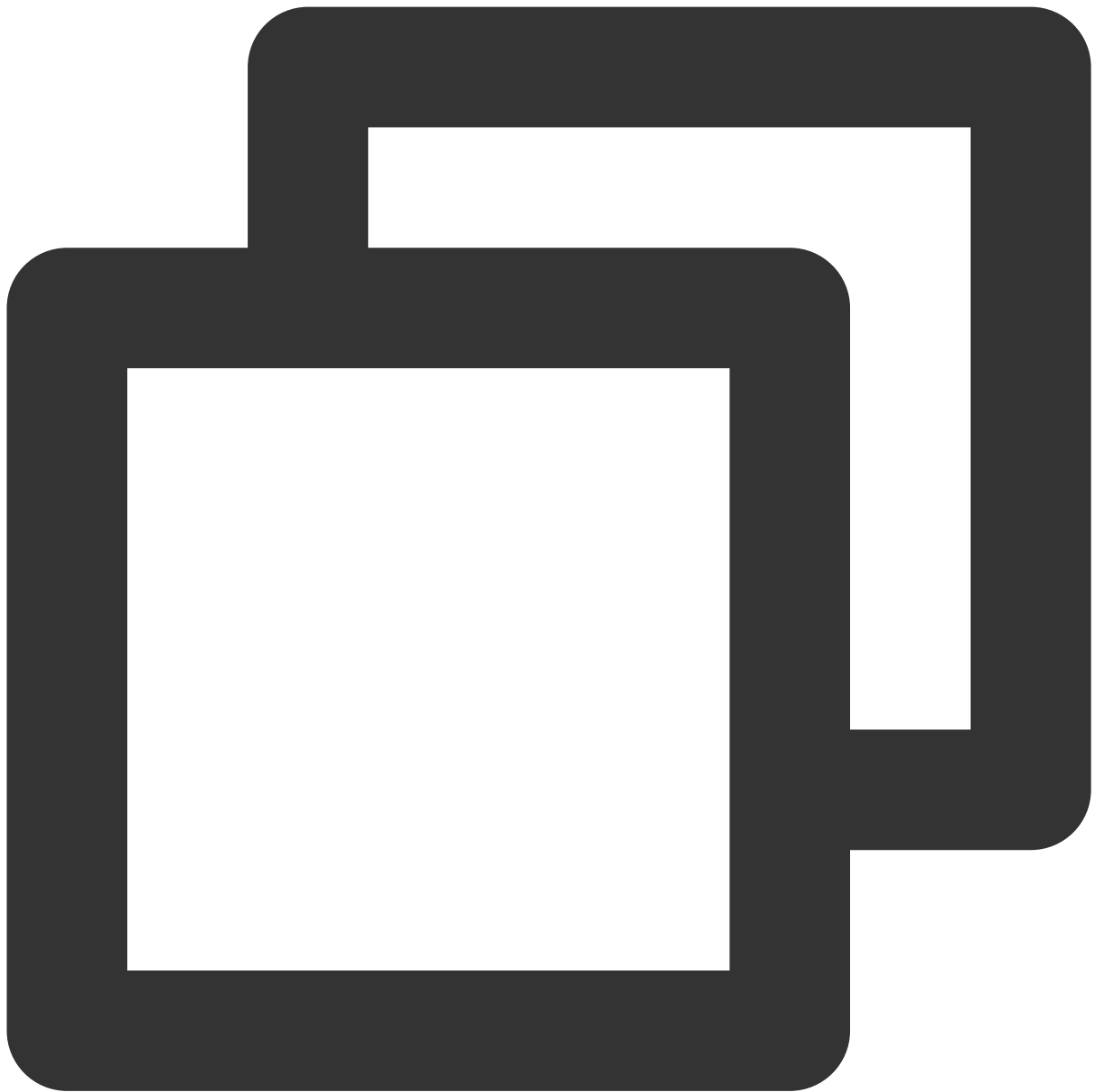
Enter the following command in a terminal window (you need to install Ruby on your Mac first):



```
sudo gem install cocoapods
```

2. Create a Podfile.

Go to the directory of your project and enter the following command to create a Podfile in the directory.

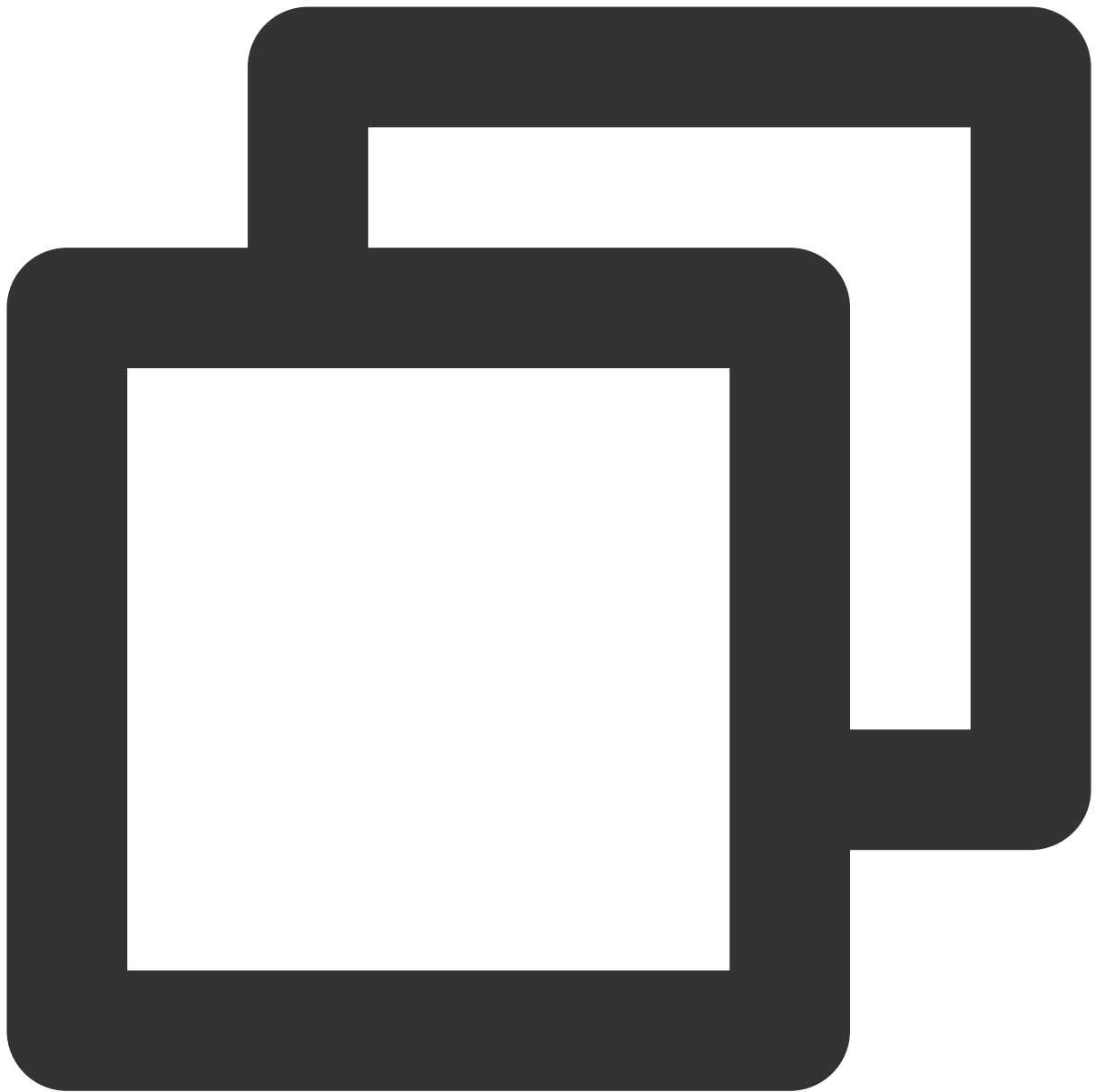


```
pod init
```

3. Edit the Podfile.

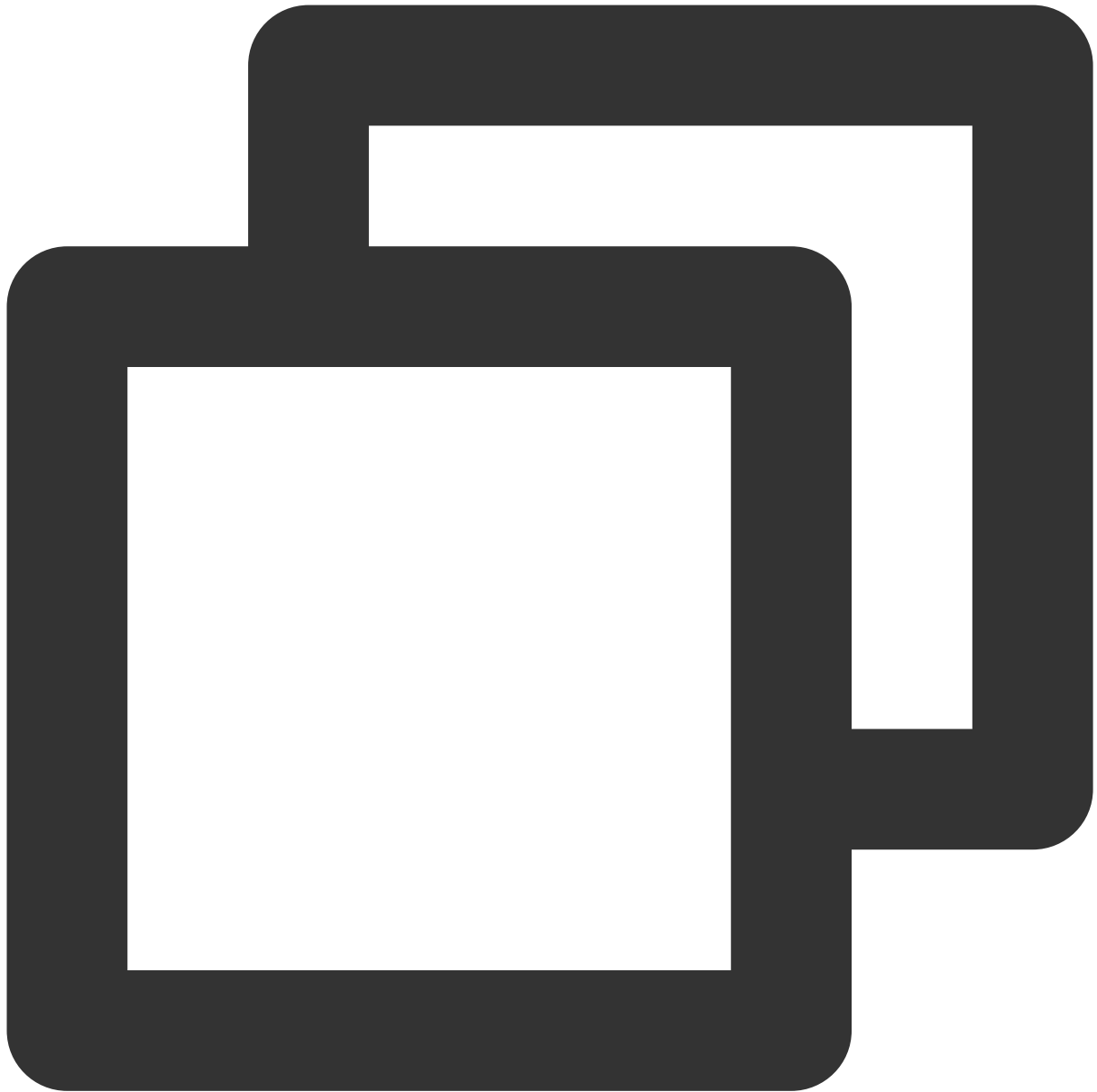
Use CocoaPod's official source, which allows version selection. Edit the Podfile:

Directly integrate the latest version of `TXLiteAVSDK_Player_Premium` as a Pod:



```
platform :ios, '9.0'  
source 'https://github.com/CocoaPods/Specs.git'  
  
target 'App' do  
  pod 'TXLiteAVSDK_Player_Premium'  
end
```

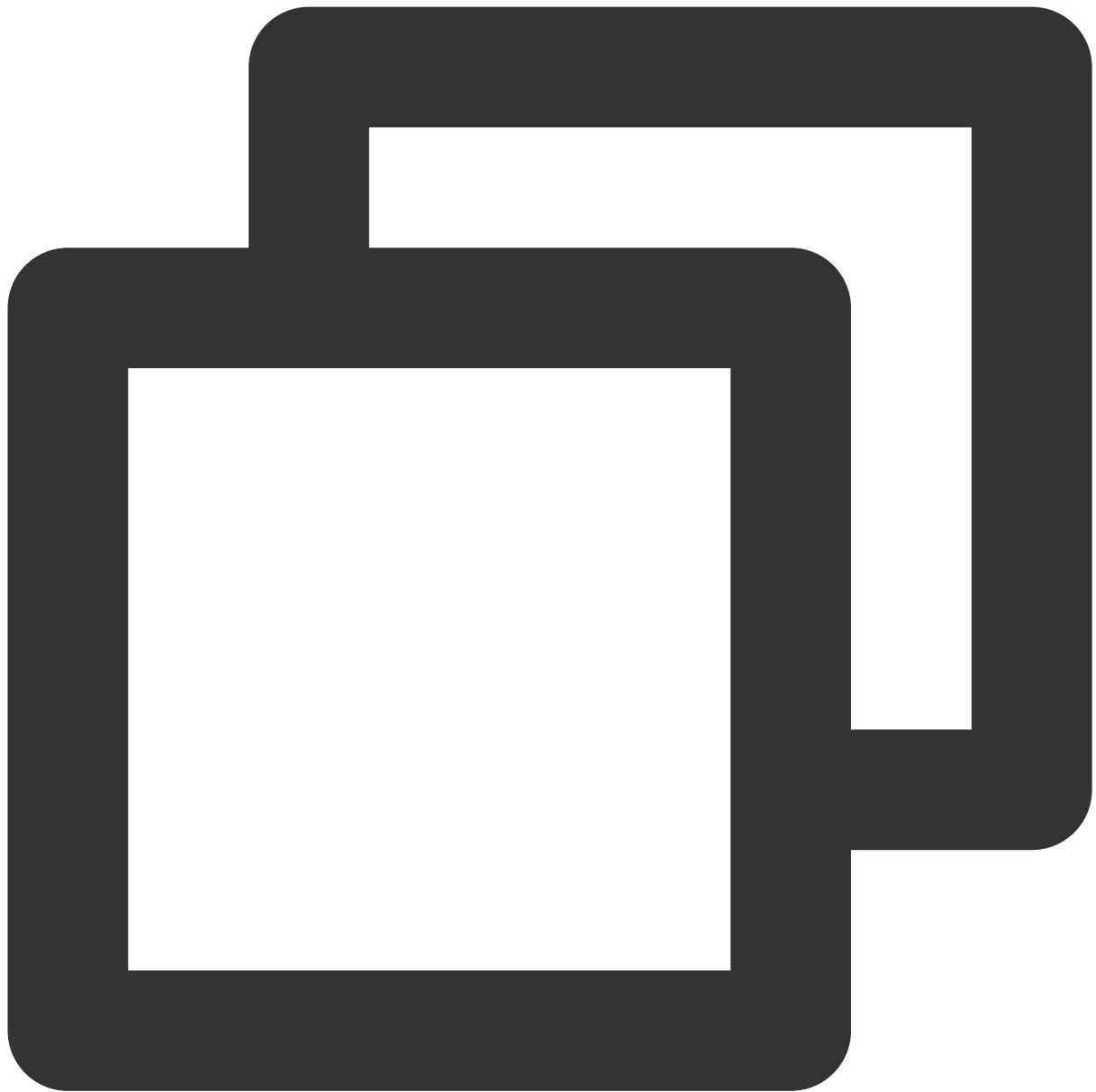
To specify a version, you can add the following dependency to the `podfile` file:



```
pod 'TXLiteAVSDK_Player_Premium', '~> 110.8.29000'
```

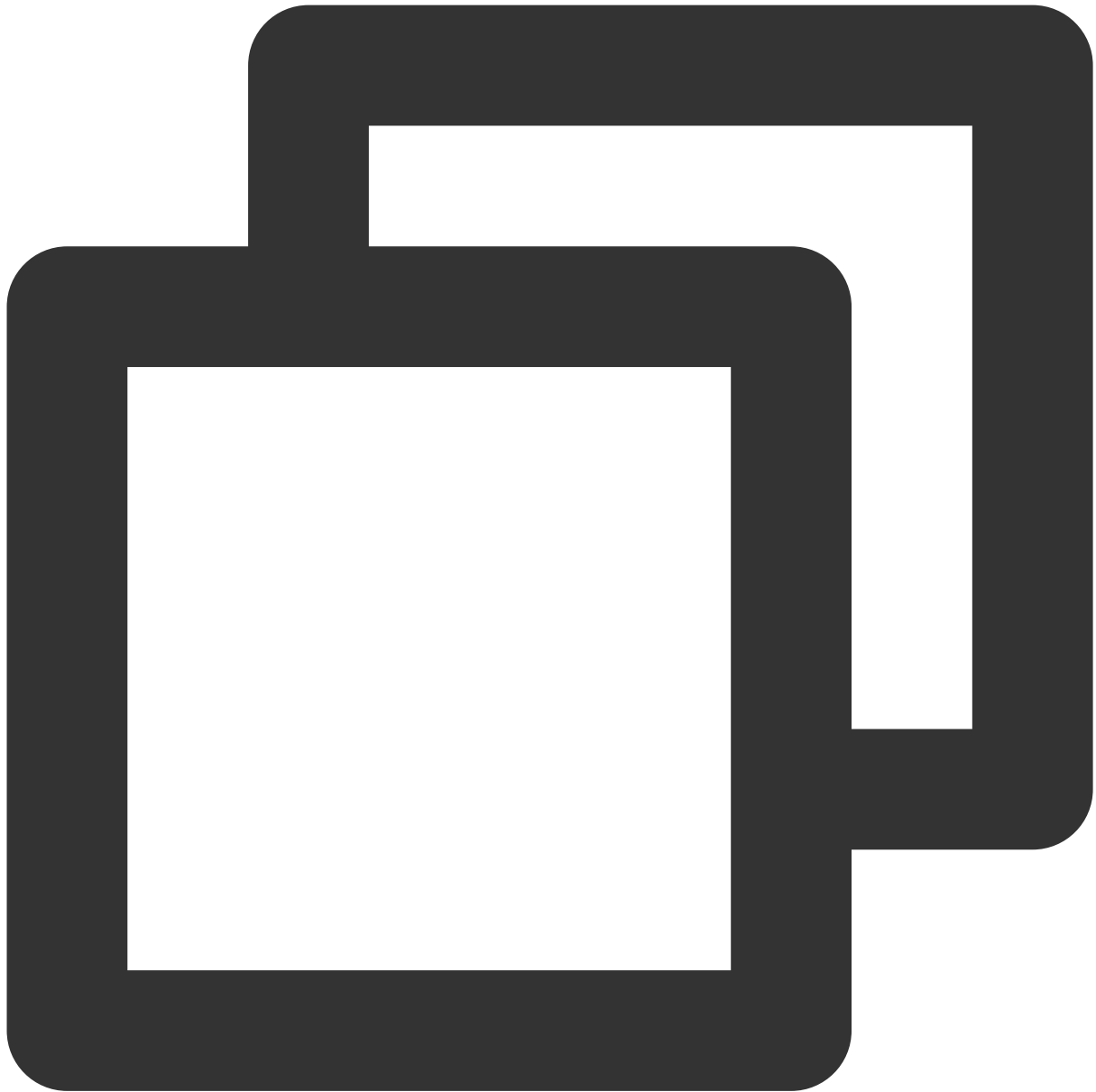
4. Update the local repository and install the SDK.

Enter the following command in a terminal window to update the local repository file and install LiteAVSDK:



```
pod install
```

Or, run this command to update the local repository:



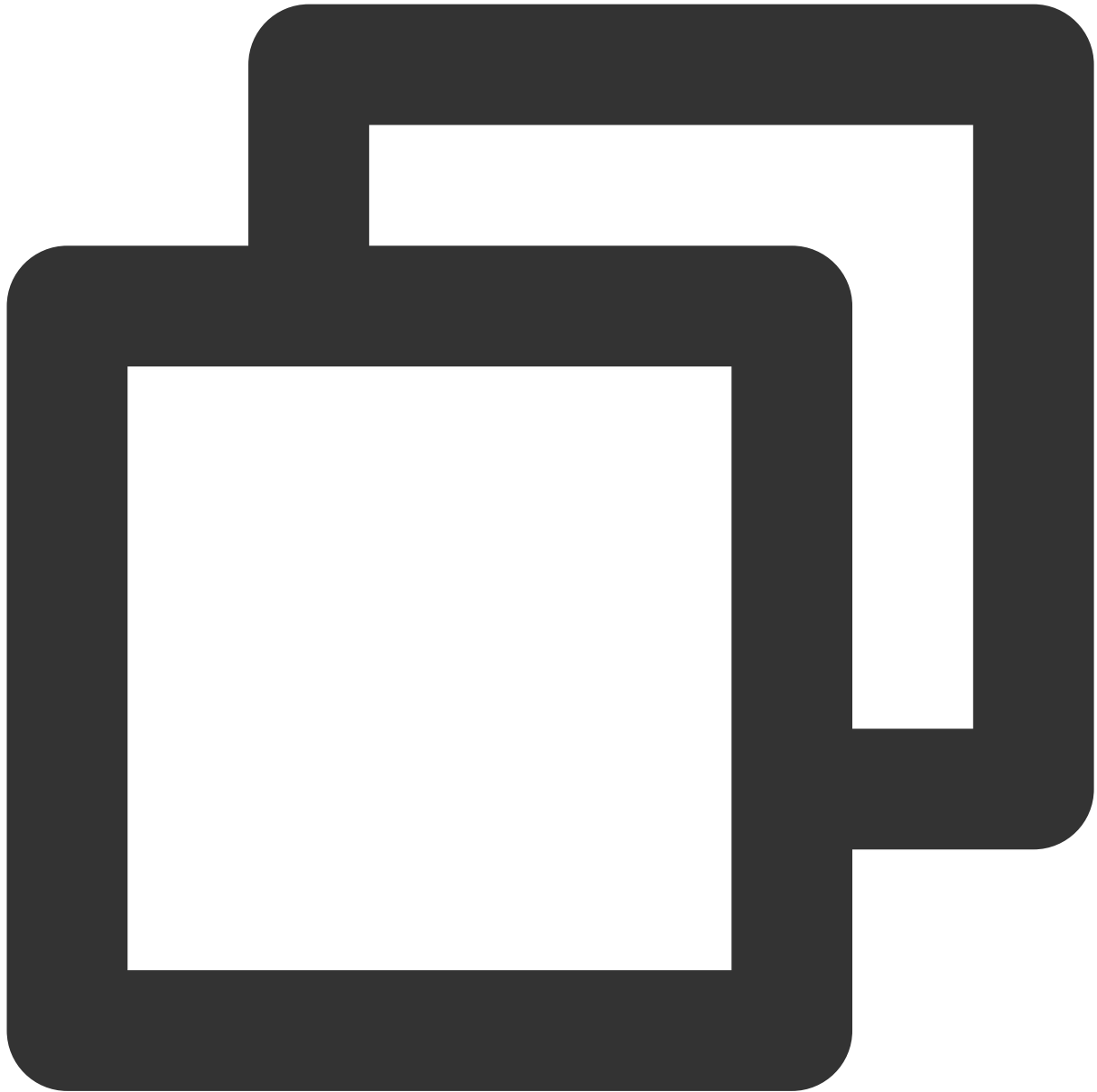
```
pod update
```

An XCWORKSPACE project file integrated with LiteAVSDK will be generated. Double-click to open the file.

Manual SDK integration

1. Download the package of the SDK and demo on the latest version of [TXLiteAVSDK_Player_Premium](#).
2. Add `SDK/TXLiteAVSDK_Player_Premium.framework` to the project to be integrated and select **Do Not Embed**.

3. You need to configure `-ObjC` of the project target; otherwise, the SDK will crash as the SDK category cannot be loaded.

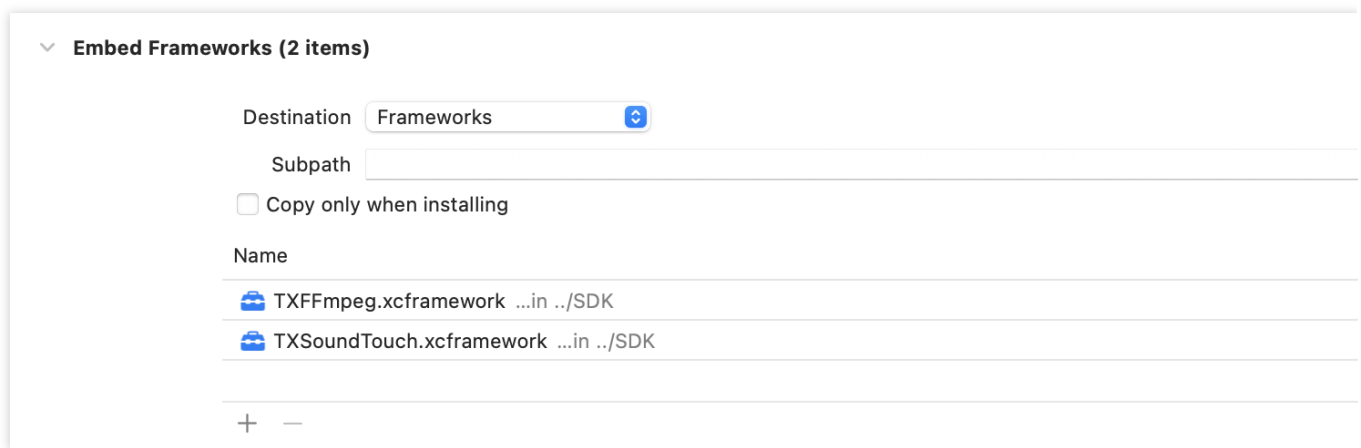


Open Xcode, select the target, select the **Build Settings** tab, search for "Other

4. Add library files (in the SDK directory)

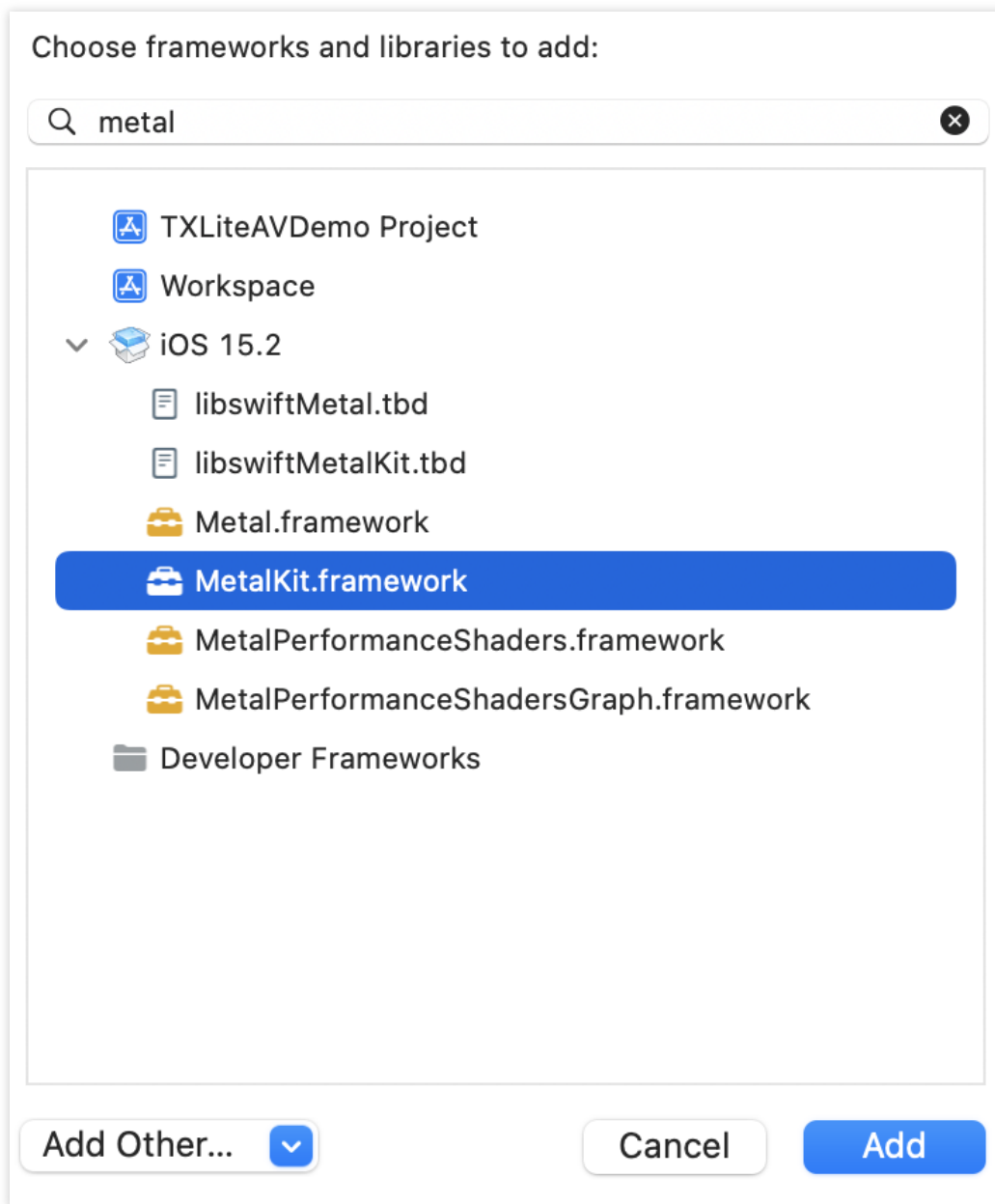
TXFFmpeg.xcframework: Add the .xcframework file to the project, set it to **Embed & Sign** in **General > Frameworks, Libraries, and Embedded Content**, and check whether **Code Sign On Copy** is selected in **Build Phases > Embed Frameworks** in your **project settings** as shown below:

TXSoundTouch.xcframework: Add the .xcframework file to the project, set it to **Embed & Sign** in **General > Frameworks, Libraries, and Embedded Content**, and check whether **Code Sign On Copy** is selected in **Build Phases > Embed Frameworks** in your **project settings** as shown below:

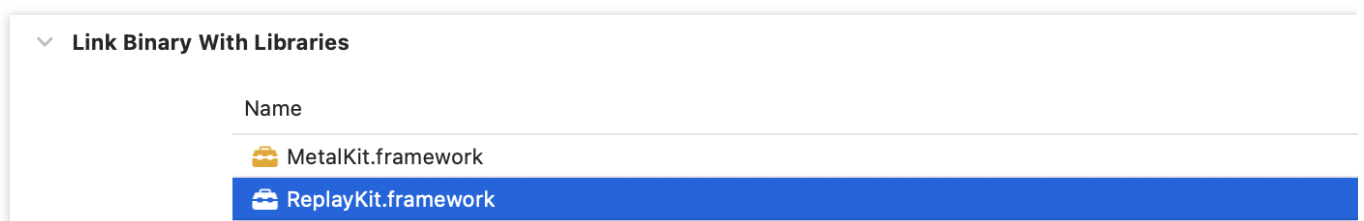


Then, select **Build Settings > Search Paths** in Xcode and add the path of the above frameworks in **Framework Search Paths**.

MetalKit.framework: Open Xcode, go to your **project settings**, select **Build Phases > Link Binary With Libraries**, click **+** in the bottom-left corner, and enter "MetalKit" to add it to the project as shown below:



ReplayKit.framework: Open Xcode, go to your **project settings**, select **Build Phases > Link Binary With Libraries**, click **+** in the bottom-left corner, and enter "ReplayKit" to add it to the project as shown below:



Add the following system libraries in the same way:

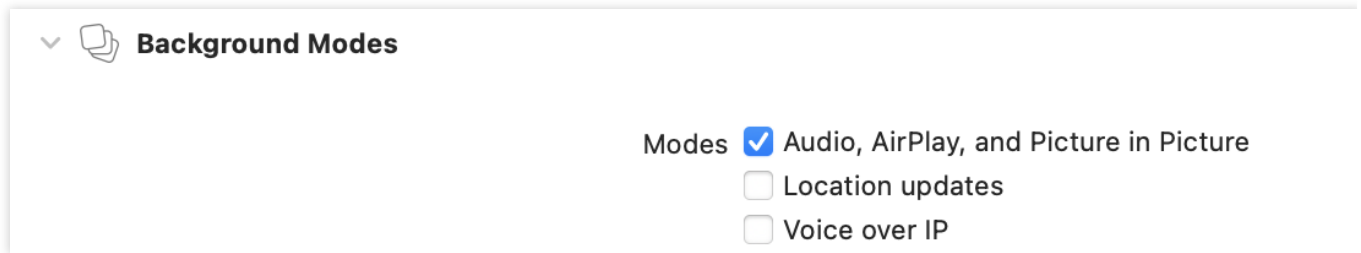
System frameworks: SystemConfiguration, CoreTelephony, VideoToolbox, CoreGraphics, AVFoundation, Accelerate, and MobileCoreServices.

System libraries: libz, libresolv, libiconv, libc++, and libsqlite3.

Picture-in-picture (PiP) feature

To use the PiP feature, configure as shown below. If you don't need the PiP feature, skip this part.

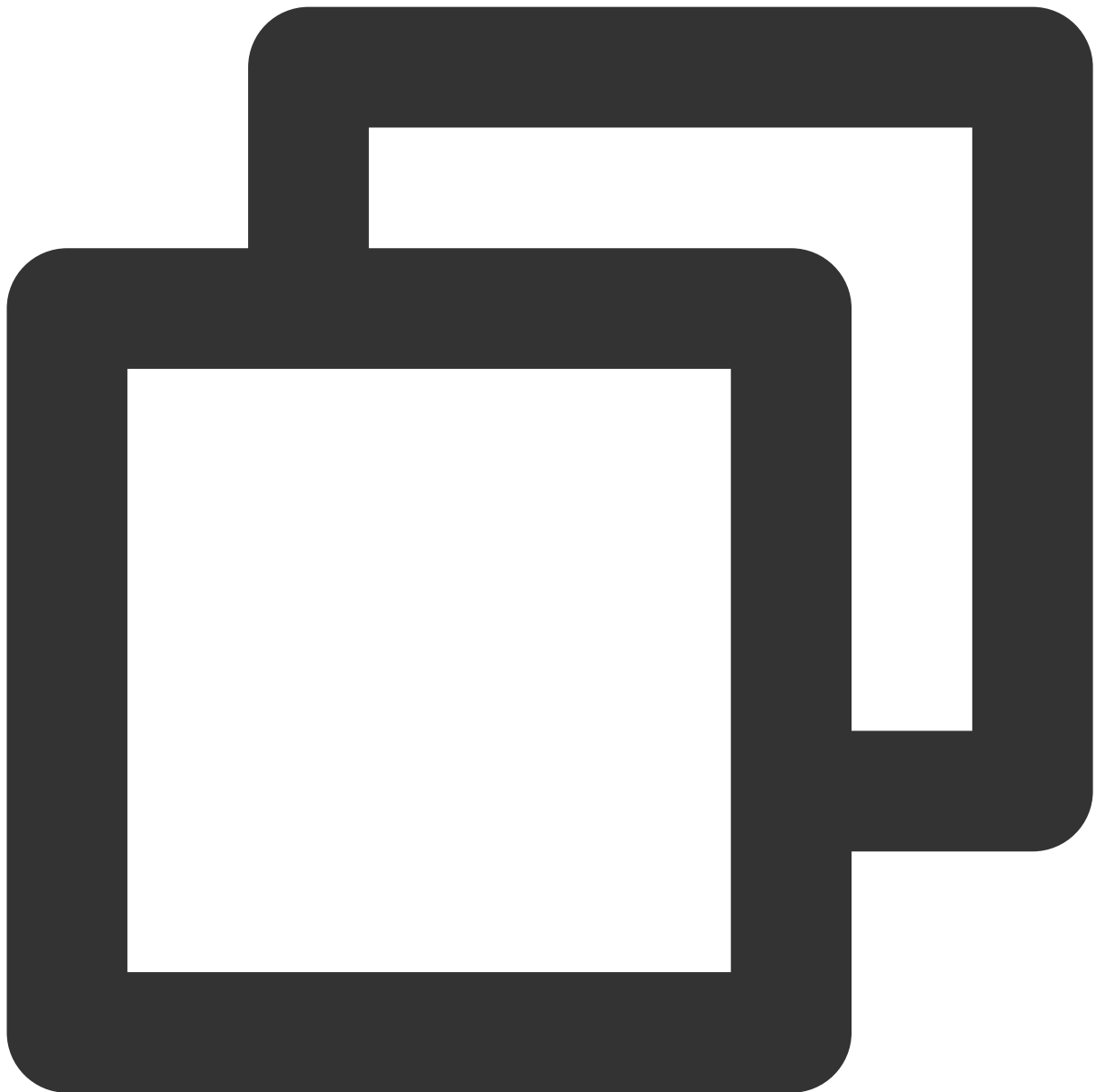
1. To use the PiP feature of iOS, upgrade the SDK to 10.3 or later.
2. To use the PiP feature, you need to enable the background mode. In Xcode, select the target, click **Signing & Capabilities** > **Background Modes**, and select **Audio, AirPlay, and Picture in Picture** as shown below:



Importing the SDK

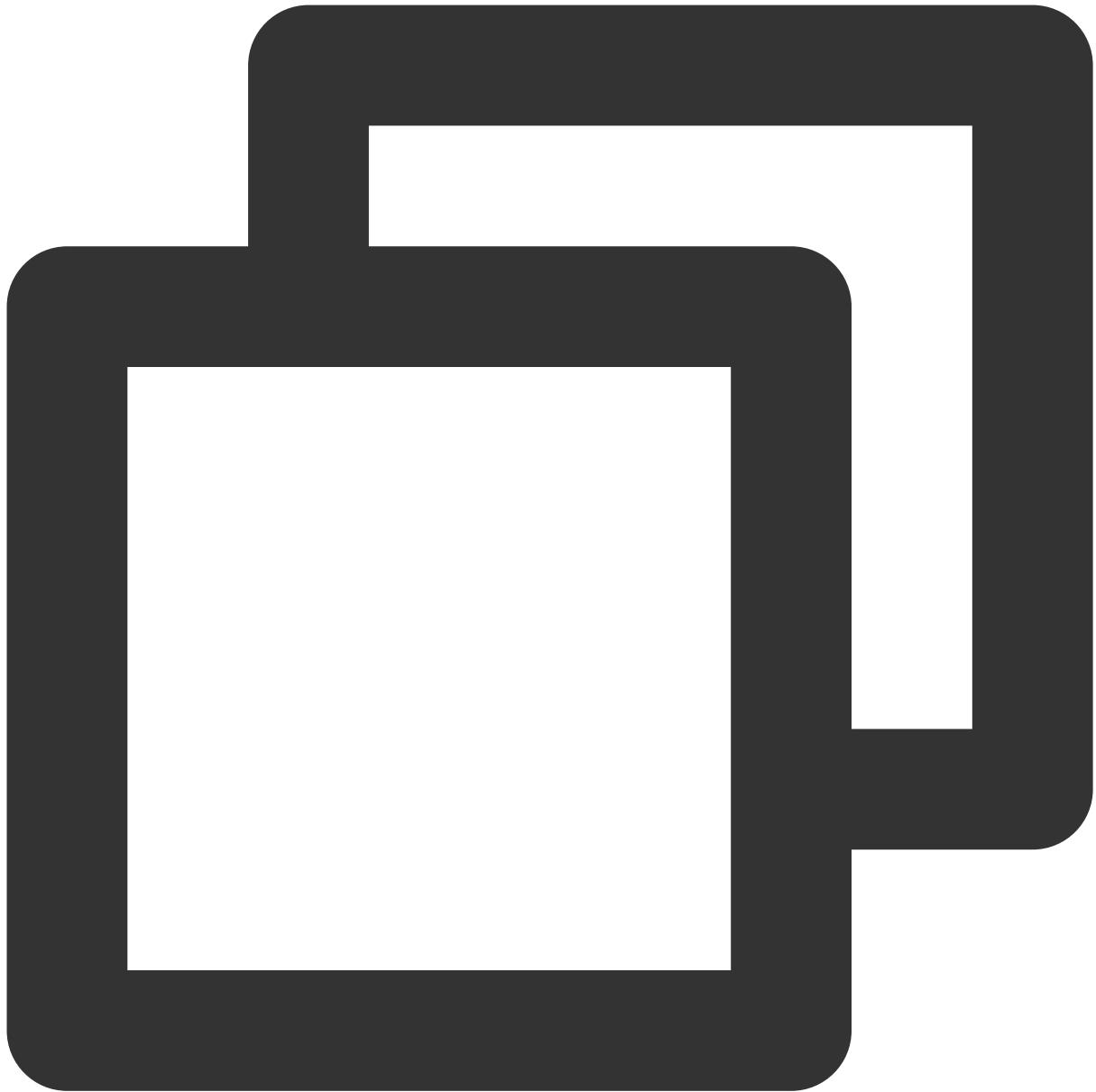
There are two ways to import the SDK in your project code.

Method 1: import the SDK module in the files that need to use the SDK's APIs in your project



```
@import TXLiteAVSDK_Player_Premium;  
// If you are using the basic version of the player, please use: @import TXLiteAVSD
```

Method 2: import a specific header file in the files that need to use the SDK's APIs in your project



```
#import "TXLiteAVSDK_Player_Premium/TXLiteAVSDK.h"  
// If you are using the basic version of the player, please use: #import "TXLiteAVS
```

Configuring License

1. Enter [VOD console](#). to apply for a trial license as instructed in [Adding and Renewing a License](#). If no license is configured, video playback will fail. You will get two strings: a license URL and a decryption key.

2. After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For detailed tutorials, please see [Configuring View License](#).

FAQs

What should I do if a duplicate symbol error occurs because my project integrates multiple editions of LiteAVSDK such as CSS, TRTC, and Player?

If you integrate two or more editions of LiteAVSDK (MLVB, Player, TRTC, UGSV), a library conflict error will occur when you build your project. This is because some symbol files are shared among the underlying libraries of the SDKs. To solve the problem, we recommend you integrate the All-in-One SDK, which includes the features of MLVB, Player, TRTC, and UGSV. For details, see [SDK Download](#).

How to call the API method of the SDK in Swift project?

If you want to call the API interface of the SDK in the Swift project, there are two ways:

Method 1: Using a bridging header file

1. Create a bridging header file, for example, `***-Bridging-Header.h`, and add the following code: `#import <TXLiteAVSDK_Player_Premium/TXLiteAVSDK.h>`.
2. Configure the Objective-c Bridging header option in the Build Setting of the project. Set the path of the bridging file and add it to Objective-c Bridging header (e.g., `$(SRCROOT)/SwiftCallOC/***-Bridging-Header.h`, depending on the specific path of the project). Compile and run the project.

Method 2: Using the module.modulemap file in the SDK

1. Check if the `TXLiteAVSDK_Player_Premium.framework` contains the Modules - module.modulemap file (Player SDK provides it by default).
2. Configure the Swift Compiler - Search Paths option in the Build Setting of the project. Add the directory path where the module.modulemap file is located or the parent directory path. Here, it can be:
`$(PODS_ROOT)/TXLiteAVSDK_Player_Premium/TXLiteAVSDK_Player_Premium/TXLiteAVSDK_Player_Premium.framework/Modules` (depending on the specific path of the project).
3. At the top of the class where you need to call the method, use `import TXLiteAVSDK_Player_Premium` to import and call the relevant methods.

For the above integration methods and demo, please refer to the [GitHub demo](#) for details.

VOD Scenario

Last updated : 2024-06-07 17:07:54

Limits

1. Activate [VOD](#). If you don't have an account yet, [sign up](#) for one first.
2. Download and install Xcode from App Store.
3. Download and install CocoaPods as instructed at the [CocoaPods website](#).

This Document Describes

How to integrate the Tencent Cloud Player SDK for iOS.

How to use the Player SDK for VOD playback.

How to use the underlying capabilities of the Player SDK to implement more features.

SDK Integration

Step 1. Integrate the SDK ZIP file

Download and integrate the SDK ZIP file as instructed in [Integration Guide](#).

Step 2. Configure the license

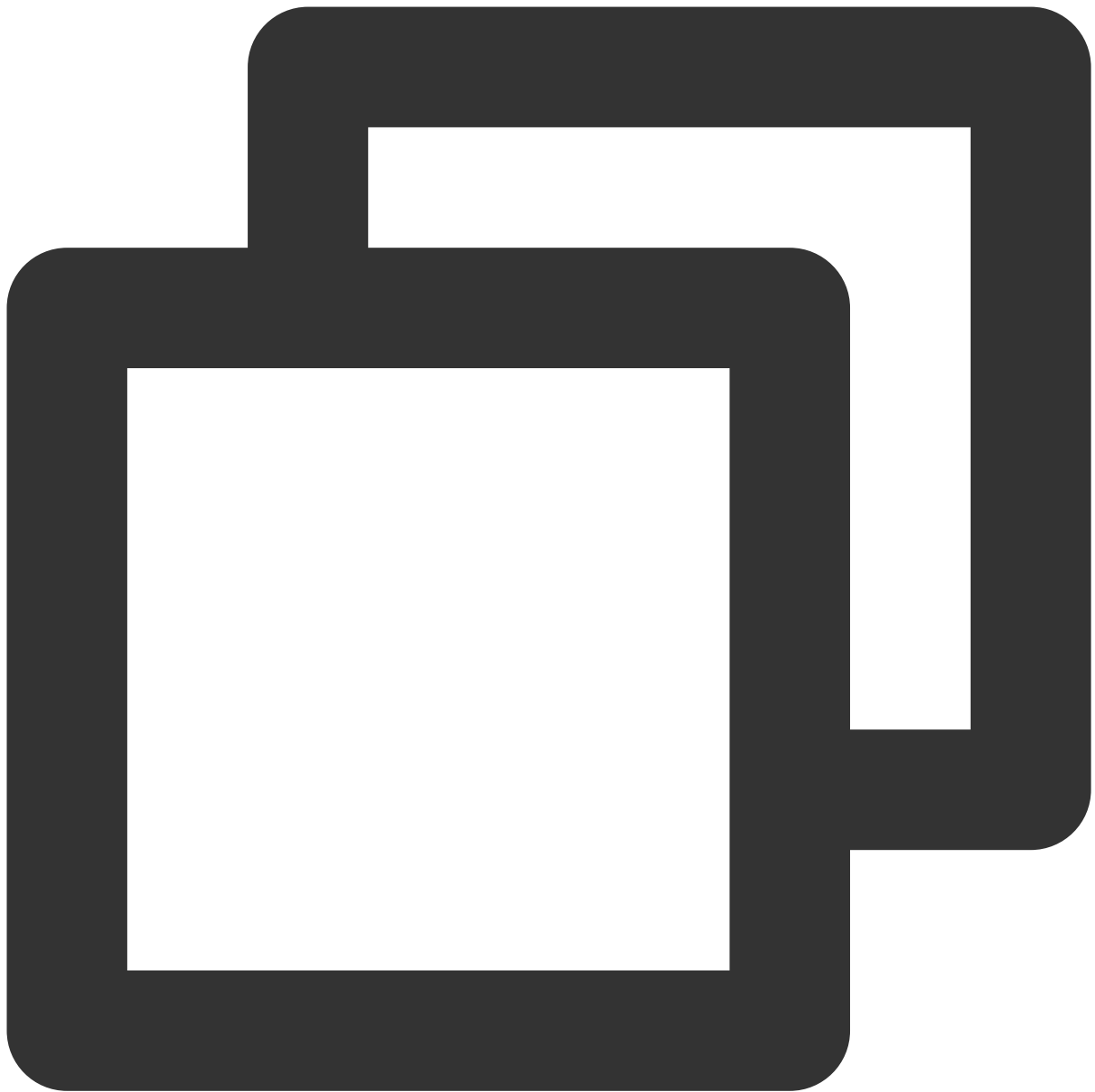
If you have obtained a license, you can view the license URL and key in the [VOD console](#).

If you don't have the required license yet, you can get it as instructed in [Adding and Renewing a License](#).

After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For detailed tutorials, please see [Configuring View License](#).

Step 3. Create a player object

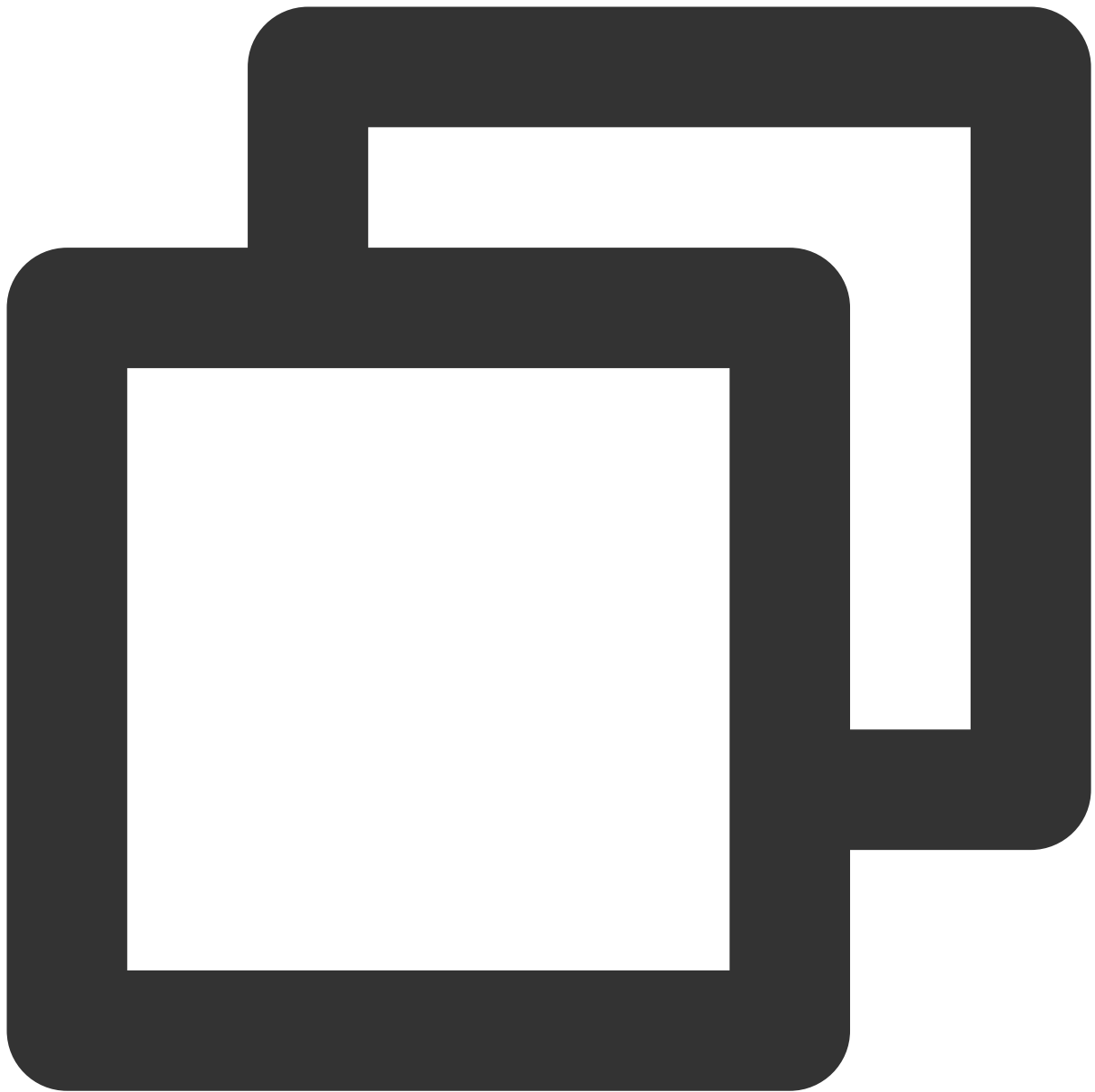
The `TXVodPlayer` module of the Player SDK is used to implement the VOD feature.



```
TXVodPlayer *_txVodPlayer = [[TXVodPlayer alloc] init];  
[_txVodPlayer setupVideoWidget:_myView insertIndex:0]
```

Step 4. Create a rendering view

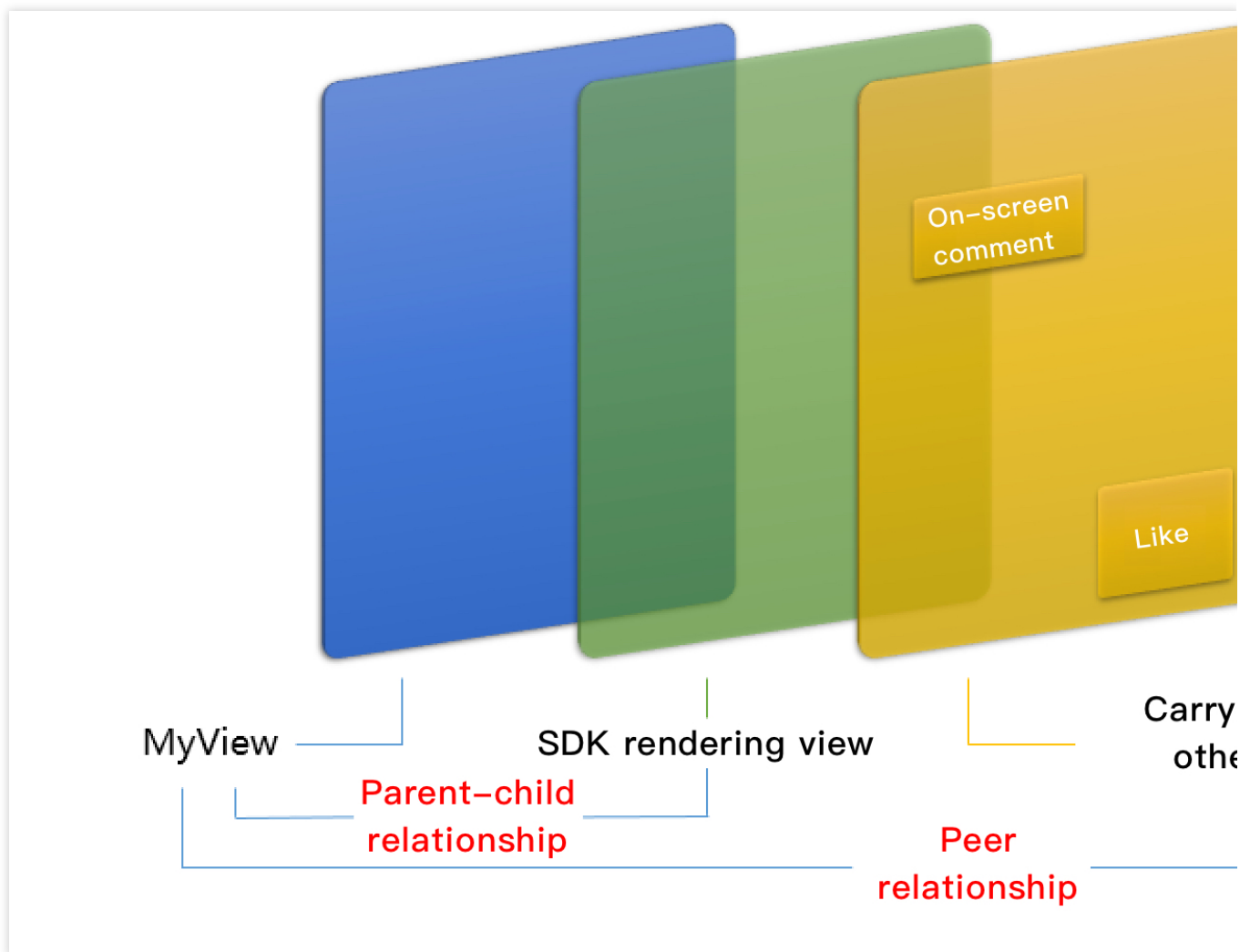
In iOS, a view is used as the basic UI rendering unit. Therefore, you need to configure a view, whose size and position you can adjust, for the player to display video images on.



```
[_txVodPlayer setupVideoWidget:_myView insertIndex:0]
```

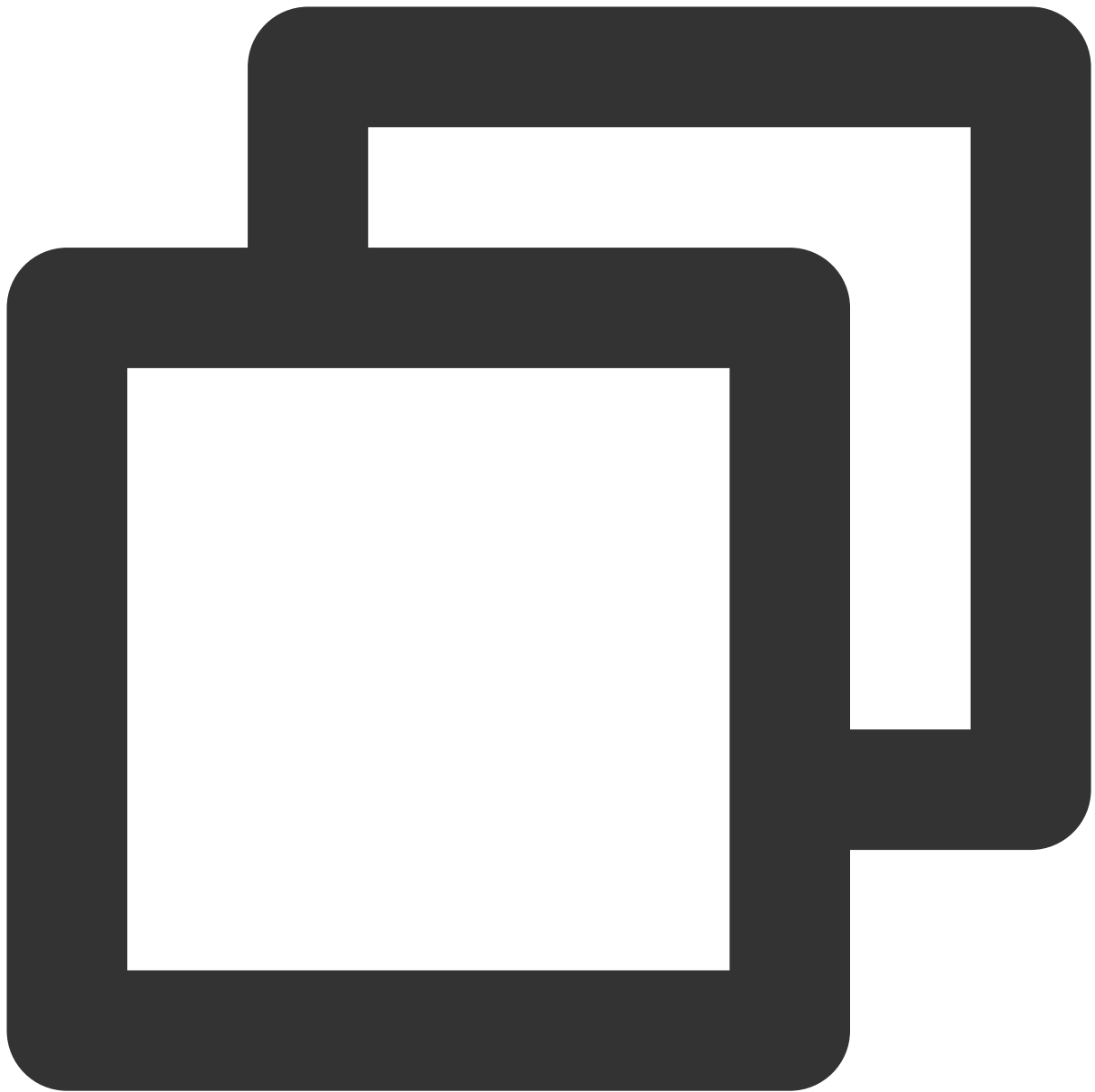
Technically, the player does not render video images directly on the view (`_myView` in the sample code) you provide. Instead, it creates a subview for OpenGL rendering over the view.

You can adjust the size of video images by changing the size and position of the view. The SDK will make changes to the video images accordingly.



How to make an animation

You are allowed great flexibility in view animation, but note that you need to modify the `transform` rather than `frame` attribute of the view.



```
[UIView animateWithDuration:0.5 animations:^(
    _myView.transform = CGAffineTransformMakeScale(0.3, 0.3); // Shrink by 1/3
)];
```

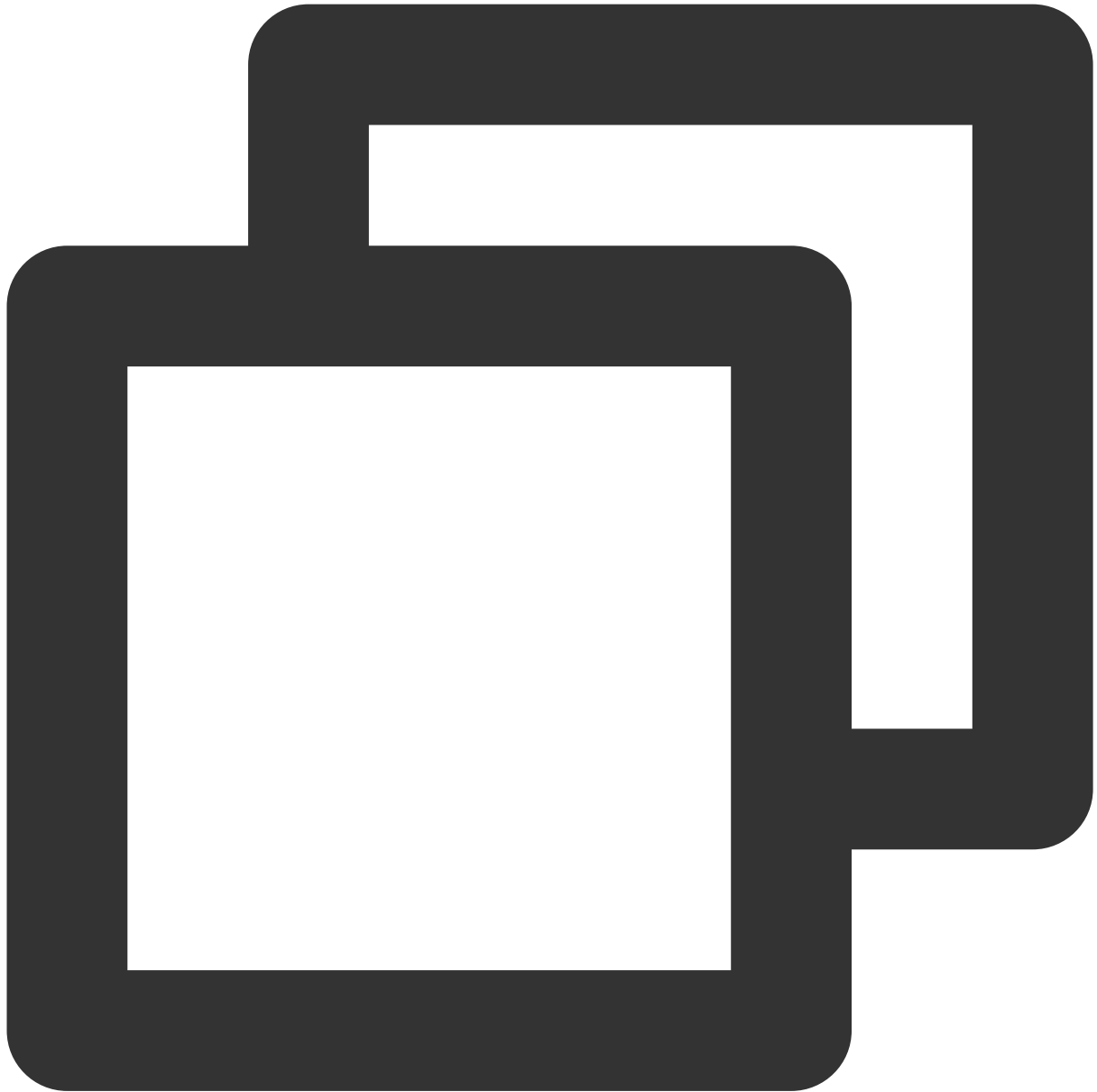
Step 5. Start playback

`TXVodPlayer` supports two playback modes for you to choose as needed:

Through URL

Through `filed`

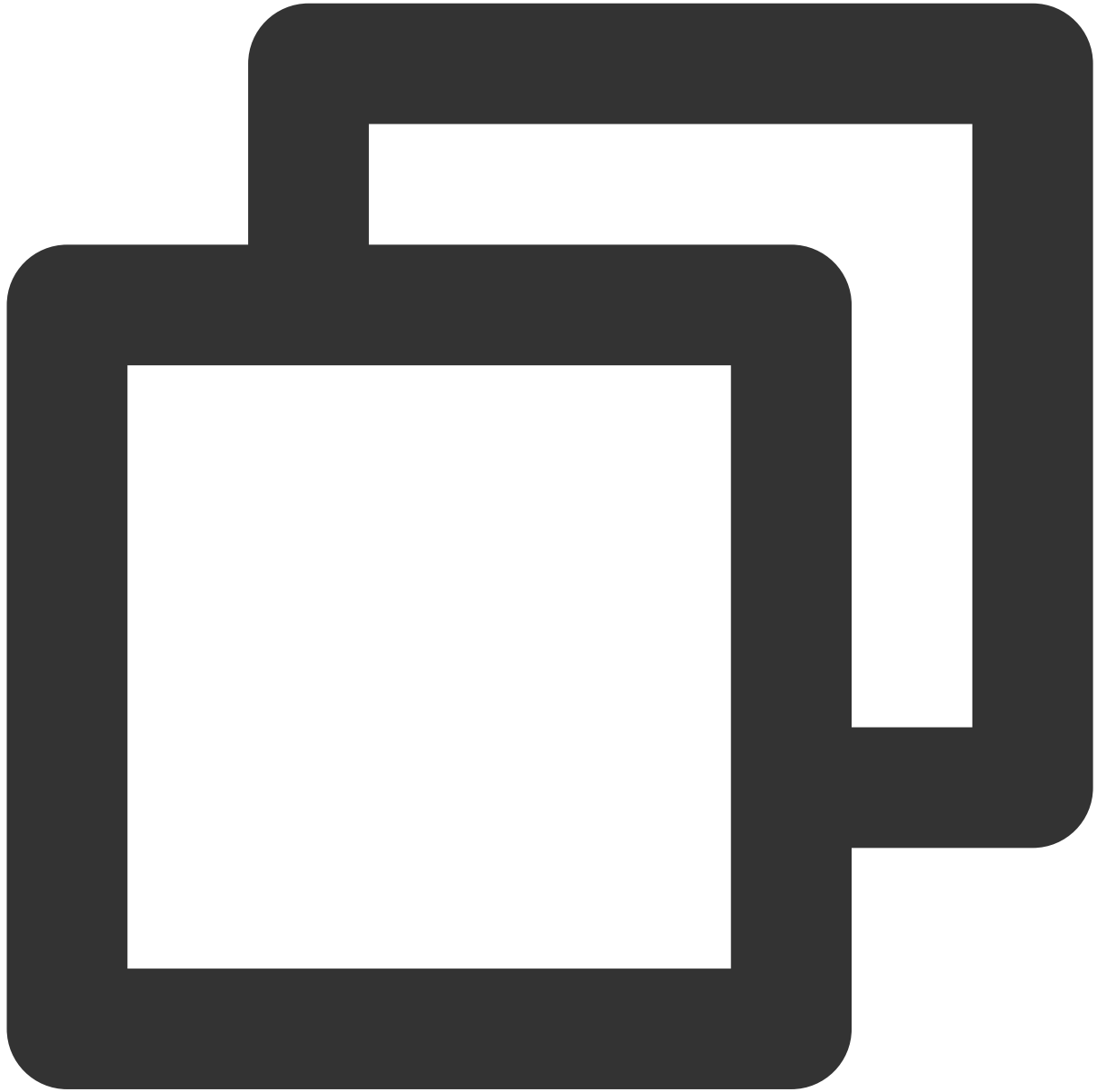
`TXVodPlayer` will internally recognize the playback protocol automatically. You only need to pass in your playback URL to the `startPlay` function.



```
// Play back a video resource at a URL
NSString* url = @"http://1252463788.vod2.myqcloud.com/xxxxxx/v.f20.mp4";
[_txVodPlayer startVodPlay:url];

// Play back a local video resource in the sandbox
// Get the `Documents` path
NSString *documentPath = [NSSearchPathForDirectoriesInDomains(NSDocumentDirectory,
// Get the local video path
```

```
NSString *videoPath = [NSString stringWithFormat:@"%s/video1.m3u8", documentPath];  
[_txVodPlayer startVodPlay:videoPath];
```

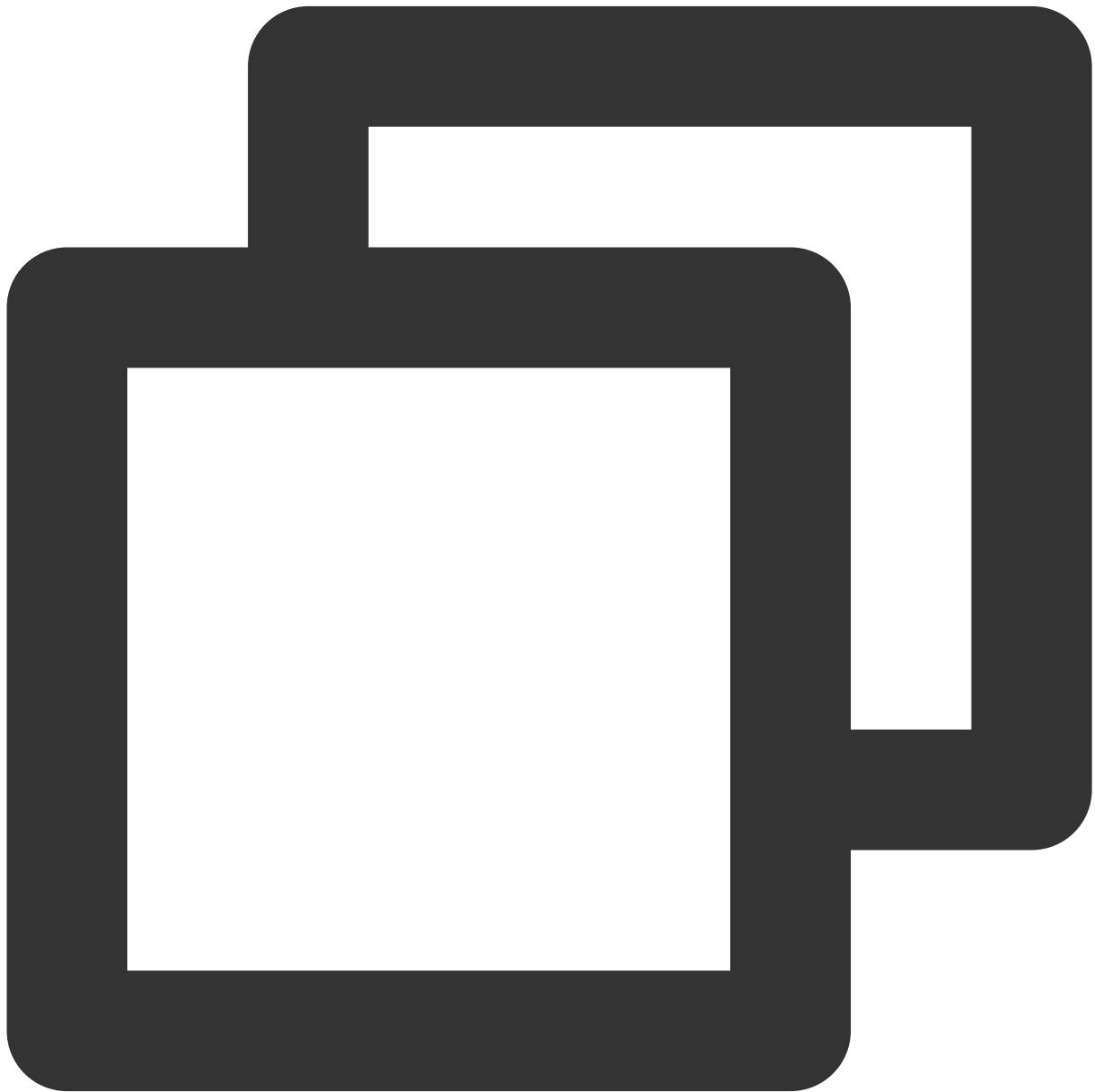


```
TXPlayerAuthParams *p = [TXPlayerAuthParams new];  
p.appId = 1252463788;  
p.fileId = @"4564972819220421305";  
// `psign` is a player signature. For more information on the signature and how to  
p.sign = @"psignxxxxx"; // The player signature  
[_txVodPlayer startVodPlayWithParams:p];
```


You can go to [Media Assets](#) and find it. After clicking it, you can view its `fileId` in the video details on the right. Play back the video through the `fileId`, and the player will request the backend for the real playback URL. If the network is abnormal or the `fileId` doesn't exist, the `PLAY_ERR_GET_PLAYINFO_FAIL` event will be received; otherwise, `PLAY_EVT_GET_PLAYINFO_SUCC` will be received, indicating that the request succeeded.

Step 6. Stop playback

Remember to use **`removeVideoWidget`** to terminate the view control before exiting the current UI when stopping playback. This can prevent memory leak and screen flashing issues.



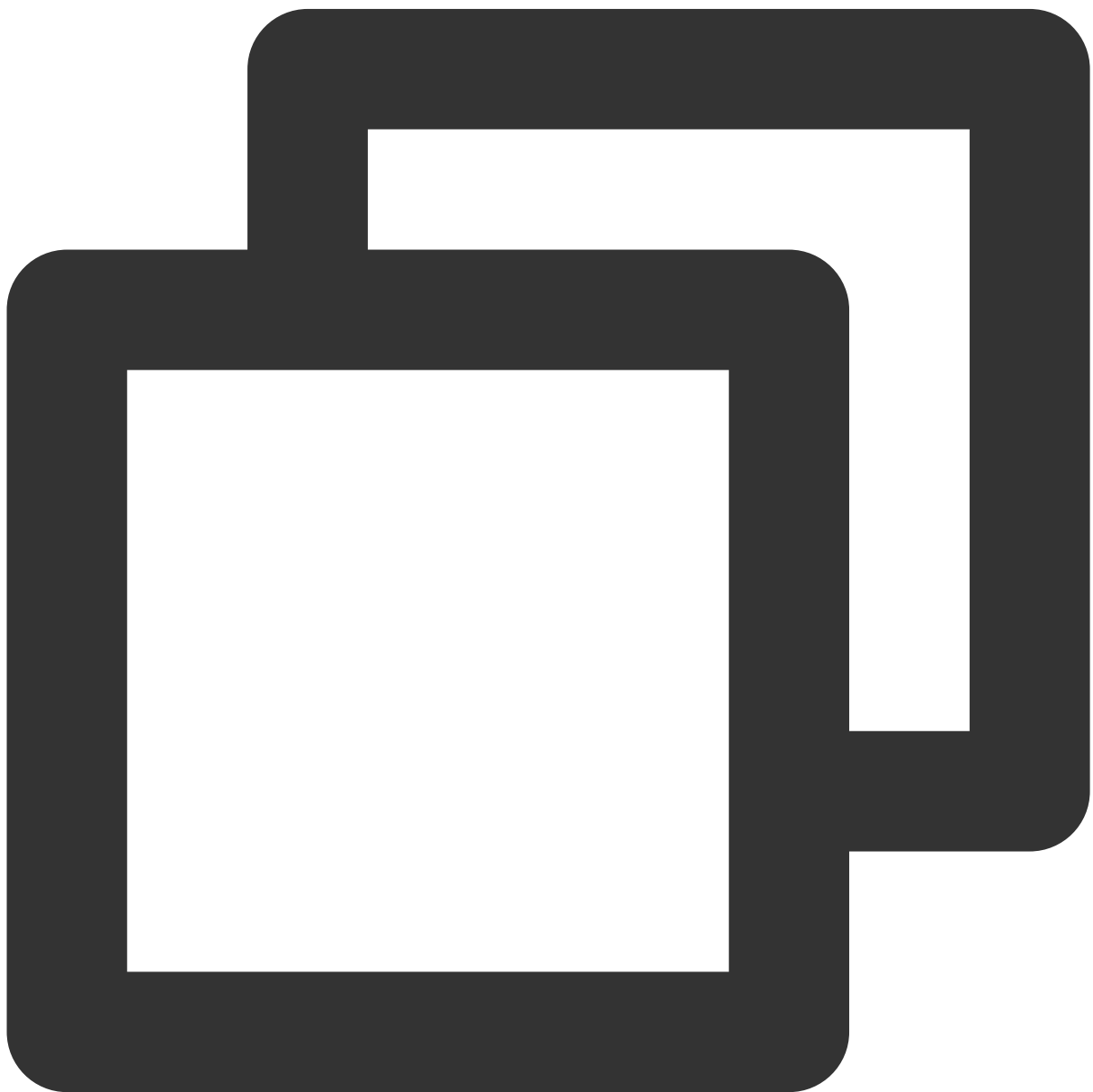
```
// Stop playback
```

```
[_txVodPlayer stopPlay];  
[_txVodPlayer removeVideoWidget]; // Remember to terminate the view control
```

Basic Feature Usage

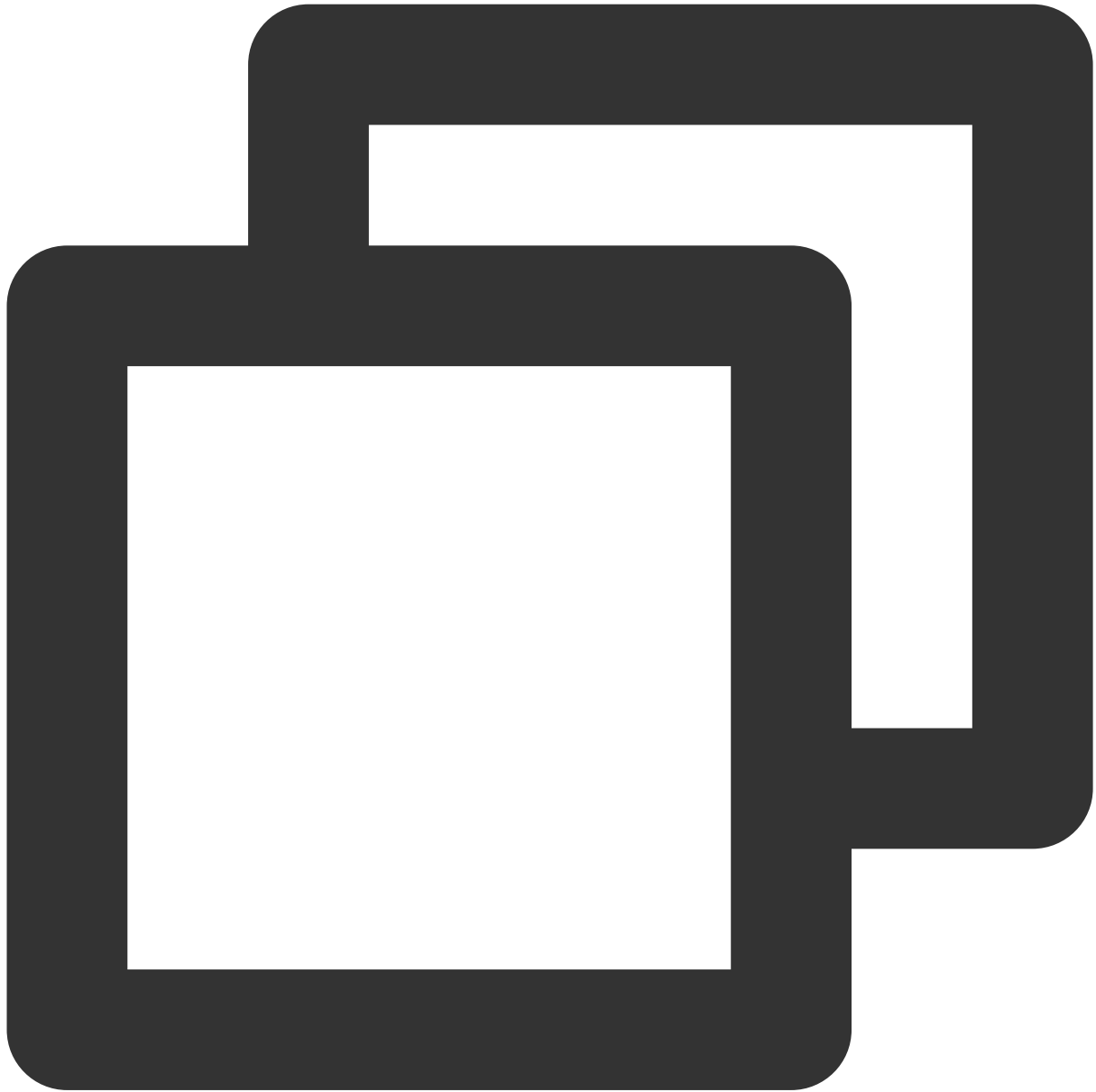
1. Playback control

Starting playback



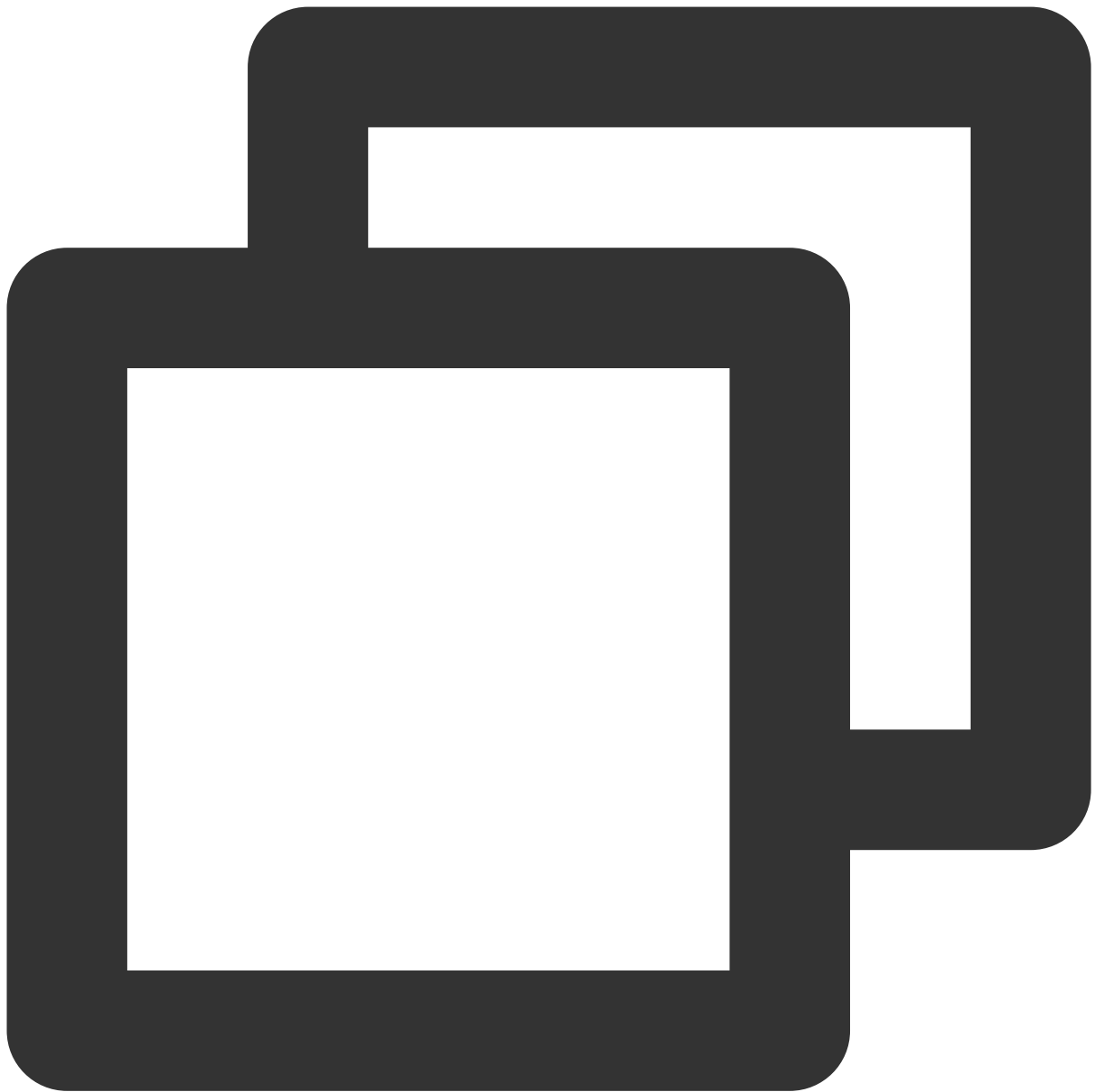
```
// Start playback  
[_txVodPlayer startVodPlay:url];
```

Pausing playback



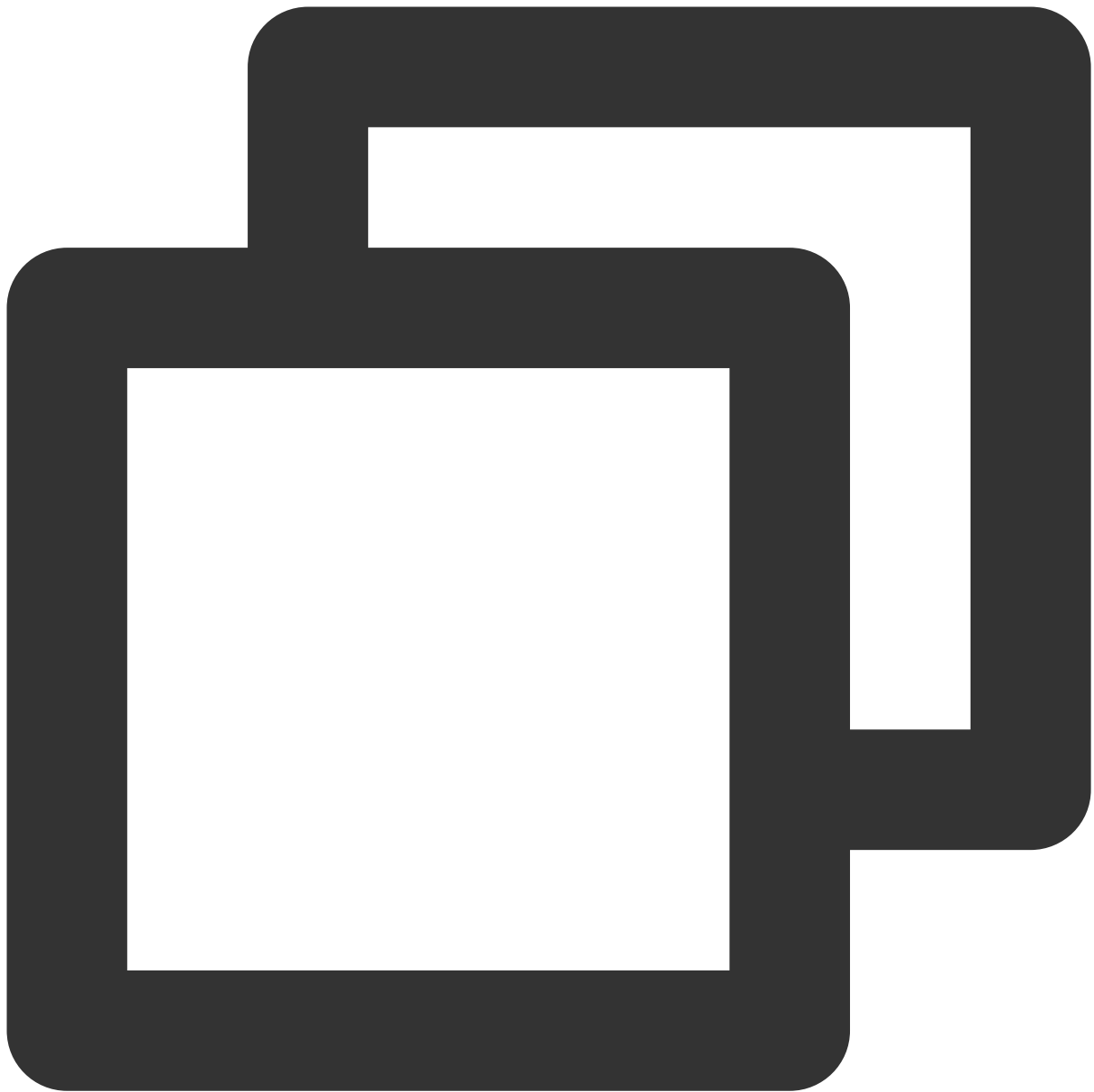
```
// Pause the video  
[_txVodPlayer pause];
```

Resuming playback



```
// Resume the video  
[_txVodPlayer resume];
```

Stopping playback

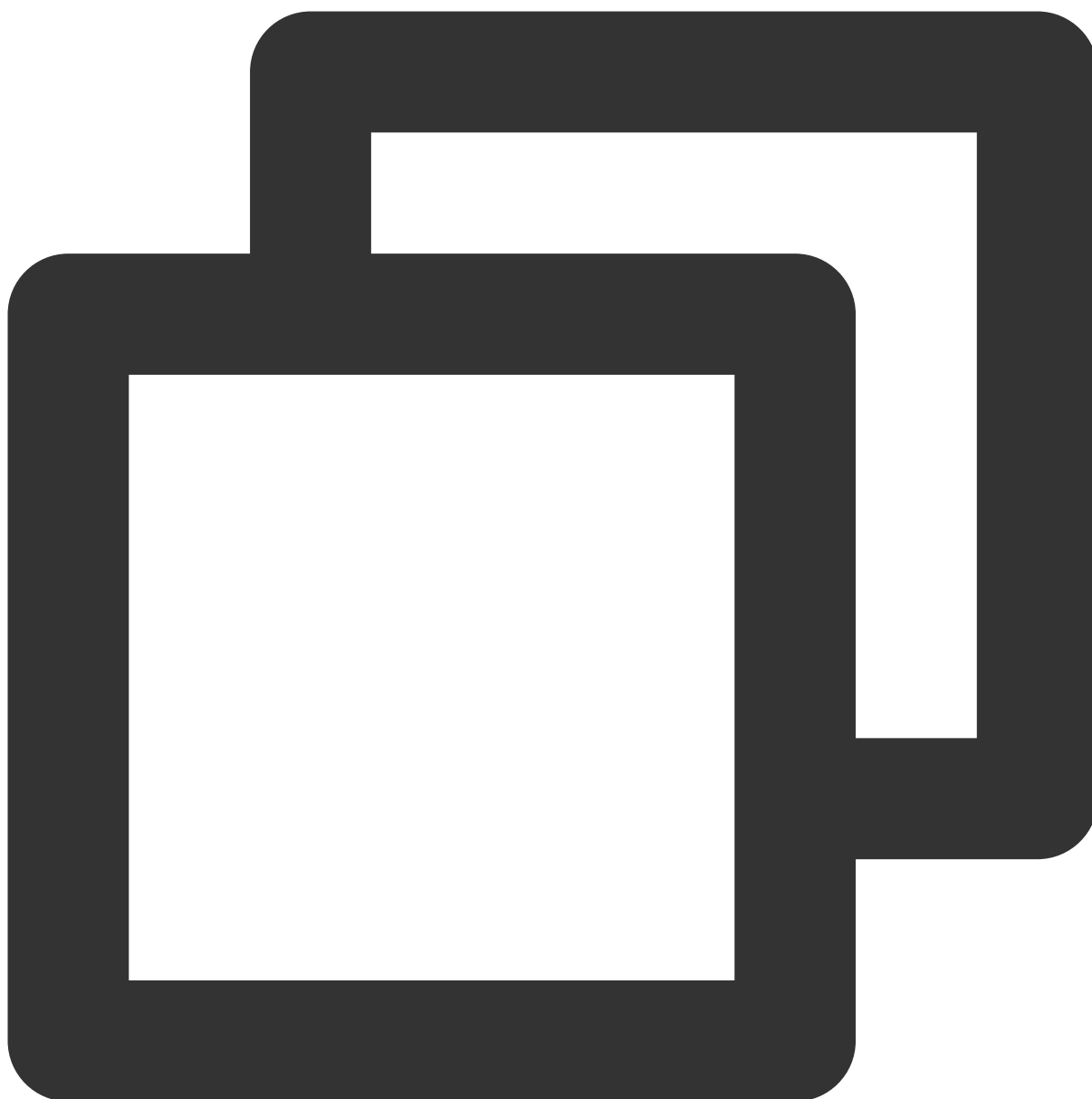


```
// Stop the video
[_txVodPlayer stopPlay];
```

Seek to the specified Program Date Time (PDT) point in the video stream

To seek to the specified Program Date Time (PDT) point in the video stream, which enables functions such as fast-forward, rewind, and progress bar jumping, currently only HLS video format is supported.

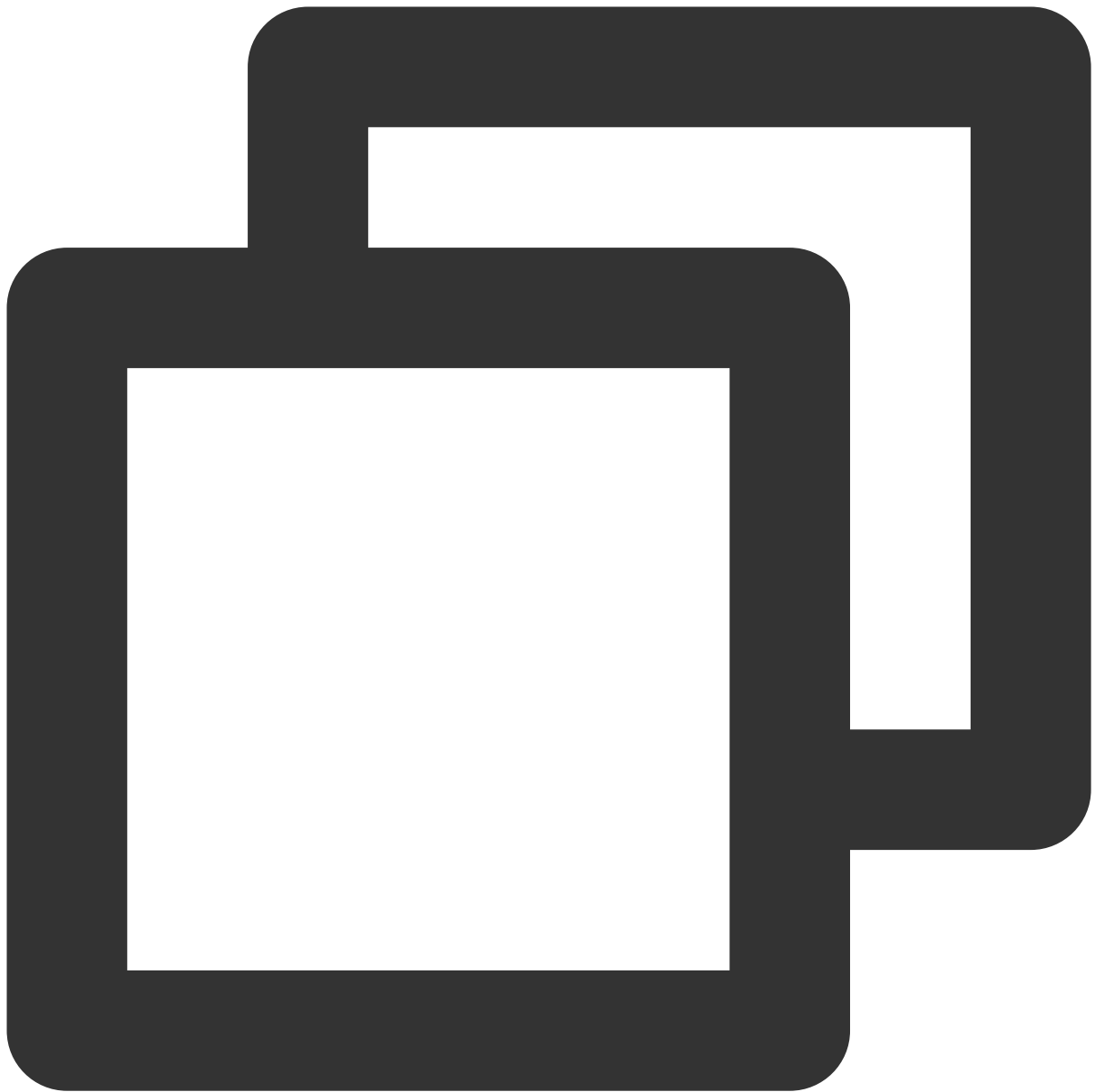
Note: Starting from version 11.6 of the player's advanced edition, this function is supported.



```
long long pdtTimeMs = 600; // Unit is milliseconds
[_txVodPlayer seekToPdtTime:time];
```

Adjusting playback progress (seek)

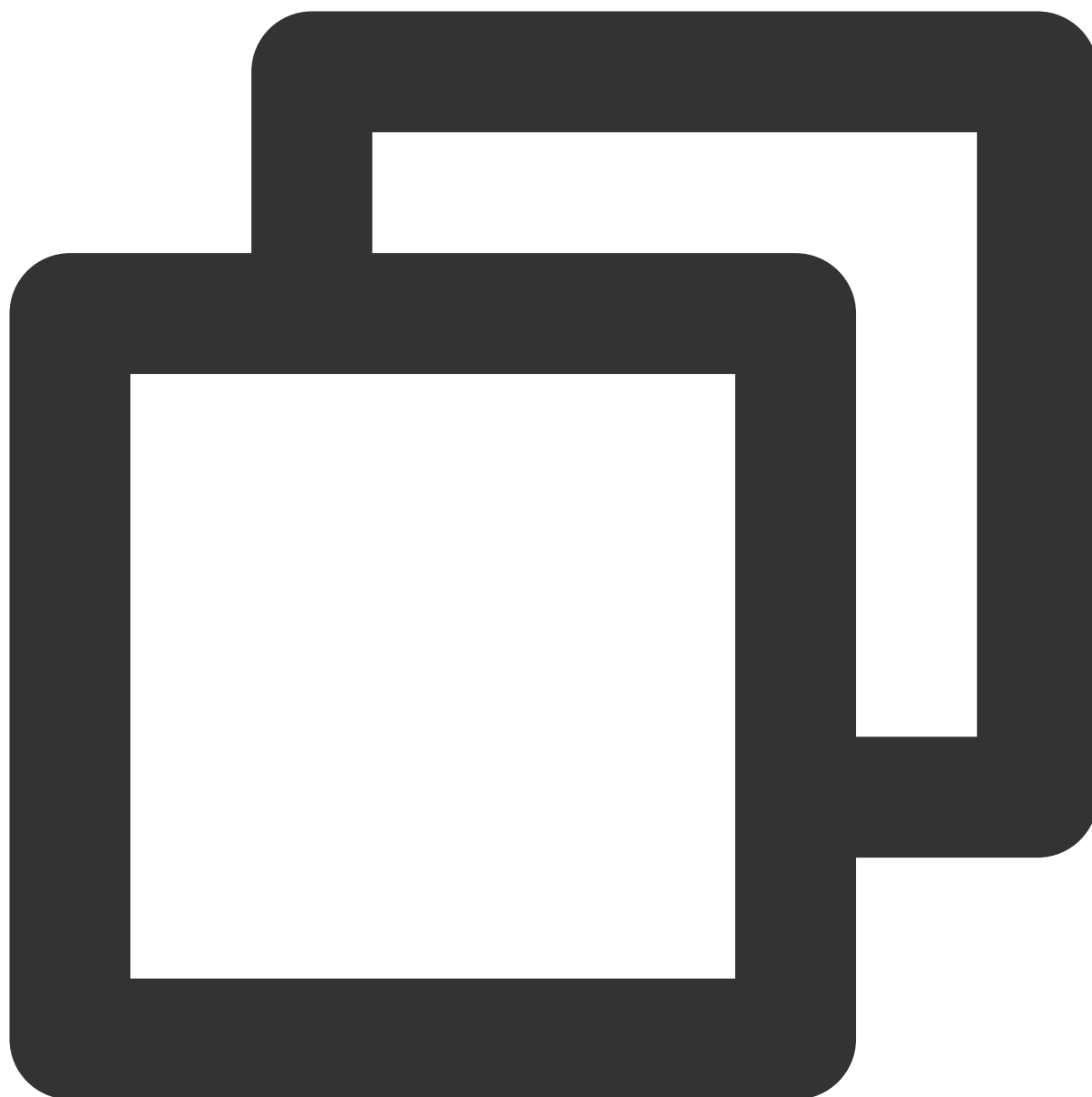
When the user drags the progress bar, `seek` can be called to start playback at the specified position. The Player SDK supports accurate seek.



```
int time = 600; // In seconds if the value is of `int` type
// Adjust the playback progress
[_txVodPlayer seek:time];
```

Precise and Imprecise Seek

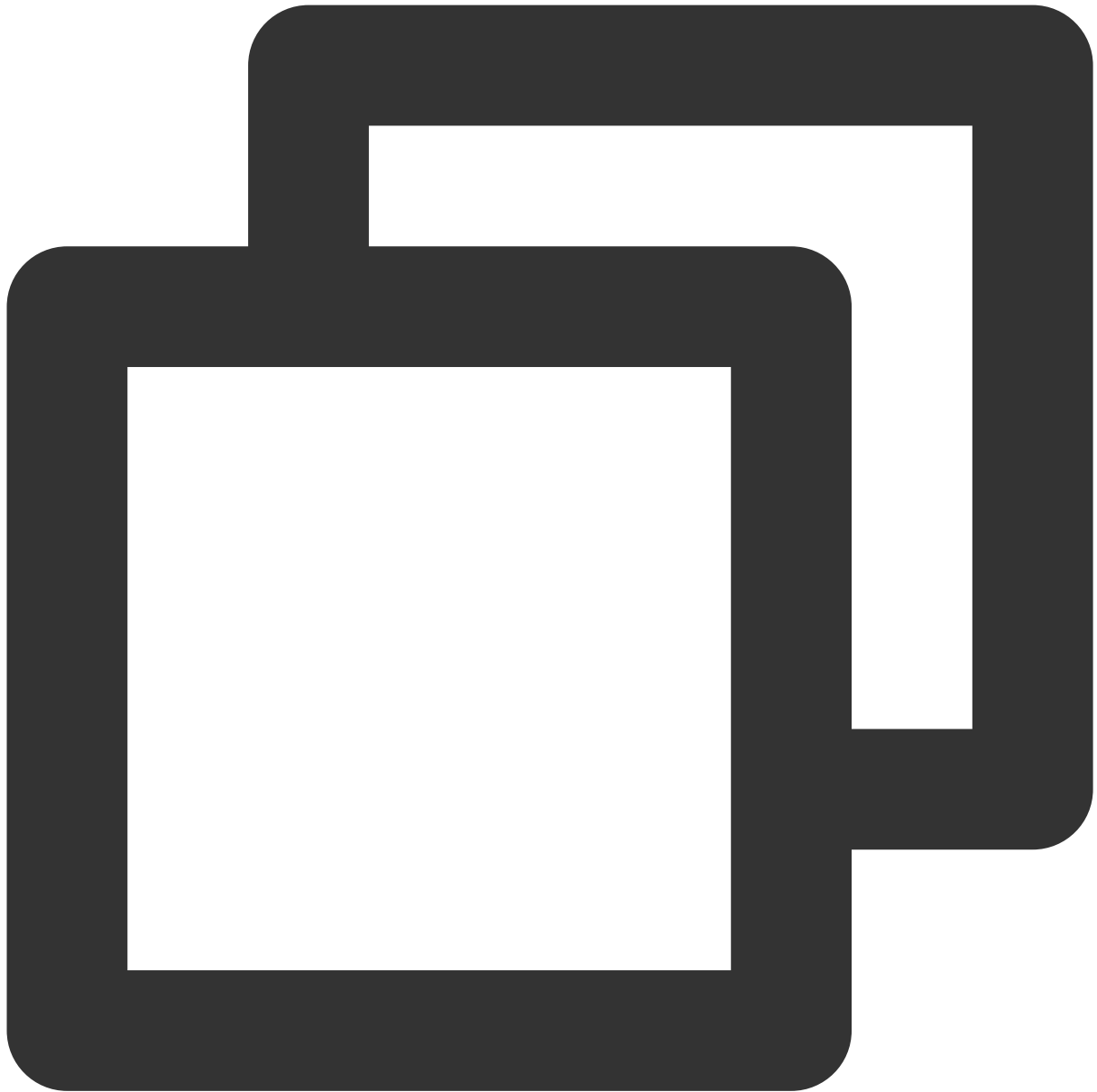
Starting from version 11.8 of the player SDK, it is supported to specify precise or imprecise seek when calling the seek interface.



```
float time = 600; // float type, unit is seconds
// Adjust progress
[_txVodPlayer seek:time accurateSeek:YES]; // Accurate seek
[_txVodPlayer seek:time accurateSeek:NO]; // Non-accurate seek
```

Specifying playback start time

You can specify the playback start time before calling `startVodPlay` for the first time.



```
float startTimeInSecond = 60; // Unit: Second
[_txVodPlayer setStartTime:startTimeInSecond]; // Set the playback start time
[_txVodPlayer startVodPlay:url];
```

2. Image adjustment

view: size and position

You can modify the size and position of the view by adjusting the size and position of the parameter `view` of `setupVideoWidget`. The SDK will automatically adjust the size and position of the view based on your configuration.

setRenderMode: Aspect fill or aspect fit

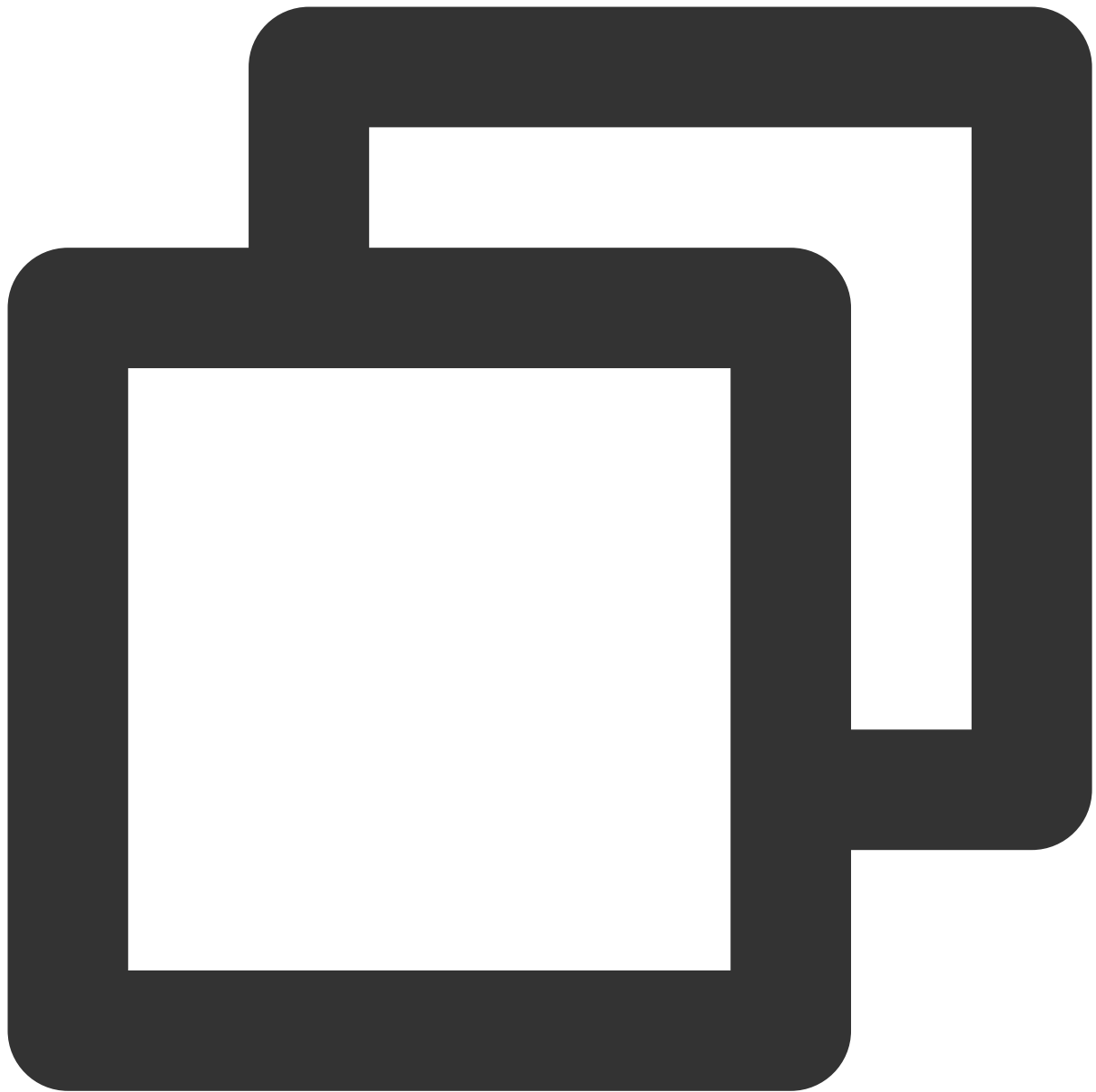
Value	Description
RENDER_MODE_FILL_SCREEN	Images are scaled to fill the entire screen, and the excess parts are cropped. There are no black bars in this mode, but images may not be displayed in whole.
RENDER_MODE_FILL_EDGE	Images are scaled as large as the longer side can go. Neither side exceeds the screen after scaling. Images are centered, and there may be black bars.

setRenderRotation: Image rotation

Value	Description
HOME_ORIENTATION_RIGHT	The Home button is on the right of the video image
HOME_ORIENTATION_DOWN	The Home button is below the video image
HOME_ORIENTATION_LEFT	The Home button is on the left of the video image
HOME_ORIENTATION_UP	The Home button is above the video image

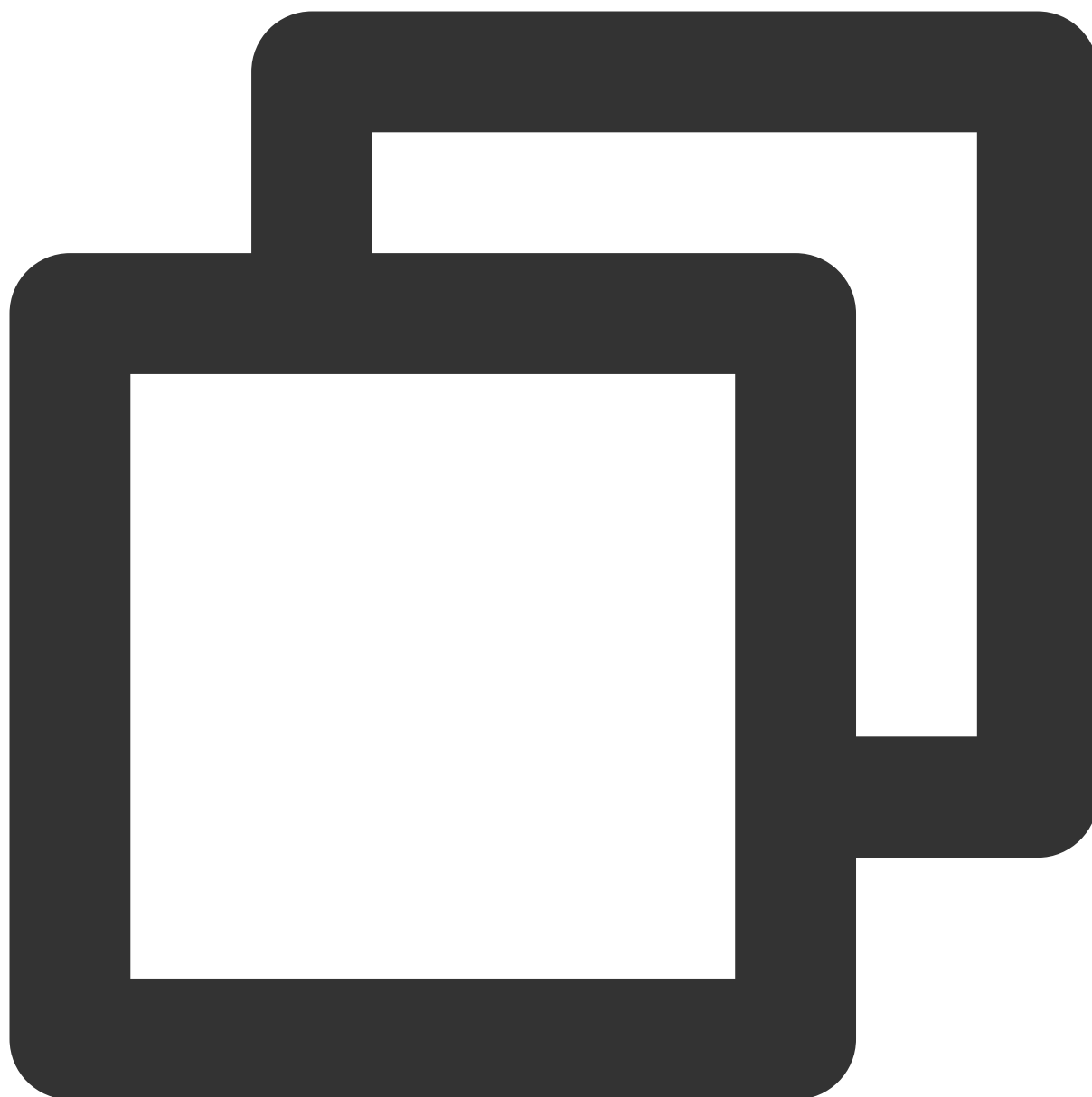
3. Adjustable-Speed playback

The VOD player supports adjustable-speed playback. You can use the `setRate` API to set the VOD playback speed, such as 0.5x, 1.0x, 1.2x, and 2x speed.



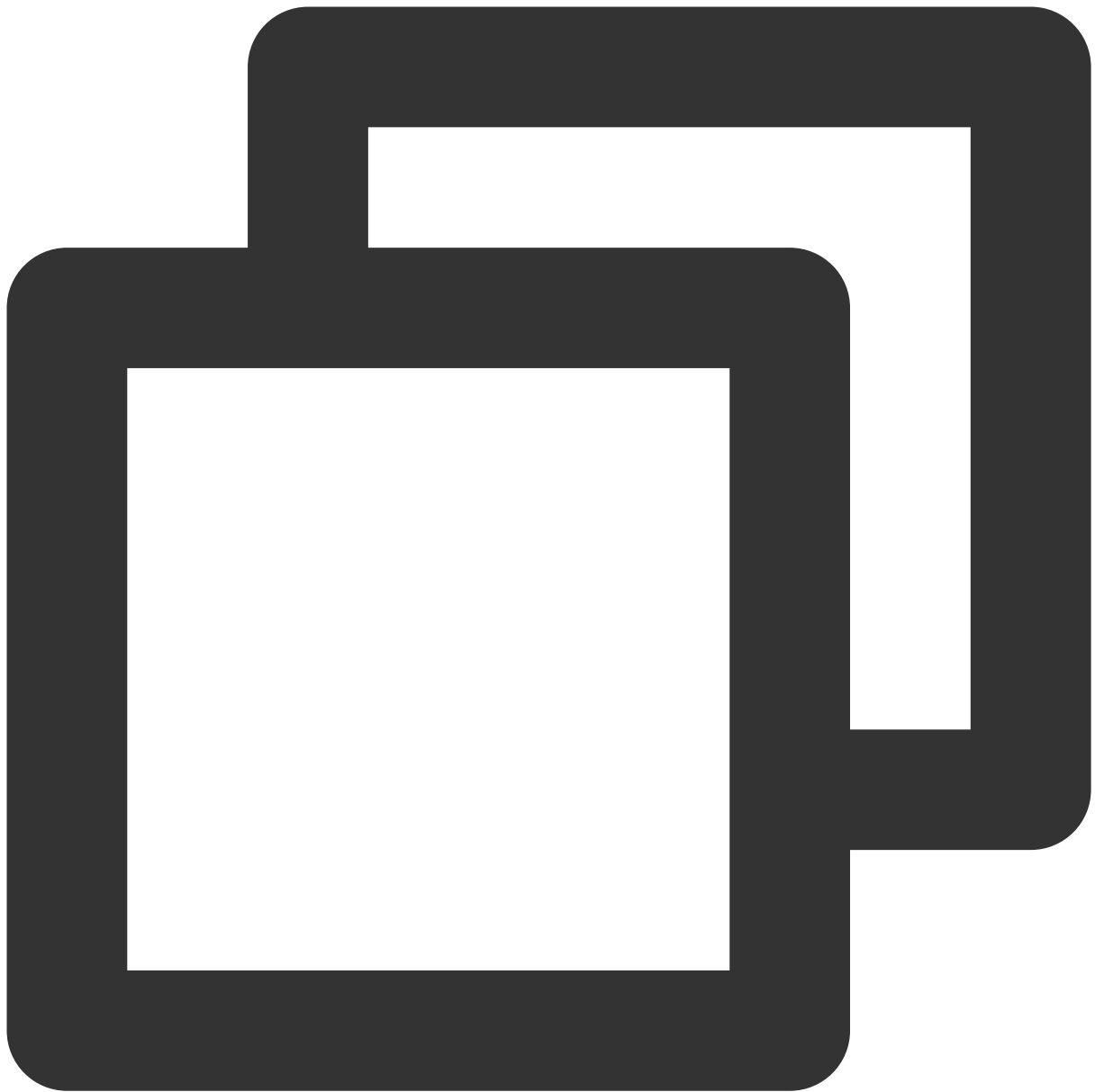
```
// Set playback at 1.2X rate
[_txVodPlayer setRate:1.2];
// Start playback
[_txVodPlayer startVodPlay:url];
```

4. Playback loop



```
// Set playback loop
[_txVodPlayer setLoop:true];
// Get the current playback loop status
[_txVodPlayer loop];
```

5. Muting/Unmuting



```
// Mute or unmute the player. true: Mute; false: Unmute
[_txVodPlayer setMute:true];
```

6. Screencapturing

Call **snapshot** to take a screenshot of the current video frame. This method captures only the video frame. To capture the UI, use the corresponding API of the iOS system.

7. Roll image ad

The Player SDK allows you to add roll images on the UI for advertising as follows:

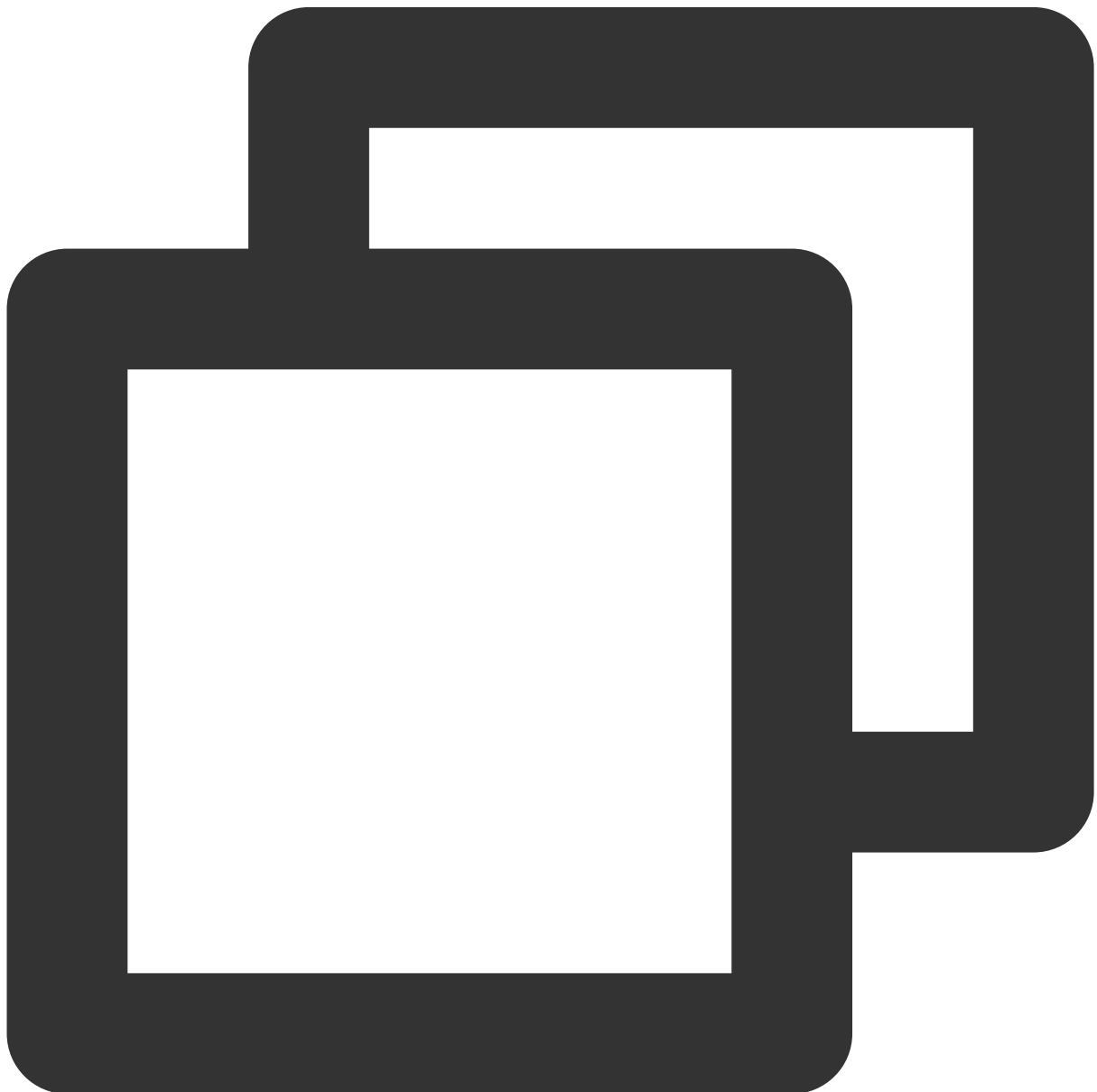
If `autoplay` is set to `NO`, the player will load the video normally but will not immediately start playing it back.

Users can see the roll image ad on the player UI after the player is loaded and before the video playback starts.

When the ad display stop conditions are met, the `resume` API will be called to start video playback.

8. HTTP-REF

`headers` in `TXVodPlayConfig` can be used to set HTTP request headers, such as the `Referer` field commonly used to prevent the URL from being copied arbitrarily (Tencent Cloud provides a more secure signature-based hotlink protection solution) and the `Cookie` field for client authentication.

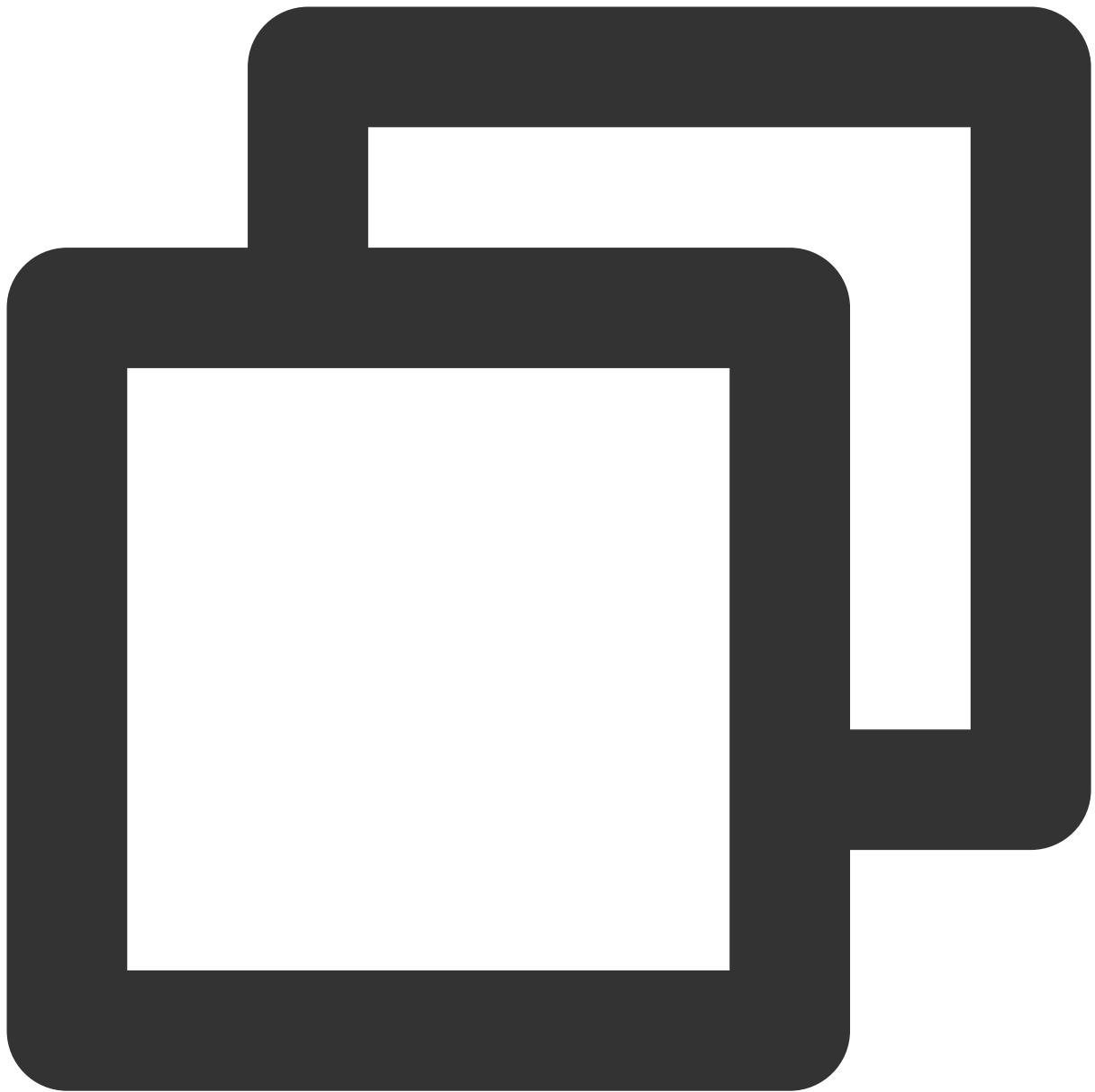


```
NSMutableDictionary<NSString *, NSString *> *httpHeader = [[NSMutableDictionary alloc] initWithCapacity:1];  
[httpHeader setObject:@"${Referer Content}" forKey:@"Referer"];  
[_config setHeaders:httpHeader];  
[_txVodPlayer setConfig:_config];
```

9. Hardware acceleration

It is extremely difficult to play back videos of the Blu-ray (1080p) or higher image quality smoothly if only software decoding is used. Therefore, if your main scenario is game live streaming, we recommend you use hardware acceleration.

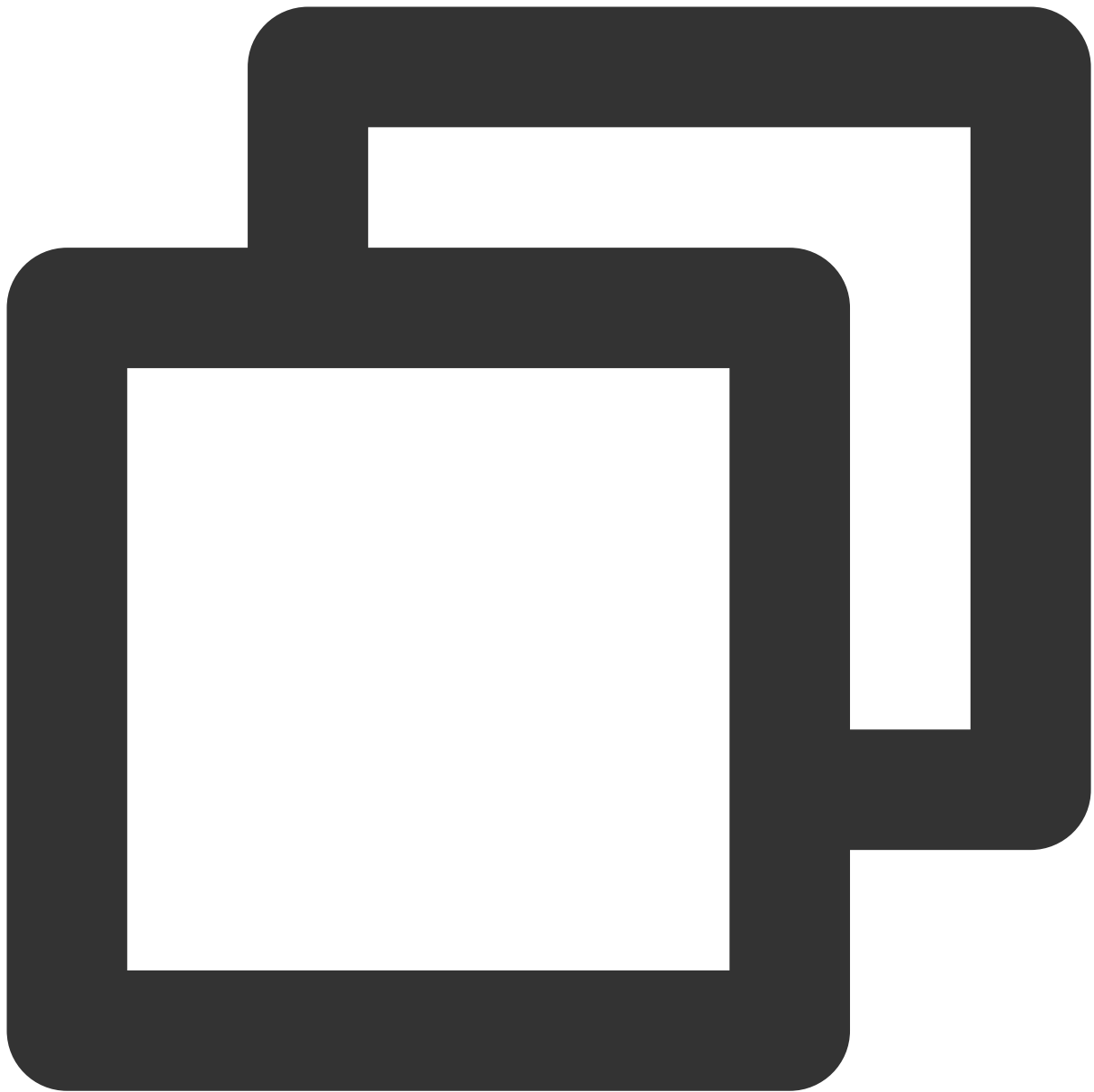
Before switching between software and hardware decoding, you need to call **stopPlay** first. After the switch, you need to call **startVodPlay**; otherwise, severe blurs will occur.



```
[_txVodPlayer stopPlay];  
_txVodPlayer.enableHWAcceleration = YES;  
[_txVodPlayer startVodPlay:_flvUrl type:_type];
```

10. Definition settings

The SDK supports the multi-bitrate format of HLS, so users can switch between streams at different bitrates. You can get the array of multiple bitrates as follows:



```
NSArray *bitrates = [_txVodPlayer supportedBitrates]; // Get the array of multiple
// TXBitrateItem class field meaning: index-bitrate subscript; width-video width; h
TXBitrateItem *item = [bitrates objectAtIndex:i];
[_txVodPlayer setBitrateIndex:item.index]; // Switch bit rate to desired definition

// Get the bit rate subscript of the current playback, the return value -1000 is th
int index = [_txVodPlayer bitrateIndex];
```

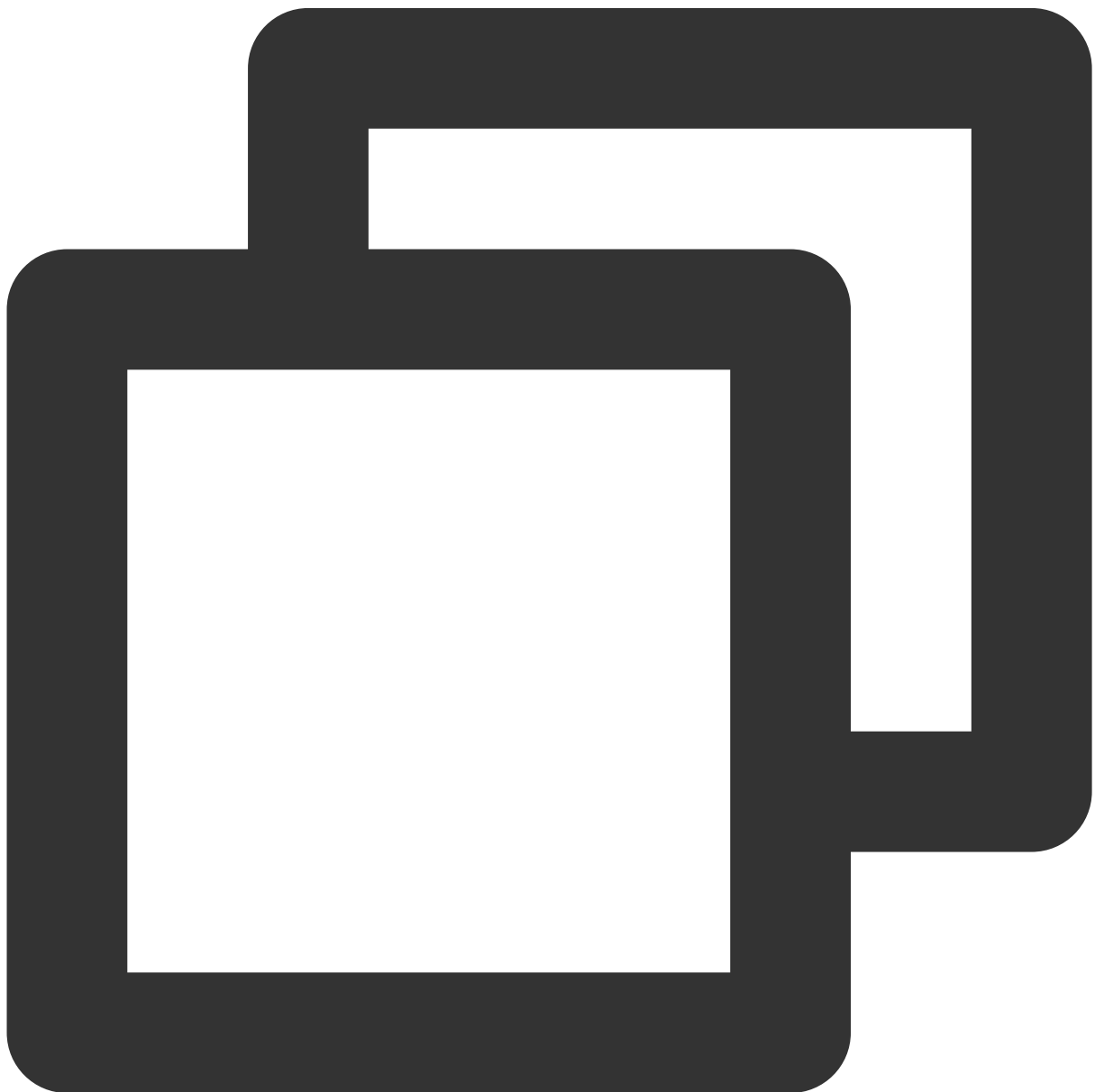
During playback, you can call `-[TXVodPlayer setBitrateIndex:]` at any time to switch the bitrate. During switch, the data of another stream will be pulled. The SDK is optimized for Tencent Cloud multi-bitrate files to

implement smooth switch.

If you know the resolution information of the video stream in advance, you can specify the resolution of the video to be played before starting the broadcast, so as to avoid switching the stream after playback. For detailed methods, refer to [Player configuration#Specify resolution before starting broadcast](#).

11. Adaptive bitrate streaming

The SDK supports adaptive bitrate streaming of HLS. After this capability is enabled, the player can dynamically select the most appropriate bitrate for playback based on the current bandwidth. You can enable adaptive bitrate streaming as follows:

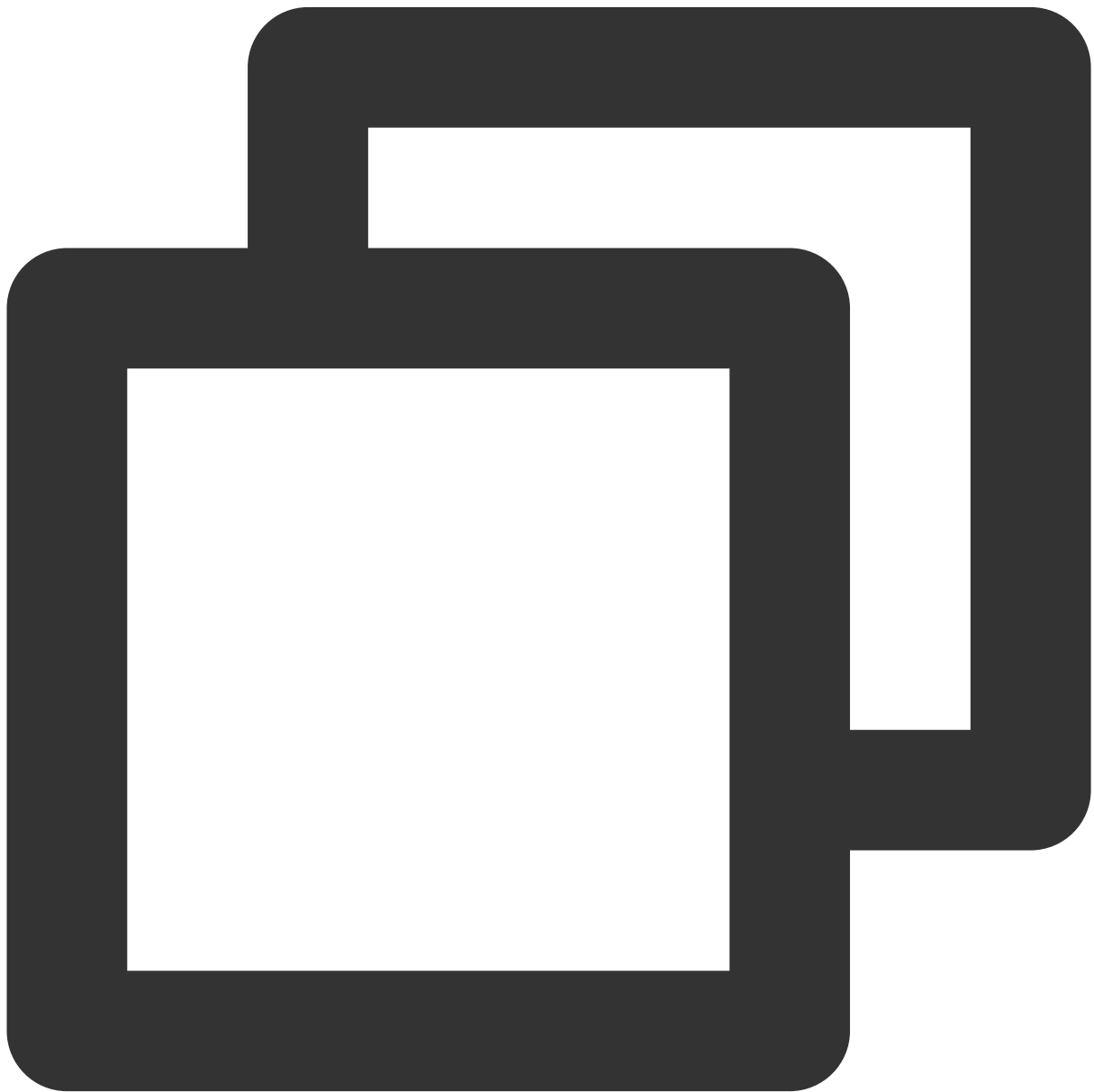


```
[_txVodPlayer setBitrateIndex:-1]; // Pass in `-1` for the `index` parameter
```

During playback, you can call `-[TXVodPlayer setBitrateIndex:]` at any time to switch to another bitrate. After the switch, adaptive bitrate streaming will be disabled.

12. Enabling smooth bitrate switch

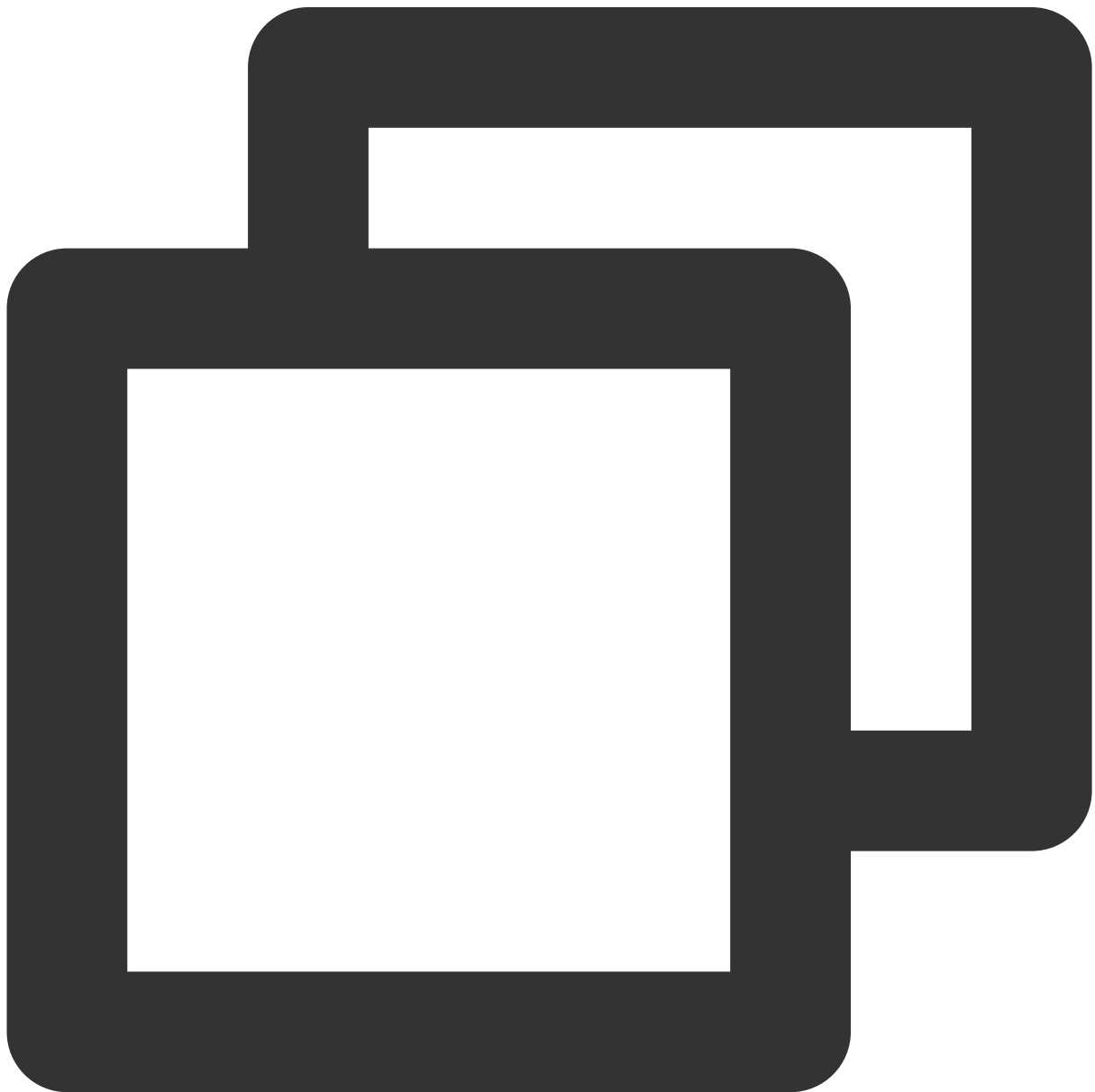
Before starting playback, you can enable smooth bitrate switch to seamlessly switch between different definitions (bitrates) during playback. If smooth bitrate switch is enabled, the transition between different bitrates will be smoother but will be more time-consuming. Therefore, this feature can be configured as needed.



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];  
// If it is set to `YES`, the bitrate can be switched smoothly when IDR frames are  
[_config setSmoothSwitchBitrate:YES];  
[_txVodPlayer setConfig:_config];
```

13. Playback progress listening

There are two metrics for the VOD progress: **loading progress** and **playback progress**. Currently, the SDK notifies the two progress metrics in real time through event notifications. For more information on the event notification content, see [Event Listening](#).



```

-(void) onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary*)
    if (EvtID == PLAY_EVT_PLAY_PROGRESS) {
        // Loading progress in seconds. The decimal part is in ms.
        float playable = [param[EVT_PLAYABLE_DURATION] floatValue];
        [_loadProgressBar setValue:playable];

        // Playback progress in seconds. The decimal part is in ms.
        float progress = [param[EVT_PLAY_PROGRESS] floatValue];
        [_seekProgressBar setValue:progress];

        // Total video duration in seconds. The decimal part is in ms.
        float duration = [param[EVT_PLAY_DURATION] floatValue];
        // It can be used to set duration display, etc.

        // Get the PDT time. This function is supported starting from version 1
        long long pdt_time_ms = [param[VOD_PLAY_EVENT_PLAY_PDT_TIME_MS] longLong]

    }
}

```

14. Playback network speed listening

You can display the current network speed when the video is lagging by [listening on events](#).

You can use the `NET_SPEED` of `onNetStatus` to get the current network speed. For detailed directions, see [Playback status feedback \(onNetStatus\)](#).

After the `PLAY_EVT_PLAY_LOADING` event is detected, the current network speed will be displayed.

After the `PLAY_EVT_VOD_LOADING_END` event is received, the view showing the current network speed will be hidden.

15. Video resolution acquisition

The Player SDK plays back a video through a URL string. The URL doesn't contain the video information, and you need to access the cloud server to load such information. Therefore, the SDK can only send the video information to your application as event notifications. For more information, see [Event Listening](#).

Resolution information

Method 1

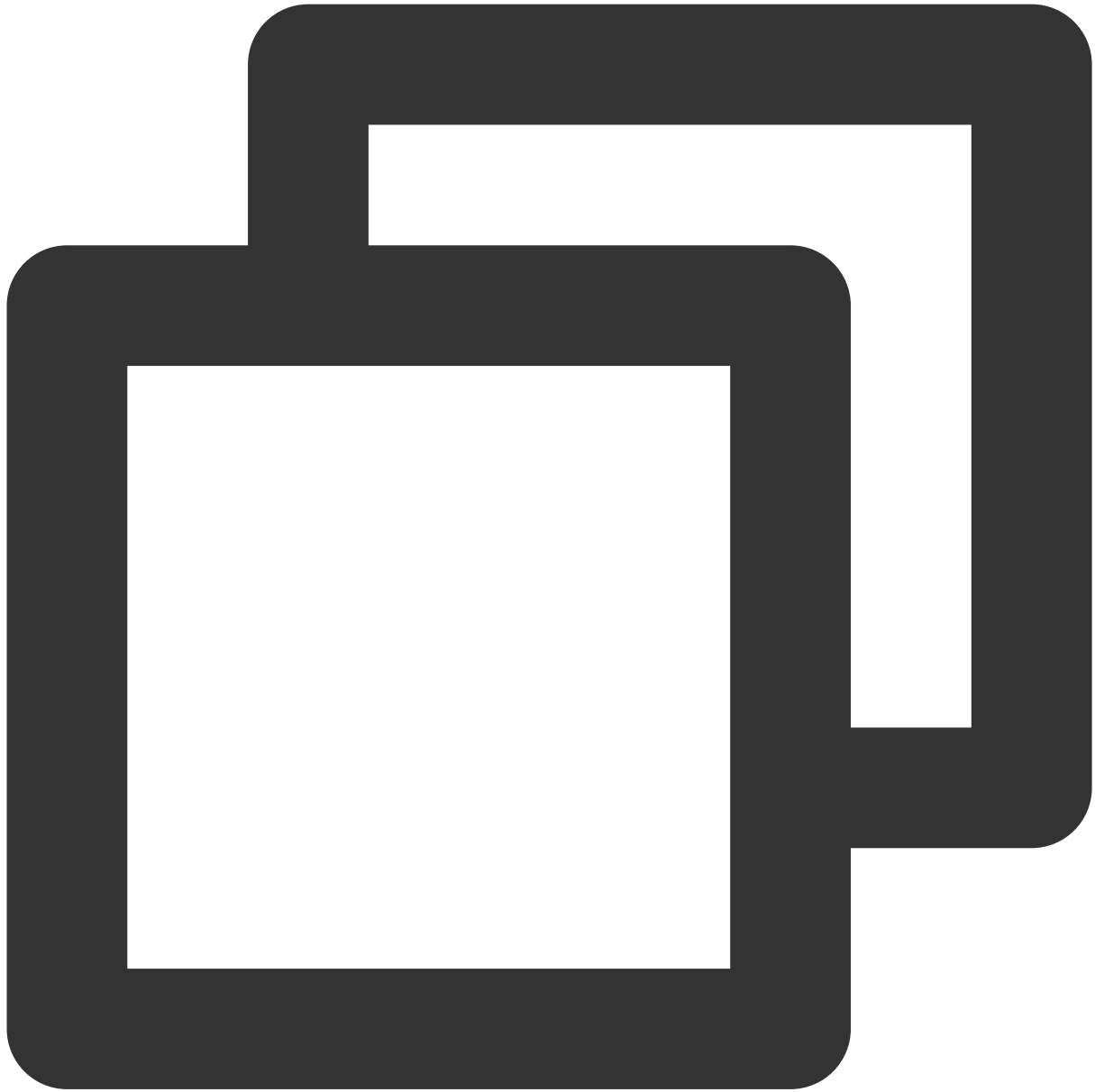
Method 2

Use the `VIDEO_WIDTH` and `VIDEO_HEIGHT` of `onNetStatus` to get the video width and height. For detailed directions, see [Status feedback \(onNetStatus\)](#).

Directly call `-[TXVodPlayer width]` and `-[TXVodPlayer height]` to get the current video width and height.

16. Player buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];  
[_config setMaxBufferSize:10]; // Maximum buffer size during playback in MB  
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

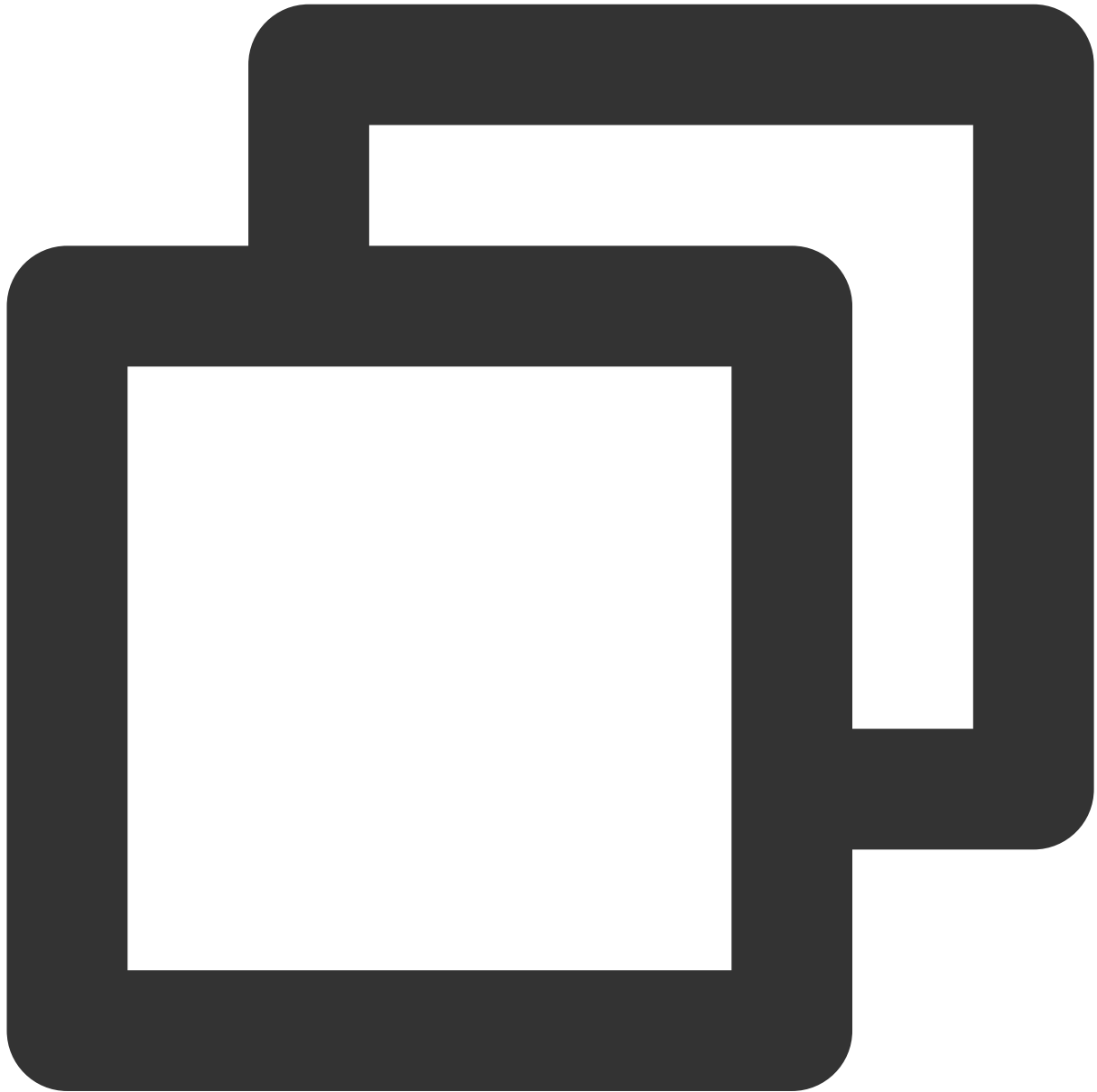
17. Local video cache

In short video playback scenarios, the local video file cache is required, so that general users don't need to consume traffic again to reload an already watched video.

Supported format: The SDK supports caching videos in two common VOD formats: HLS (M3U8) and MP4.

Enablement time: The SDK doesn't enable the caching feature by default. We recommend you do not enable it for scenarios in which most videos are watched only once.

Enablement method: To enable it, you need to configure two parameters: local cache directory and cache size.



```
// Set the global cache directory of the playback engine
NSArray *paths = NSSearchPathForDirectoriesInDomains(NSDocumentDirectory, NSUserDomainName, YES);
NSString *documentsDirectory = [paths objectAtIndex:0];
```

```
NSString *preloadDataPath = [documentsDirectory stringByAppendingPathComponent:@"p"];
if (![NSFileManager defaultManager] fileExistsAtPath:preloadDataPath) {
    [[NSFileManager defaultManager] createDirectoryAtPath:preloadDataPath
                                     withIntermediateDirectories:NO
                                     attributes:nil
                                     error:&error];

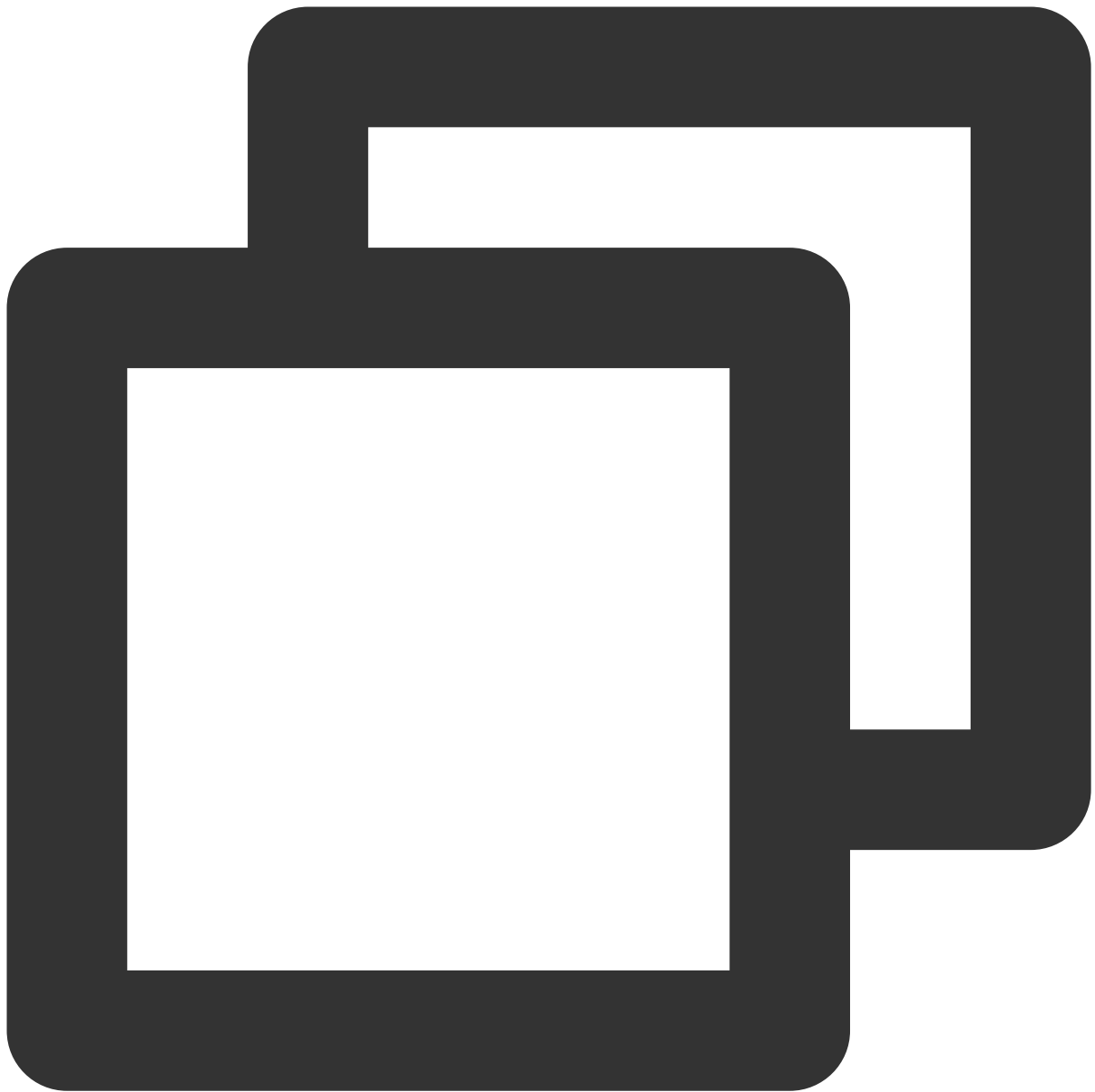
    [TXPlayerGlobalSetting setCacheFolderPath:preloadDataPath];
    // Set the playback engine cache size
    [TXPlayerGlobalSetting setMaxCacheSize:200];
    // Start playback
    [_txVodPlayer startVodPlay:url];
}
```

Note:

The `TXVodPlayConfig#setMaxCacheItems` API used for configuration on earlier versions has been deprecated and is not recommended.

18.Screen control (screen on and off)

Due to the frequent personalized settings in mobile phones, the screen lock time is often set, which may cause the screen to turn off (or be locked) during video playback, greatly affecting the user experience. Therefore, to solve this problem, the following code needs to be added at relevant times during the playback process to keep the screen always on.



```
(1) Bright screen (no screen off)
// start playing (startVodPlay / startPlayDrm / startVodPlayWithParams)
// resume playback (resume)
[[UIApplication sharedApplication] setIdleTimerDisabled:YES];

(2) Off screen (restore off screen)
// stop (stopPlay)
// pause (pause)
[[UIApplication sharedApplication] setIdleTimerDisabled:NO];
```

Note:

Please pay attention to calling the above interfaces in the main thread.

19.DRM encrypted video playback

Note :

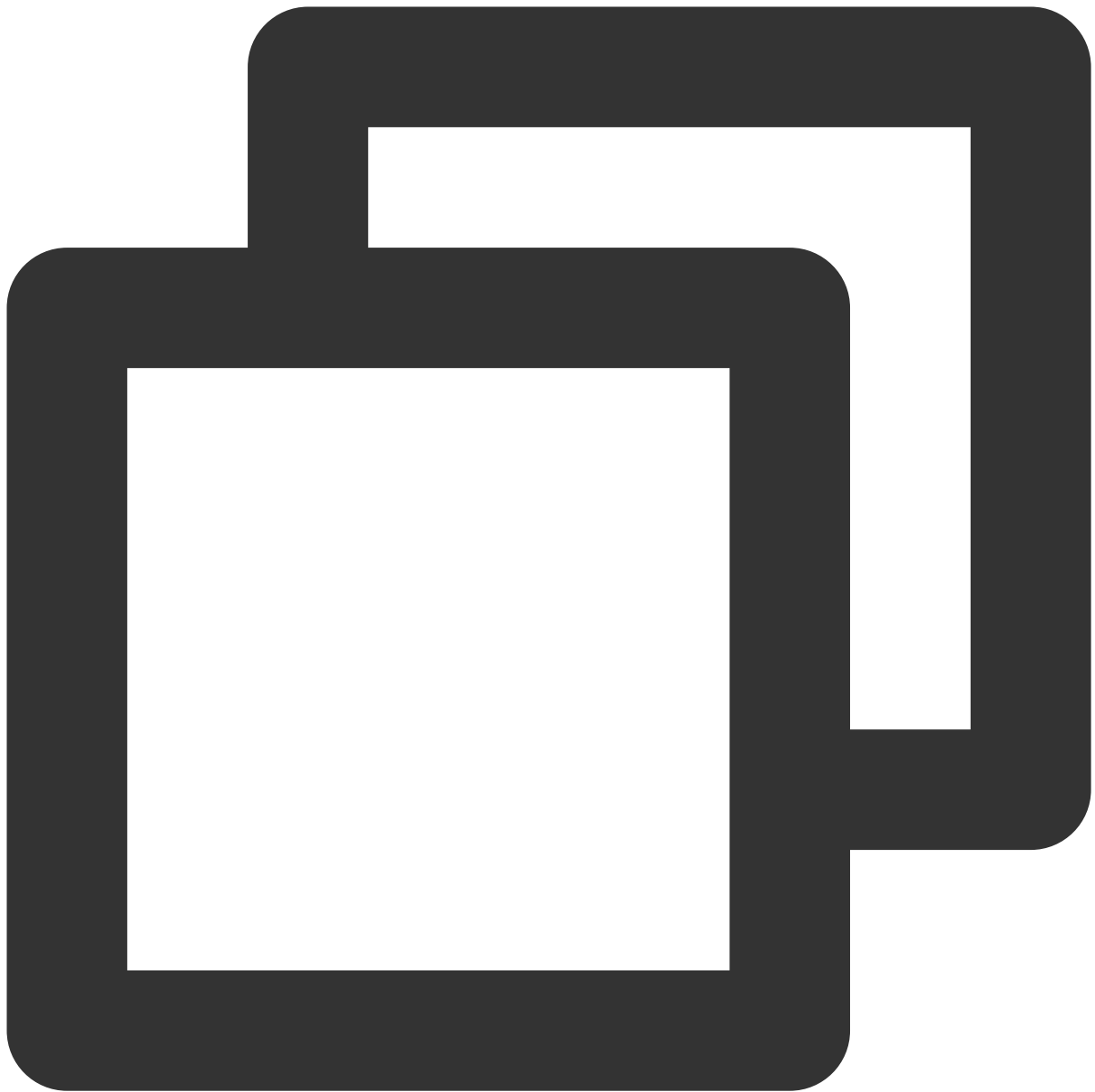
This feature requires the premium version of the player to be supported.

The advanced version of the player SDK supports playback of commercial-grade DRM-encrypted videos, and currently supports two DRM schemes, WideVine and Fairplay. For more commercial-grade DRM information, please refer to the [product introduction](#).

DRM-encrypted videos can be played in the following 2 ways:

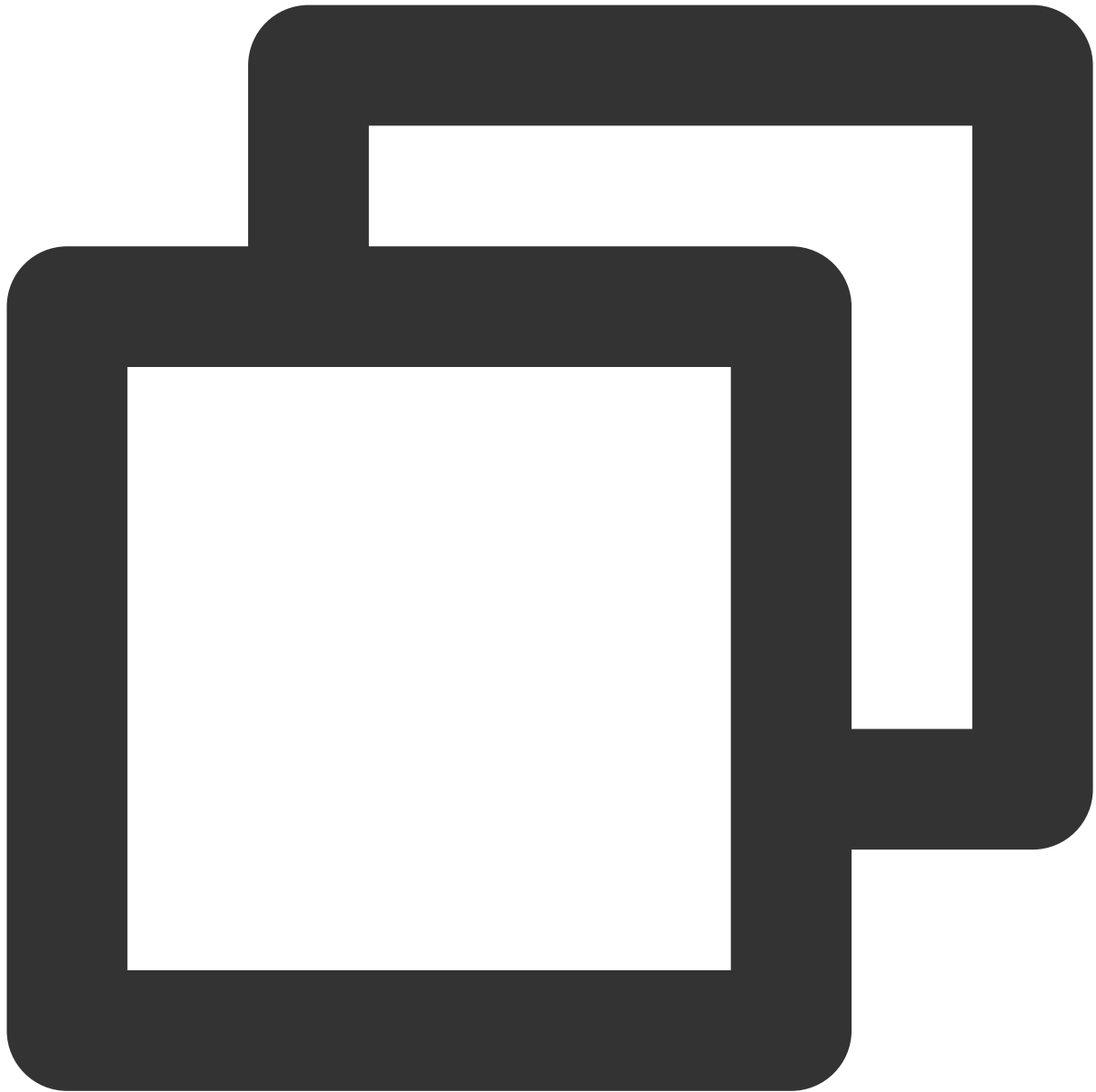
Play by FileId

Custom configuration play



```
TXPlayerAuthParams *p = [TXPlayerAuthParams new];  
p.appId = ${appId}; // appId of the Tencent Cloud account  
p.fileId = @"${fieId}"; // fileId of DRM encrypted video  
// psign is the signature of the player. Please refer to the link for signature int  
p.sign = @"${psgin}"; // Player signature for encrypted video  
[_txVodPlayer startVodPlayWithParams:p];
```

Playing via FileId is suitable for accessing the cloud on-demand background. This method is no different from playing ordinary FileId files. You need to configure the resource as a DRM type in Cloud VOD, and the SDK will recognize and process it internally.



```
// Play through the TXVodPlayer#startPlayDrm interface
// @param certificateUrl certificate provider url
// @param licenseUrl decrypted key url
// @param videoUrl Url address of the video to be played
TXPlayerDrmBuilder *builder = [[TXPlayerDrmBuilder alloc] initWithDeviceCertificate
[_txVodPlayer startPlayDrm:builder];
```

20.External subtitles

Note :

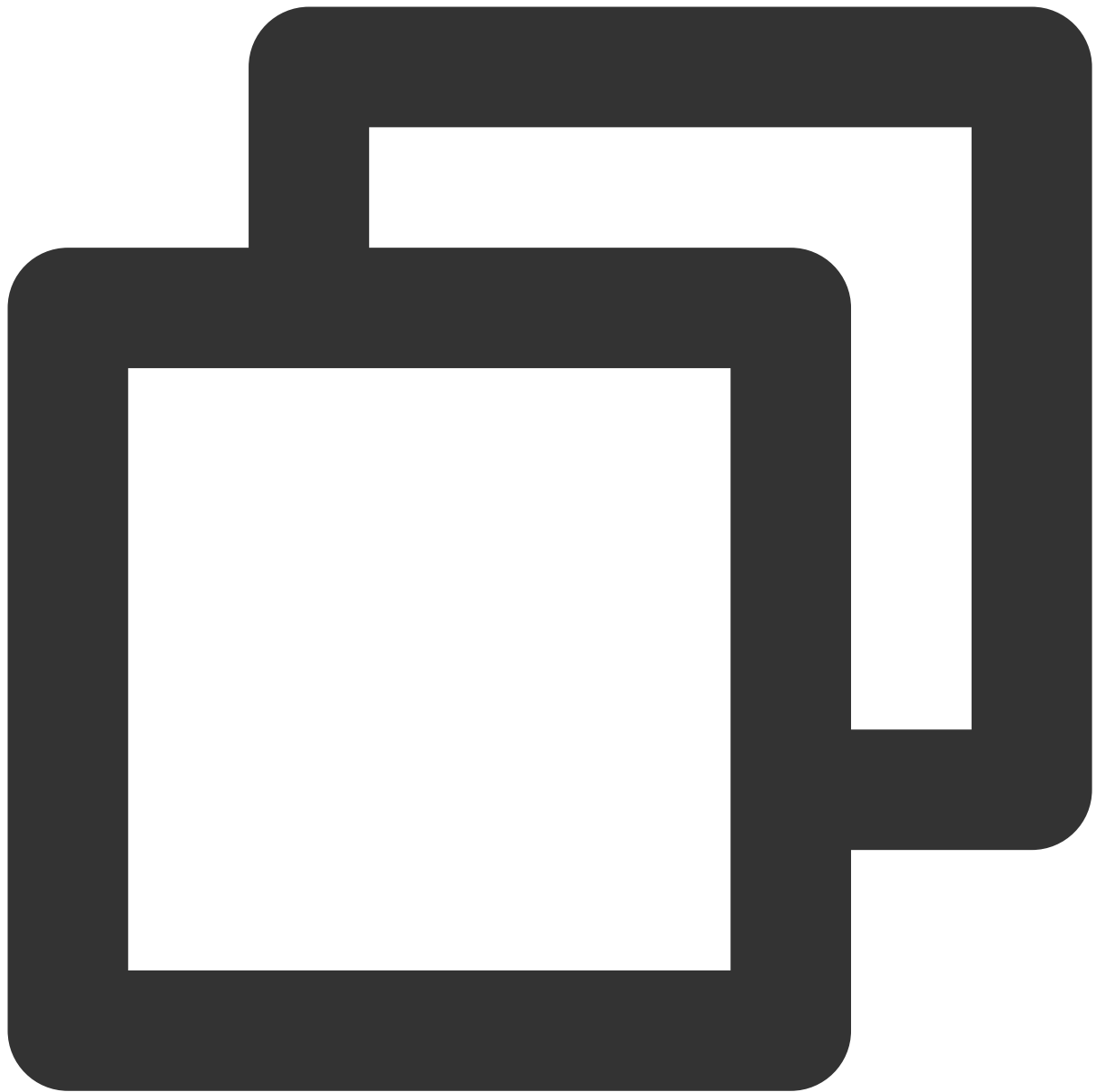
This feature requires the premium version of the player to be supported.

The advanced version of the player SDK supports adding and switching external subtitles, and now supports subtitles in two formats: SRT and VTT.

Best practice: It is recommended to add subtitles and configure subtitle styles before calling `startVodPlay`. After receiving the `PLAY_EVT_VOD_PLAY_PREPARED` event, call `selectTrack` to choose the subtitle. Adding subtitles does not automatically load them. After calling `selectTrack`, the subtitles will be loaded. The successful selection of subtitles will trigger the `VOD_PLAY_EVT_SELECT_TRACK_COMPLETE` event callback.

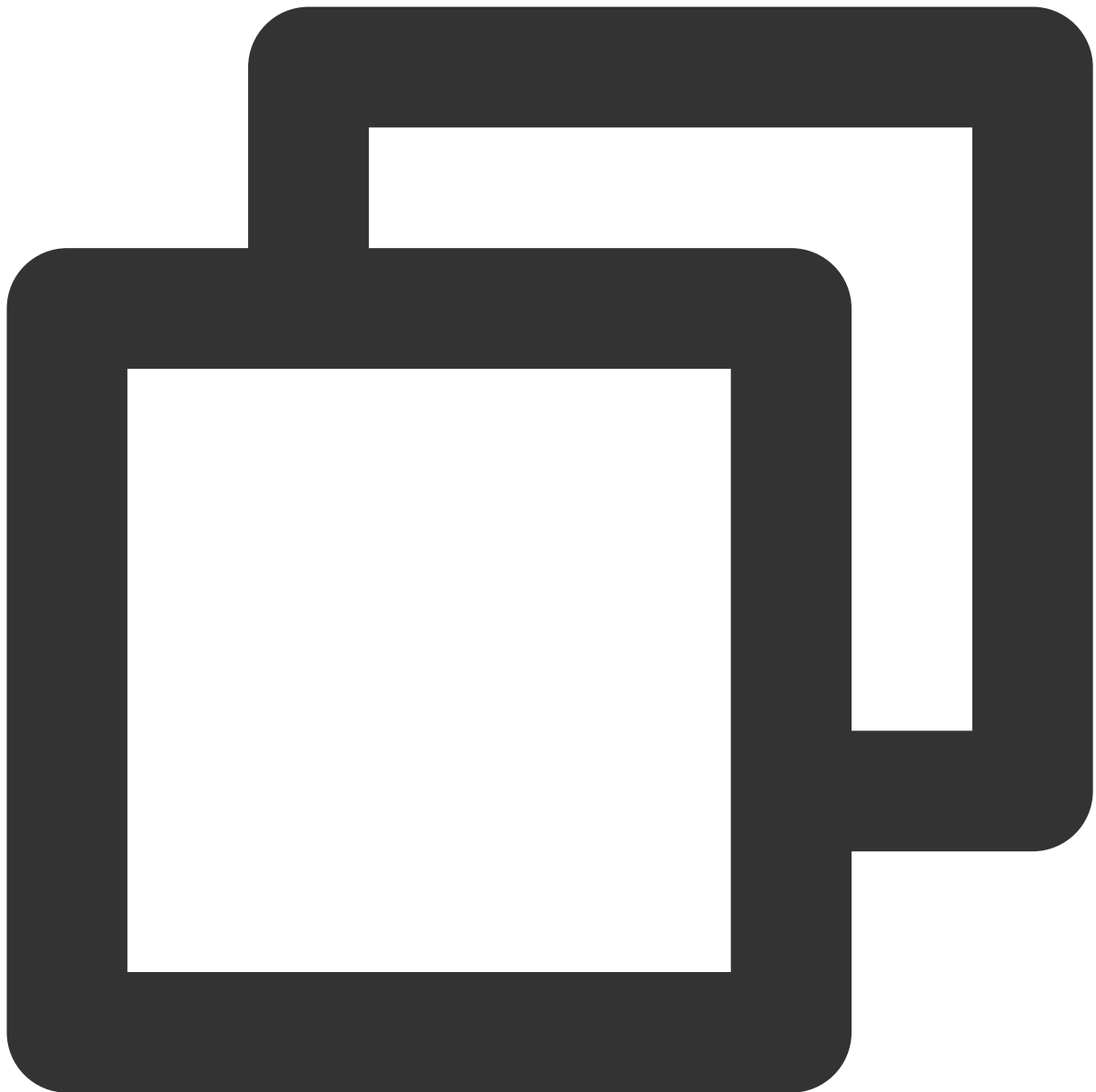
The usage is as follows :

Step 1: Add external subtitles



```
// Pass in subtitle url, subtitle name, subtitle type. It is recommended to add sub  
[_txVodPlayer addSubtitleSource:@"https://mediacloud-76607.gzc.vod.tencent-cloud.co
```

Step 2: Switch subtitles after playback.

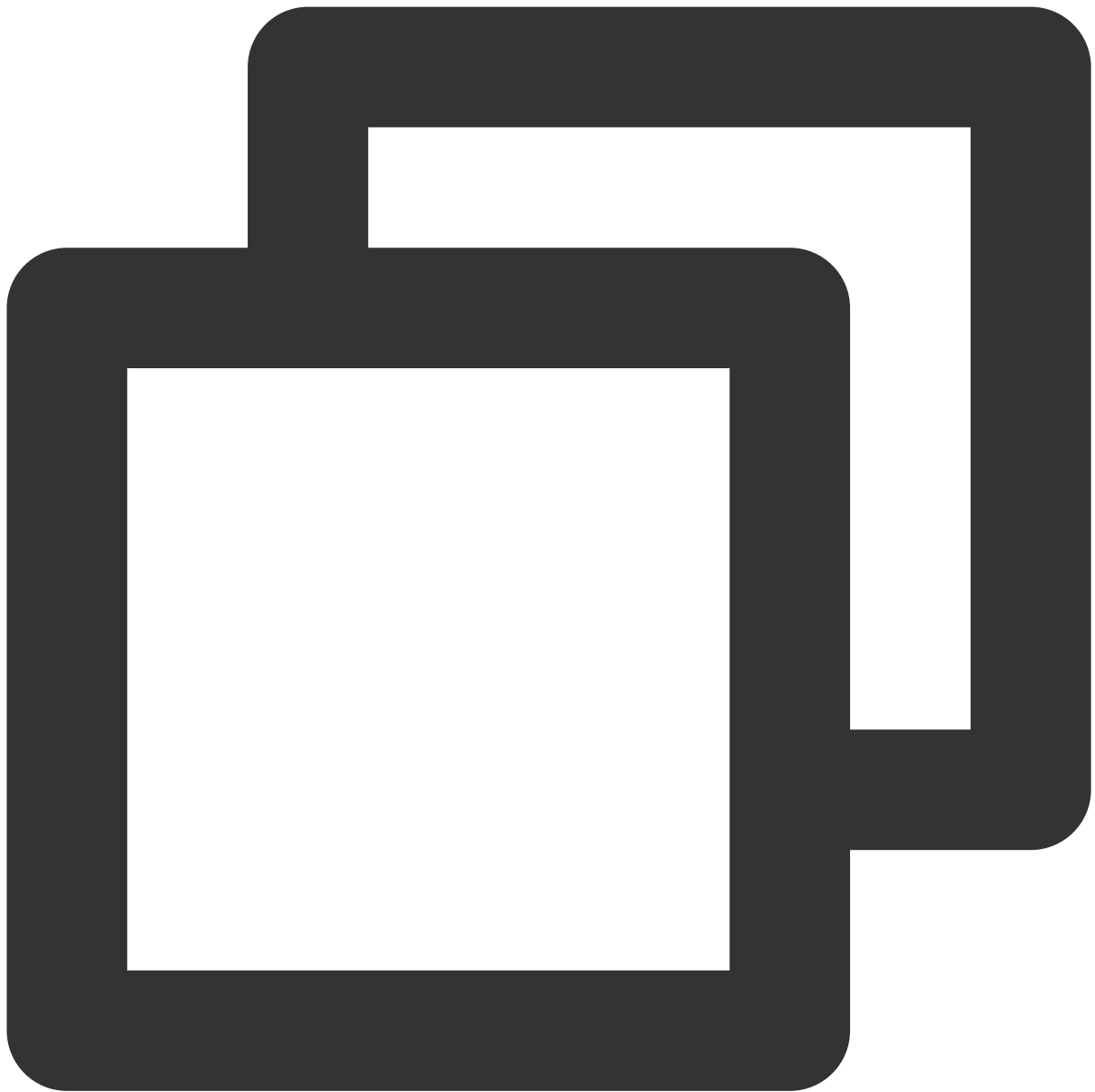


```
// After starting to play the video, select the added external subtitles. Please ca
NSArray<TXTrackInfo *> *subtitlesArray = [_txVodPlayer getSubtitleTrackInfo];
for (int i = 0; i < subtitlesArray.count; i++) {
    TXTrackInfo *info = subtitlesArray[i];
    if (info.trackIndex == 0) {
        [_txVodPlayer selectTrack:info.trackIndex]; // check subtitles
    } else {
        // If other subtitles are not needed, perform deselectTrack
        [_txVodPlayer deselectTrack:info.trackIndex];
    }
}
```

```
// Listen for track switch messages
- (void)onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary *)param {
    if (EvtID == VOD_PLAY_EVT_SELECT_TRACK_COMPLETE) {
        int trackIndex = [(NSNumber *) [param valueForKey:EVT_KEY_SELECT_TRACK_INDEX] intValue];
        int errorCode = [(NSNumber *) [param valueForKey:EVT_KEY_SELECT_TRACK_ERROR_CODE] intValue];
        NSLog(@"receive VOD_PLAY_EVT_SELECT_TRACK_COMPLETE, trackIndex=%d , errorCode=%d", trackIndex, errorCode);
    }
}
```

Step 3: Configure subtitle style.

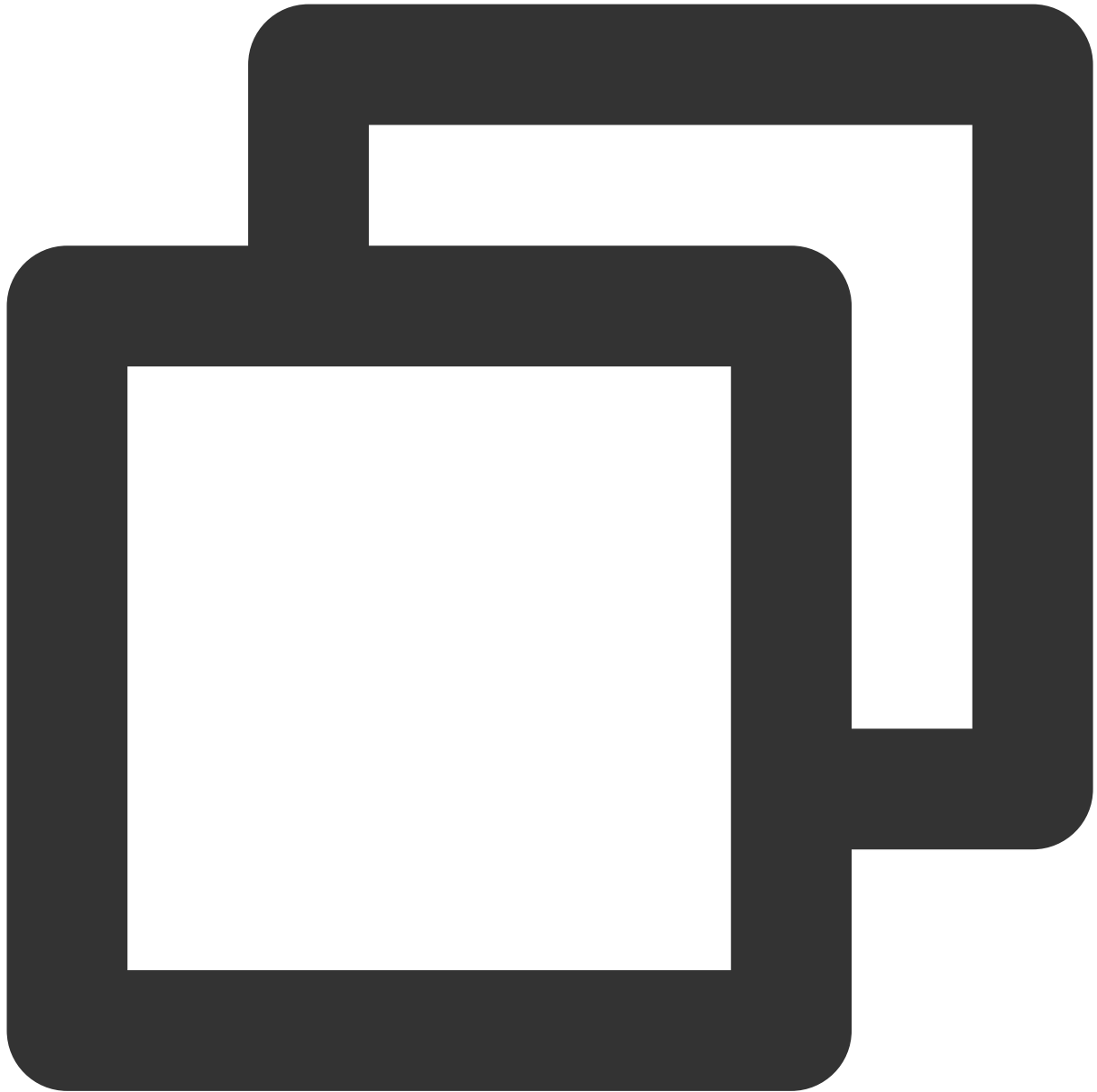
The subtitle style supports configuration before or during playback.



```
// For detailed parameter configuration, please refer to the API documentation
TXPlayerSubtitleRenderModel *model = [[TXPlayerSubtitleRenderModel alloc] init];
model.canvasWidth = 1920; // The width of the subtitle rendering canvas
model.canvasHeight = 1080; // The height of the subtitle rendering canvas
model.isBondFontStyle = NO; // Set whether the subtitle font is bold
model.fontColor = 0xFF000000; // Set the subtitle font color, the default is white
[_txVodPlayer setSubtitleStyle:model];
```

21.Switching between multiple audio tracks

The advanced version of the player SDK supports switching between multiple audio tracks built into the video. The usage is as follows:



```
NSArray<TXTrackInfo *> *soundTrackArray = [_txVodPlayer getAudioTrackInfo];
for (int i = 0; i < soundtrackArray.count; i++) {
    TXTrackInfo *info = soundtrackArray[i];
    if (info.trackIndex == 0) {
        // Switch to the desired audio track by determining the trackIndex or name.
        [_txVodPlayer selectTrack:info.trackIndex];
    } else {
        // If other subtitles are not required, proceed with deselectTrack.
```

```
[_txVodPlayer deselectTrack:info.trackIndex];  
}  
}
```

Using Advanced Features

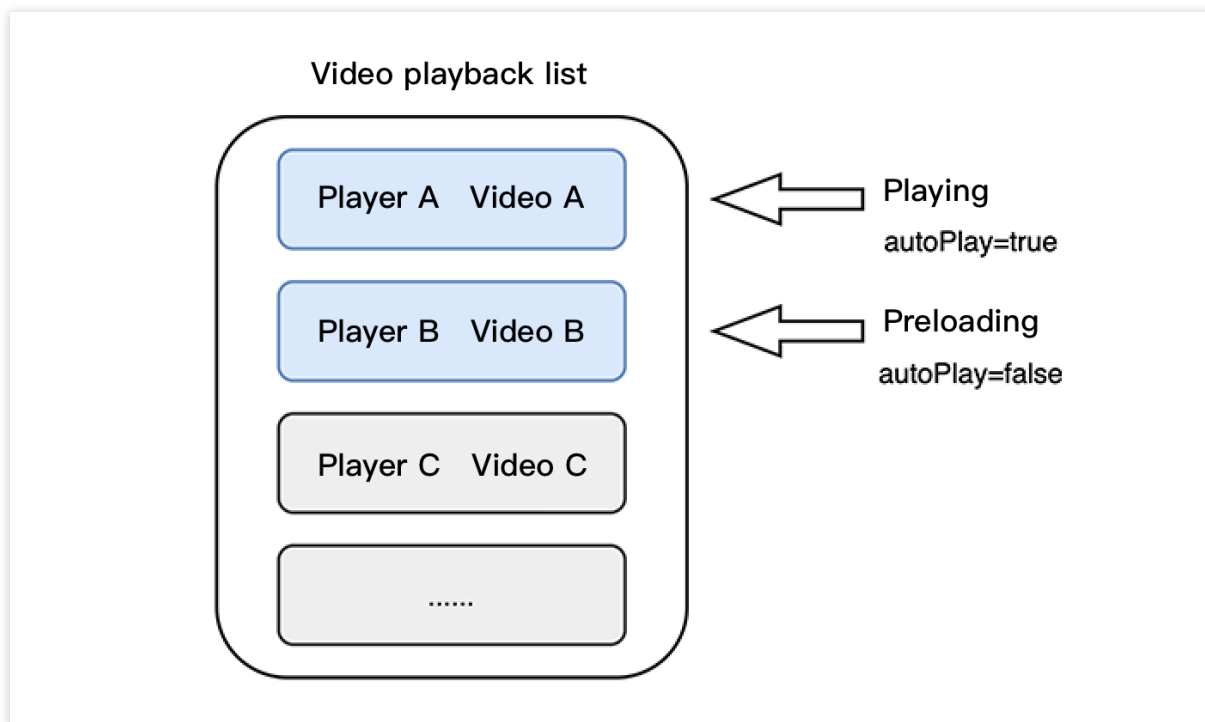
1. Video preloading

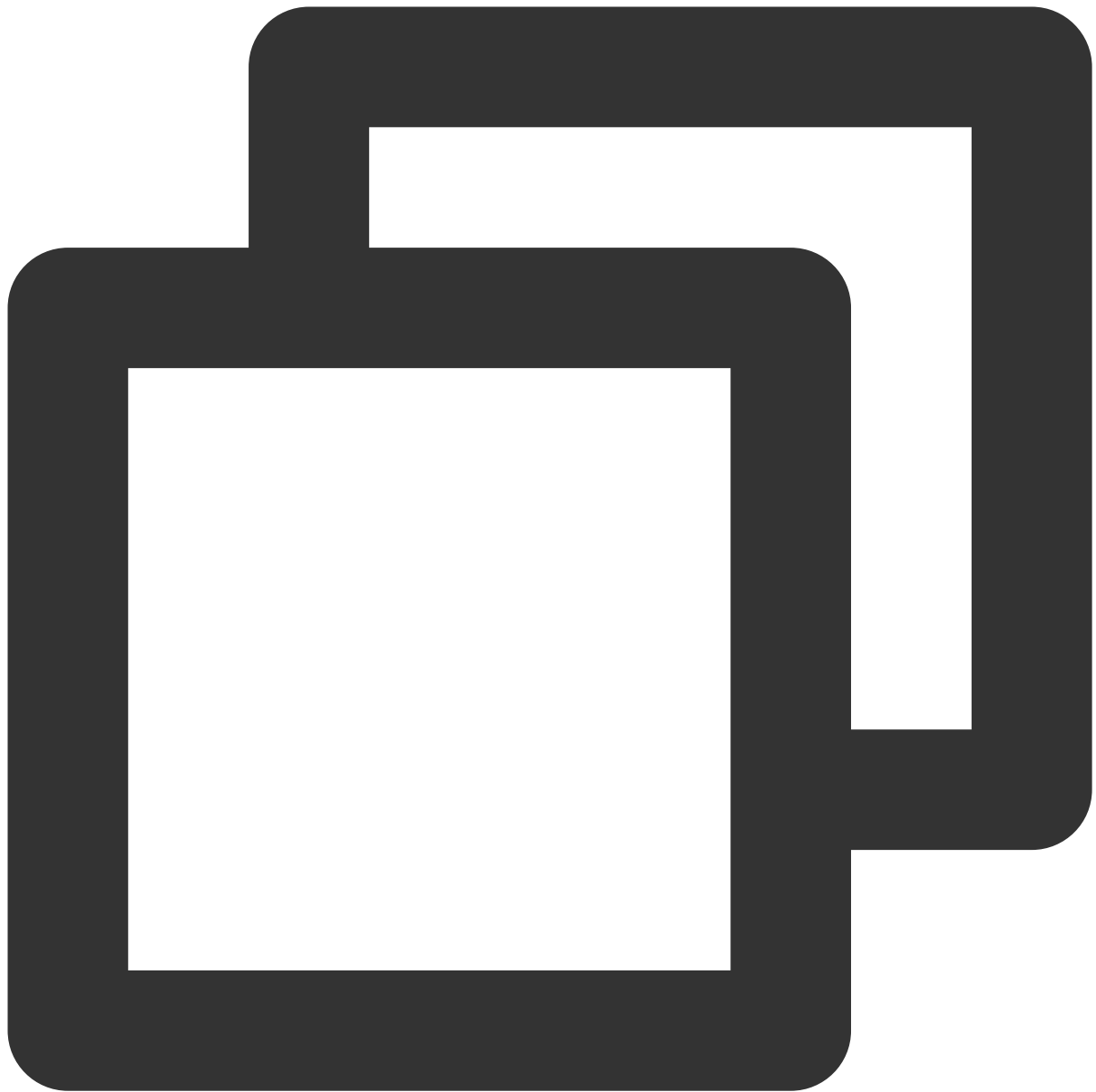
Step 1. Use video preloading

In UGSV playback scenarios, the preloading feature contributes to a smoother viewing experience: While watching a video, you can load the URL of the next video to be played back on the backend. When the next video is switched to, it will be preloaded and can be played back immediately.

Video preloading can deliver an instant playback effect but has certain performance overheads. If your business needs to preload many videos, we recommend you use this feature together with [video predownloading](#).

This is how seamless switch works in video playback. You can use `isAutoPlay` in `TXVodPlayer` to implement the feature as follows:





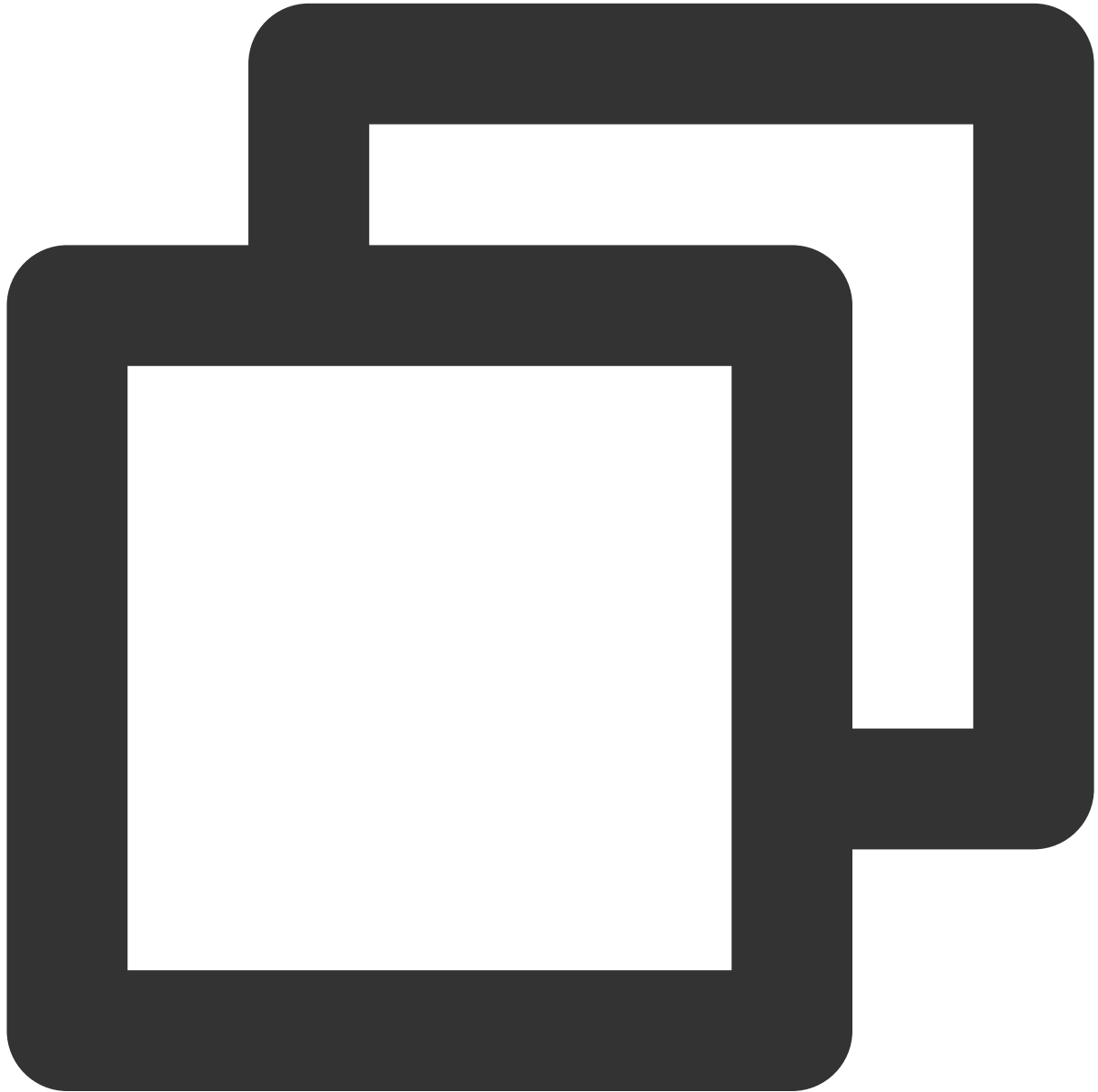
```
// Play back video A: If `isAutoPlay` is set to `YES`, the video will be immediately
NSString* url_A = @"http://1252463788.vod2.myqcloud.com/xxxxxx/v.f10.mp4";
_player_A.isAutoPlay = YES;
[_player_A startVodPlay:url_A];

// To preload video B when playing back video A, set `isAutoPlay` to `NO`
NSString* url_B = @"http://1252463788.vod2.myqcloud.com/xxxxxx/v.f20.mp4";
_player_B.isAutoPlay = NO;
[_player_B startVodPlay:url_B];
```

After video A ends and video B is automatically or manually switched to, you can call the `resume` function to immediately play back video B.

Note:

After `autoPlay` is set to `false`, make sure that video B has been prepared before calling `resume`, that is, you should call it only after the `PLAY_EVT_VOD_PLAY_PREPARED` event of video B (2013: the player has been prepared, and the video can be played back) is detected.



```
-(void) onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary*)
{
    // When video A ends, directly start playing back video B for seamless switch
}
```

```
if (EvtID == PLAY_EVT_PLAY_END) {  
    [_player_A stopPlay];  
    [_player_B setupVideoWidget:mVideoContainer insertIndex:0];  
    [_player_B resume];  
}  
}
```

Step 2. Configure the video preloading buffer

You can set a large buffer to play back videos more smoothly under unstable network conditions.

You can set a smaller buffer to reduce the traffic consumption.

Preloading buffer size

This API is used to control the maximum buffer size before the playback starts in preloading scenarios (that is,

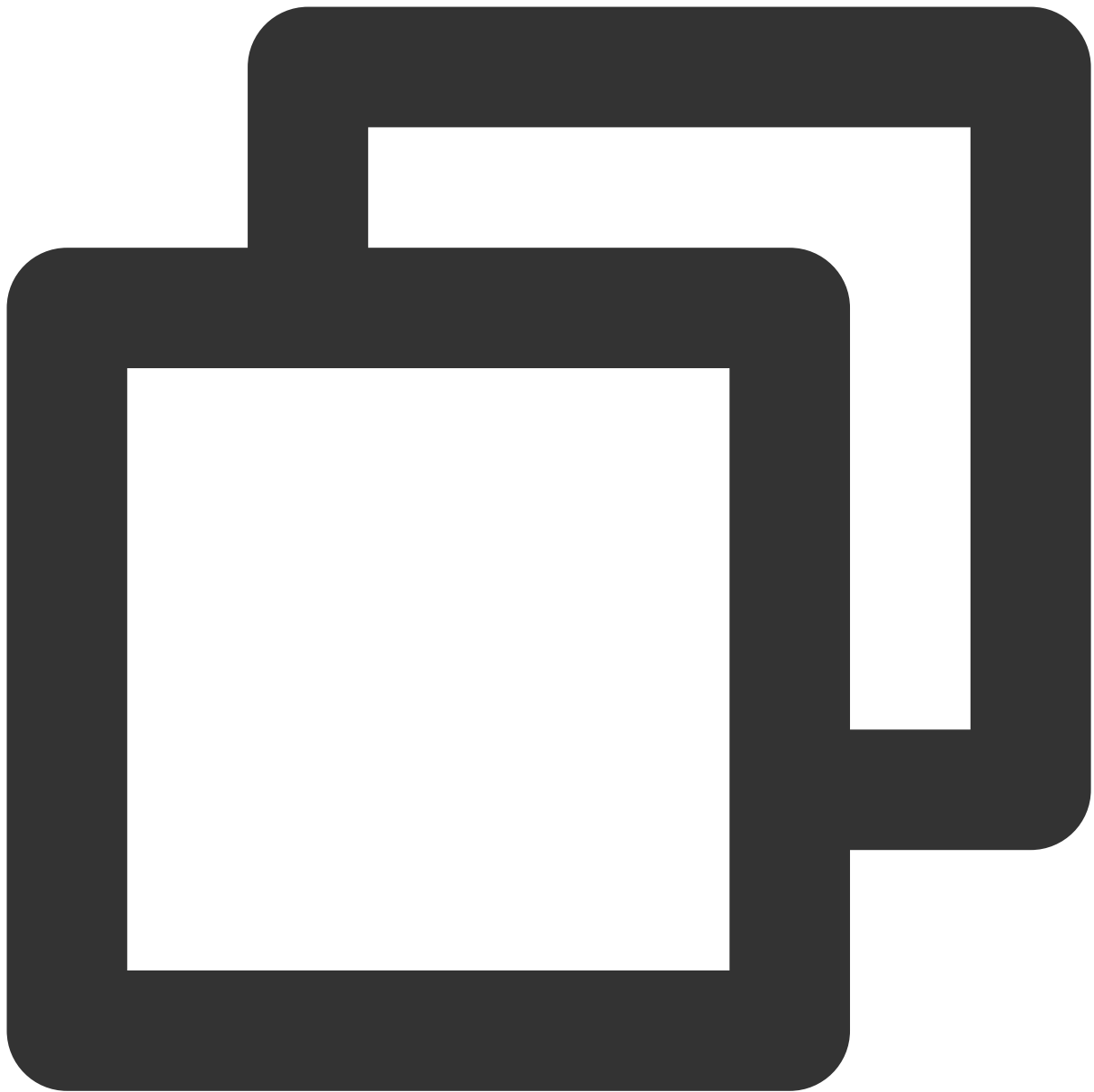
`AutoPlay` of the player is set to `false` before video playback starts).



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc]init];
[_config setMaxPreloadSize:(2)]; // Maximum preloading buffer size in MB. Set it
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

Playback buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];
[_config setMaxBufferSize:10]; // Maximum buffer size during playback in MB
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

2. Video predownloading

You can download part of the video content in advance without creating a player instance, so as to start playing back the video faster when using the player. This helps deliver a better playback experience.

Before using the playback service, make sure that [video cache](#) has been set.

Note:

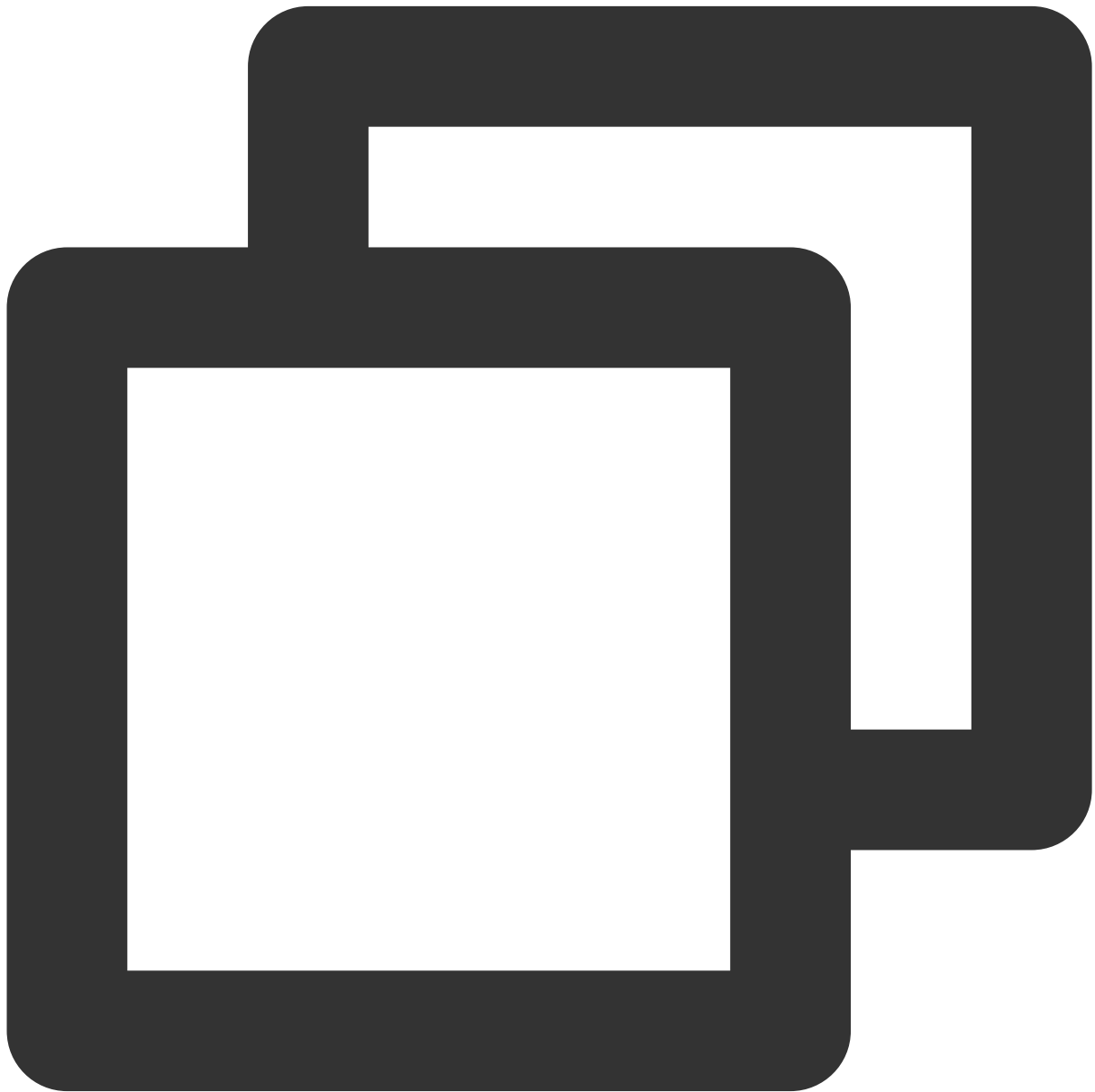
`TXPlayerGlobalSetting` is the global cache setting API, and the original `TXVodConfig` API has been deprecated.

The global cache directory and size settings have a higher priority than those configured in `TXVodConfig` of the player.

Pre-download by media URL

Pre-download by media fileId

An example code for pre-downloading a video via a media asset URL is as follows:



```
// Set the global cache directory of the playback engine
```

```
NSArray *paths = NSSearchPathForDirectoriesInDomains(NSDocumentDirectory, NSUserDom
NSString *documentsDirectory = [paths objectAtIndex:0];
NSString *preloadDataPath = [documentsDirectory stringByAppendingPathComponent:@"p
if (![NSFileManager defaultManager] fileExistsAtPath:preloadDataPath)) {
    [[NSFileManager defaultManager] createDirectoryAtPath:preloadDataPath
        withIntermediateDirectories:NO
        attributes:nil
        error:&error]; //Create folder
}
[TXPlayerGlobalSetting setCacheFolderPath:preloadDataPath];

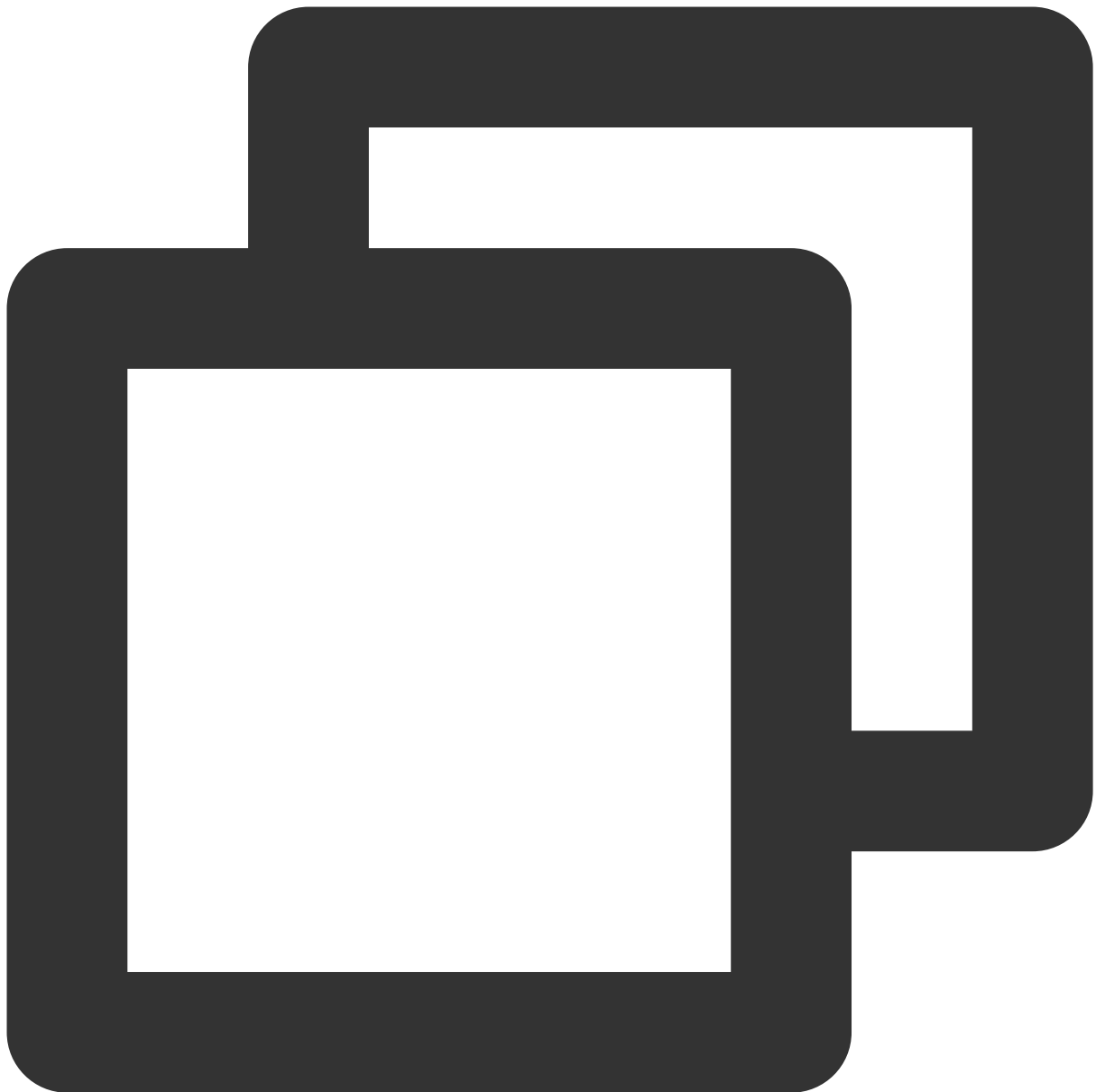
// Set the playback engine cache size
[TXPlayerGlobalSetting setMaxCacheSize:200];
NSString *m3u8url = "http://****";
int taskID = [[TXVodPreloadManager sharedManager] startPreload:m3u8url
    preloadSize:10
    preferredResolution:1920*1080
    delegate:self];

// Cancel predownloading
[[TXVodPreloadManager sharedManager] stopPreload:taskID];
```

Note:

Pre-download by fileId is supported since version 11.3.

Pre-downloading by fileId is a time-consuming operation, please do not call it in the main thread, otherwise an illegal call exception will be thrown. The preferredResolution passed in during startPreload must be consistent with the preferred resolution set when starting the broadcast, otherwise the expected effect will not be achieved. An example of use is as follows:



```
//Set the global cache directory of the playback engine
NSArray *paths = NSSearchPathForDirectoriesInDomains(NSDocumentDirectory, NSUserDomainMask, YES);
NSString *documentsDirectory = [paths objectAtIndex:0];
NSString *preloadDataPath = [documentsDirectory stringByAppendingPathComponent:@"preloadDataPath"];
if (![NSFileManager defaultManager] fileExistsAtPath:preloadDataPath) {
    [[NSFileManager defaultManager] createDirectoryAtPath:preloadDataPath
                                     withIntermediateDirectories:NO
                                     attributes:nil
                                     error:&error]; //Create folder
}
[TXPlayerGlobalSetting setCacheFolderPath:preloadDataPath];
```

```
//Set playback engine cache size
[TXPlayerGlobalSetting setMaxCacheSize:200];

TXPlayerAuthParams *params = [[TXPlayerAuthParams alloc] init];
params.appId = ${appId};
params.fileId = @"${fileId}";
params.sign = @"${psign}";
// Note: Time-consuming operation, please do not call it in the main thread! Callin
int taskID = [[TXVodPreloadManager sharedManager] startPreload:params
                                           preloadSize:10
                                           preferredResolution:1920*1080
                                           delegate:self]; // TXVodPrelo

// Set the playback engine cache size
[[TXVodPreloadManager sharedManager] stopPreload:taskID];
```

3. Video download

Video download allows users to download online videos and watch them offline. If the video is encrypted, the downloaded video through the player SDK will be kept in an encrypted state locally and can only be decrypted and played through Tencent Cloud Player SDK. This can effectively prevent illegal dissemination of downloaded videos and protect video security.

As HLS streaming media cannot be directly saved locally, you cannot download them and play back them as local files. You can use the video download scheme based on `TXVodDownloadManager` to implement offline HLS playback.

Note:

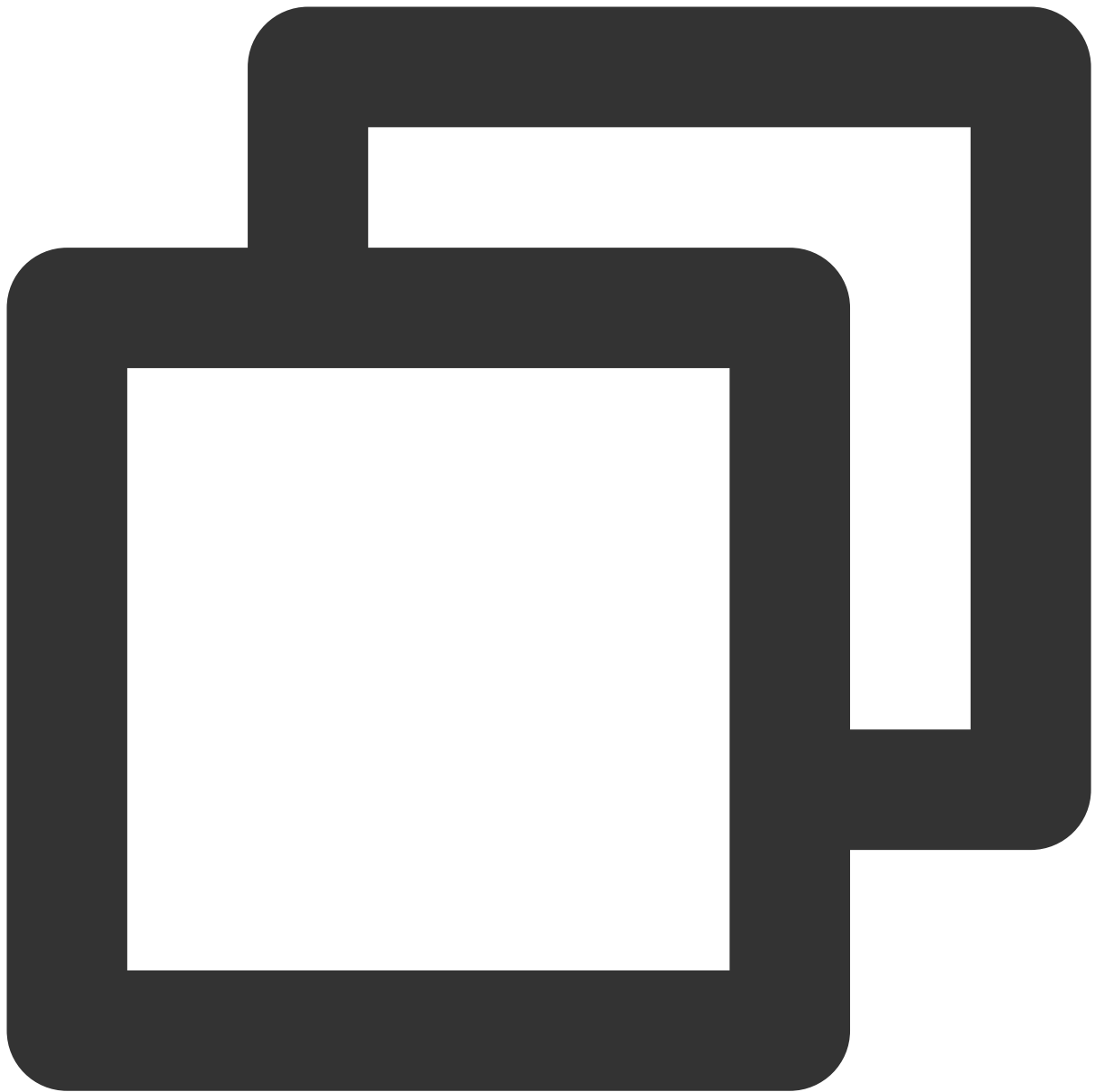
Currently, `TXVodDownloadManager` can cache only HLS files but not MP4 and FLV files.

The Player SDK already supports playing back local MP4 and FLV files.

Step 1. Make preparations

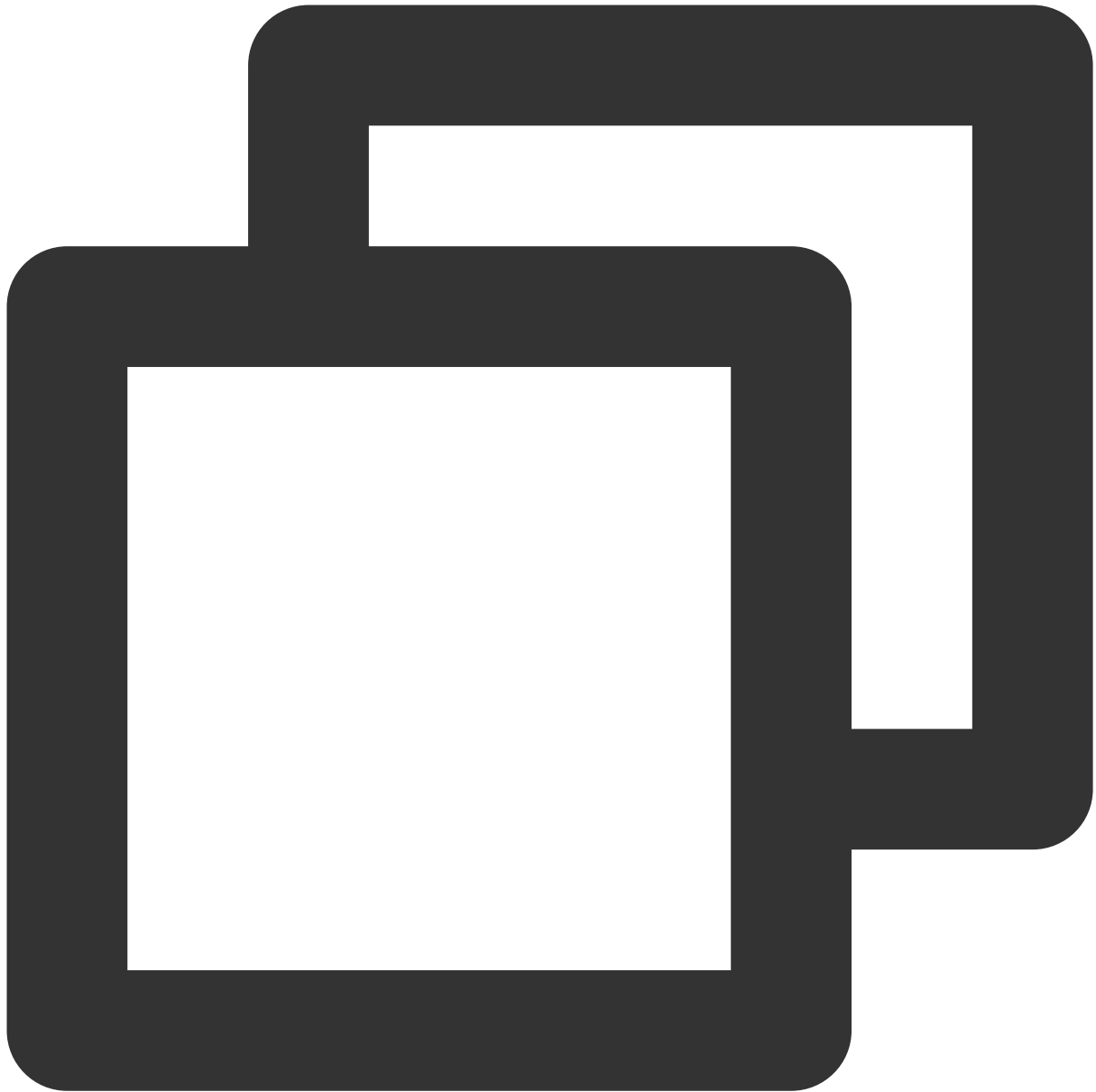
When the SDK is initialized, set the global storage path for functions such as video download, preload, and cache.

The usage is as follows:



```
NSString *cacheDir = [NSSearchPathForDirectoriesInDomains(NSDocumentDirectory, NSU
NSString downloadPath = [NSString stringWithFormat:@"%s/txdownload", cacheDir];
[TXPlayerGlobalSetting setCacheFolderPath:downloadPath];
```

`TXVodDownloadManager` is designed as a singleton; therefore, you cannot create multiple download objects. It is used as follows:



```
TXVodDownloadManager *downloader = [TXVodDownloadManager sharedInstance];
```

Step 2. Start the download

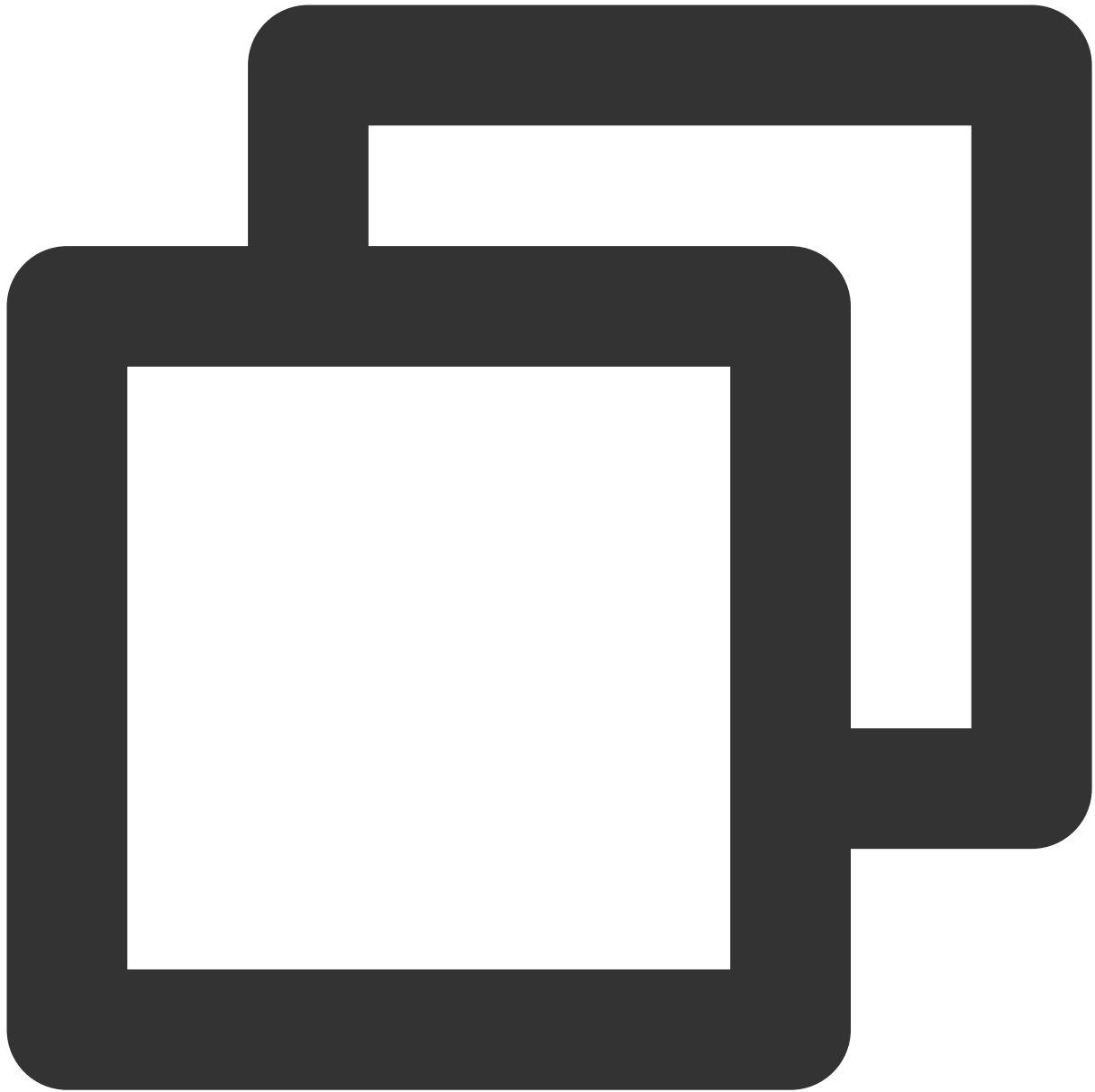
You can start the download through the `fileId` or URL.

Through `fileId`

Through URL

You need to pass in `appId` and `fileId` at least for download through `fileId`. If you don't specify a value for `userName`, `default` will be used by default. **Note: You can download encrypted videos only through**

`Fileid` and must enter the `psign` parameter.



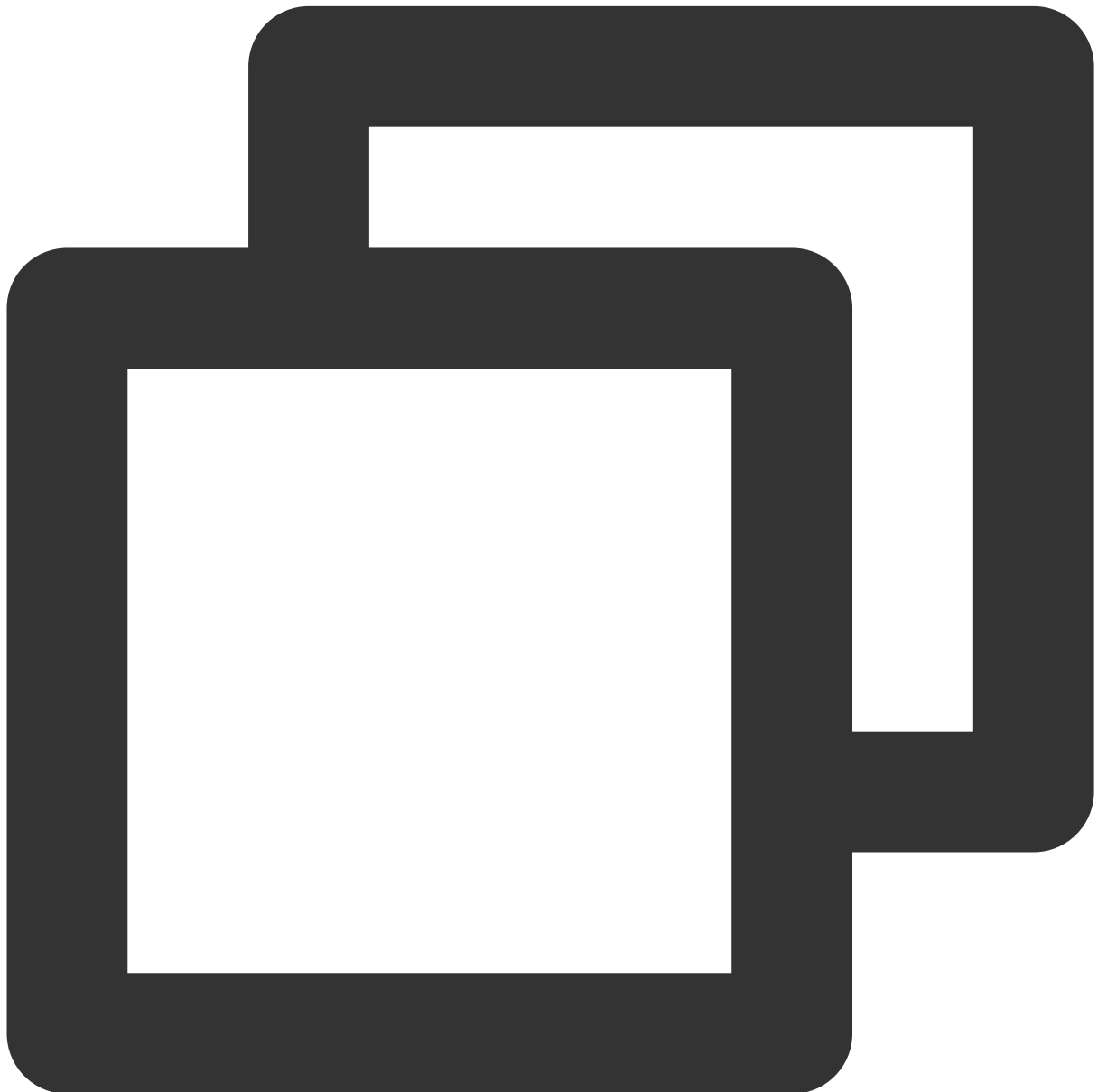
```
TXVodDownloadDataSource *source = [[TXVodDownloadDataSource alloc] init];
source.appId = 1252463788;
source.fileId = @"4564972819220421305";
// // `psign` is a player signature. For more information on the signature and how
source.pSign = @"xxxxxxxxxx";

// Specify the download definition
// Valid values: `TXVodQualityOD` (original), `TXVodQualityFLU` (LD), `TXVodQuality
source.quality = TXVodQualityHD; // HD
```

```
// **Note that if you use the legacy v2 protocol for download, set the `appId` and  
// source.auth = auth; **There is no need to set it by default.**
```

```
[downloader startDownload:dataSource];
```

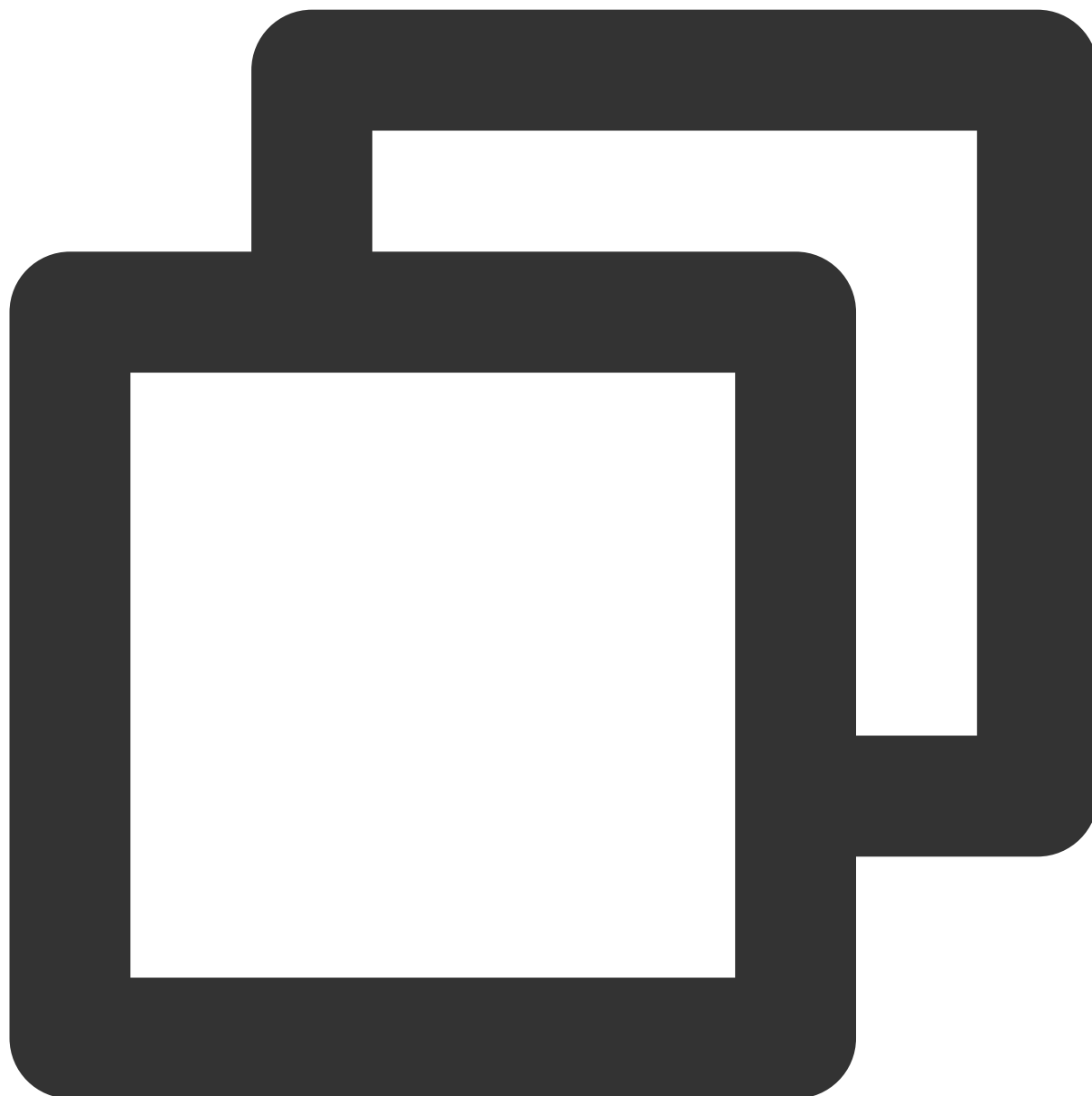
You only need to pass in the download URL. Only the non-nested HLS, i.e., single-bitstream HLS, is supported. Use `fileid` in case of private encryption.



```
[downloader startDownloadUrl:@"http://1253131631.vod2.myqcloud.com/26f327f9vodgzp12
```


Step 3. Receive the task information

Before receiving the task information, you need to set the callback delegate first.



```
downloader.delegate = self;
```

You may receive the following task callbacks:

Callback Message	Description
-[TXVodDownloadDelegate onDownloadStart:]	The task started, that is, the SDK started the download.

-[TXVodDownloadDelegate onDownloadProgress:]	Task progress. During download, the SDK will frequently call back this API. You can update the displayed progress here.
-[TXVodDownloadDelegate onDownloadStop:]	The task stopped. When you call stopDownload to stop the download, if this message is received, the download is stopped successfully.
-[TXVodDownloadDelegate onDownloadFinish:]	Download was completed. If this callback is received, the entire file has been downloaded, and the downloaded file can be played back by `TXVodPlayer`.
-[TXVodDownloadDelegate onDownloadError:errorMsg:]	A download error occurred. If the network is disconnected during download, this API will be called back and the download task will stop. For all error codes, see TXDownloadError.

Download error code

error code	value	Meaning
TXDownloadSuccess	0	Download successful
TXDownloadAuthFailed	-5001	Failed to request video information from the cloud on-demand console, it is recommended to check whether the fileId and psign parameters are correct
TXDownloadNoFile	-5003	No file for this resolution
TXDownloadFormatError	-5004	The download file format is not supported
TXDownloadDisconnet	-5005	The network is disconnected, it is recommended to check whether the network is normal
TXDownloadHlsKeyError	-5006	Failed to get HLS decryption key
TXDownloadPathError	-5007	Download directory access failed, it is recommended to check whether you have permission to access the download directory

As the downloader can download multiple files at a time, the callback API carries the

`TXVodDownloadMediaInfo` object. You can access the URL or `dataSource` to determine the download source and get other information such as download progress and file size.

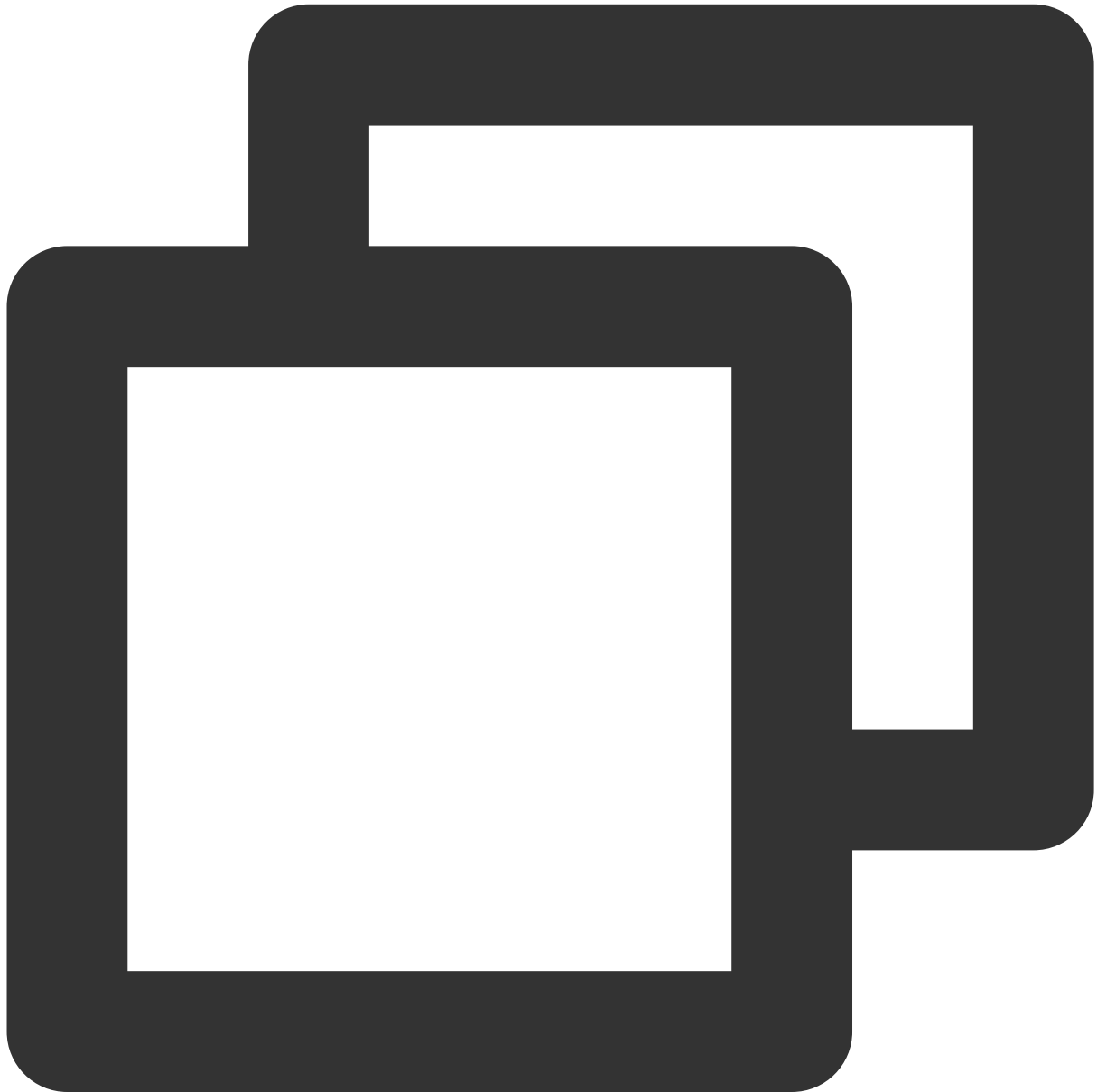
Step 4. Stop the download

You can call the `-[TXVodDownloadManager stopDownload:]` method to stop the download. The parameter is the object returned by `-[TXVodDownloadManager startDownloadUrl:]`. **The SDK supports checkpoint**

restart. If the download directory is not changed, when you resume downloading a file, the download will start from the point where it stopped.

Step 5. Manage downloads

1. You can get the download lists of all accounts or the specified account.

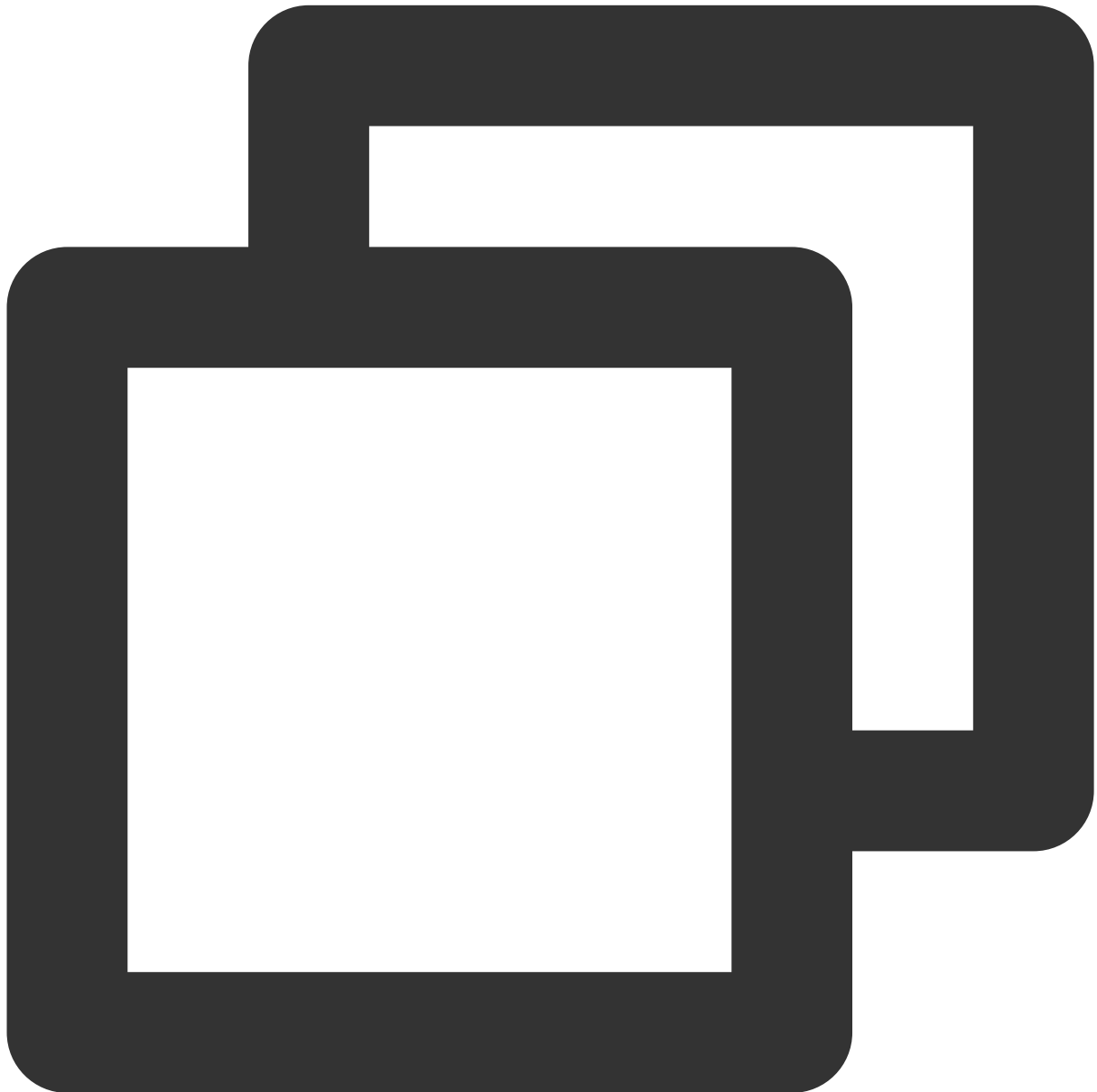


```
// s a time-consuming function. Please do not call it in the main thread
NSArray<TXVodDownloadMediaInfo *> *array = [[[TXVodDownloadManager sharedInstance] g
// Get the download list of the `default` user
for (TXVodDownloadMediaInfo *info in array) {
    if ([info.userName isEqualToString:@"default"]) {
```

```
// Save the download list of the `default` user  
}  
}
```

2. Get the download information of a `FileId` or URL:

2.1 To get the download information of a `Fileid` through the `-[TXVodDownloadManager
getDownloadMediaInfo:]` API, such as the current download status and progress, you need to pass in `AppID` , `Fileid` , and `qualityId` .

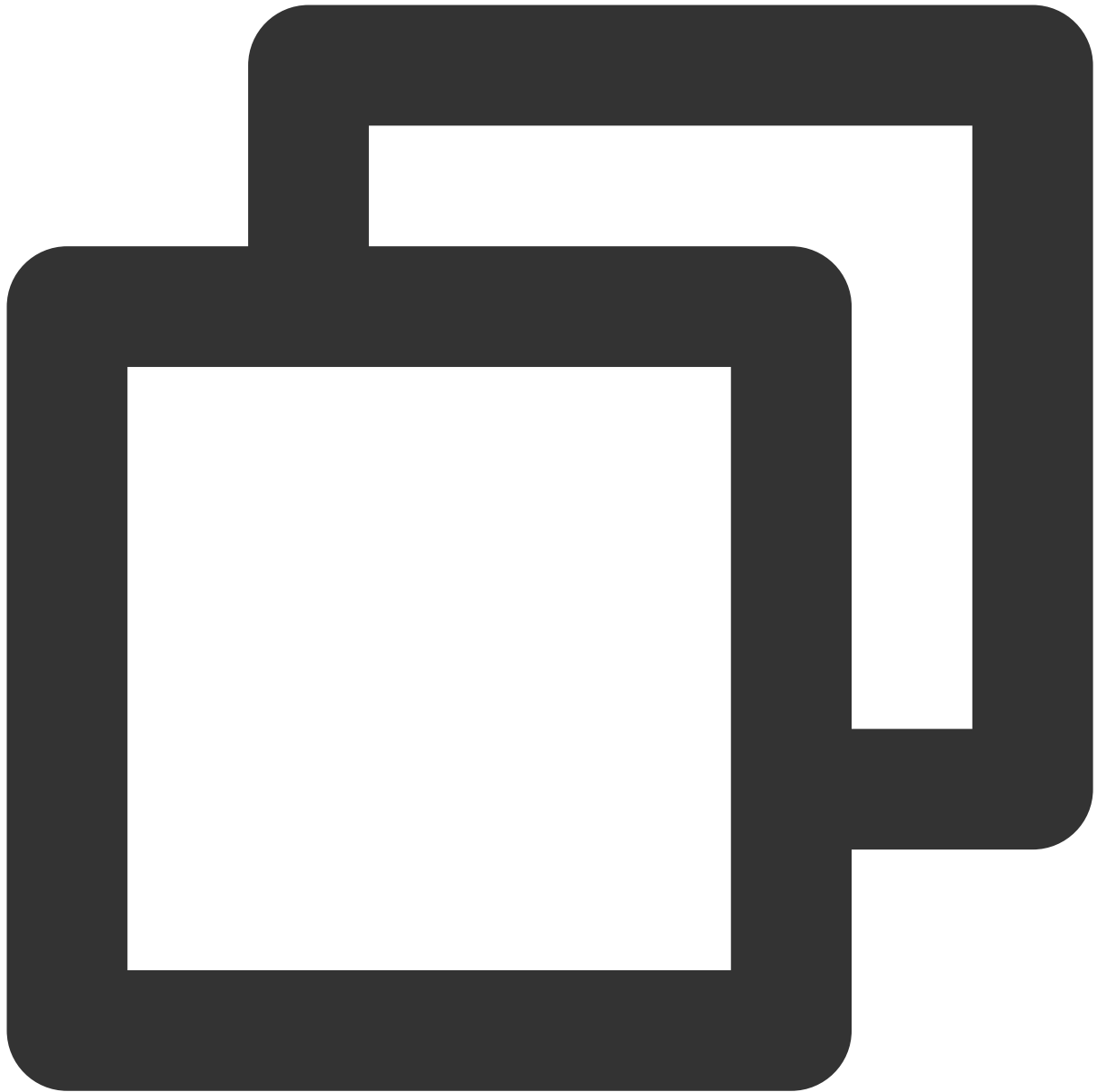


```
// Get the download information of a `fileId`  
TXVodDownloadMediaInfo *sourceMediaInfo = [[TXVodDownloadMediaInfo alloc] init];
```

```
TXVodDownloadDataSource *dataSource = [[TXVodDownloadDataSource alloc] init];
dataSource.appId = 1252463788;
dataSource.fileId = @"4564972819220421305";
dataSource.pSign = @"psignxxxx";
dataSource.quality = TXVodQualityHD;
sourceMediaInfo.dataSource = dataSource;
TXVodDownloadMediaInfo *downloadMediaInfo = [[TXVodDownloadManager sharedInstance]

// Get the total size of the file being downloaded in bytes. This API takes effect
// Note: The total size refers to the size of the original file uploaded to the VOD
downloadMediaInfo.size; // Get the total size of the file being downloaded
downloadMediaInfo.duration; // Get the total duration
downloadMediaInfo.playableDuration; // Get the playable duration of the downloaded
downloadMediaInfo.progress; // Get the download progress
downloadMediaInfo.playPath; // Get the offline playback path, which can be passed
downloadMediaInfo.downloadState; // Get the download status. For more information,
[downloadMediaInfo isDownloadFinished]; // If `YES` is returned, the download is c
```

2.2 To get the download information of a URL, you simply need to pass in the URL information.



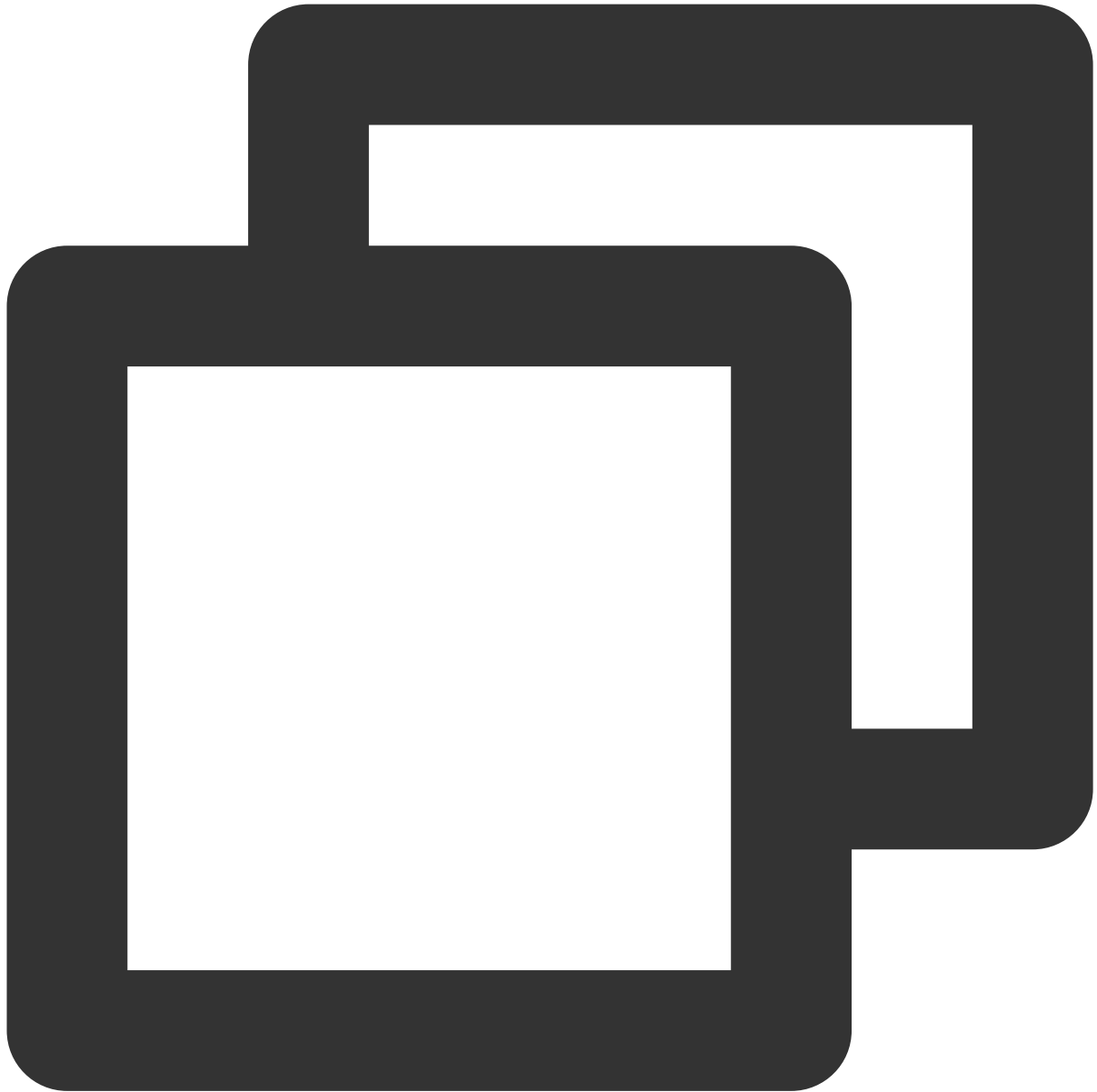
```
// Get the download information of a `fileId`
TXVodDownloadMediaInfo *sourceMediaInfo = [[TXVodDownloadMediaInfo alloc] init];
mediaInfo.url = @"videoURL";
TXVodDownloadMediaInfo *downloadMediaInfo = [[TXVodDownloadManager sharedInstance]
```

3. Delete the download information and relevant file:

If you don't need to resume the download, call the `-[TXVodDownloadManager deleteDownloadFile:]` method to delete the file to release the storage space.

Step 6: Play offline after downloading

The downloaded video can be played without internet connection, no internet connection is required. Once the download is complete, it can be played.



```
NSArray<TXVodDownloadMediaInfo *> *mediaInfoList = [[TXVodDownloadManager sharedInstance]
TXVodDownloadMediaInfo *mediaInfo = [mediaInfoList firstObject]; // Find the current
if (mediaInfo.downloadState == TXVodDownloadMediaInfoStateFinish) { // Determine whether
    [self.player startVodPlay:mediaInfo.playPath];
}
```

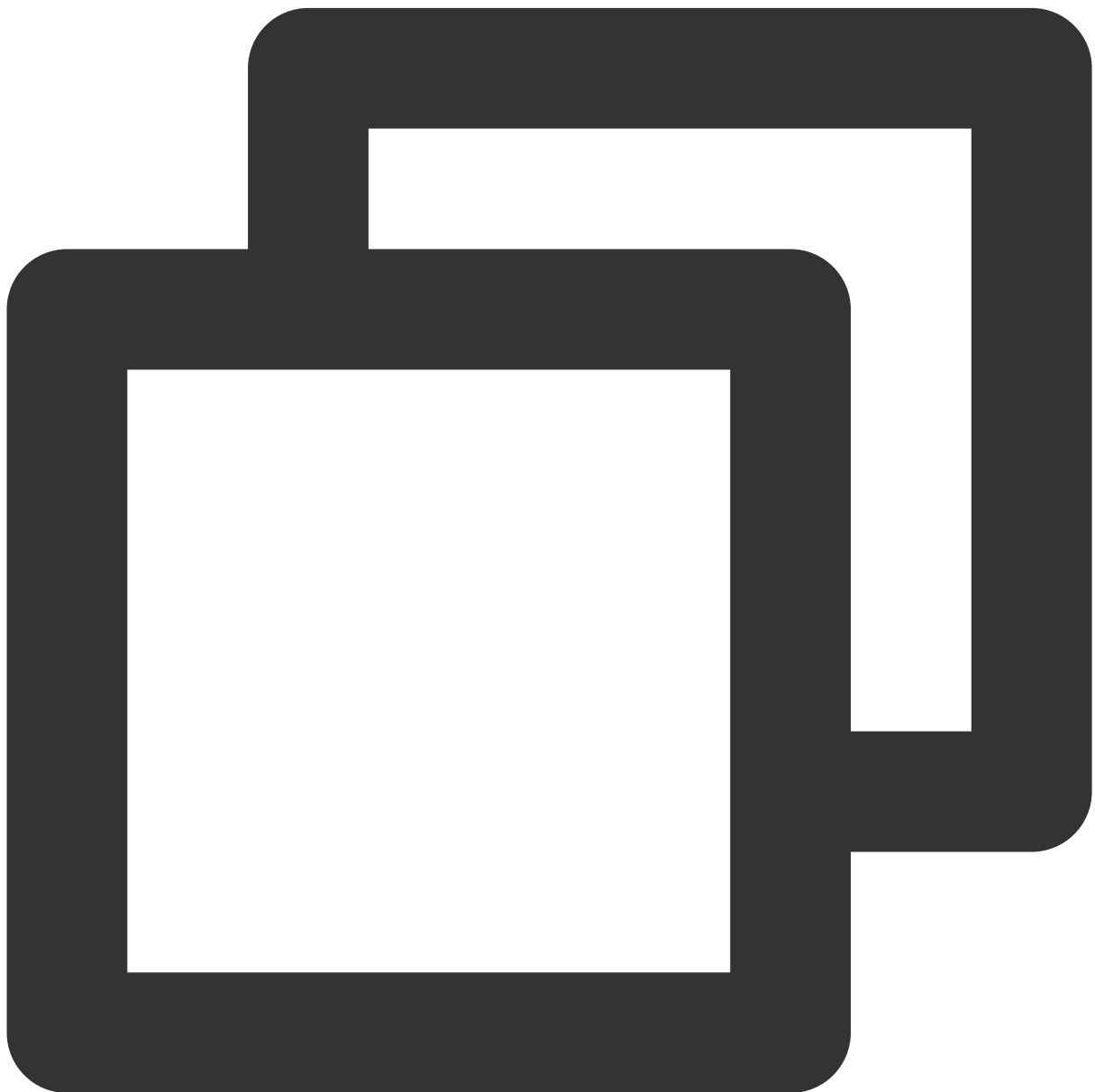
Note:

When downloading and playing offline, be sure to get the download list and play it through the PlayPath of the download list video object TXVodDownloadMediaInfo, do not save the PlayPath object directly.

4. Encrypted playback

The video encryption solution is used in scenarios where the video copyright needs to be protected, such as online education. To encrypt your video resources, you need to alter the player and encrypt and transcode video sources. For more information, see [Media Encryption and Copyright Protection Overview](#).

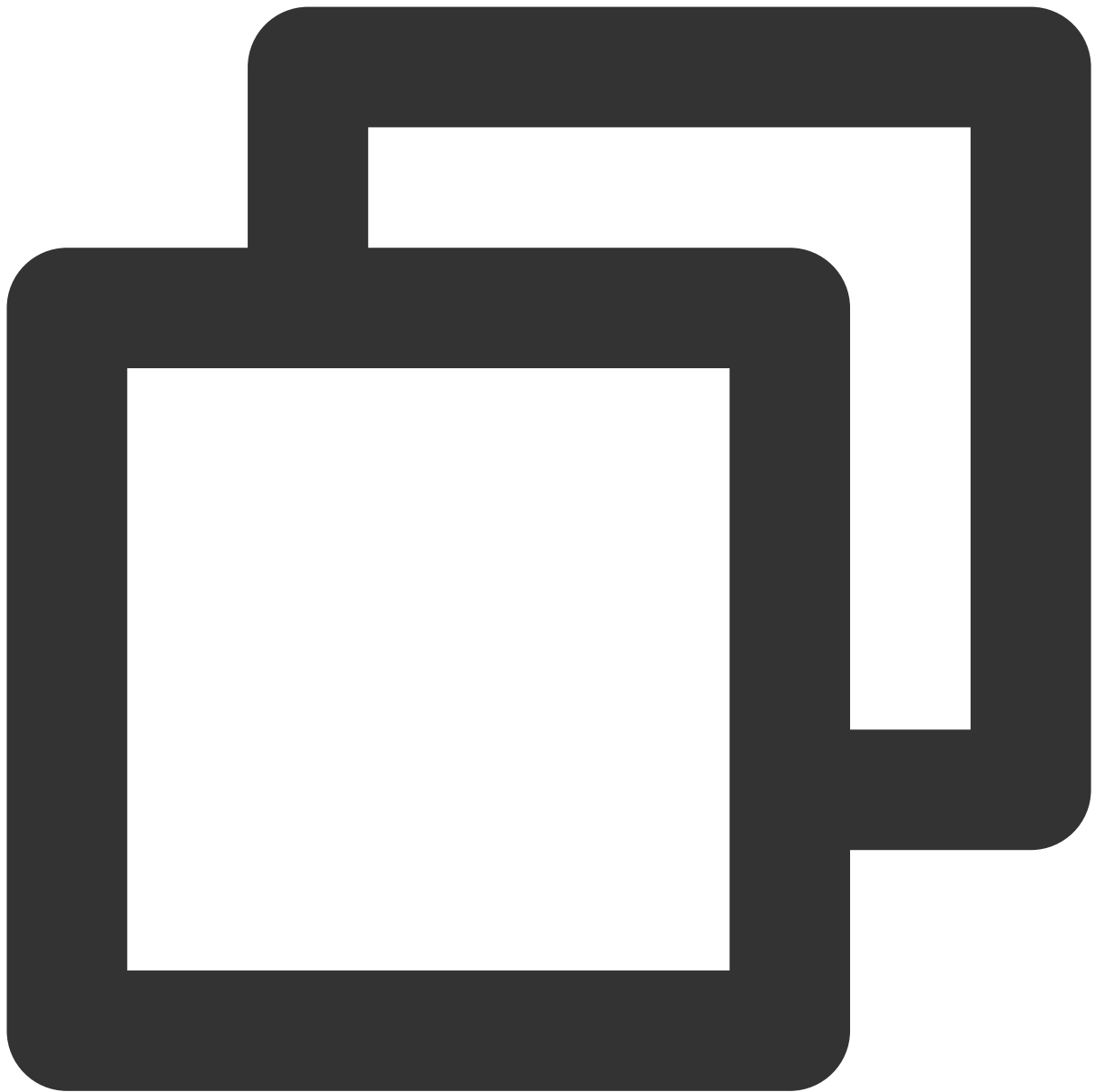
After you get the `appId` as well as the encrypted video's `fileId` and `psign` in the Tencent Cloud console, you can play back the video as follows:




```
TXPlayerAuthParams *p = [TXPlayerAuthParams new];
p.appId = 1252463788; // The `appId` of the Tencent Cloud account
p.fileId = @"4564972819220421305"; // The video's `fileId`
// `psign` is a player signature. For more information on the signature and how to
p.sign = @"psignxxxxx"; // The player signature
[_txVodPlayer startVodPlayWithParams:p];
```

5. Player configuration

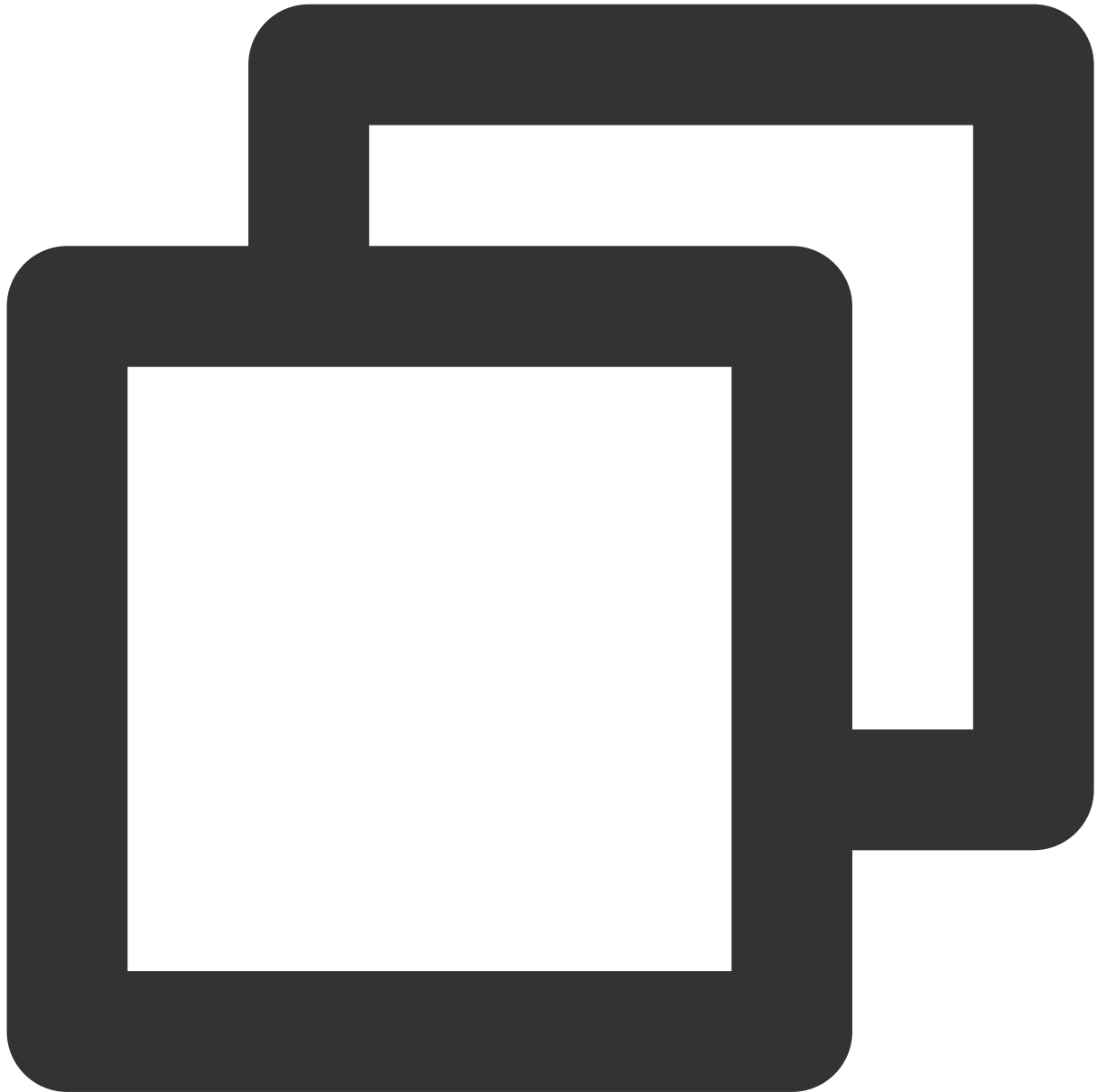
Before calling `statPlay`, you can call `setConfig` to configure the player parameters, such as player connection timeout period, progress callback interval, and maximum number of cached files. `TXVodPlayConfig` allows you to configure detailed parameters. For more information, see [TXVodPlayConfig](#). Below is the configuration sample code:



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc]init];
[_config setEnableAccurateSeek:true]; // Set whether to enable accurate seek. Defa
[_config setMaxCacheItems:5]; // Set the maximum number of cached files to 5
[_config setProgressInterval:200]; // Set the progress callback interval in ms
[_config setMaxBufferSize:50]; // Set the maximum preloading buffer size in MB
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

Specifying resolution when playback starts

When playing back an HLS multi-bitrate video source, if you know the video stream resolution information in advance, you can specify the preferred resolution before playback starts, and the player will select and play back the stream at or below the preferred resolution. In this way, after playback starts, you don't need to call `setBitrateIndex` to switch to the required bitstream.



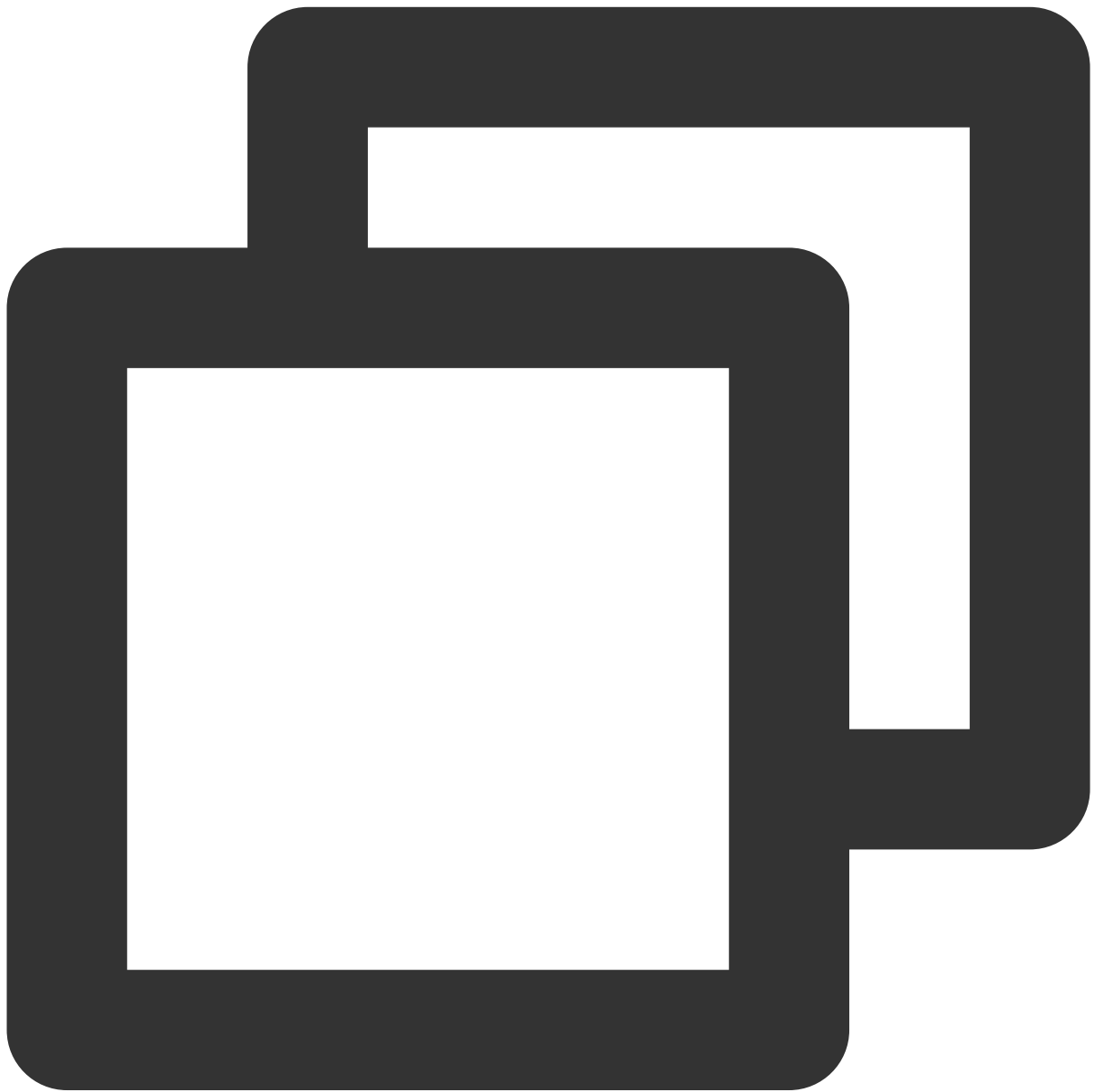
```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];  
// The parameter passed in is the product of the video width and height. You can pa  
[_config setPreferredResolution:720*1280];  
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

Specifying media type before playback

When the media type to be played is known in advance, the playback type detection within the player SDK can be reduced and the startup speed can be improved by configuring `TXVodPlayConfig#setMediaType`.

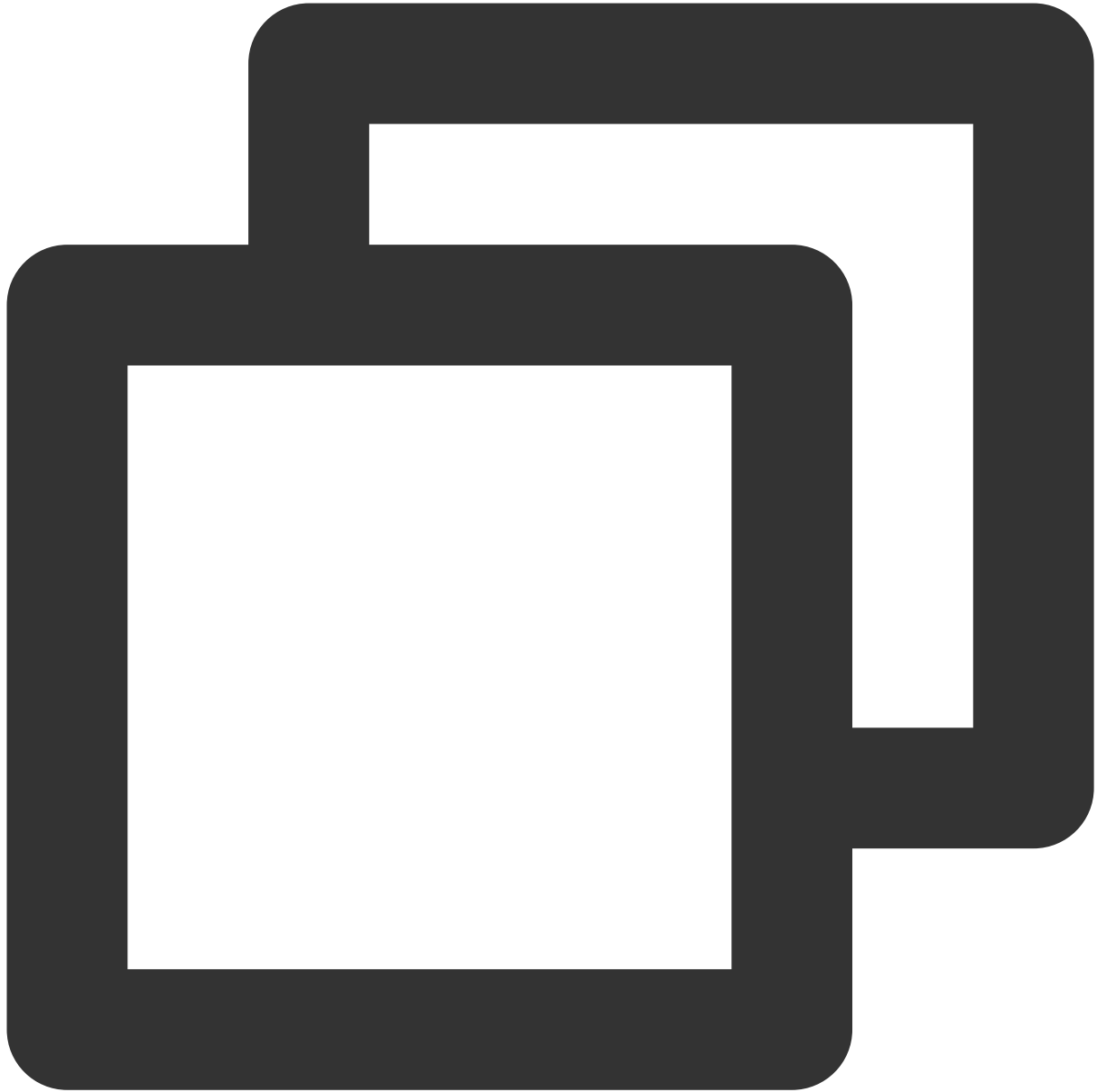
Note:

`TXVodPlayConfig#setMediaType` is supported since version 11.2.



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];
[_config setMediaType:MEDIA_TYPE_FILE_VOD]; // Used to increase the speed of MP4 p
// [_config setMediaType:MEDIA_TYPE_HLS_VOD]; // Used to increase the speed of HLS
[_txVodPlayer setConfig:_config];
```

Setting playback progress callback interval



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc]init];  
[_config setProgressInterval:200]; // Set the progress callback interval in ms  
[_txVodPlayer setConfig:_config]; // Pass in `config` to `_txVodPlayer`
```

6、HttpDNS resolution service

HTTPDNS is a domain name resolution service that sends domain name resolution requests to DNS servers based on the HTTP protocol, replacing the traditional method of sending resolution requests to the operator's local DNS

based on the DNS protocol. This method can avoid domain name hijacking and cross-network access issues caused by local DNS, and solve the problem of video playback failure caused by abnormal domain name resolution in mobile internet services.

Note:

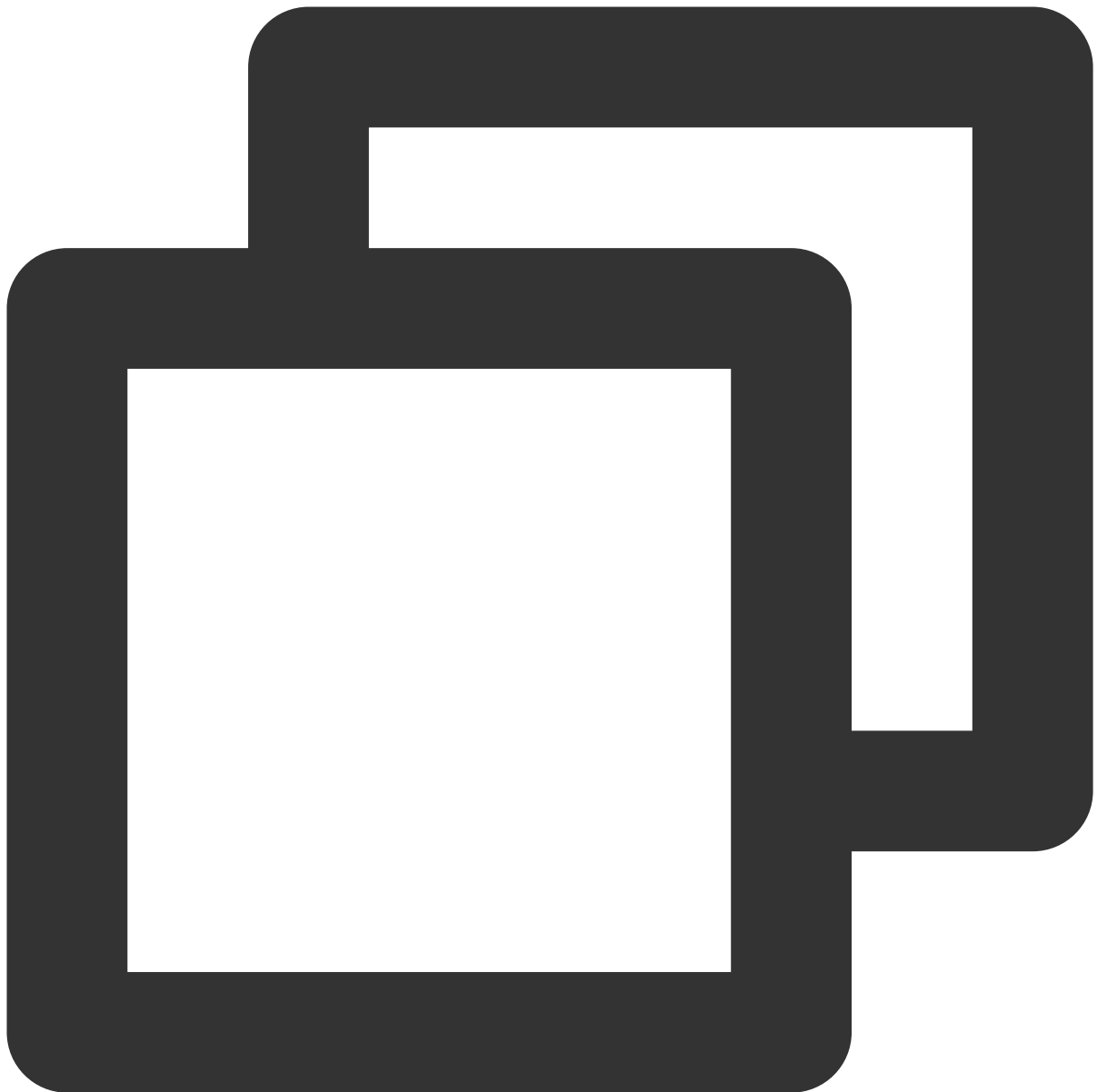
HttpDNS resolution service is supported from version 10.9 onwards.

1. To enable HTTPDNS resolution service

you can choose Tencent Cloud or other cloud providers and open the service. Make sure to integrate the service into the playback SDK after successful activation.

2. Accessing HTTPDNS Resolution Service in the Playback SDK

Taking [Tencent Cloud HTTPDNS](#) as an example, the following steps demonstrate how to access the service in the player SDK:



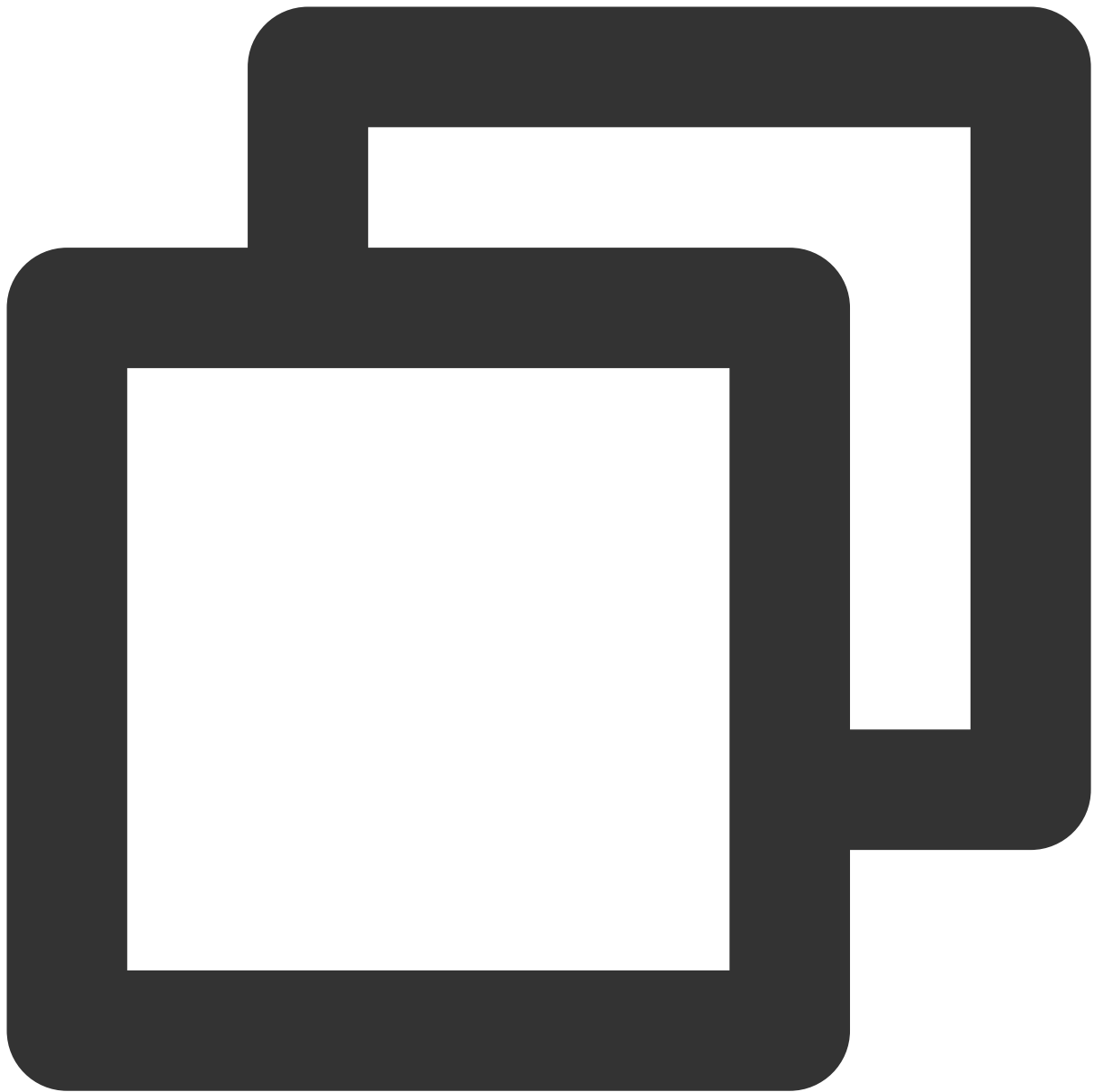
```
// Step 1: Turn on the HttpDNS resolution switch.
[TXLiveBase enableCustomHttpDNS:YES];
// Step 2: Implement HttpDNS resolution proxy: TXLiveBaseDelegate#onCustomHttpDNS.
- (void)onCustomHttpDNS:(NSString *)hostName ipList:(NSMutableArray<NSString *> *)1
// After resolving the hostName to an IP address, save it to the ipList and return
// MSDKDnsResolver is the HTTPDNS SDK resolution interface provided by Tencent Cloud
NSArray *result = [[MSDKDns sharedInstance] WGGetHostByName:hostName];
NSString *ip = nil;
if (result && result.count > 1) {
    if (![result[1] isEqualToString:@"0"]) {
        ip = result[1];
    }
}
```

```
} else {  
    ip = result[0];  
}  
}  
[list addObject:ip];  
}  
  
// Step 3: Set the HttpDNS resolution proxy.  
[TXLiveBase sharedInstance].delegate = self;
```

7. HEVC Adaptive Downgrade Play

The player supports playing links that contain both HEVC and other video encoding formats, such as H.264. When the player device does not support the HEVC format, it will automatically downgrade to playing videos in the configured alternative encoding format (such as H.264).

Note: Supported from player version 11.7 of the premium version.



```
#import <CoreMedia/CoreMedia.h> //Import header file

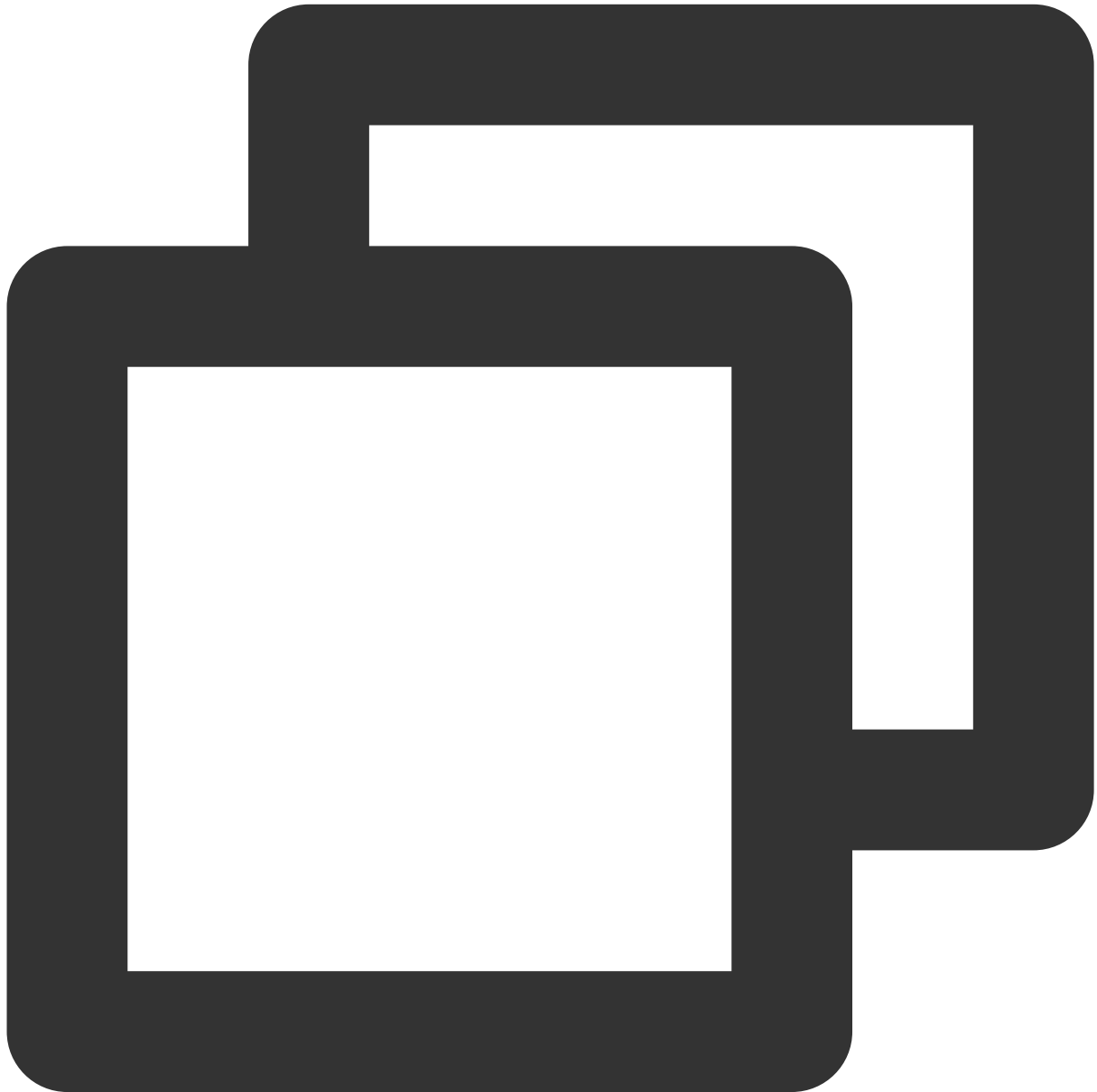
NSMutableDictionary *dic = @{
    VOD_KEY_VIDEO_CODEC_TYPE:@(kCMVideoCodecType_HEVC), // Specify the original HE
    VOD_KEY_BACKUP_URL:@"${backupPlayUrl}"; // Set the backup playback link address
[_txVodPlayer setExtentOptionInfo:dic];

// Set the original HEVC playback link
[_txVodPlayer startVodPlay:@"${hevcPlayUrl}"];
```

8. Volume Normalization

The player supports automatically adjusting the volume when playing audio to ensure that the volume of all audio is consistent. This can avoid problems with some audio being too loud or too quiet, providing a better auditory experience. Use `TXVodPlayer#setAudioNormalization` to set the volume normalization, with a loudness range of -70 to 0 (LUFS), and custom values are also supported.

Note: Supported from player version 11.7 of the premium version.



```
/**
```

```
Can be set to preset values (related classes or files: Android: TXVodConstants; iOS: TXVodConstants)
Off: AUDIO_NORMALIZATION_OFF
```

```

On: AUDIO_NORMALIZATION_STANDARD (standard)
    AUDIO_NORMALIZATION_LOW (low)
    AUDIO_NORMALIZATION_HIGH (high)
Custom values can be set: from low to high, range -70 to 0 LUFS
*/
[_txVodPlayer setAudioNormalization:AUDIO_NORMALIZATION_STANDARD]; //

[_txVodPlayer setAudioNormalization:AUDIO_NORMALIZATION_OFF];

```

Player Event Listening

You can bind a `TXVodPlayListener` listener to the `TXVodPlayer` object to use `onPlayEvent` (event notification) and `onNetStatus` (status feedback) to sync information to your application.

Event notification (onPlayEvent)

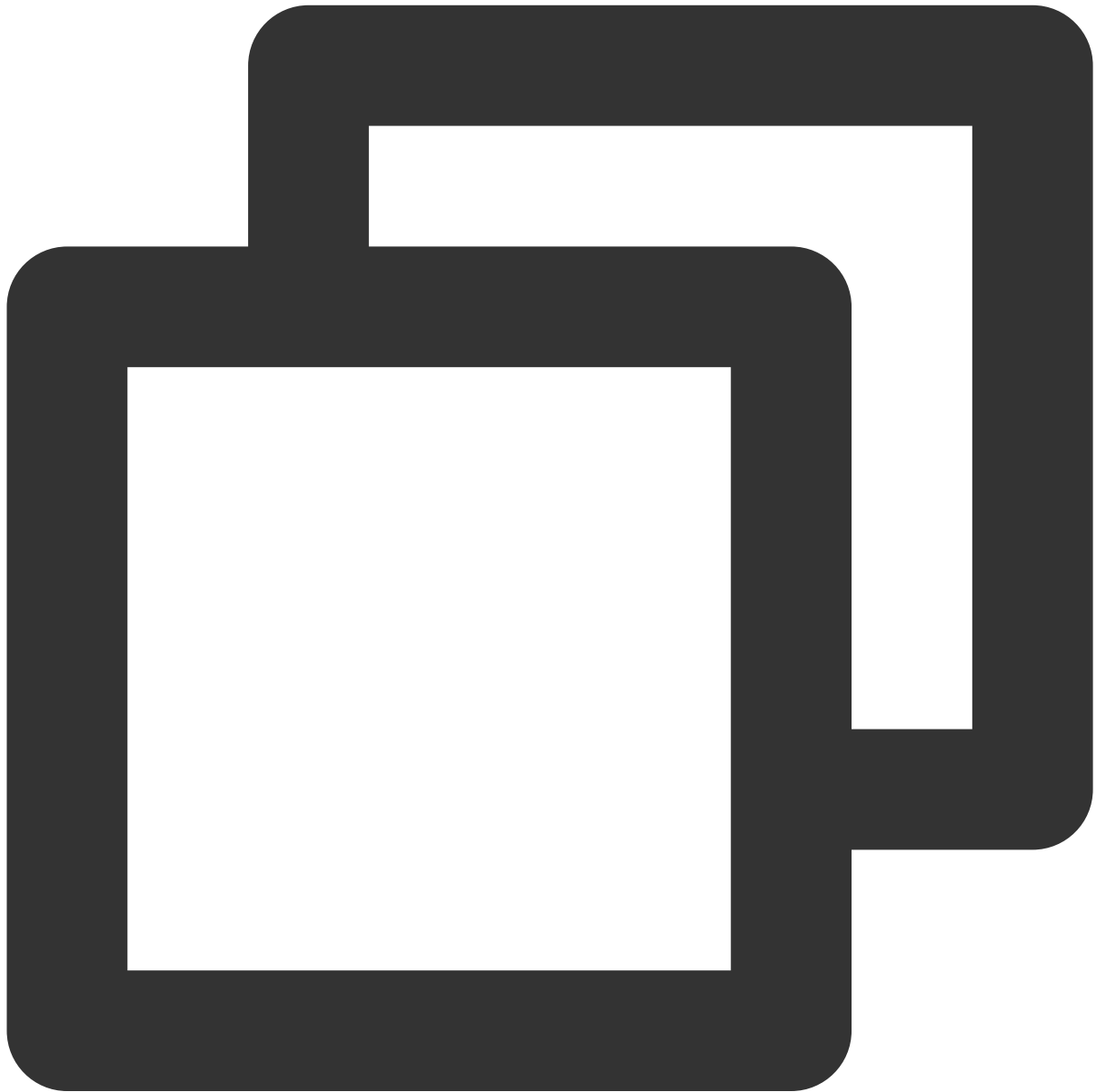
Playback events

Event ID	Code	Description
PLAY_EVT_PLAY_BEGIN	2004	Video playback started.
PLAY_EVT_PLAY_PROGRESS	2005	Video playback progress. The current playback progress, loading progress, and total video duration will be notified of.
PLAY_EVT_PLAY_LOADING	2007	The video is being loaded. The <code>LOADING_END</code> event will be reported if video playback resumes.
PLAY_EVT_VOD_LOADING_END	2014	Video loading ended, and video playback resumed.
VOD_PLAY_EVT_SEEK_COMPLETE	2019	Seeking was completed. The seeking feature is supported by v10.3 or later.
VOD_PLAY_EVT_LOOP_ONCE_COMPLETE	6001	A round of loop was completed. The loop feature is supported by v10.8 or later.
VOD_PLAY_EVT_HIT_CACHE	2002	Cache hit event at startup (supported since version 11.2).
VOD_PLAY_EVT_VIDEO_SEI	2030	Received SEI frame event (supported from player version 11.6 of the premium version).

SEI frame

SEI (Supplemental Enhancement Information) frames are a type of frame used to transmit additional information. The premium version of the player will parse the SEI frames in the video stream and provide callbacks through the `VOD_PLAY_EVT_VIDEO_SEI` event.

Note: Supported from player version 11.6 of the premium version.



```
-(void) onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary*)
    if (EvtID == VOD_PLAY_EVT_VIDEO_SEI) {
        int seiType = [param objectForKey:EVT_KEY_SEI_TYPE]; // the type of video
        int seiSize = [param objectForKey:EVT_KEY_SEI_SIZE]; // the data size of vi
```

```

        NSData *seiData = [param objectForKey:EVT_KEY_SEI_DATA]; // the byte array
    }
}

```

Warning events

You can ignore the following events, which are only used to notify you of some internal events of the SDK.

Event ID	Code	Description
PLAY_WARNING_VIDEO_DECODE_FAIL	2101	Failed to decode the current video frame.
PLAY_WARNING_AUDIO_DECODE_FAIL	2102	Failed to decode the current audio frame.
PLAY_WARNING_RECONNECT	2103	The network was disconnected, and automatic reconnection was performed (the <code>PLAY_ERR_NET_DISCONNECT</code> event will be thrown after three failed attempts).
PLAY_WARNING_HW_ACCELERATION_FAIL	2106	Failed to start the hardware decoder, and the software decoder was used instead.

Connection events

The following server connection events are mainly used to measure and collect the server connection time:

Event ID	Code	Description
PLAY_EVT_VOD_PLAY_PREPARED	2013	The player has been prepared and can start playback. If <code>autoPlay</code> is set to <code>false</code> , you need to call <code>resume</code> after receiving this event to start playback.
PLAY_EVT_RCV_FIRST_I_FRAME	2003	The network received the first renderable video data packet (IDR).

Image quality events

The following events are used to get image change information:

Event ID	Code	Description
PLAY_EVT_CHANGE_RESOLUTION	2009	The video resolution changed.
PLAY_EVT_CHANGE_ROTATION	2011	The MP4 video was rotated.

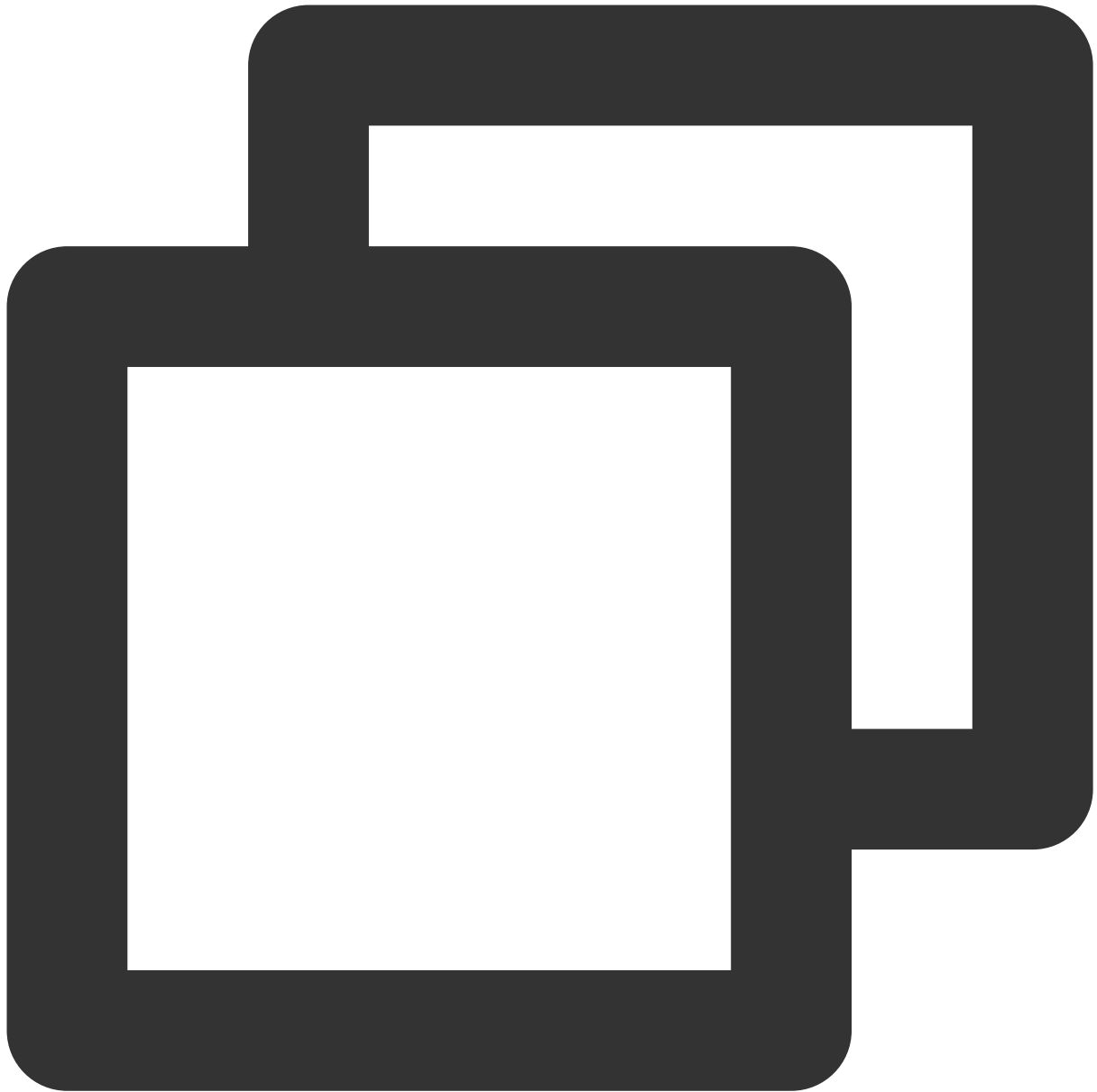
Video information events

Event ID	Code	Description
----------	------	-------------

PLAY_EVT_GET_PLAYINFO_SUCC	2010	Obtained the information of the file played back successfully.
----------------------------	------	--

If you play back a video through `fileId` and the playback request succeeds, the SDK will notify the upper layer of some request information, and you can parse `param` to get the video information after receiving the `PLAY_EVT_GET_PLAYINFO_SUCC` event.

Video Information	Description
EVT_PLAY_COVER_URL	Video thumbnail URL
EVT_PLAY_URL	Video playback URL
EVT_PLAY_DURATION	Video duration
EVT_KEY_WATER_MARK_TEXT	Ghost watermark text content (supported from version 11.6).



```
-(void) onPlayEvent:(TXVodPlayer *)player event:(int)EvtID withParam:(NSDictionary*)
{
    if (EvtID == PLAY_EVT_VOD_PLAY_PREPARED) {
        // The player preparation completion event is received, and you can call th
    } else if (EvtID == PLAY_EVT_PLAY_BEGIN) {
        // The playback start event is received
    } else if (EvtID == PLAY_EVT_PLAY_END) {
        // The playback end event is received
    }
}
```

Ghost watermark

The content of the ghost watermark is filled in the player signature and is ultimately displayed on the playback end through collaboration between the cloud and the player, ensuring the security of the watermark throughout the transmission process. Follow the tutorial to configure the ghost watermark in the player signature. The content of the ghost watermark can be obtained through `[param objectForKey:@"EVT_KEY_WATER_MARK_TEXT"]` after receiving the `VOD_PLAY_EVT_GET_PLAYINFO_SUCC` event from the player. For detailed usage tutorial, please refer to [SuperPlayer Component > Ghost Watermark](#).

Note: Supported from player version 11.6.

Playback error event

Note:

[-6004 , -6010] Error events are supported since version 11.0.

Event ID	Value	Meaning
PLAY_ERR_NET_DISCONNECT	-2301	Video data errors that cannot be recovered by retrying the playback. For example, network anomalies or download data errors that cause demuxing timeouts or failures.
PLAY_ERR_HLS_KEY	-2305	HLS decryption key retrieval failure.
VOD_PLAY_ERR_SYSTEM_PLAY_FAIL	-6004	System player playback error.
VOD_PLAY_ERR_DECODE_VIDEO_FAIL	-6006	Video decoding error or unsupported video format.
VOD_PLAY_ERR_DECODE_AUDIO_FAIL	-6007	Audio decoding error or unsupported audio format.
VOD_PLAY_ERR_DECODE_SUBTITLE_FAIL	-6008	Subtitle decoding error.
VOD_PLAY_ERR_RENDER_FAIL	-6009	Video rendering error.
VOD_PLAY_ERR_PROCESS_VIDEO_FAIL	-6010	Video post-processing error.
VOD_PLAY_ERR_GET_PLAYINFO_FAIL	-2306	Failed to obtain the on-demand file information. It is recommended to check whether the Appld, FileId or Psign is filled in correctly.

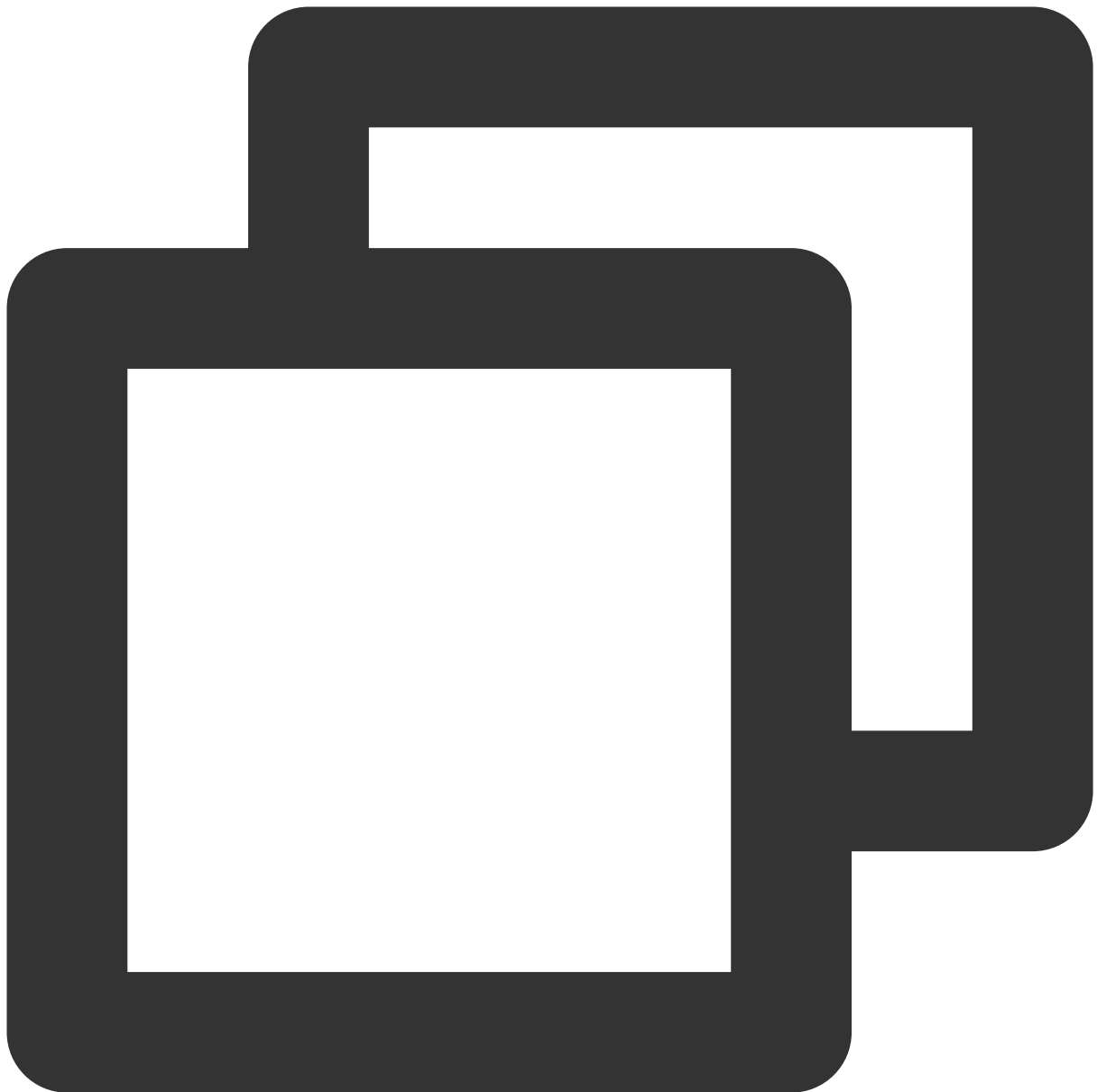
Status feedback (onNetStatus)

The status feedback is triggered once every 0.5 seconds to provide real-time feedback on the current status of the pusher. It can act as a dashboard to inform you of what is happening inside the SDK so you can better understand the

current video playback status.

Parameter	Description
CPU_USAGE	Current instantaneous CPU utilization
VIDEO_WIDTH	Video resolution - width
VIDEO_HEIGHT	Video resolution - height
NET_SPEED	Current network data reception speed in KBps
VIDEO_FPS	Current video frame rate of streaming media
VIDEO_BITRATE	Current video bitrate in bps of streaming media
AUDIO_BITRATE	Current audio bitrate in bps of streaming media
V_SUM_CACHE_SIZE	Buffer (`jitterbuffer`) size. If the current buffer length is 0, lag will occur soon.
SERVER_IP	Connected server IP

Below is the sample code of using `onNetStatus` to get the video playback information:



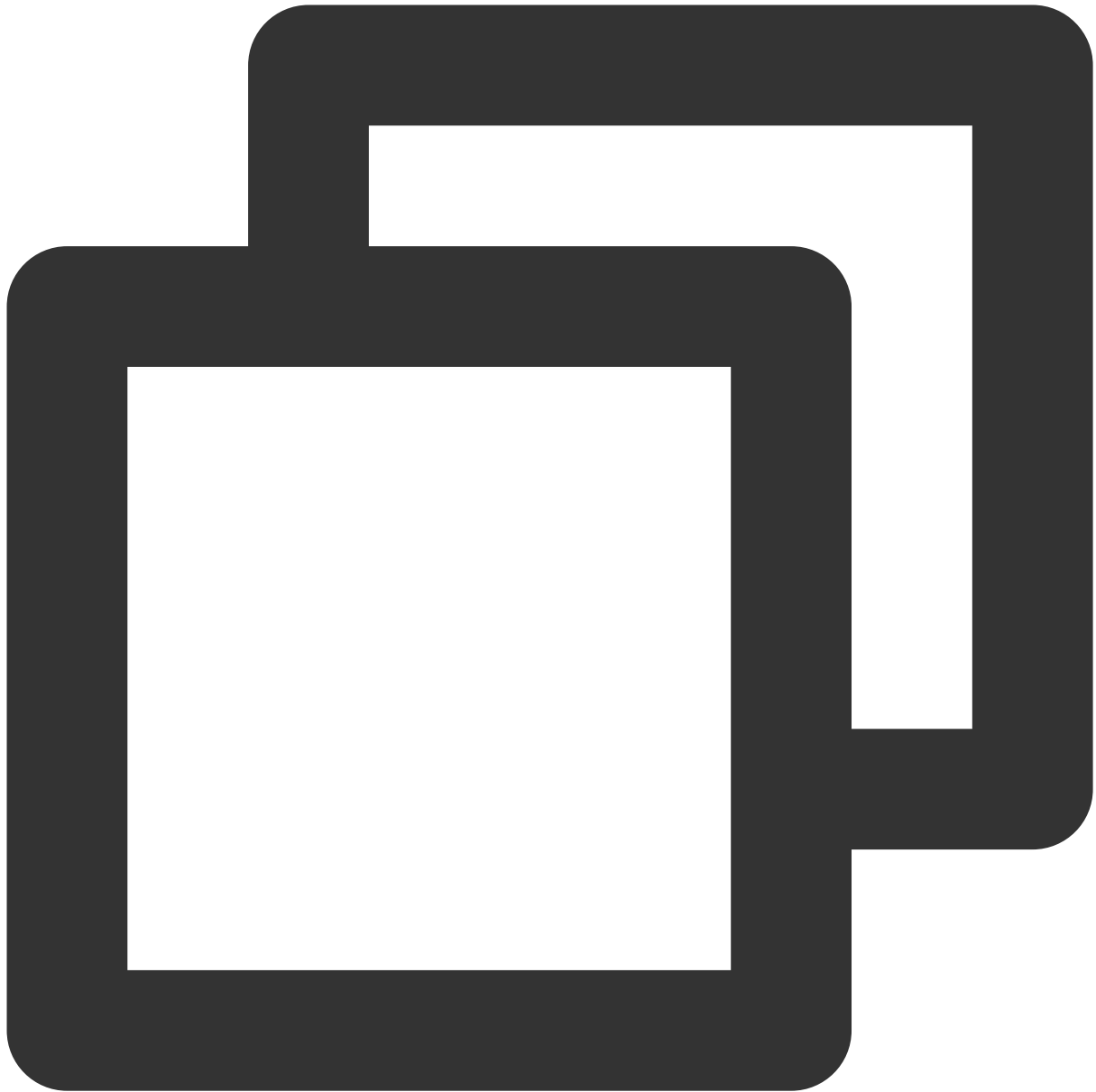
```
- (void)onNetStatus:(TXVodPlayer *)player withParam:(NSDictionary *)param {  
    // Get the current CPU utilization  
    float cpuUsage = [[param objectForKey:@"CPU_USAGE"] floatValue];  
    // Get the video width  
    int videoWidth = [[param objectForKey:@"VIDEO_WIDTH"] intValue];  
    // Get the video height  
    int videoHeight = [[param objectForKey:@"VIDEO_HEIGHT"] intValue];  
    // Get the real-time speed  
    int speed = [[param objectForKey:@"NET_SPEED"] intValue];  
    // Get the current video frame rate of streaming media  
    int fps = [[param objectForKey:@"VIDEO_FPS"] intValue];  
}
```

```
// Get the current video bitrate in Kbps of streaming media
int videoBitRate = [[param objectForKey:@"VIDEO_BITRATE"] intValue];
// Get the current audio bitrate in Kbps of streaming media
int audioBitRate = [[param objectForKey:@"AUDIO_BITRATE"] intValue];
// Get the buffer (`jitterbuffer`) size. If the current buffer length is 0, lag
int jitterbuffer = [[param objectForKey:@"V_SUM_CACHE_SIZE"] intValue];
// Get the connected server IP
NSString *ip = [param objectForKey:@"SERVER_IP"];
}
```

Other functions

HLS live video source playback

The premium version of the player supports playing HLS live video sources. Starting from version 11.8, it supports live video sources with HLS EVENT. Usage is as follows:



```
TXVodPlayConfig *_config = [[TXVodPlayConfig alloc] init];
[_config setMediaType:MEDIA_TYPE_HLS_LIVE];    // Specify the HLS live media type
[_txVodPlayer setConfig:_config];
[_txVodPlayer startVodPlay:${YOUR_HSL_LIVE_URL}];
```

Scenario-Specific Features

1. Dynamically Setting AudioSession

Sometimes it is necessary to dynamically set the audio output mode based on the scene, especially for iPhones, which natively support multiple audio playback and background modes. Therefore, we support the following three main modes based on the user's scenario:

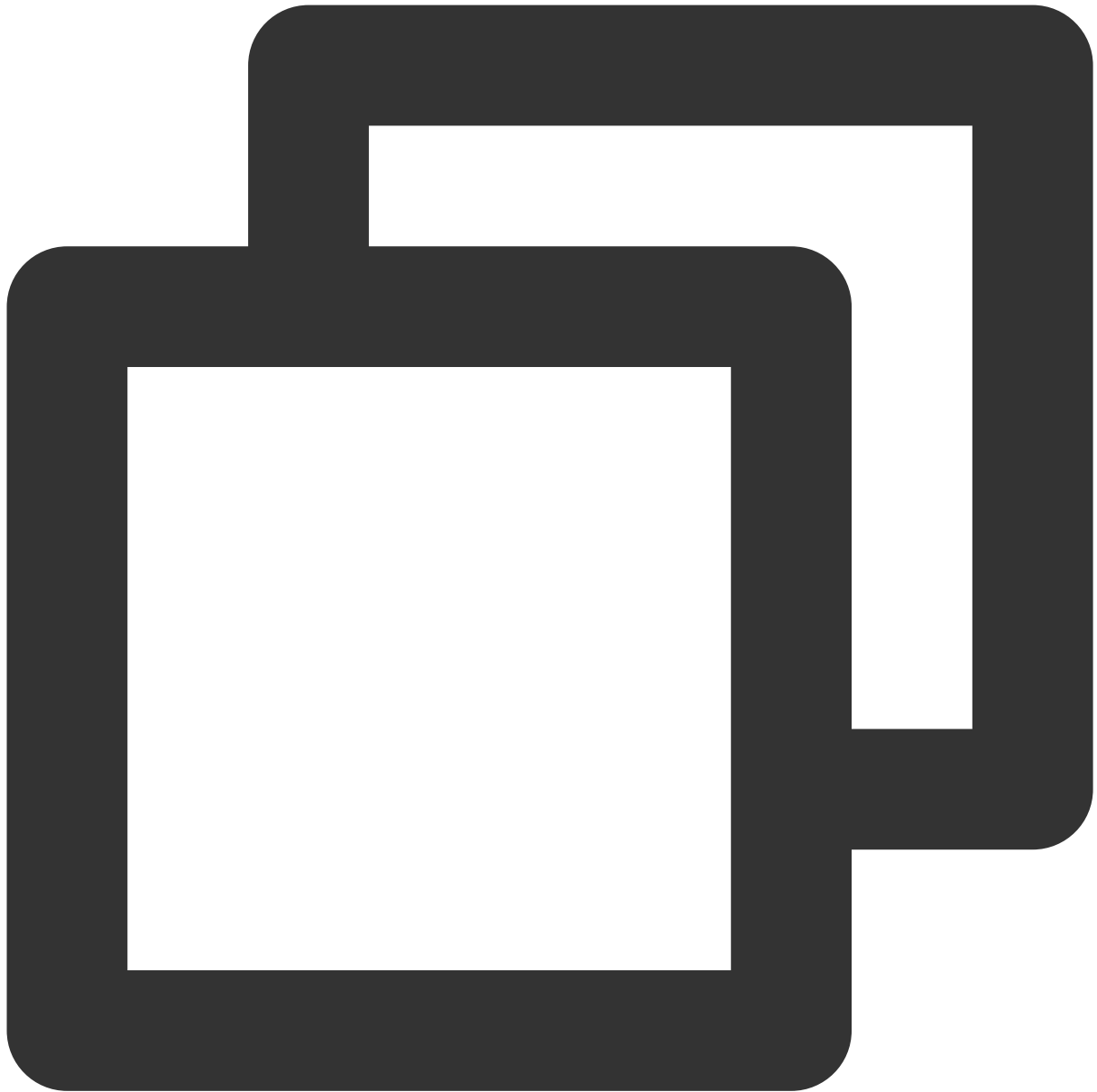
`AVAudioSessionCategoryPlayback`: Exclusive playback in the background.

`AVAudioSessionCategoryPlayAndRecord`: Exclusive playback in the background.

`AVAudioSessionCategoryAmbient`: Mixed playback.

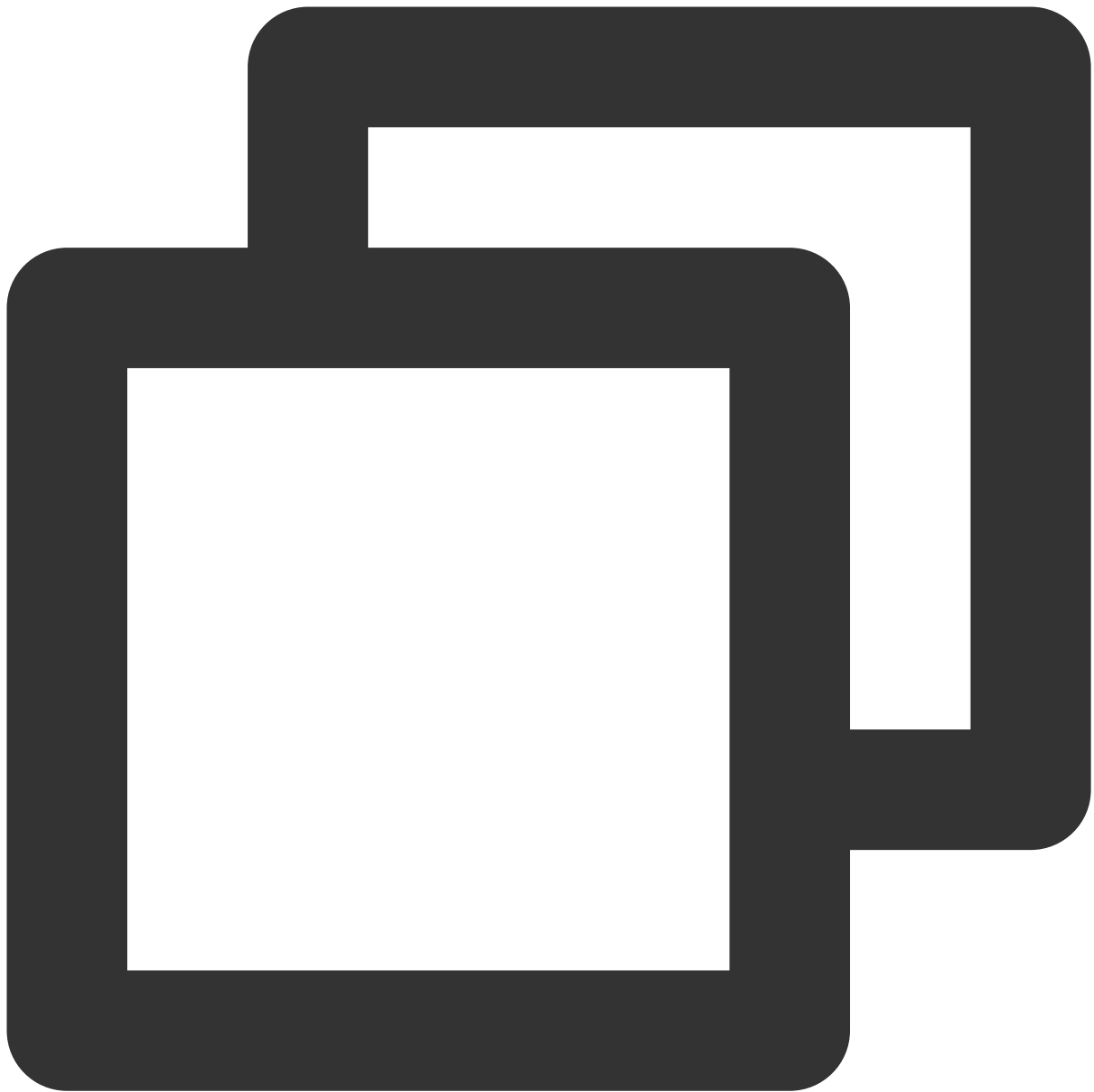
You can use the above modes to set the Category and Option of `AudioSession` according to the current scenario to achieve your purpose. The following are two examples of settings for different scenarios (the settings below can be dynamically adjusted and set according to your own scenario):

Scenario 1: Playlist scenario (video playback needs to support silent playback in the playlist and does not interrupt external audio playback).



```
[[AVAudioSession sharedInstance] setCategory:AVAudioSessionCategoryPlayback withOpt  
[[AVAudioSession sharedInstance] setActive:YES error:nil];
```

Scenario 2: Playback details scenario (the video details have sound, and temporarily interrupt external audio. After the video playback is complete, the external audio will be resumed).



```
[[AVAudioSession sharedInstance] setCategory:AVAudioSessionCategoryAmbient withOpti  
[[AVAudioSession sharedInstance] setActive:NO withOptions:AVAudioSessionSetActiveOp
```

2. SDK-based demo component

Based on the Player SDK, Tencent Cloud has developed a [player component](#). It integrates quality monitoring, video encryption, Top Speed Codec, definition selection, and small window playback and is suitable for all VOD and live playback scenarios. It encapsulates complete features and provides upper-layer UIs to help you quickly create a playback program comparable to popular video apps.

3. Open-source GitHub projects

Based on the Player SDK, Tencent Cloud has developed immersive video player, video feed stream, and multi-layer reuse components and will provide more user scenario-based components on future versions. You can download the [Player for iOS](#) to try out the components.

Android Integration

Integration Guide

Last updated : 2024-04-26 11:09:31

This document describes how to quickly integrate RT-Cube's player SDK into your project. Different versions of the SDK can be integrated in the same way.

Environment Requirements

Android Studio 2.0 or above

Android 4.1 (SDK API level 16) or above

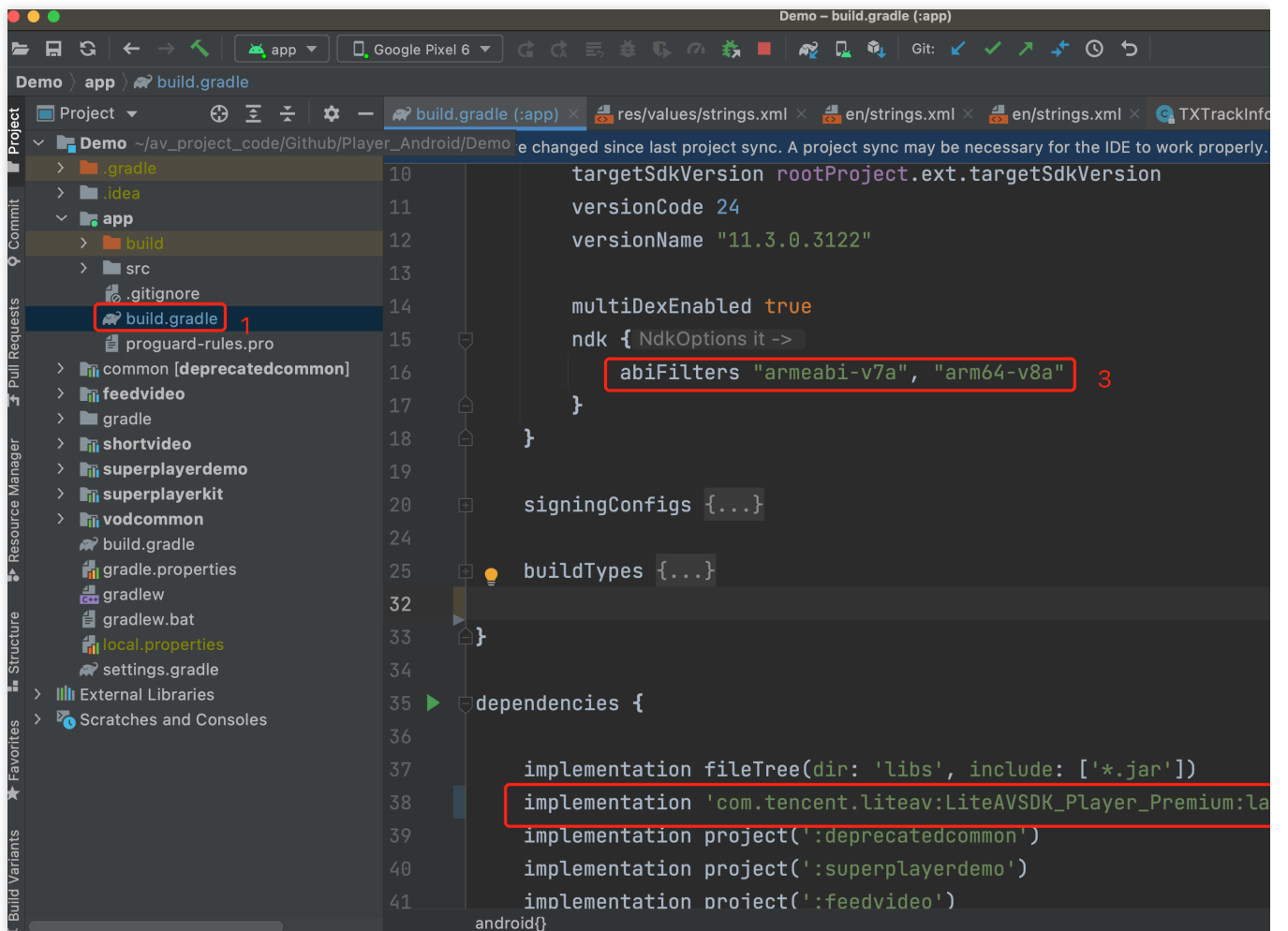
Integrating the SDK (AAR)

You can use Gradle to automatically load the AAR file or manually download the AAR file and import it into your project.

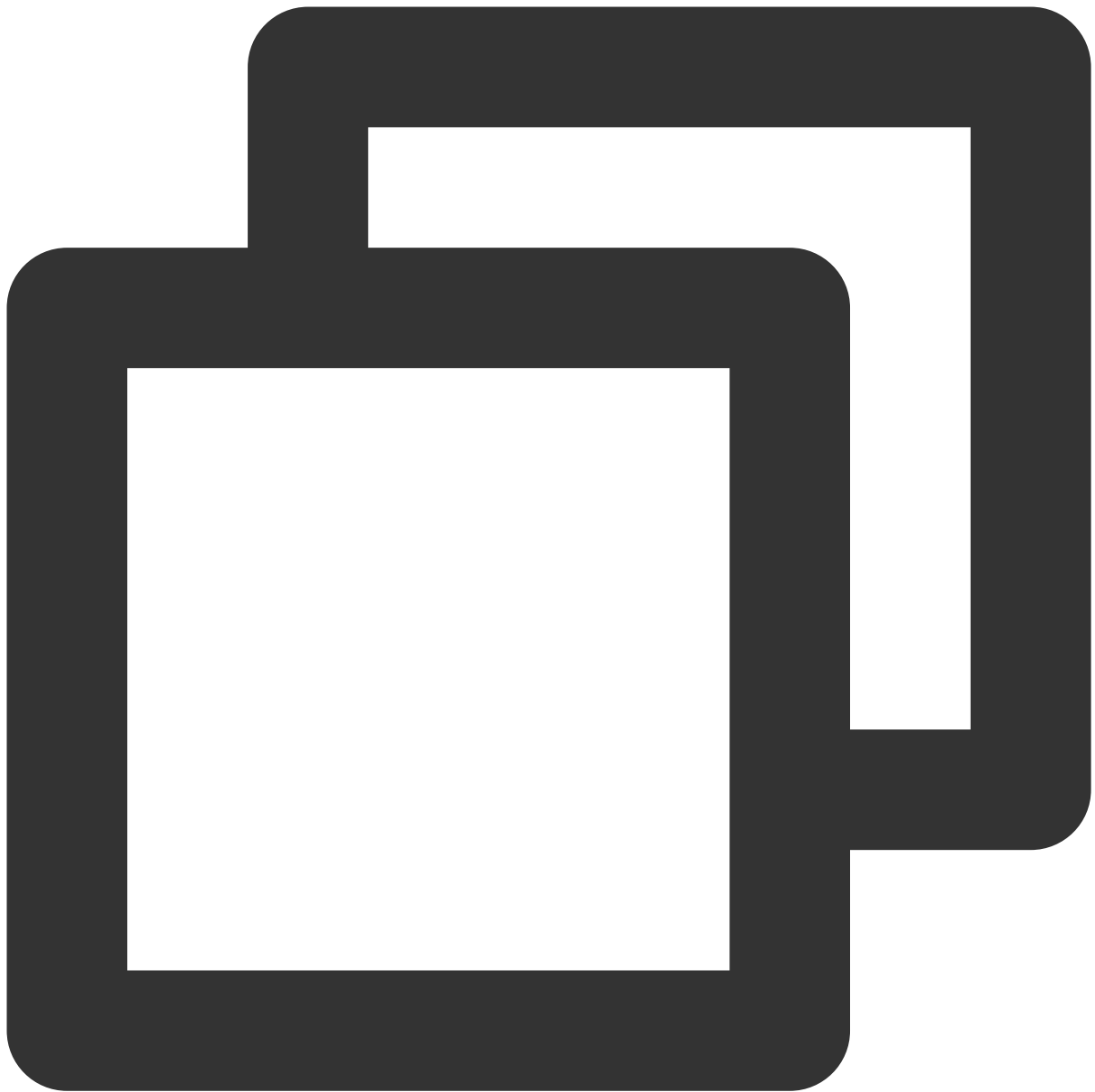
Method 1: automatic loading (AAR)

The player SDK has been released to the [mavenCentral repository](#), and you can configure it in Gradle to download `LiteAVSDK_Player_Premium` updates automatically.

Open your project with Android Studio and modify the `build.gradle` file as described below to complete the integration.

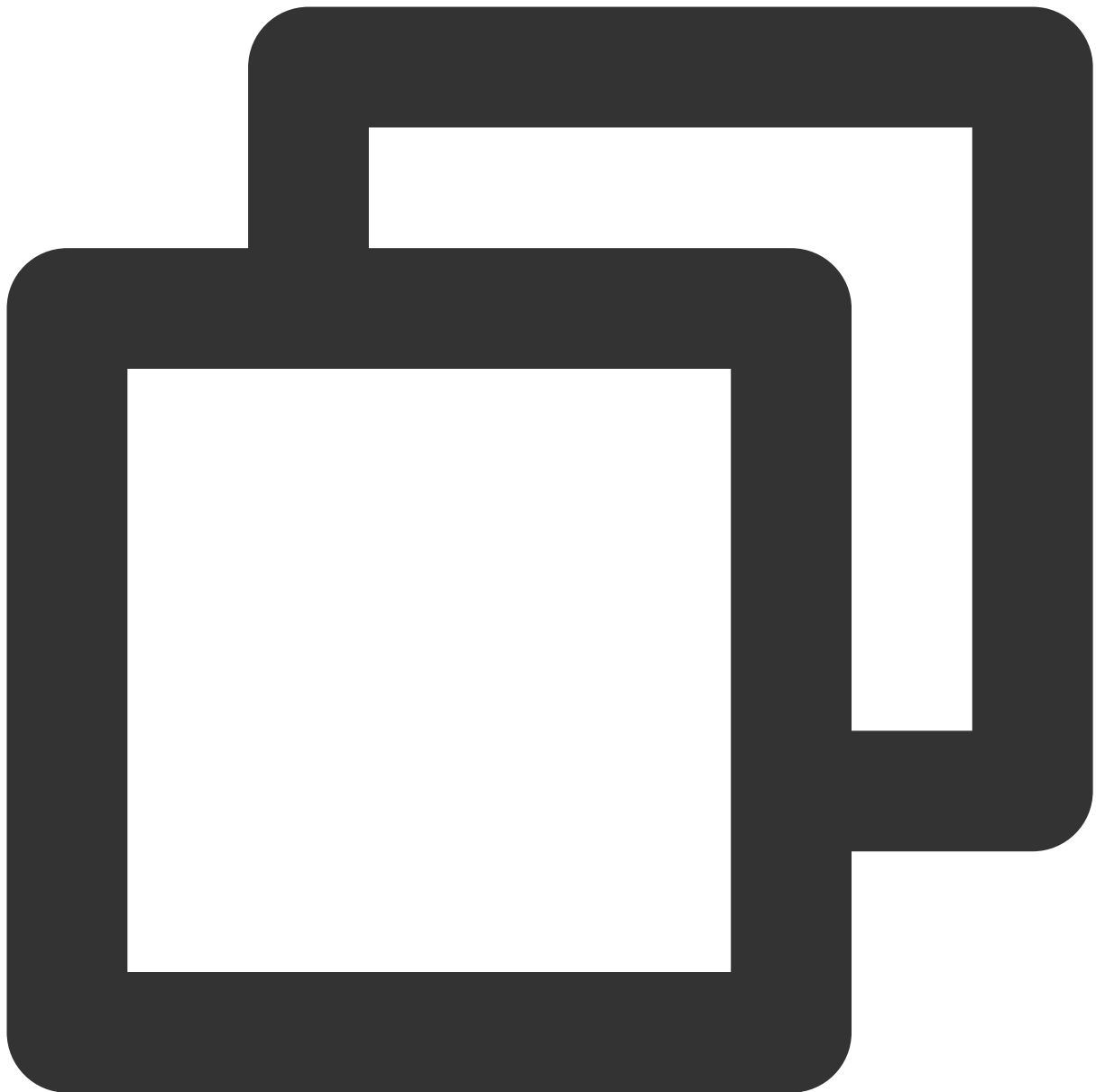


1. Add the `mavenCentral` repository to the `build.gradle` in your project's root directory.



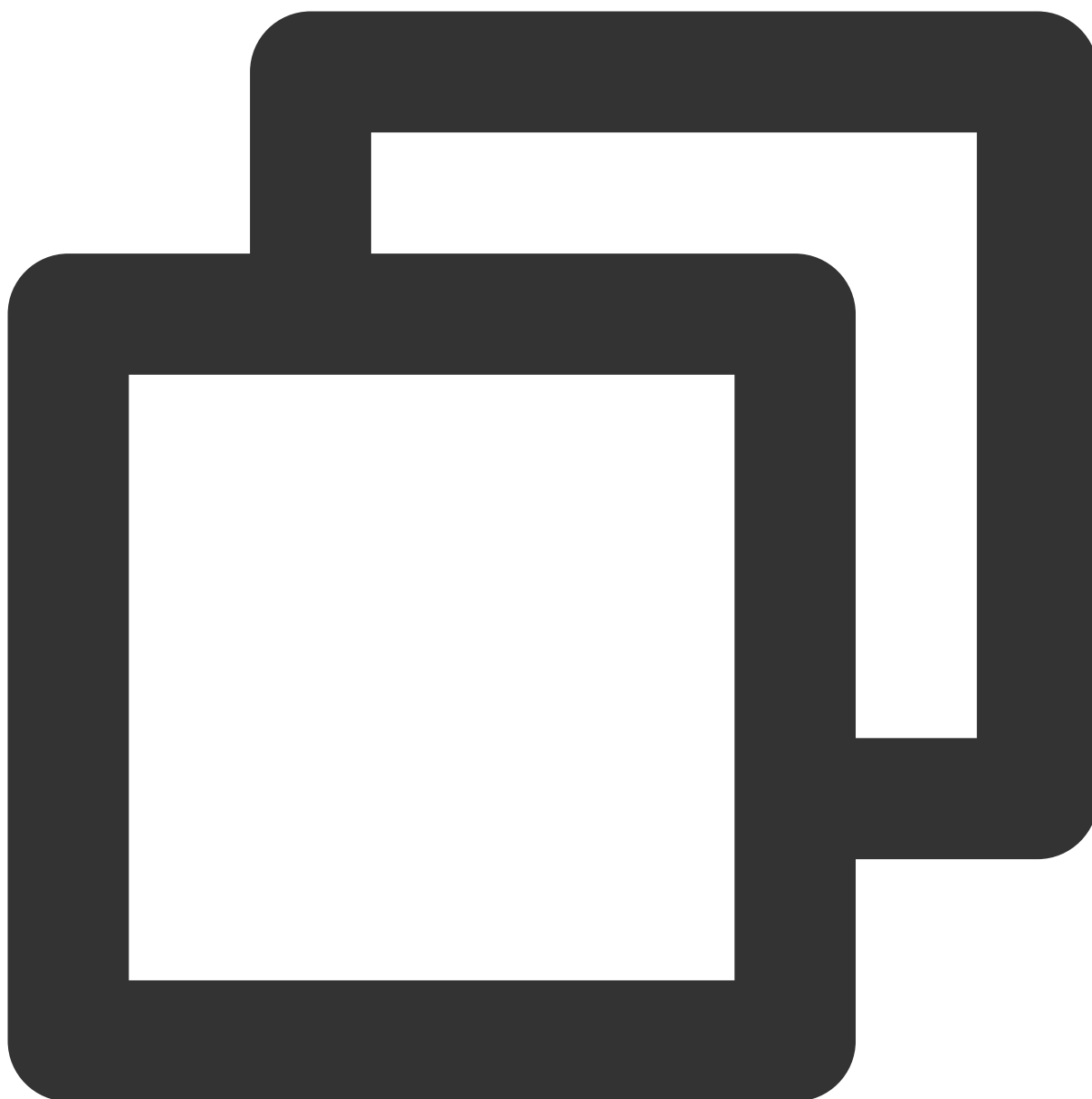
```
repositories {  
    mavenCentral()  
}
```

2. Open the `build.gradle` in the `app` directory and add the `LiteAVSDK_Player` dependencies to `dependencies` .



```
dependencies {  
    // This configuration integrates the latest version of `LiteAVSDK_Player_Premium`  
    implementation 'com.tencent.liteav:LiteAVSDK_Player_Premium:latest.release'  
    // To integrate an earlier version such as 10.8.0.29000, configure as follows:  
    // implementation 'com.tencent.liteav:LiteAVSDK_Player_Premium:10.8.0.29000'  
}
```

3. In `defaultConfig` , specify the CPU architecture to be used by the application. Currently, LiteAVSDK_Player supports armeabi, armeabi-v7a, and arm64-v8a.



```
defaultConfig {  
    ndk {  
        abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
    }  
}
```

4. Click the **Sync Now** button

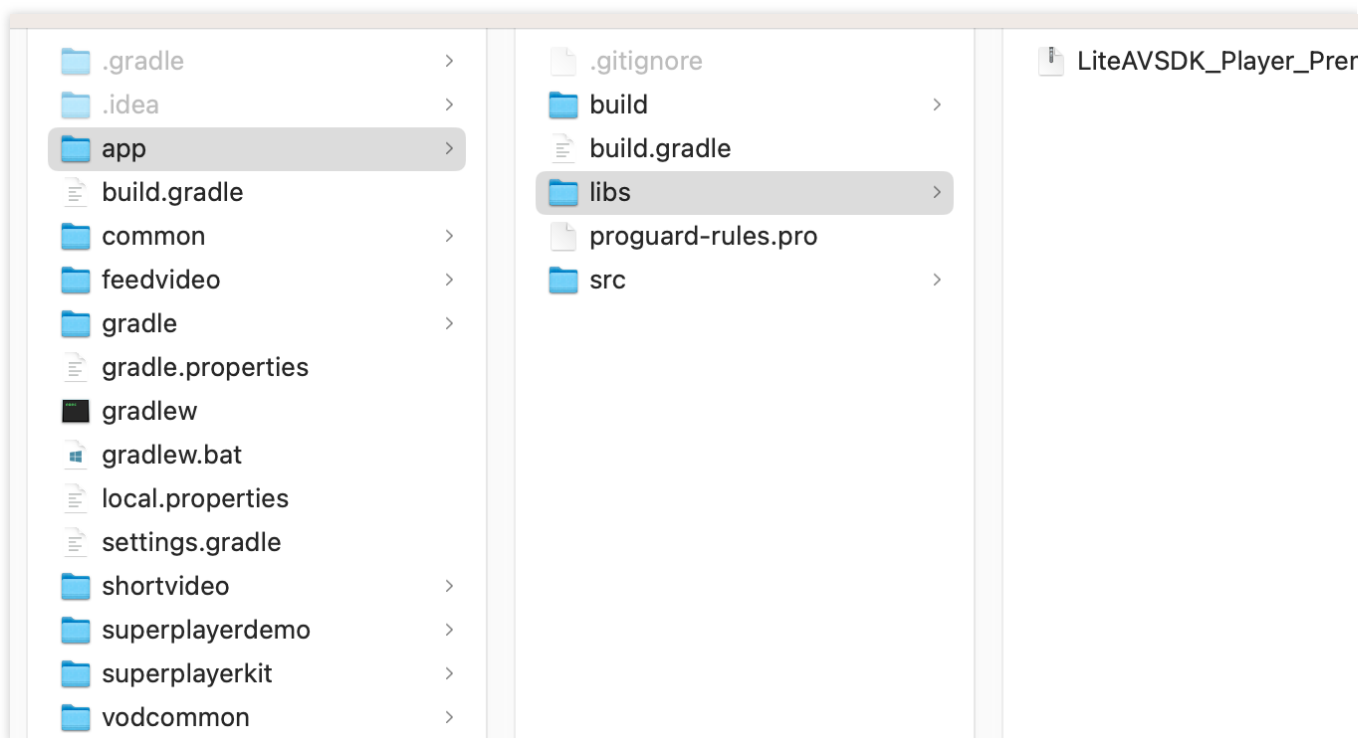


to sync the SDK. If you have no problem accessing Maven Central, the SDK will be downloaded and integrated into your project automatically.

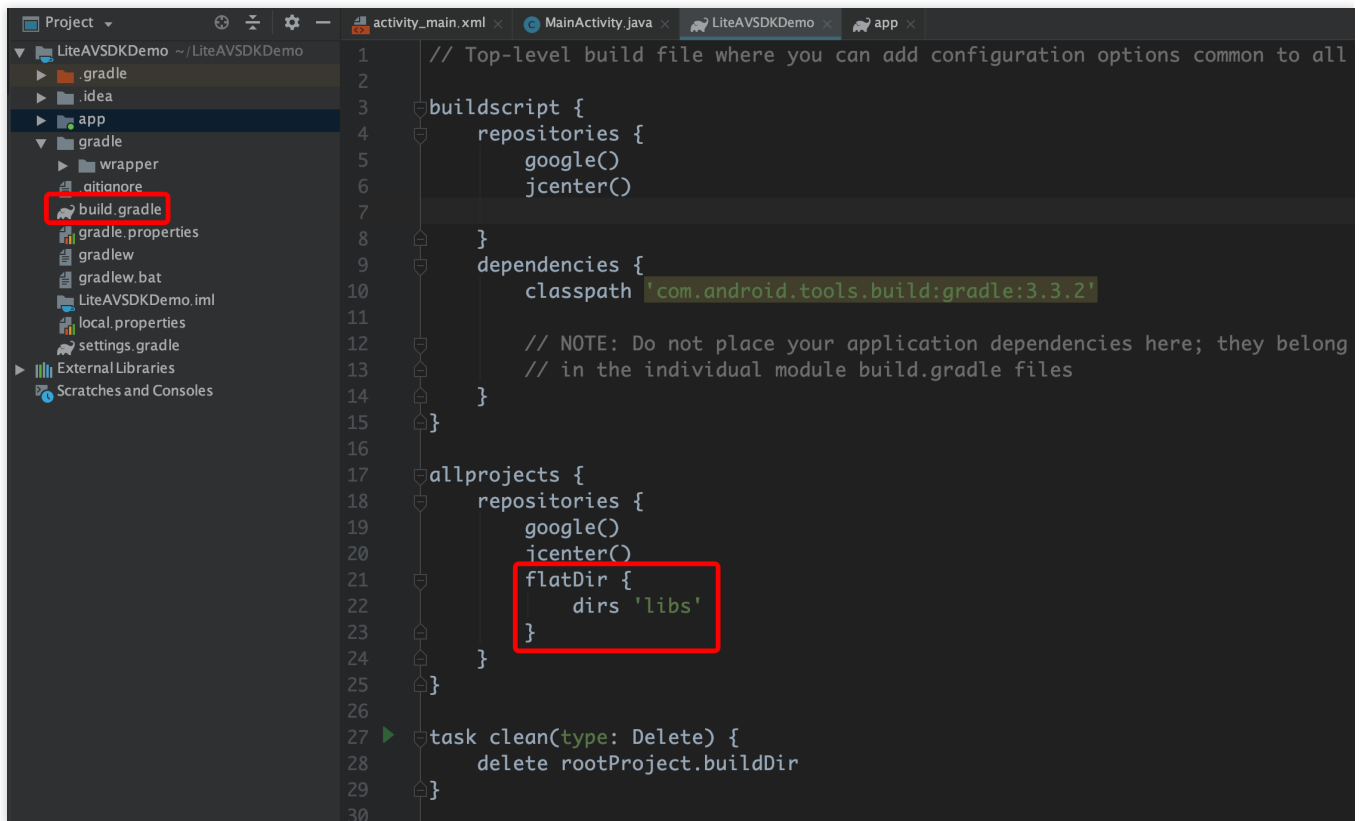
Method 2: manual download (AAR)

If you have problem accessing Maven Central, you can manually download the SDK and integrate it into your project.

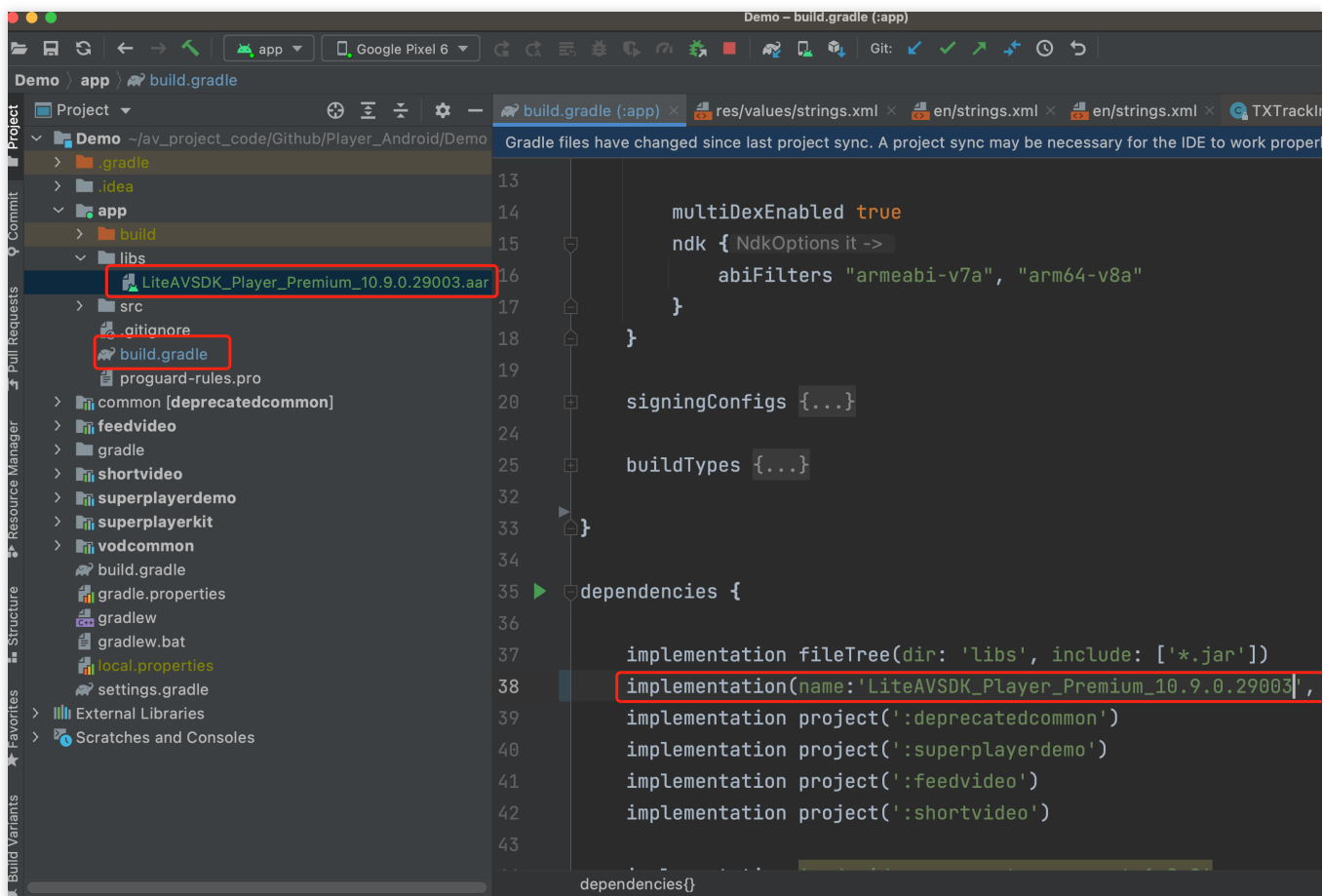
1. Download [LiteAVSDK_Player_Premium](#) and decompress the file.
2. Copy the AAR file in the SDK directory to the **app/libs** directory of your project.

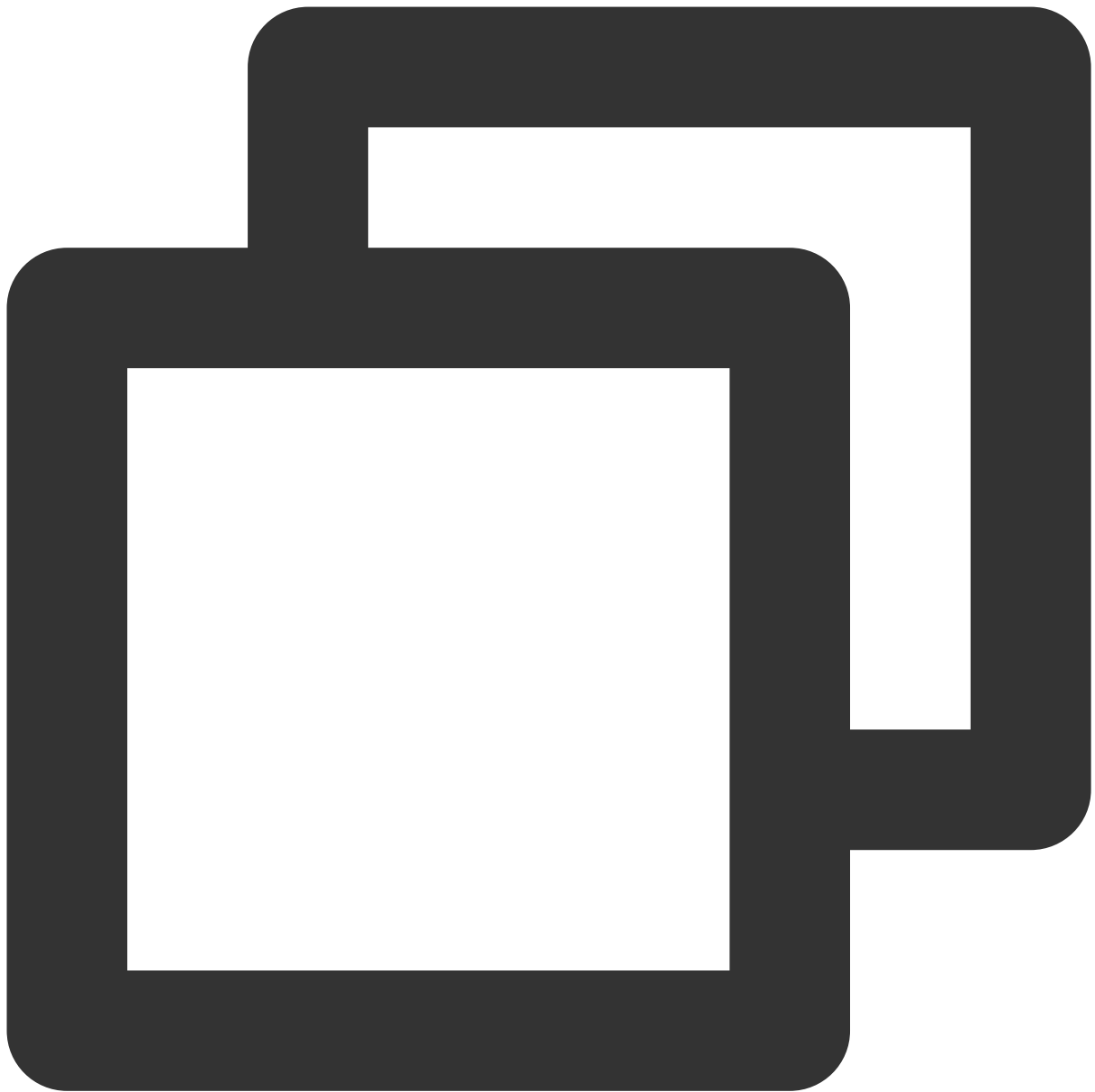


3. Add **flatDir** to `build.gradle` under your project's root directory to specify the local path for the repository.



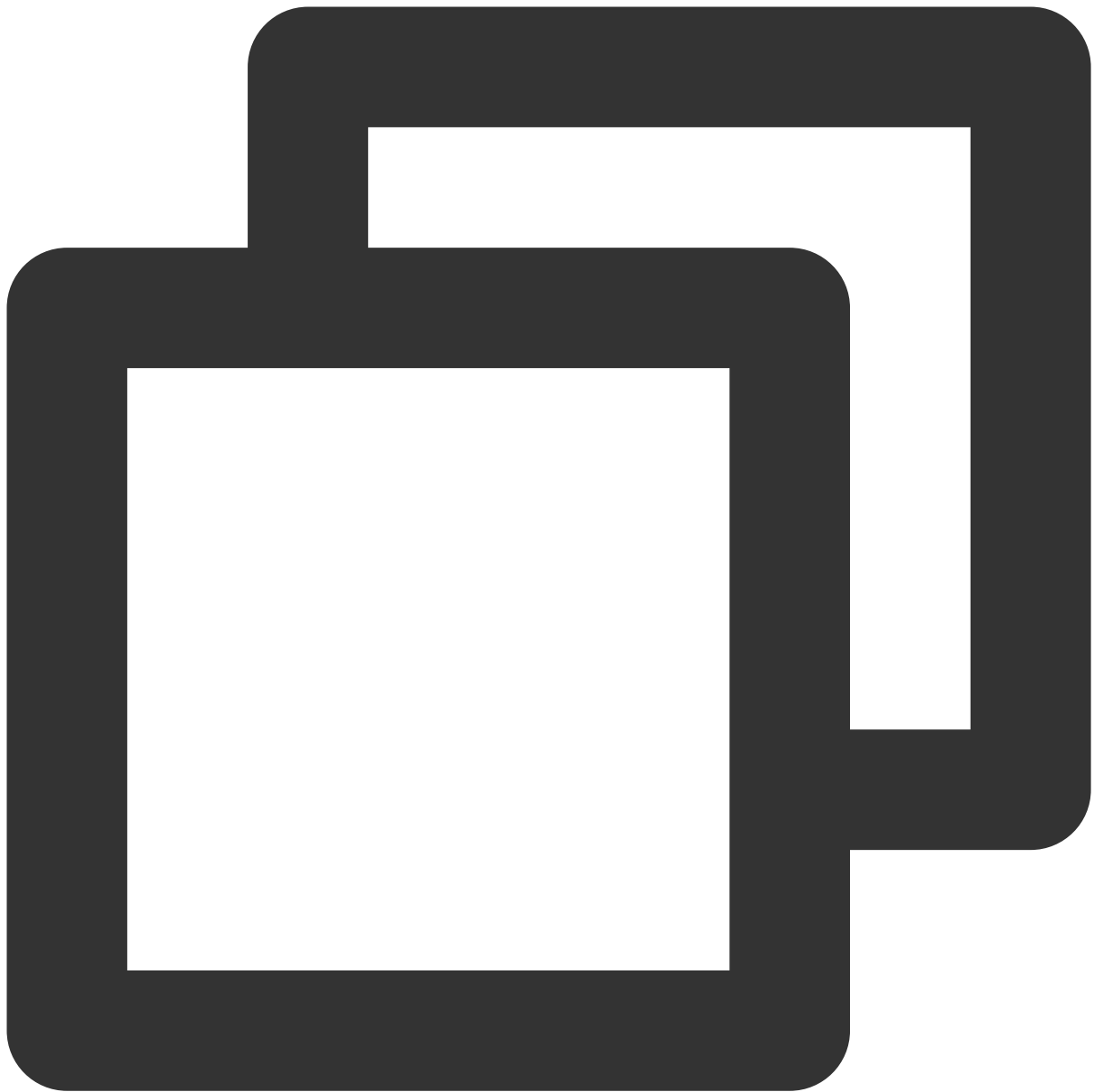
4. Add the LiteAVSDK_Player_Premium dependency and then add code that references the AAR file in `app/build.gradle` .





```
implementation(name:'LiteAVSDK_Player_Premium_10.9.0.29003', ext:'aar')
```

5. In `defaultConfig` of `app/build.gradle` , specify the CPU architecture to be used by the application. Currently, LiteAVSDK_Player supports armeabi, armeabi-v7a, and arm64-v8a.



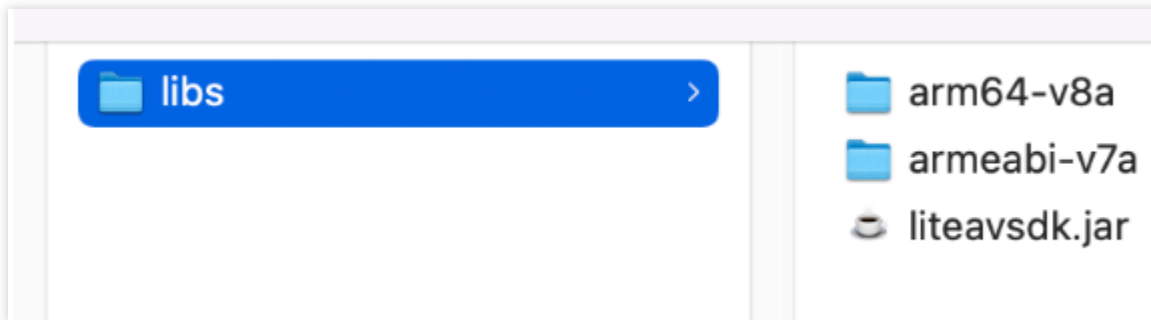
```
defaultConfig {  
    ndk {  
        abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
    }  
}
```

6. Click **Sync Now** to complete the integration of LiteAVSDK.

Integrating the SDK (JAR)

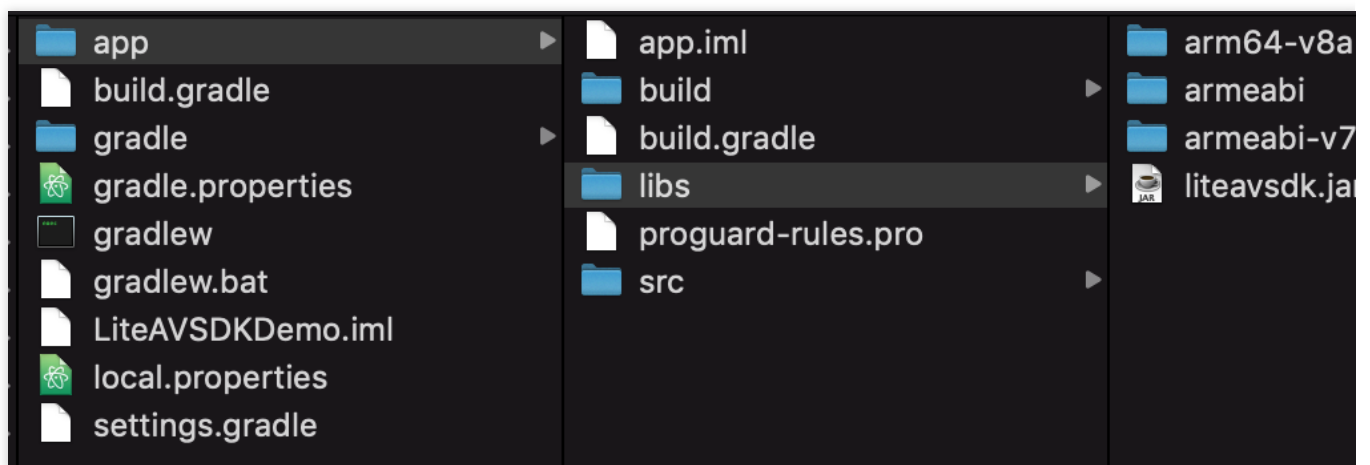
If you do not want to import the AAR library, you can also integrate LiteAVSDK by importing JAR and SO libraries.

1. Download [LiteAVSDK_Player_Premium](#) and decompress it. Find `LiteAVSDK_Player_Premium_xxx.zip` (`xxx` is the version number) in the SDK directory. After decompression, you can get the `libs` directory, which contains the JAR file and folders of SO files as listed below:



If you also need the .so file for the armeabi architecture, copy the `armeabi-v7a` directory and rename it `armeabi`.

2. Copy the JAR file and `armeabi`, `armeabi-v7a`, and `arm64-v8a` folders to the `app/libs` directory.

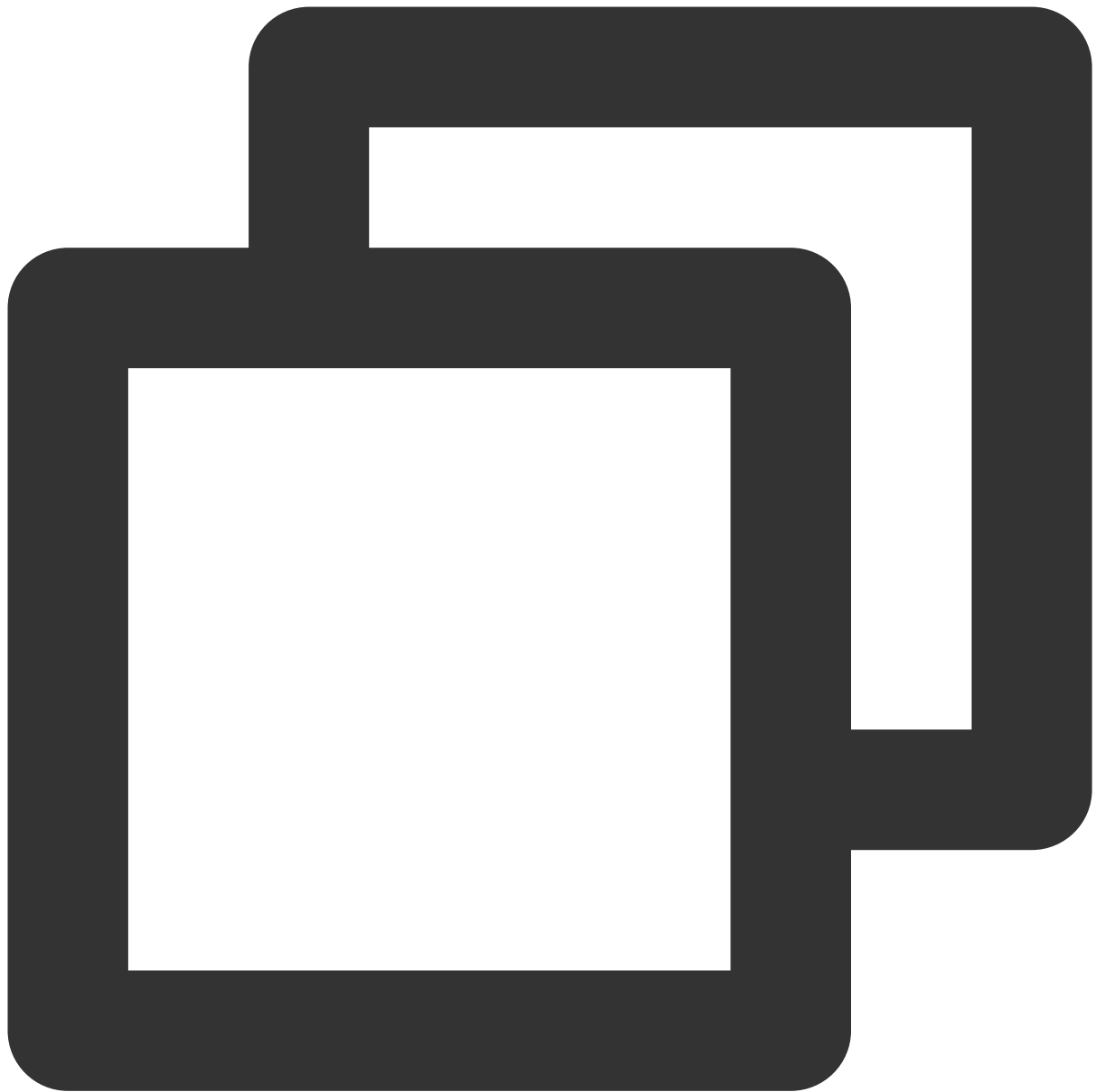


3. Add code that references the JAR library in `app/build.gradle`.

LiteAVSDKDemo ~/LiteAVSDKDemo

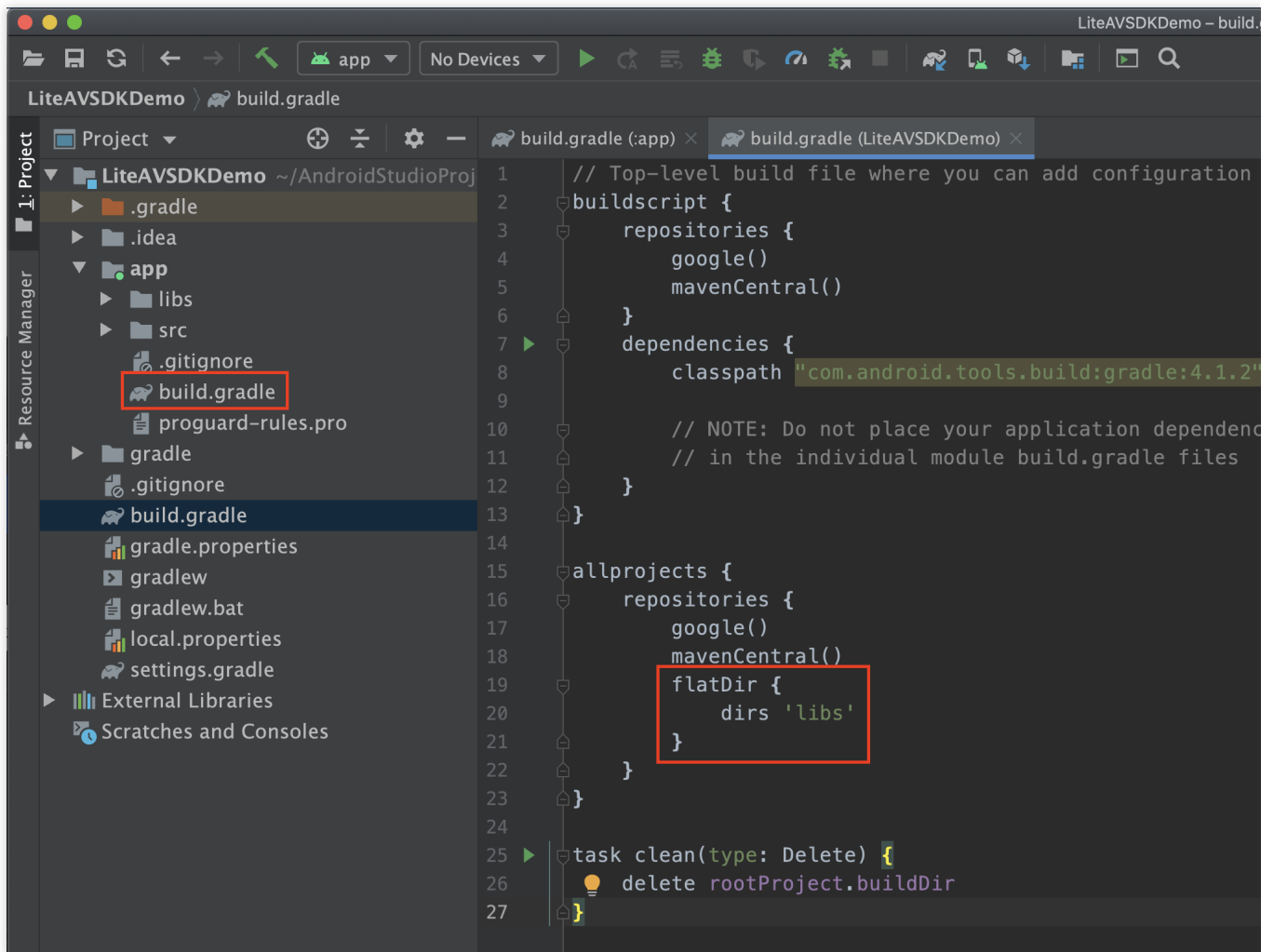
Gradle files have changed since last project sync. A project sync may be necessary for the IDE to work properly.

```
1  apply plugin: 'com.android.application'
2
3  android {
4      compileSdkVersion 28
5      defaultConfig {
6          applicationId "com.tencent.liteavsdemo"
7          minSdkVersion 21
8          targetSdkVersion 28
9          versionCode 1
10         versionName "1.0"
11         testInstrumentationRunner "android.support.test.runner.AndroidJUnitR
12         ndk {
13             abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"
14         }
15     }
16     buildTypes {
17         release {
18             minifyEnabled false
19             proguardFiles getDefaultProguardFile('proguard-android-optimize.
20         }
21     }
22
23     sourceSets {
24         main {
25             jniLibs.srcDirs = ['libs']
26         }
27     }
28 }
29
30
31 dependencies {
32     implementation fileTree(dir: 'libs', include: ['*.jar'])
33
34     implementation 'com.android.support:appcompat-v7:28.0.0'
35     implementation 'com.android.support.constraint:constraint-layout:1.1.3'
36     testImplementation 'junit:junit:4.12'
37     androidTestImplementation 'com.android.support.test:runner:1.0.2'
38     androidTestImplementation 'com.android.support.test.espresso:espresso-co
39 }
40
```

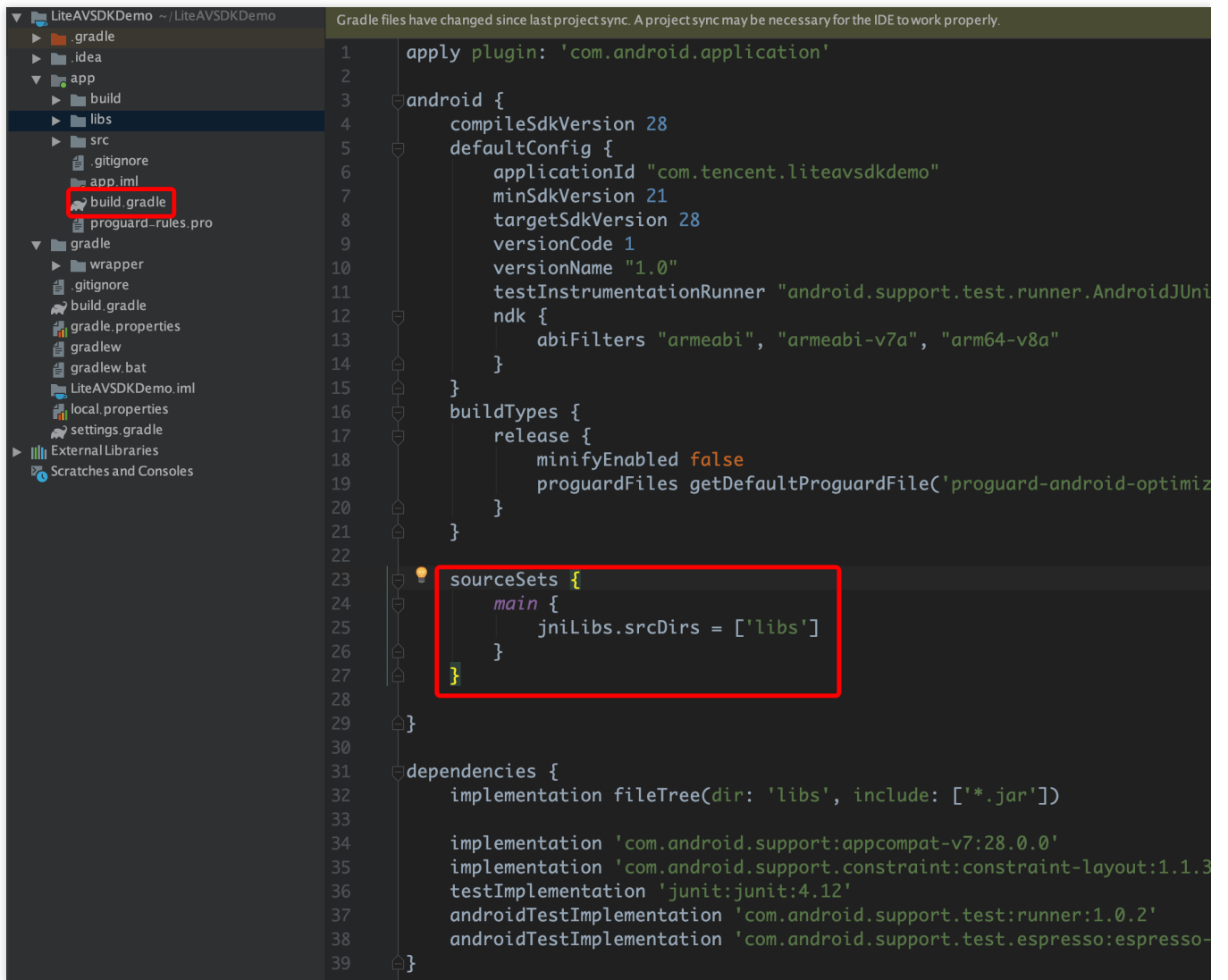


```
dependencies {  
    implementation fileTree(dir:'libs',include:['*.jar'])  
}
```

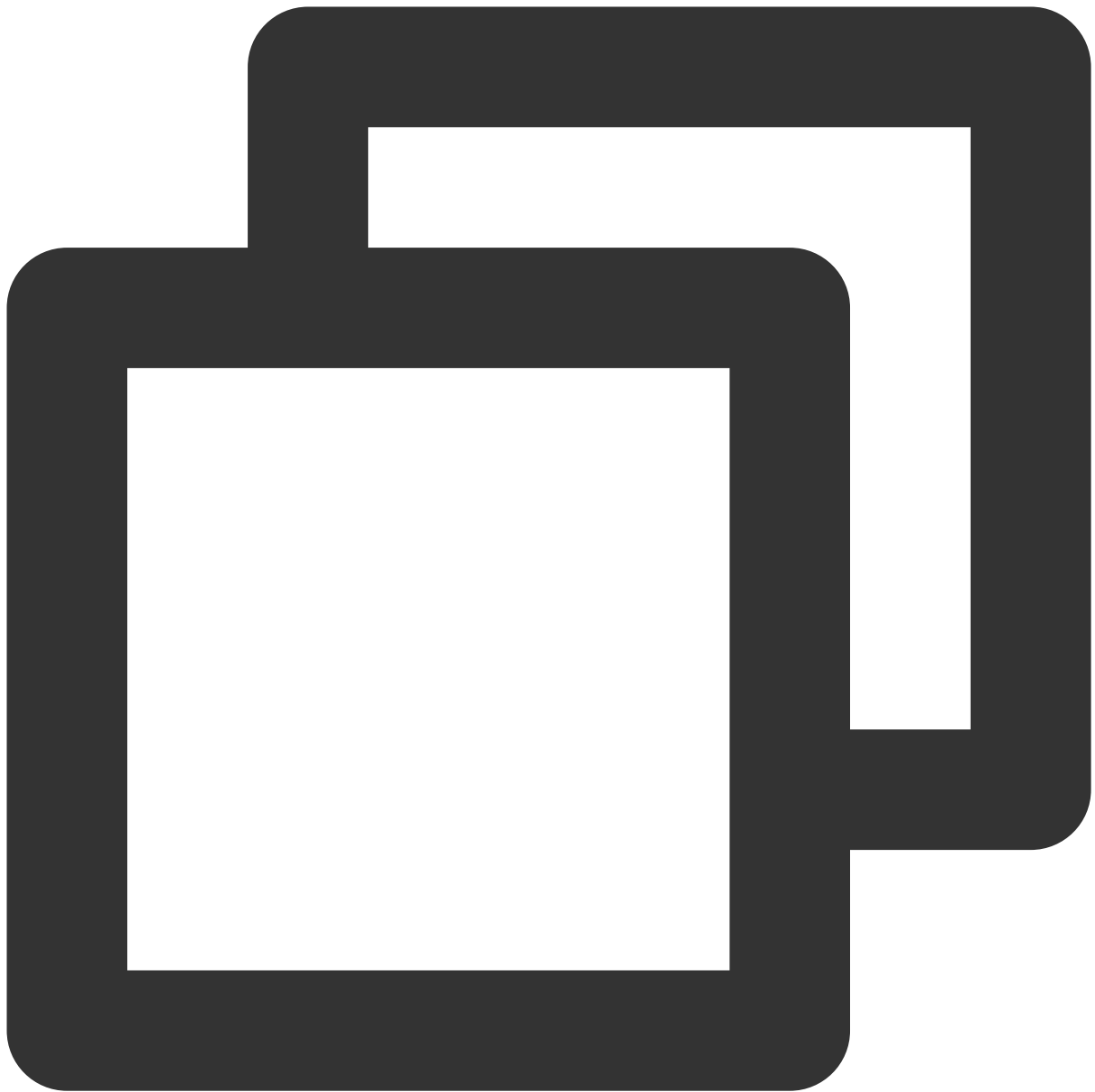
4. Add **flatDir** to `build.gradle` under the project's root directory to specify the local path for the repository.



5. In `app/build.gradle`, add code that references the SO libraries.



6. In the `defaultConfig` of `app/build.gradle`, specify the CPU architecture to be used by the application (currently, LiteAVSDK supports armeabi, armeabi-v7a, and arm64-v8a).

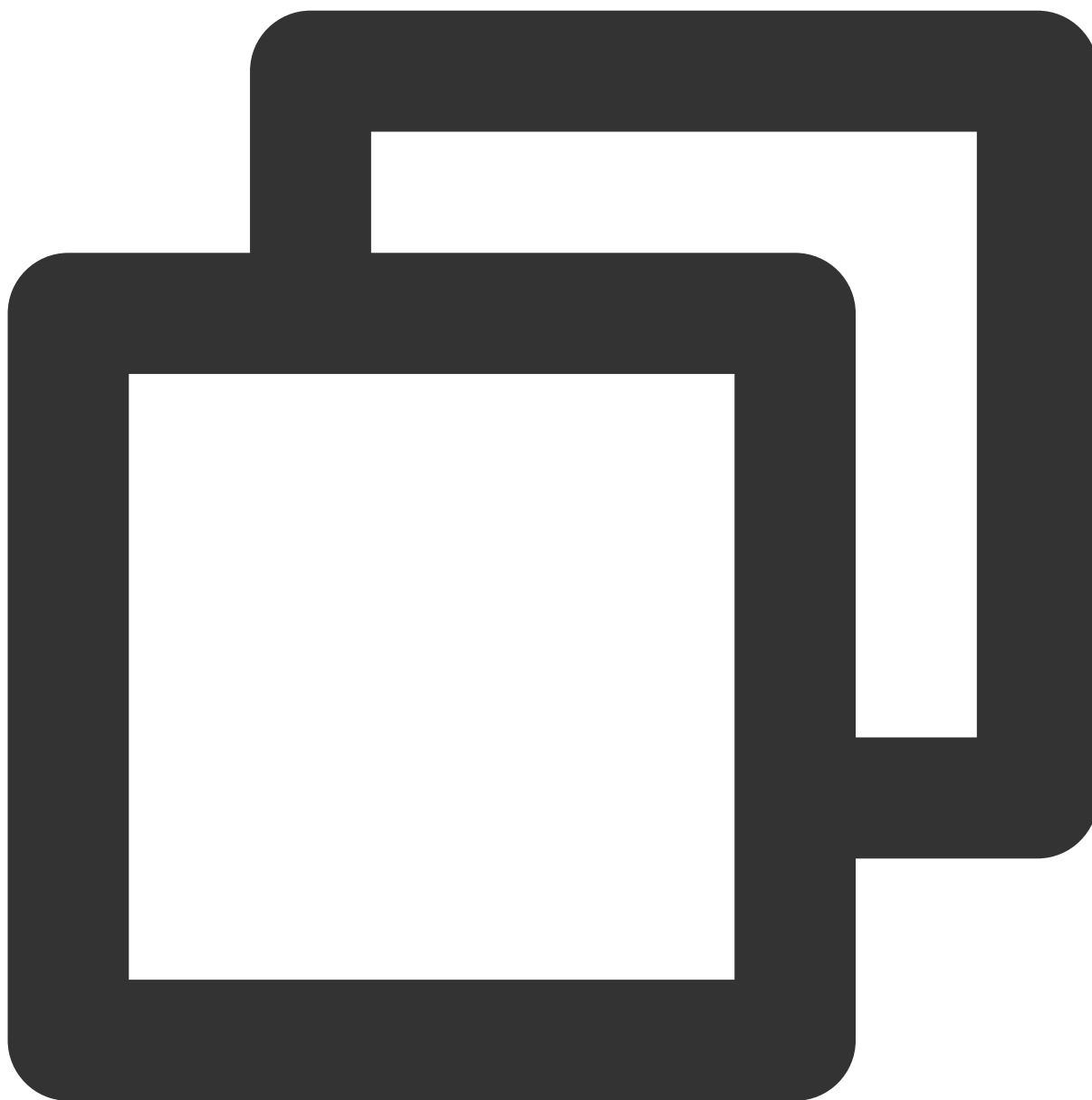


```
defaultConfig {  
    ndk {  
        abiFilters "armeabi", "armeabi-v7a", "arm64-v8a"  
    }  
}
```

7. Click **Sync Now** to complete the integration.

Configuring Permissions

Configure permissions for your application in `AndroidManifest.xml`. LiteAVSDK needs the following permissions:

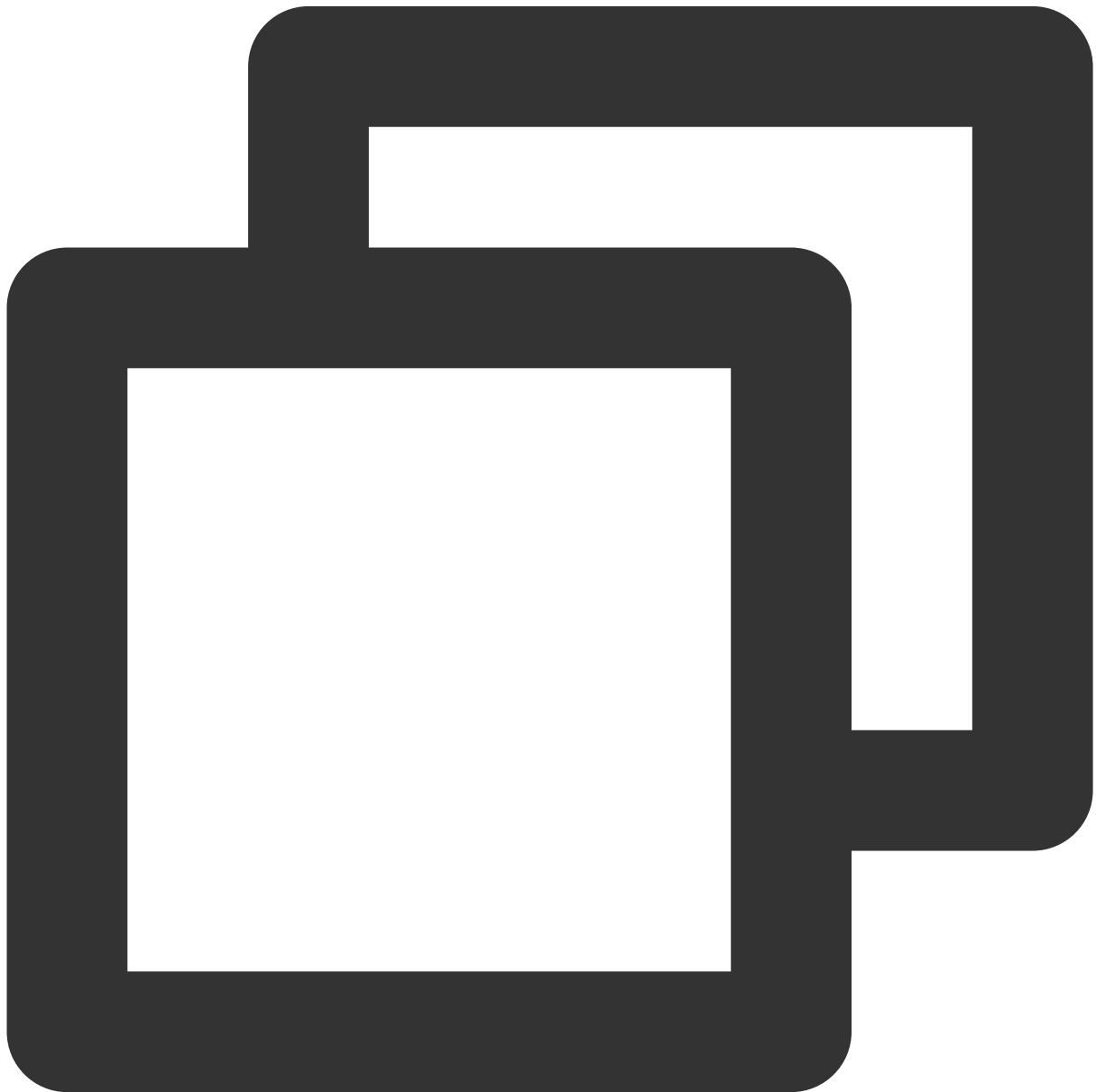


```
<!--network permission-->
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
<!--storage-->
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
```

Network security configuration allows the app to send HTTP requests

For security reasons, starting from Android P, Google requires that requests from apps use encrypted connections. The player SDK will start a local server to proxy HTTP requests. If your app's `targetSdkVersion` is greater than or equal to 28, you can enable sending HTTP requests to 127.0.0.1 through [network security configuration](#). Otherwise, an error 'java.io.IOException: Cleartext HTTP traffic to 127.0.0.1 not permitted' will occur during playback, causing video playback to fail. The configuration steps are as follows:

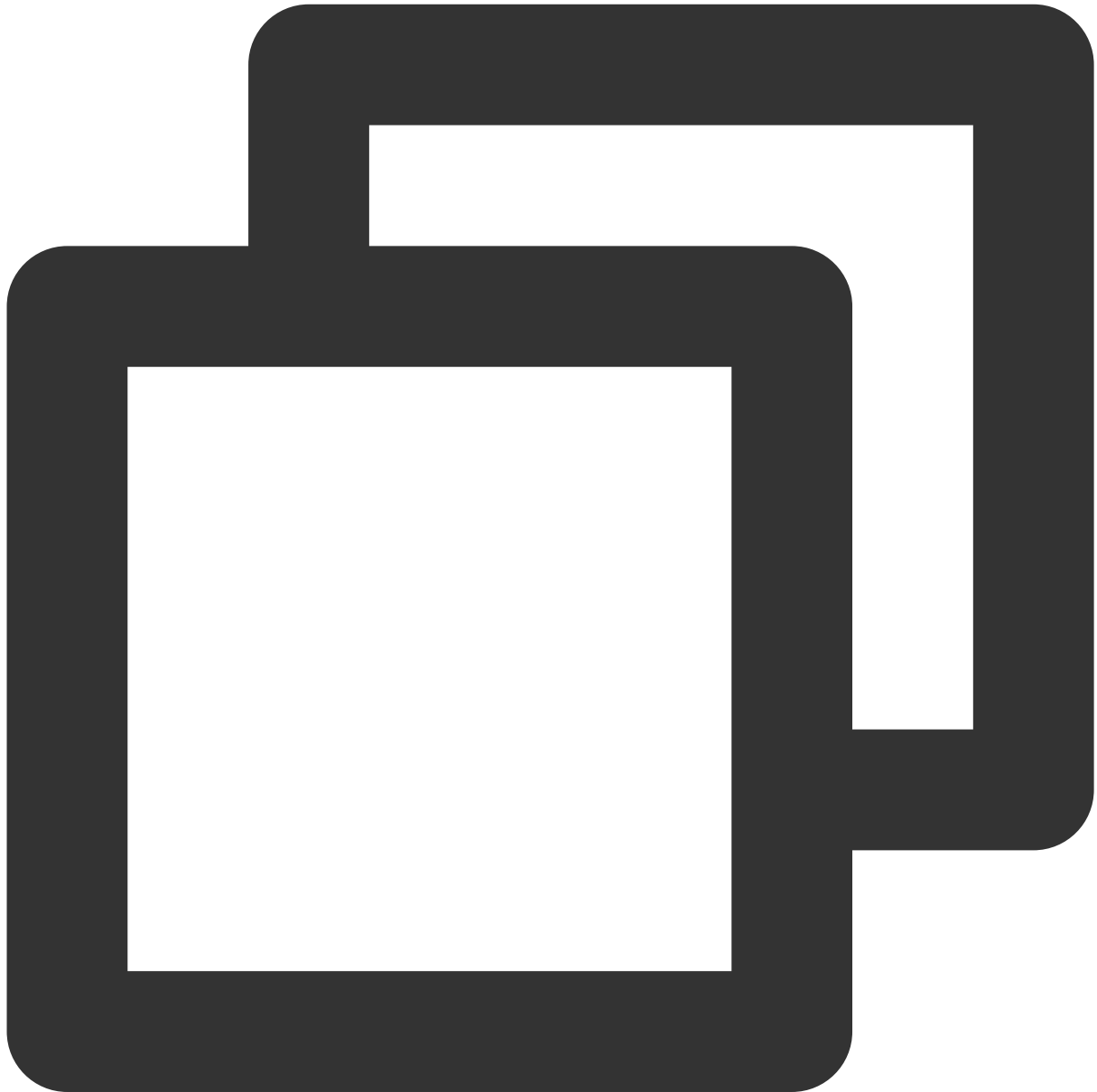
1. Create a `res/xml/network_security_config.xml` file in the project and set the network security configuration.



```
<?xml version="1.0" encoding="utf-8"?>
<network-security-config>
```

```
<domain-config cleartextTrafficPermitted="true">
    <domain includeSubdomains="true">127.0.0.1</domain>
</domain-config>
</network-security-config>
```

2. Add the following attribute to the application tag in the AndroidManifest.xml file.

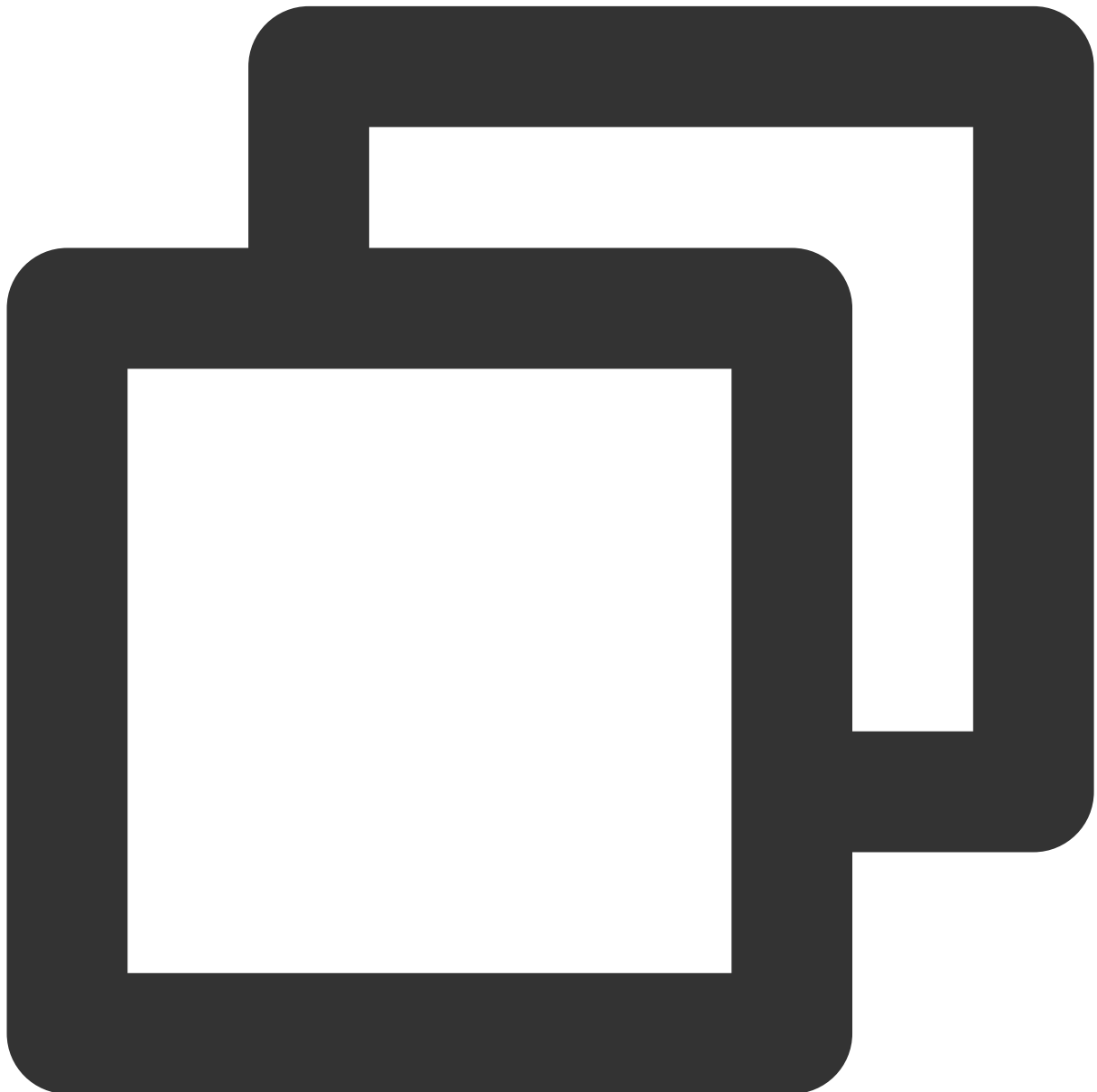


```
<?xml version="1.0" encoding="utf-8"?>
<manifest ... >
    <application android:networkSecurityConfig="@xml/network_security_config"
        ... >
        ...
    </application>
</manifest>
```

```
</application>  
</manifest>
```

Configuring Obfuscation Rules

In the `proguard-rules.pro` file, add LiteAVSDK classes to the "do not obfuscate" list.



```
-keep class com.tencent.** { *;}
```

Configuring License

Enter [VOD console](#) to apply for a trial license as instructed in [Adding and Renewing a License](#). If no license is configured, video playback will fail. You will get two strings: a license URL and a decryption key.

After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For detailed tutorials, please see [Configuring View License](#).

FAQs

What should I do if a duplicate symbol error occurs because my project integrates multiple editions of LiteAVSDK such as CSS, TRTC, and Player?

If you integrate two or more editions of LiteAVSDK (MLVB, Player, TRTC, UGSV), a library conflict error will occur when you build your project. This is because some symbol files are shared among the underlying libraries of the SDKs. To solve the problem, we recommend you integrate the All-in-One SDK, which includes the features of MLVB, Player, TRTC, and UGSV. For details, see [SDK Download](#).

VOD Scenario

Last updated : 2024-04-26 11:09:31

Limits

1. To try out all features of the player, we recommend you activate [VOD](#). If you don't have an account yet, [sign up](#) for one first. If you don't use the VOD service, you can skip this step; however, you will only be able to use basic player features after integration.
2. Download and install [Android Studio](#). If you have already done so, skip this step.

This Document Describes

How to integrate the Tencent Cloud Player SDK for Android.

How to use the Player SDK for VOD playback.

How to use the underlying capabilities of the Player SDK to implement more features.

SDK Integration

Step 1. Integrate the SDK ZIP file

Download and integrate the SDK ZIP file as instructed in [Integration Guide](#).

Step 2. Configure the license

If you have obtained a license, you can view the license URL and key in the [VOD console](#).

If you don't have the required license yet, you can get it as instructed in [Adding and Renewing a License](#).

After obtaining the License information, you need to initialize and configure the License before calling the relevant interfaces of the SDK. For detailed tutorials, please see [Configuring View License](#).

Step 3. Add a view

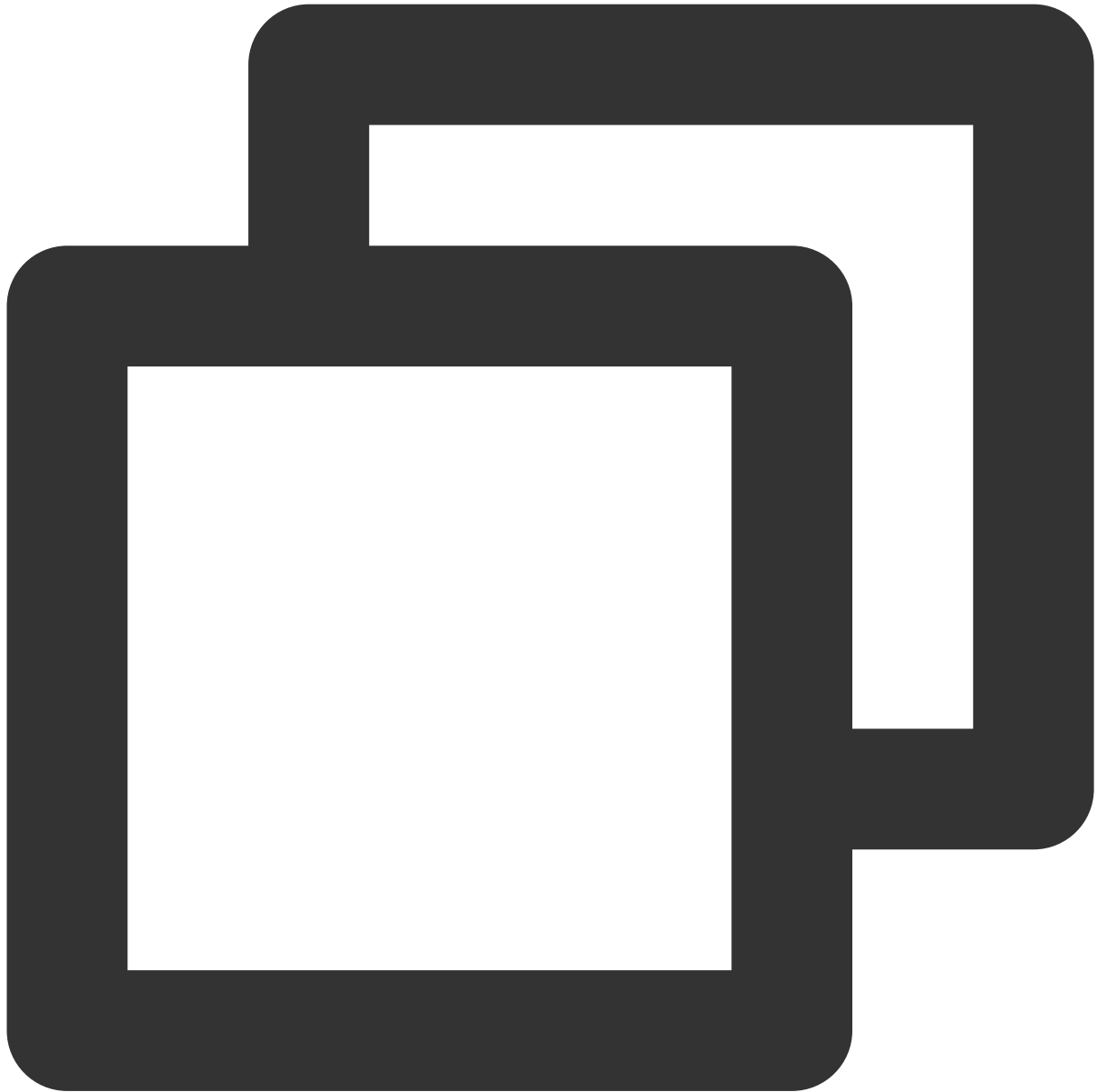
The SDK provides `TXCloudVideoView` for video rendering by default. First, add the following code to the layout XML file:



```
<com.tencent.rtmp.ui.TXCloudVideoView
    android:id="@+id/video_view"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:layout_centerInParent="true"
    android:visibility="gone"/>
```

Step 4. Create a player object

Create the **TXVodPlayer** object and use the `setPlayerView` API to associate the object with the **video_view** control just added to the UI.



```
// `mPlayerView` is the video rendering view added in step 3
TXCloudVideoView mPlayerView = findViewById(R.id.video_view);
// Create a player object
TXVodPlayer mVodPlayer = new TXVodPlayer(getActivity());
// Associate the player object with the video rendering view
mVodPlayer.setPlayerView(mPlayerView);
```

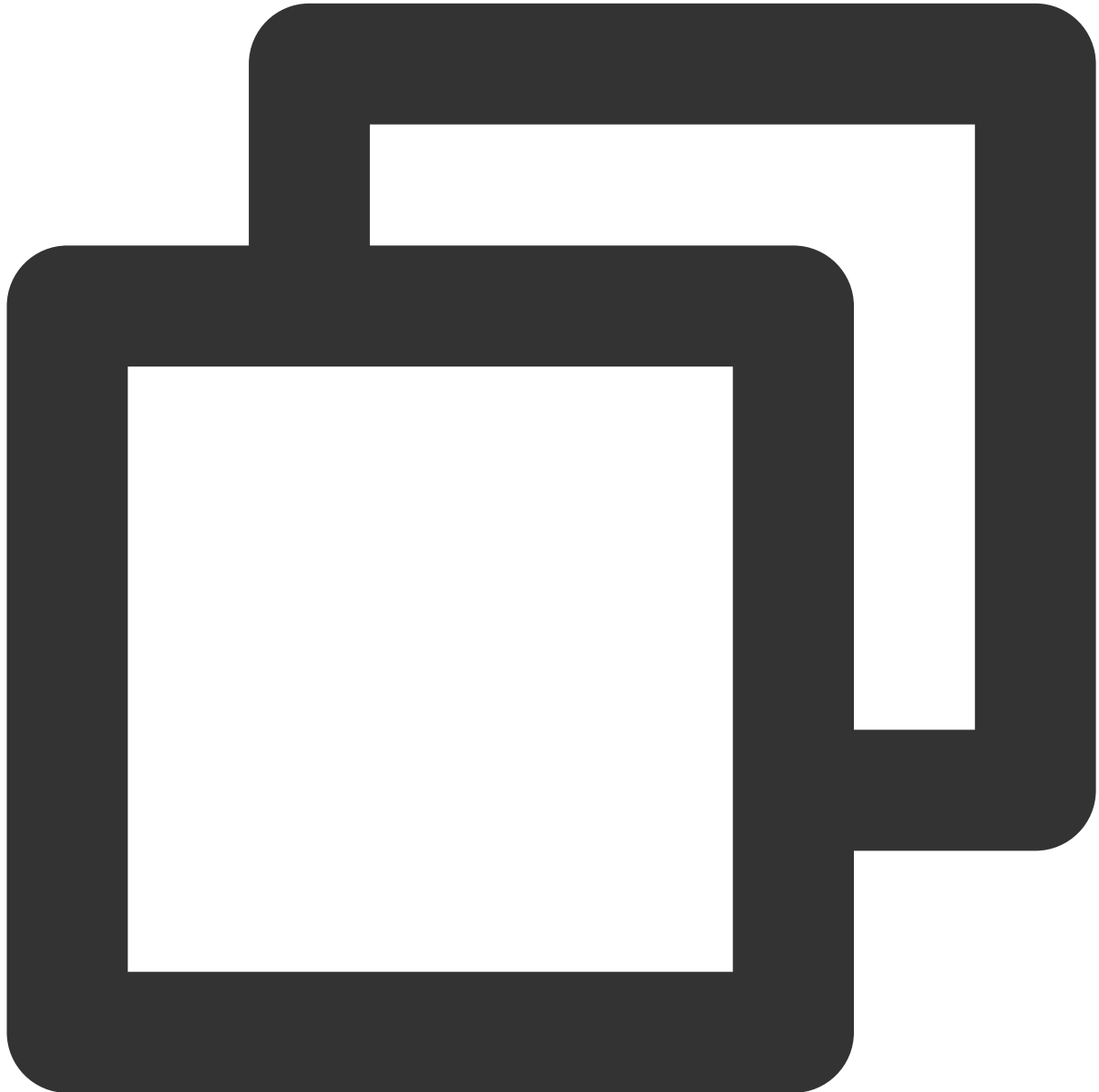

Step 5. Start playback

`TXVodPlayer` supports two playback modes for you to choose as needed:

Through URL

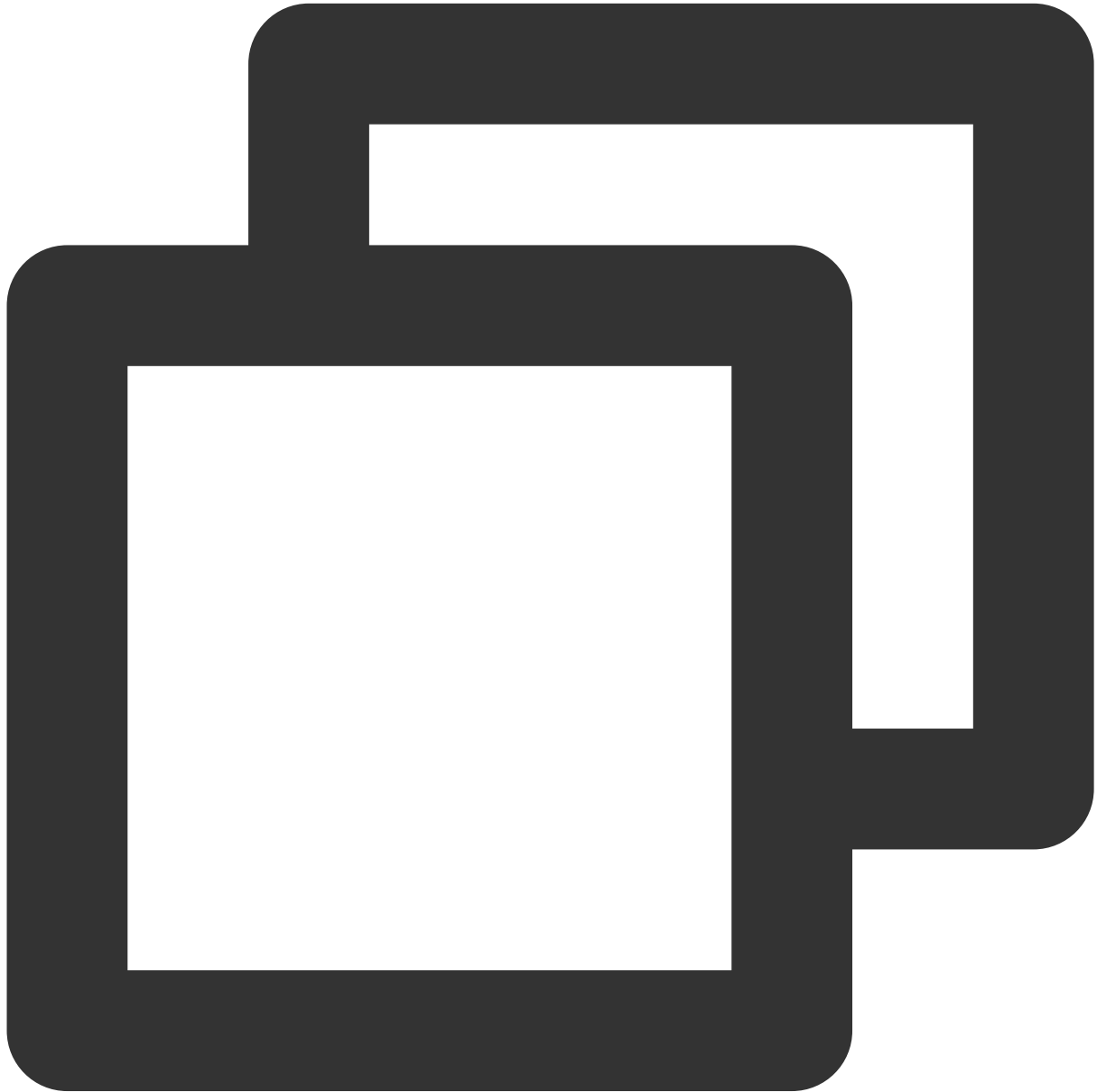
Through FileId

`TXVodPlayer` will internally recognize the playback protocol automatically. You only need to pass in your playback URL to the `startVodPlay` function.



```
// Play back a video resource at a URL
String url = "http://1252463788.vod2.myqcloud.com/xxxxx/v.f20.mp4";
mVodPlayer.startVodPlay(url);
```

```
// Play back a local video resource
String localFile = "/sdcard/video.mp4";
mVodPlayer.startVodPlay(localFile);
```



```
// We recommend you use the following new API:
// `psign` is a player signature. For more information on the signature and how to
TXPlayInfoParams playInfoParam = new TXPlayInfoParams(1252463788, // `appId` of the
    "4564972819220421305", // `fileId` of the video
    "psignxxxxxxx"); // The player signature
```

```
mVodPlayer.startVodPlay(playInfoParam);

// Legacy API, which is not recommended
TXPlayerAuthBuilder authBuilder = new TXPlayerAuthBuilder();
authBuilder.setAppId(1252463788);
authBuilder.setFileId("4564972819220421305");
mVodPlayer.startVodPlay(authBuilder);
```

Find the target video file in [Media Assets](#), and you can view the `FileId` below the filename.

Play back the video through the `FileId`, and the player will request the backend for the real playback URL. If the network is abnormal or the `FileId` doesn't exist, the `TXLiveConstants.PLAY_ERR_GET_PLAYINFO_FAIL` event will be received; otherwise, `TXLiveConstants.PLAY_EVT_GET_PLAYINFO_SUCC` will be received, indicating that the request succeeded.

Step 6. Stop playback

Remember to terminate the view control when stopping the playback, especially before the next call of `startVodPlay`. This can prevent memory leak and screen flashing issues.

In addition, when exiting the playback UI, you need to call the `onDestroy()` function for the rendering view. This can prevent memory leak and "Receiver not registered" alarms.



```
@Override
public void onDestroy() {
    super.onDestroy();
    mVodPlayer.stopPlay(true); // `true` indicates to clear the last-frame image
    mPlayerView.onDestroy();
}
```

Note:

The boolean parameter of `stopPlay` indicates whether to clear the last-frame image. Early versions of the live player of the RTMP SDK don't have an official pause feature; therefore, this boolean value is used to clear the last-

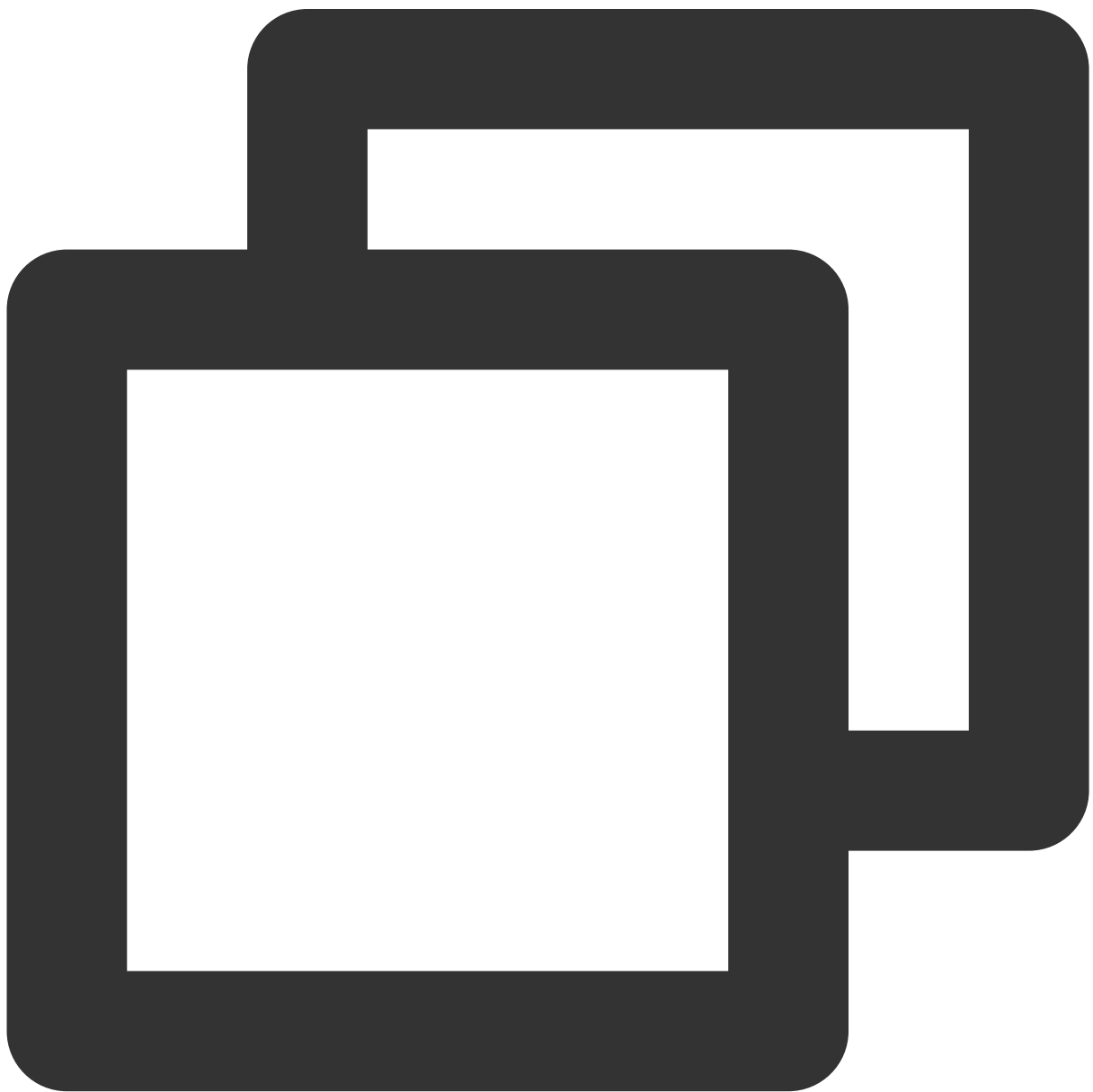
frame image.

If you want to retain the last-frame image after VOD stops, simply do nothing after receiving the playback stop event; playback will stop at the last frame by default.

Basic Feature Usage

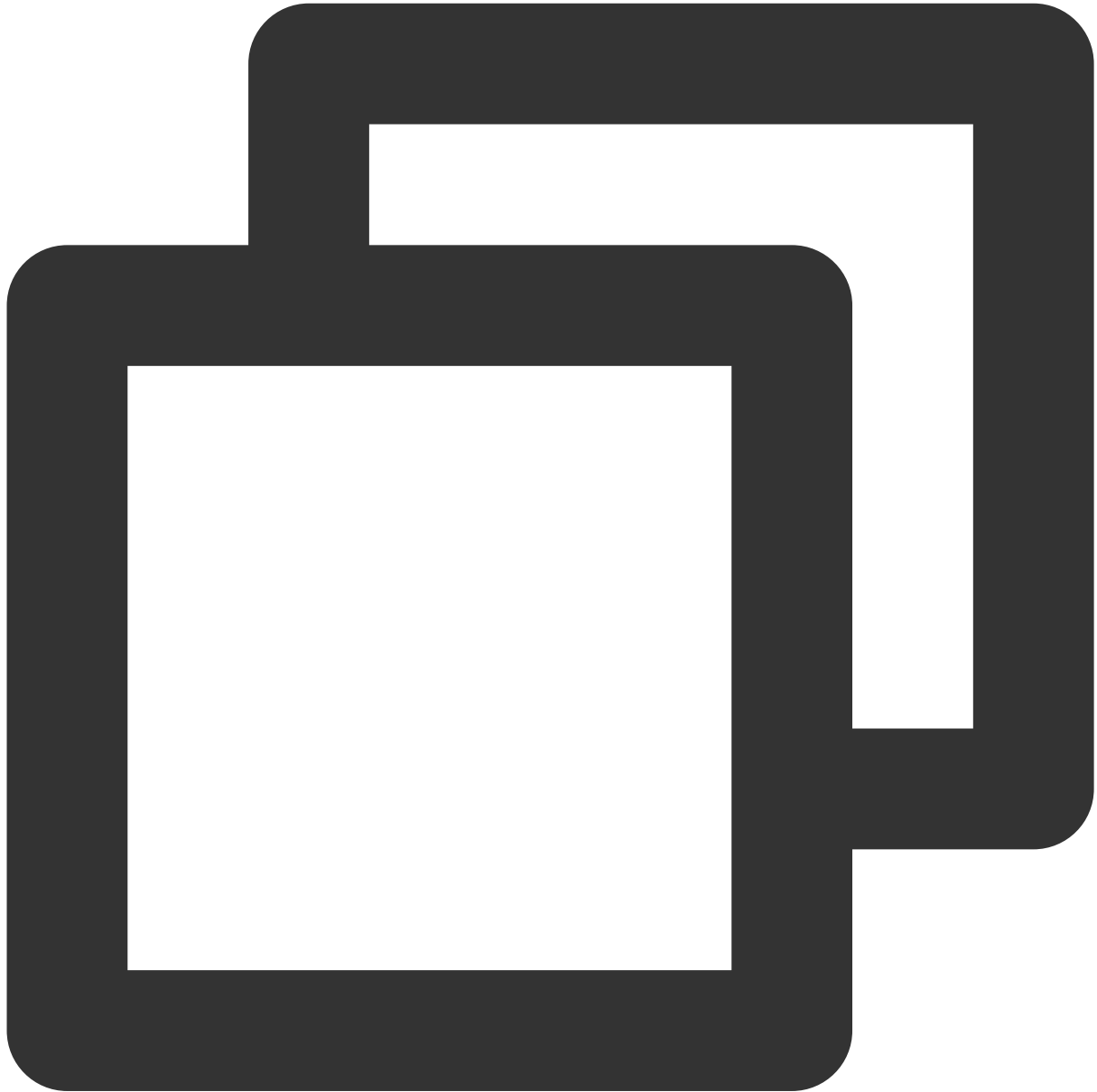
1. Playback control

Starting playback



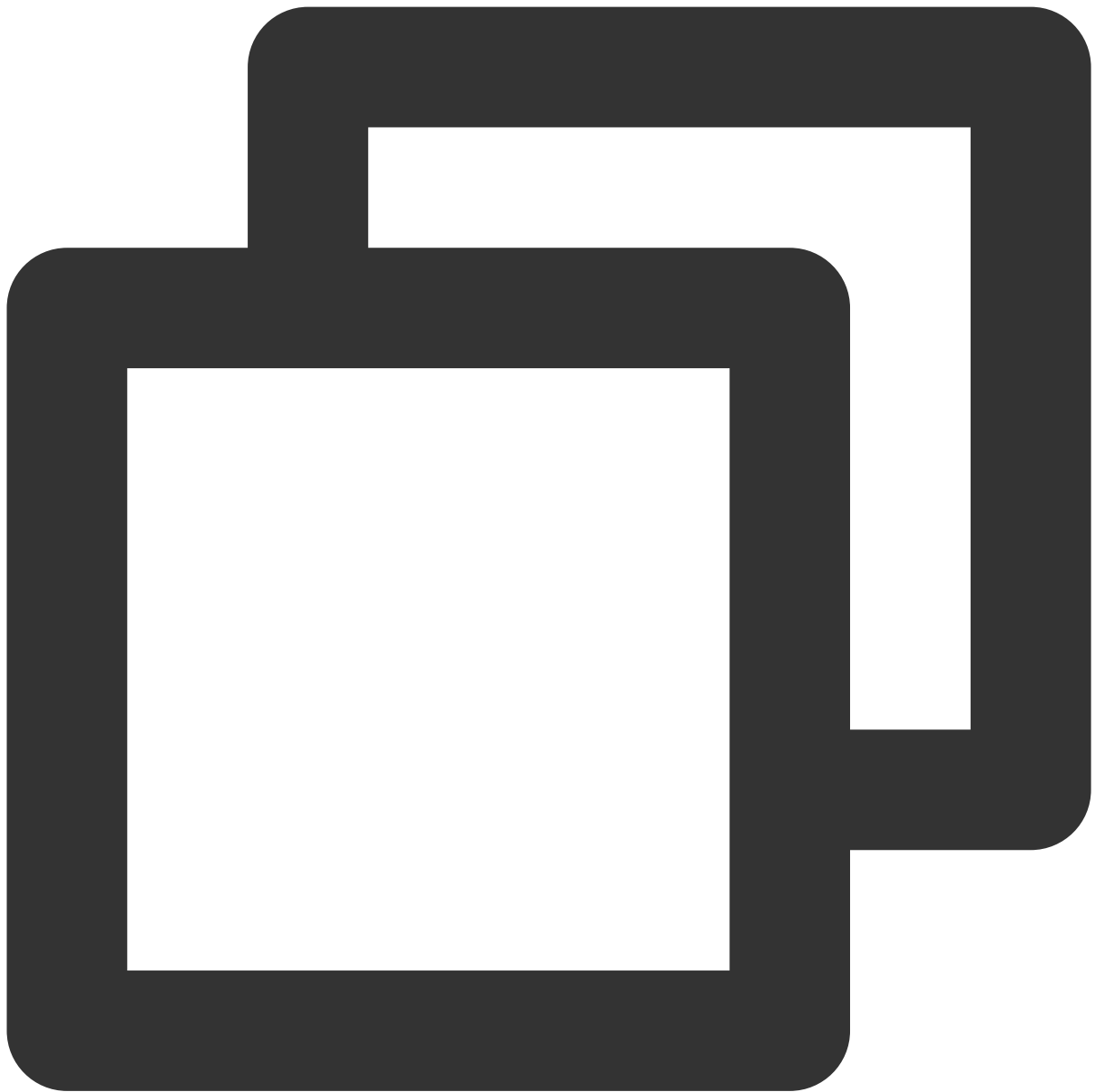
```
// Start playback  
mVodPlayer.startVodPlay(url)
```

Pausing playback



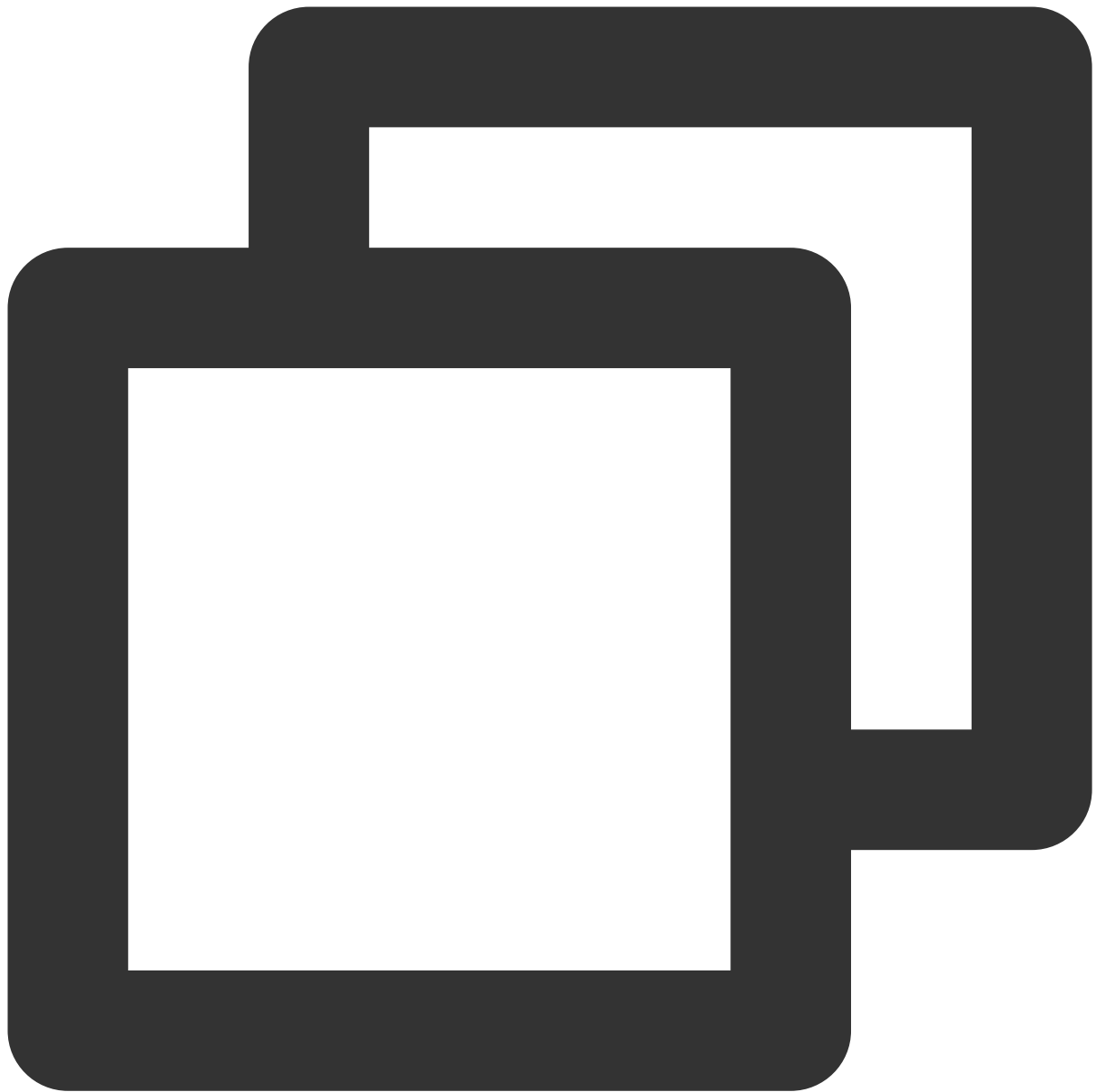
```
// Pause the video  
mVodPlayer.pause();
```

Resuming playback



```
// Resume the video  
mVodPlayer.resume();
```

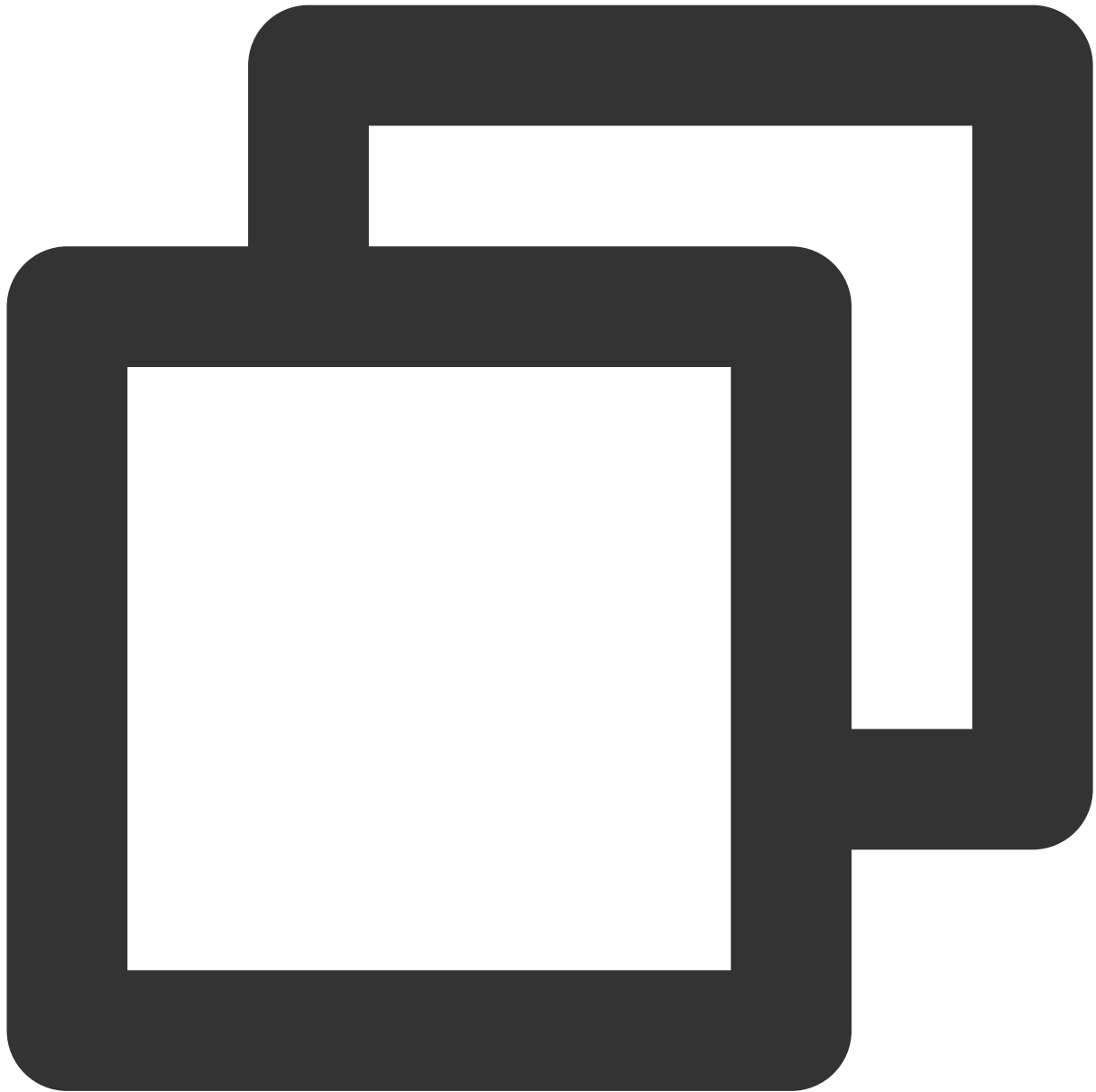
Stopping playback



```
// Stop the video  
mVodPlayer.stopPlay(true);
```

Adjusting playback progress (seek)

When the user drags the progress bar, `seek` can be called to start playback at the specified position. The Player SDK supports accurate seek.

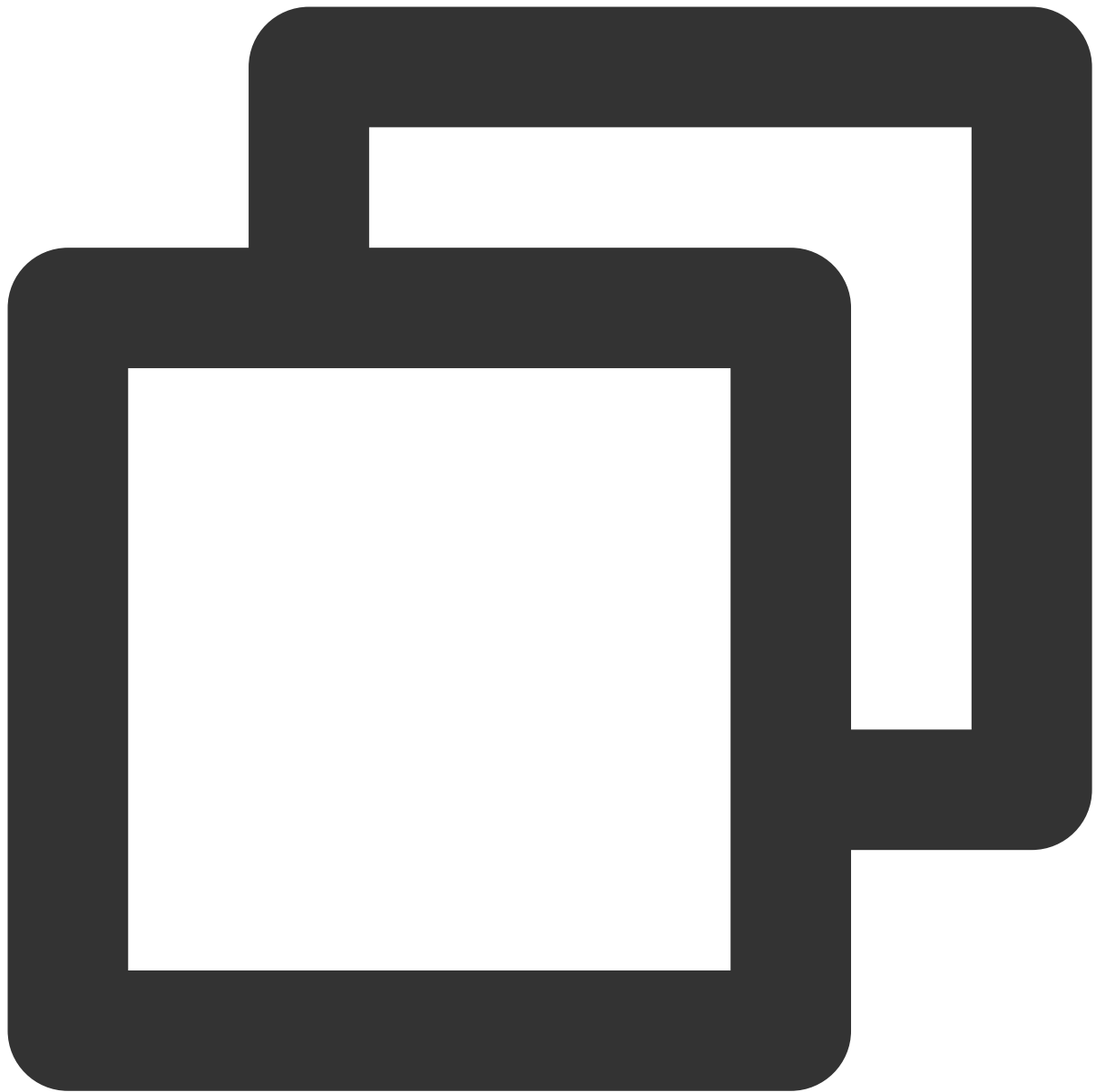


```
int time = 600; // In seconds if the value is of `int` type
// float time = 600; // In seconds if the value is of `float` type
// Adjust the playback progress
mVodPlayer.seek(time);
```

Seek to the specified Program Date Time (PDT) point in the video stream

To seek to the specified Program Date Time (PDT) point in the video stream, which enables functions such as fast-forward, rewind, and progress bar jumping, currently only HLS video format is supported.

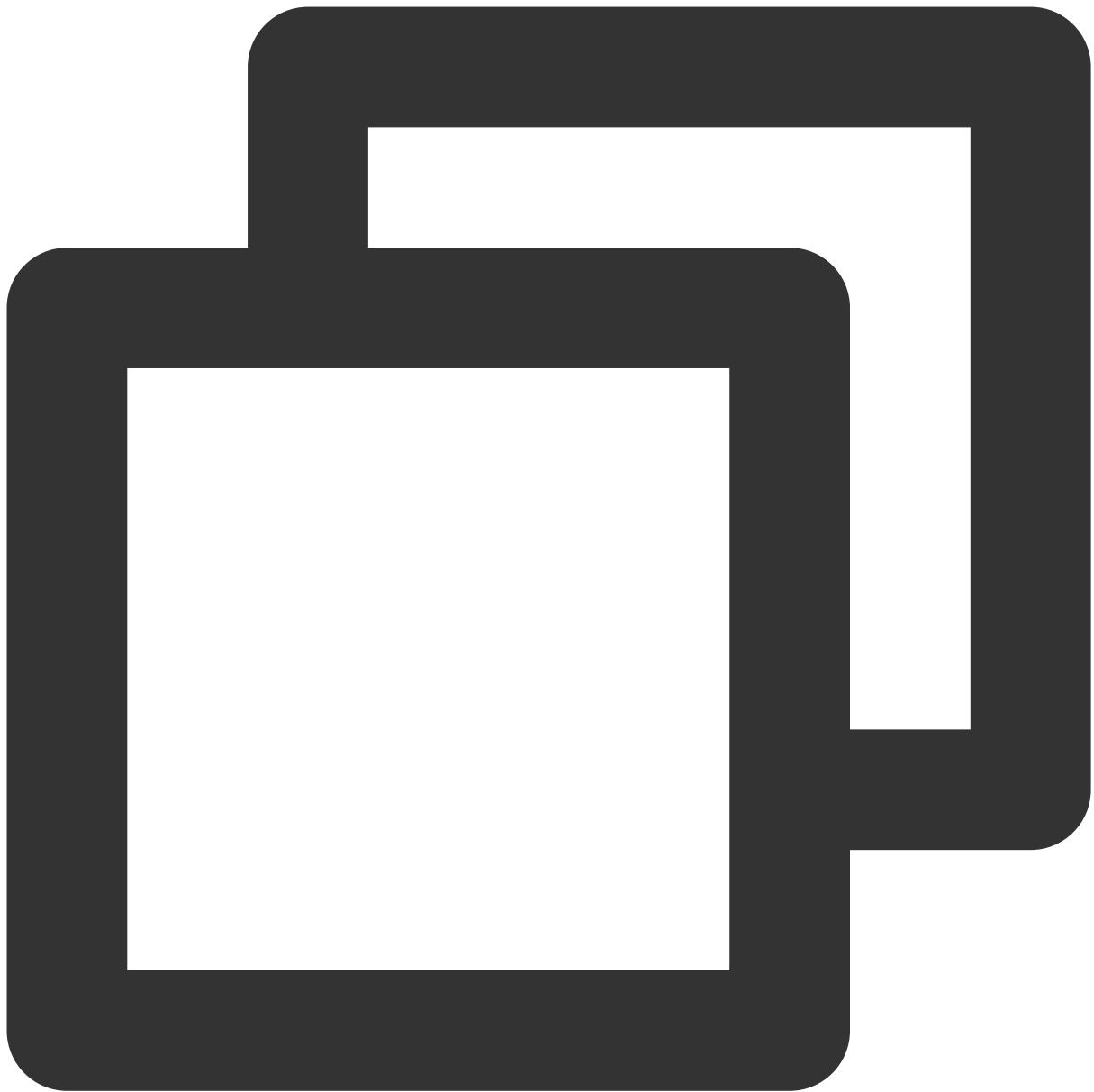
Note: Starting from version 11.6 of the player's premium edition, this function is supported.



```
long pdtTimeMs = 600; // Unit is milliseconds  
mVodPlayer.seekToPdtTime(time);
```

Specifying playback start time

You can specify the playback start time before calling `startVodPlay` for the first time.



```
float startTimeInSeconds = 60; // Unit: Second
mVodPlayer.setStartTime(startTimeInSeconds); // Set the playback start time
mVodPlayer.startVodPlay(url);
```

2. Image adjustment

view: size and position

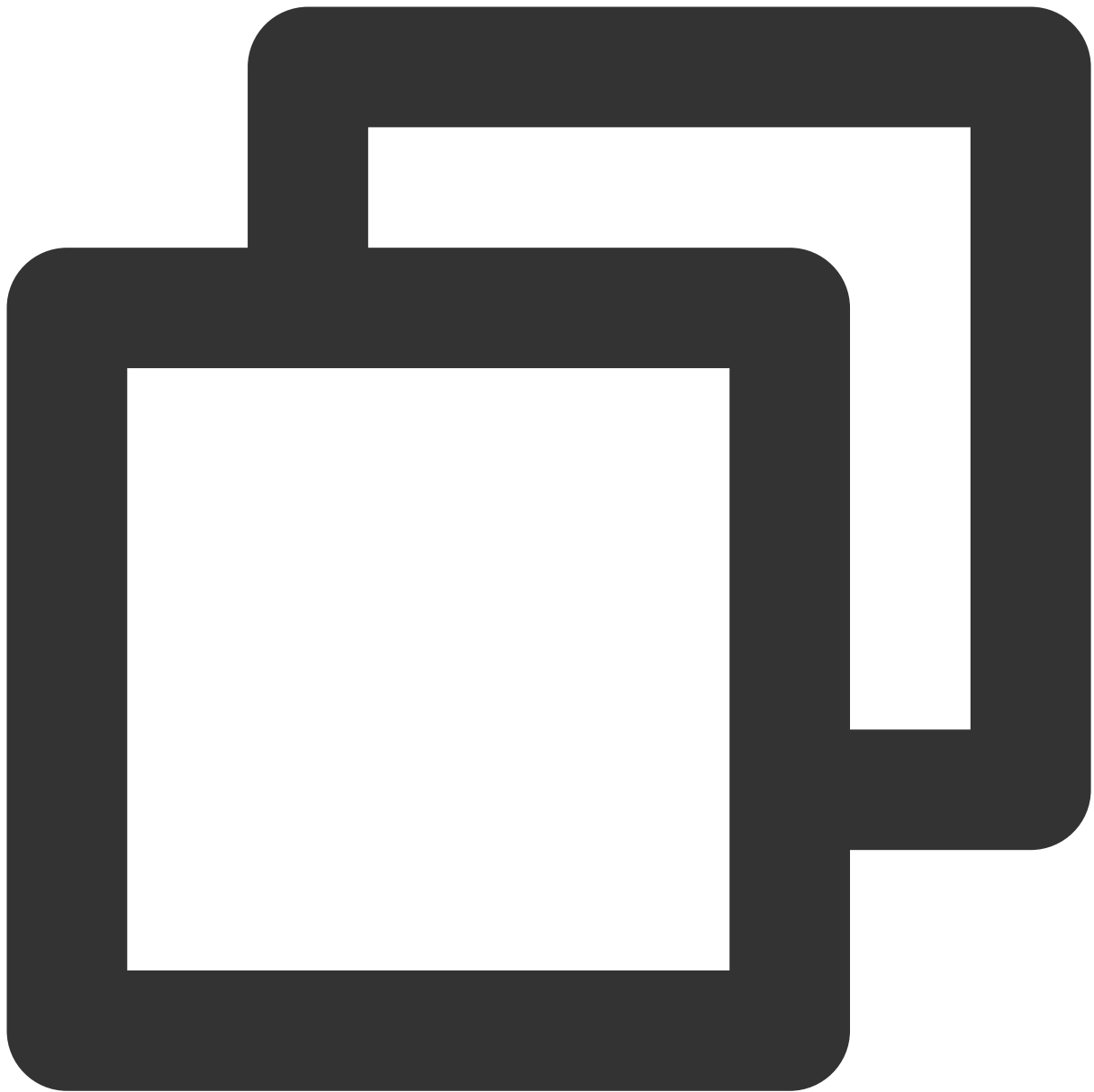
You can modify the size and position of video images by adjusting the size and position of the `video_view` control added in the [Add a view](#) step during SDK integration.

setRenderMode: Aspect fill or aspect fit

Value	Definition
RENDER_MODE_FULL_FILL_SCREEN	Images are scaled to fill the entire screen, and the excess parts are cropped. There are no black bars in this mode, but images may not be displayed entirely.
RENDER_MODE_ADJUST_RESOLUTION	Images are scaled so that the long side of the video fits the screen. Neither side exceeds the screen after scaling. Images are centered, and there may be black bars visible.

setRenderRotation: Image rotation

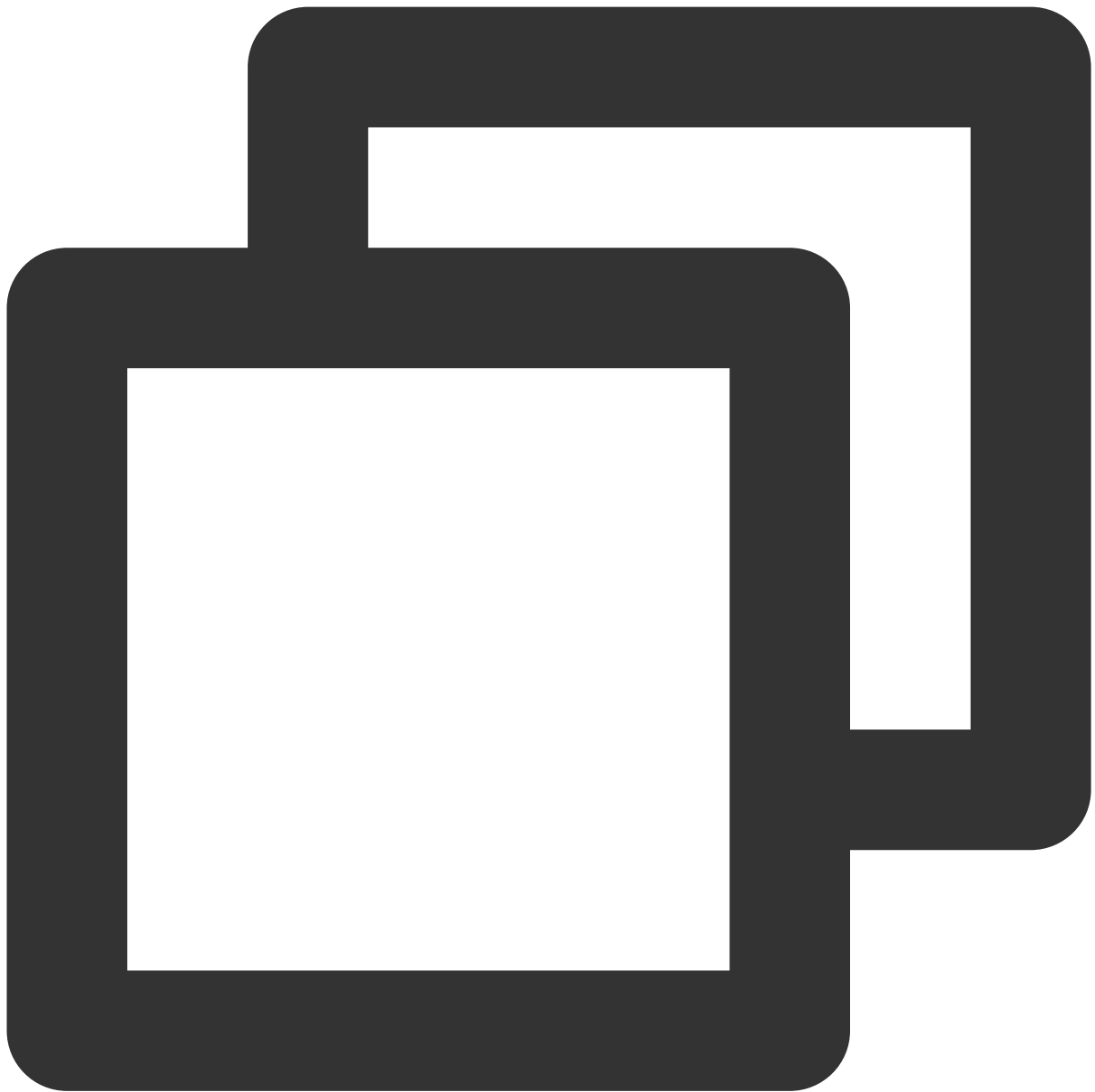
Value	Definition
RENDER_ROTATION_PORTRAIT	Normal playback (the Home button is below the video image)
RENDER_ROTATION_LANDSCAPE	Clockwise rotation of the image by 270 degrees (the Home button is on the left of the video image)



```
// Fill the screen at the original aspect ratio
mVodPlayer.setRenderMode(TXLiveConstants.RENDER_MODE_FULL_FILL_SCREEN);
// Normal playback (the Home button is below the video image)
mVodPlayer.setRenderRotation(TXLiveConstants.RENDER_ROTATION_PORTRAIT);
```

3. Adjustable-Speed playback

The VOD player supports adjustable-speed playback. You can use the `setRate` API to set the VOD playback speed, such as 0.5x, 1.0x, 1.2x, and 2x speed.



```
// Set playback at 1.2X rate  
mVodPlayer.setRate(1.2);
```

4. Playback loop



```
// Set playback loop
mVodPlayer.setLoop(true);
// Get the current playback loop status
mVodPlayer.isLoop();
```

5. Muting/Unmuting



```
// Mute or unmute the player. true: Mute; false: Unmute  
mVodPlayer.setMute(true);
```

6. Screencapturing

Call **snapshot** to take a screenshot of the current video frame. This method captures only the video frame. To capture the UI, use the corresponding API of the Android system.



```
// Take a screenshot
mVodPlayer.snapshot(new ITXSnapshotListener() {
    @Override
    public void onSnapshot(Bitmap bmp) {
        if (null != bmp) {
            // Get the screenshot bitmap
        }
    }
});
```

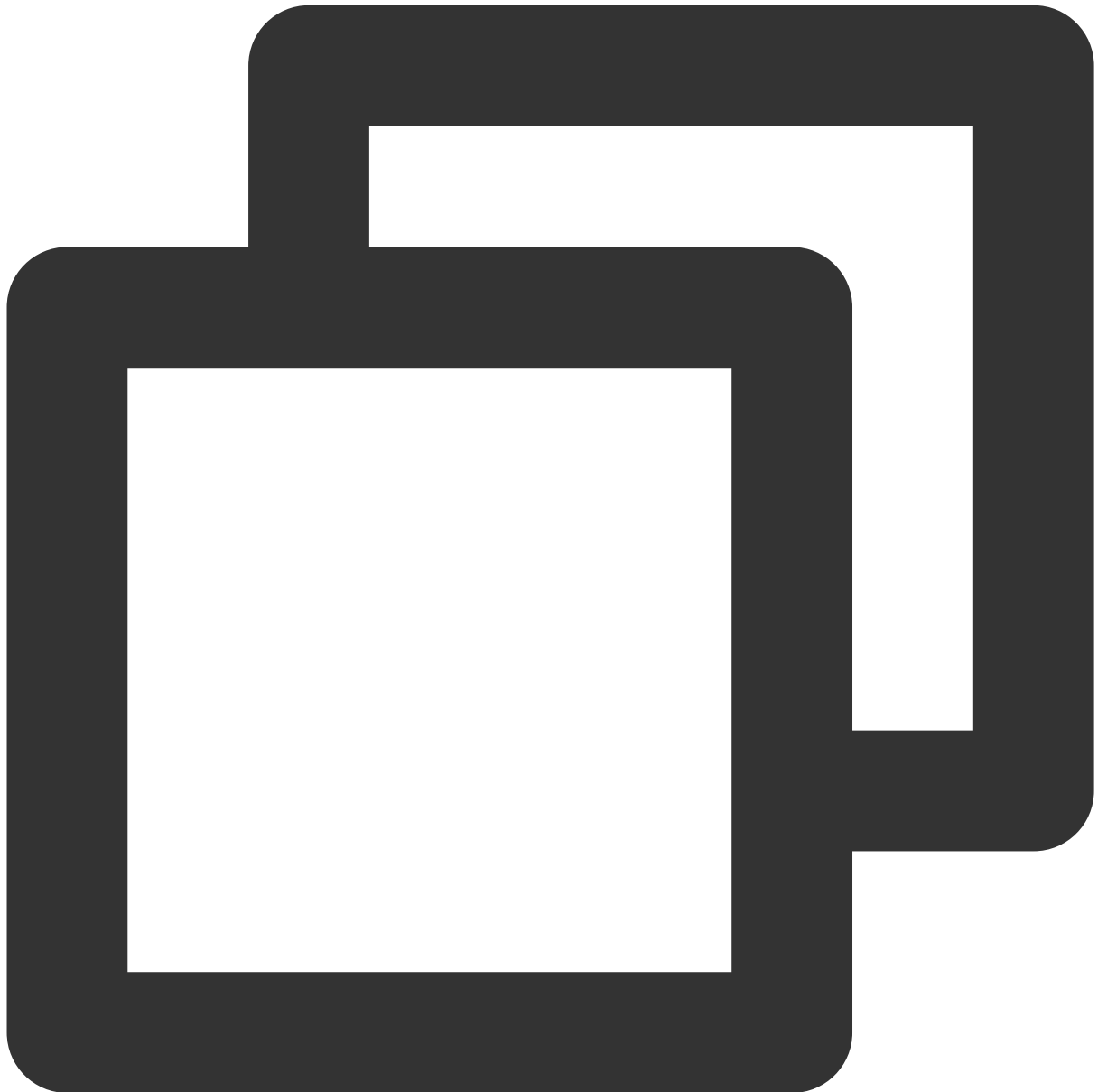
7. Roll image ad

The Player SDK allows you to add roll images on the UI for advertising as follows:

If `autoplay` is set to `NO`, the player will load the video normally but will not immediately start playing it back.

Users can see the roll image ad on the player UI after the player is loaded and before the video playback starts.

When the ad display stop conditions are met, the `resume` API will be called to start video playback.

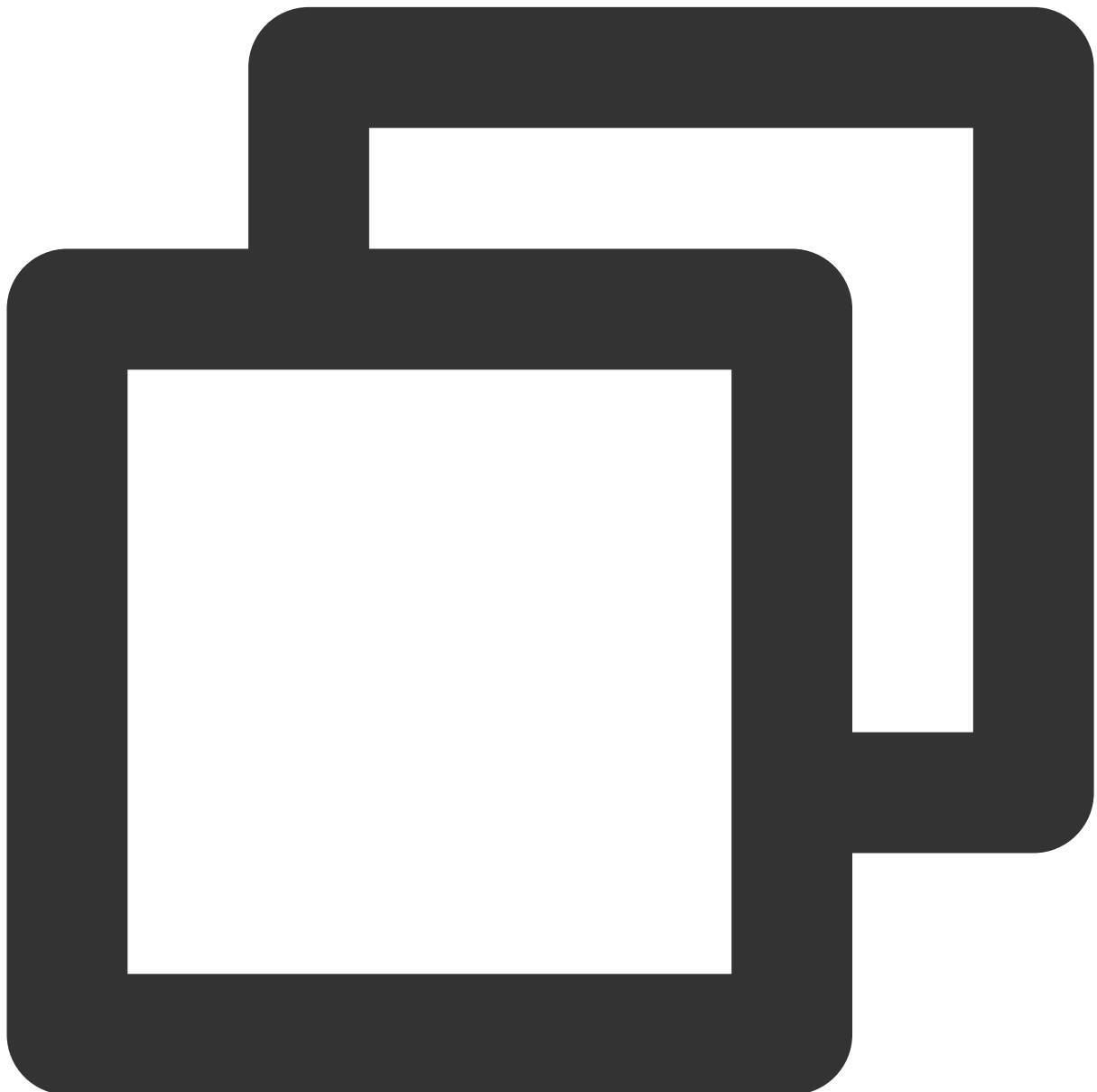


```
mVodPlayer.setAutoPlay(false); // Set manual playback
mVodPlayer.startVodPlay(url);   // The video will be loaded after `startVodPlay` i
// .....
// Display the ad on the player UI
```

```
// .....  
mVodPlayer.resume(); // Call `resume` to start playing back the video after the ad
```

8. HTTP-REF

`headers` in `TXVodPlayConfig` can be used to set HTTP request headers, such as the `Referer` field commonly used to prevent the URL from being copied arbitrarily (Tencent Cloud provides a more secure signature-based hotlink protection solution) and the `Cookie` field for client authentication



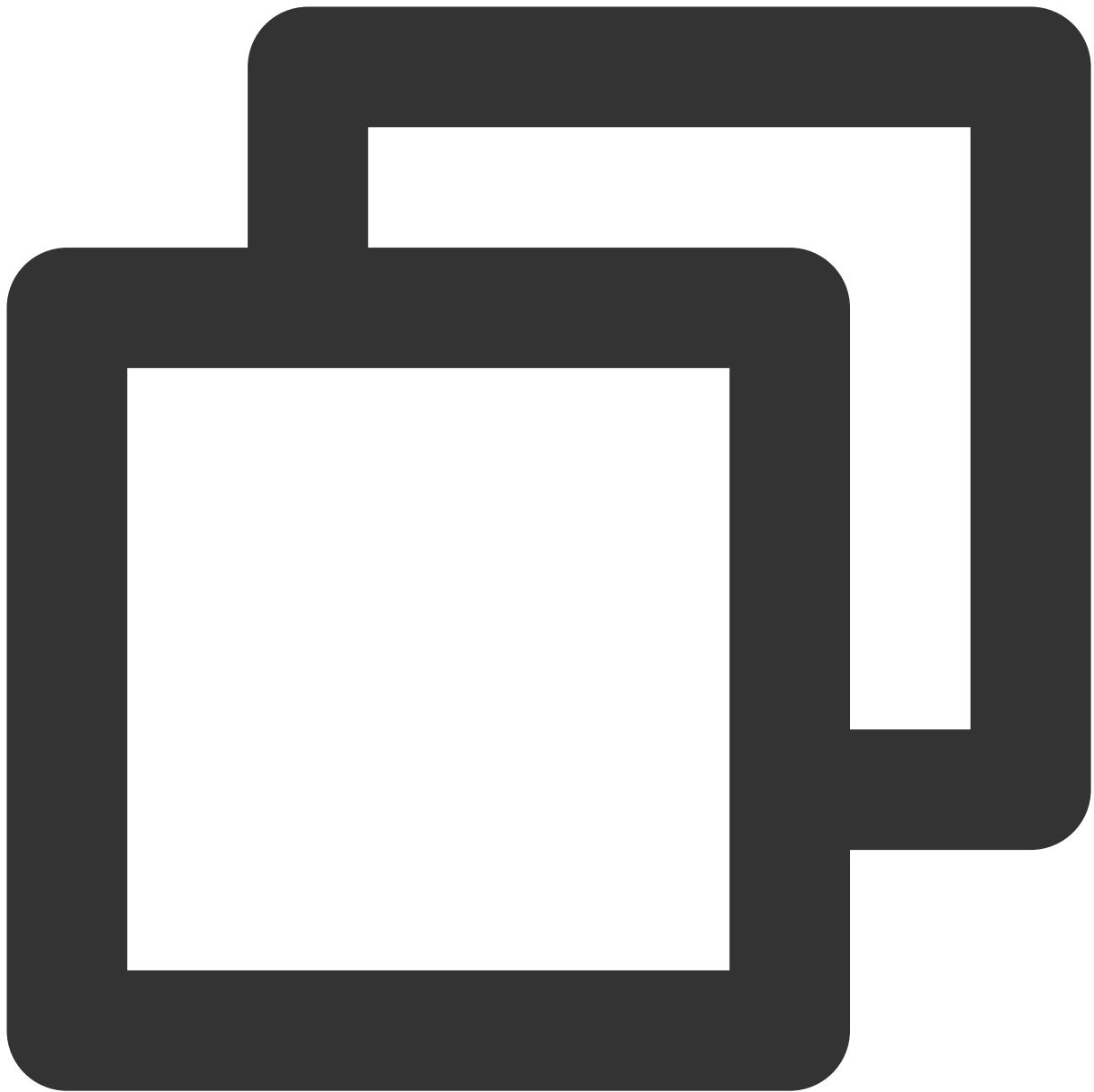
```
TXVodPlayConfig mPlayConfig = new TXVodPlayConfig();  
Map<String, String> headers = new HashMap<>();
```

```
headers.put("Referer", "${Refer Content}");  
mPlayConfig.setHeaders(headers);  
mVodPlayer.setConfig(mPlayConfig);
```

9. Hardware acceleration

It is extremely difficult to play back videos of the Blu-ray (1080p) or higher image quality smoothly if only software decoding is used. Therefore, if your main scenario is game live streaming, we recommend you use hardware acceleration.

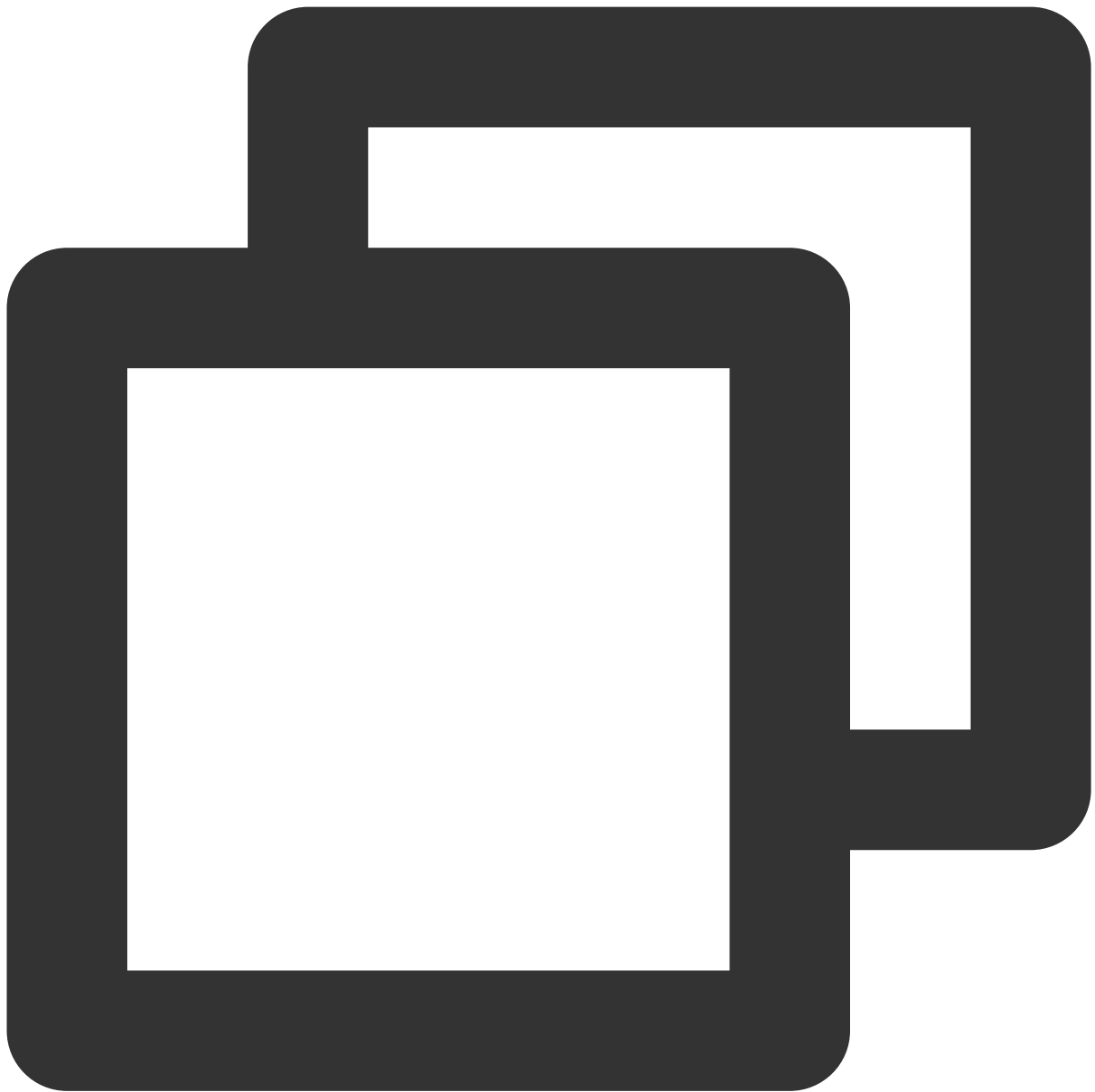
Before switching between software and hardware decoding, you need to call **stopPlay** first. After the switch, you need to call **startVodPlay**; otherwise, severe blurs will occur.



```
mVodPlayer.stopPlay(true);  
mVodPlayer.enableHardwareDecode(true);  
mVodPlayer.startVodPlay(flvUrl, type);
```

10. Definition settings

The SDK supports the multi-bitrate format of HLS, so users can switch between streams at different bitrates to switch the video definition. You can set the definition as follows:



```
// Get the array of multiple bitrates. The TXBitrateItem class fields mean: index -
ArrayList<TXBitrateItem> bitrates = mVodPlayer.getSupportedBitrates();
int index = bitrates.get(i).index; // Specify the bitrate index to be played
mVodPlayer.setBitrateIndex(index); // Switch the bitrate to the desired clarity

// Get the index of the currently played bitrate. The return value of -1000 is the
int index = mVodPlayer.getBitrateIndex();
```

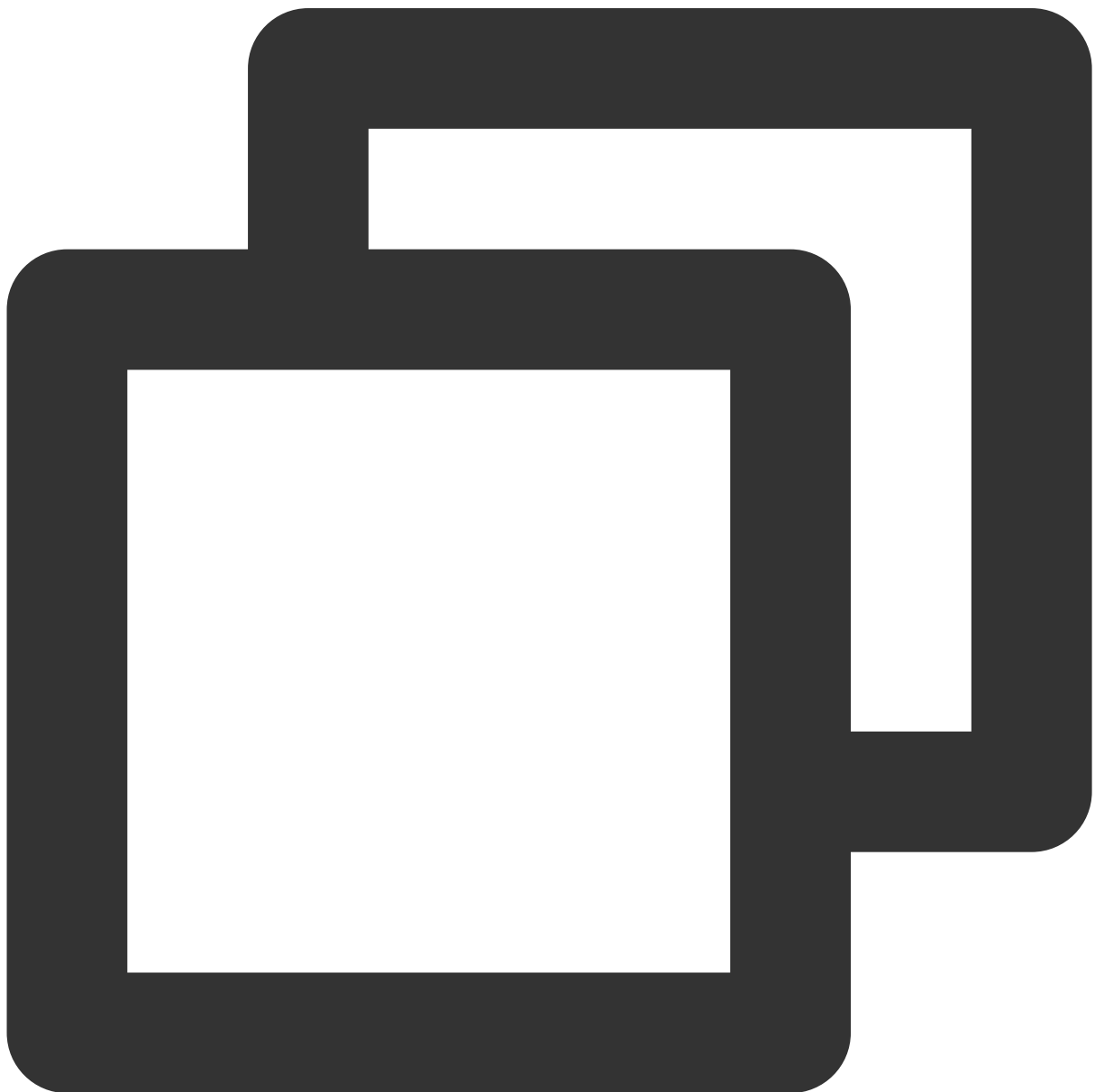
During playback, you can call `mVodPlayer.setBitrateIndex(int)` at any time to switch the bitrate. During the switch, the data of another stream will be pulled. The SDK is optimized for Tencent Cloud multi-bitrate files to

implement smooth switching.

If you know the resolution information of the video stream in advance, you can specify the video resolution to be played before starting playback to avoid switching streams after playback. For detailed methods, refer to [Player Configuration#Specifying Resolution Before Playback](#).

11. Adaptive bitrate streaming

The SDK supports adaptive bitrate streaming of HLS. After this capability is enabled, the player can dynamically select the most appropriate bitrate for playback based on the current bandwidth. You can enable adaptive bitrate streaming as follows:

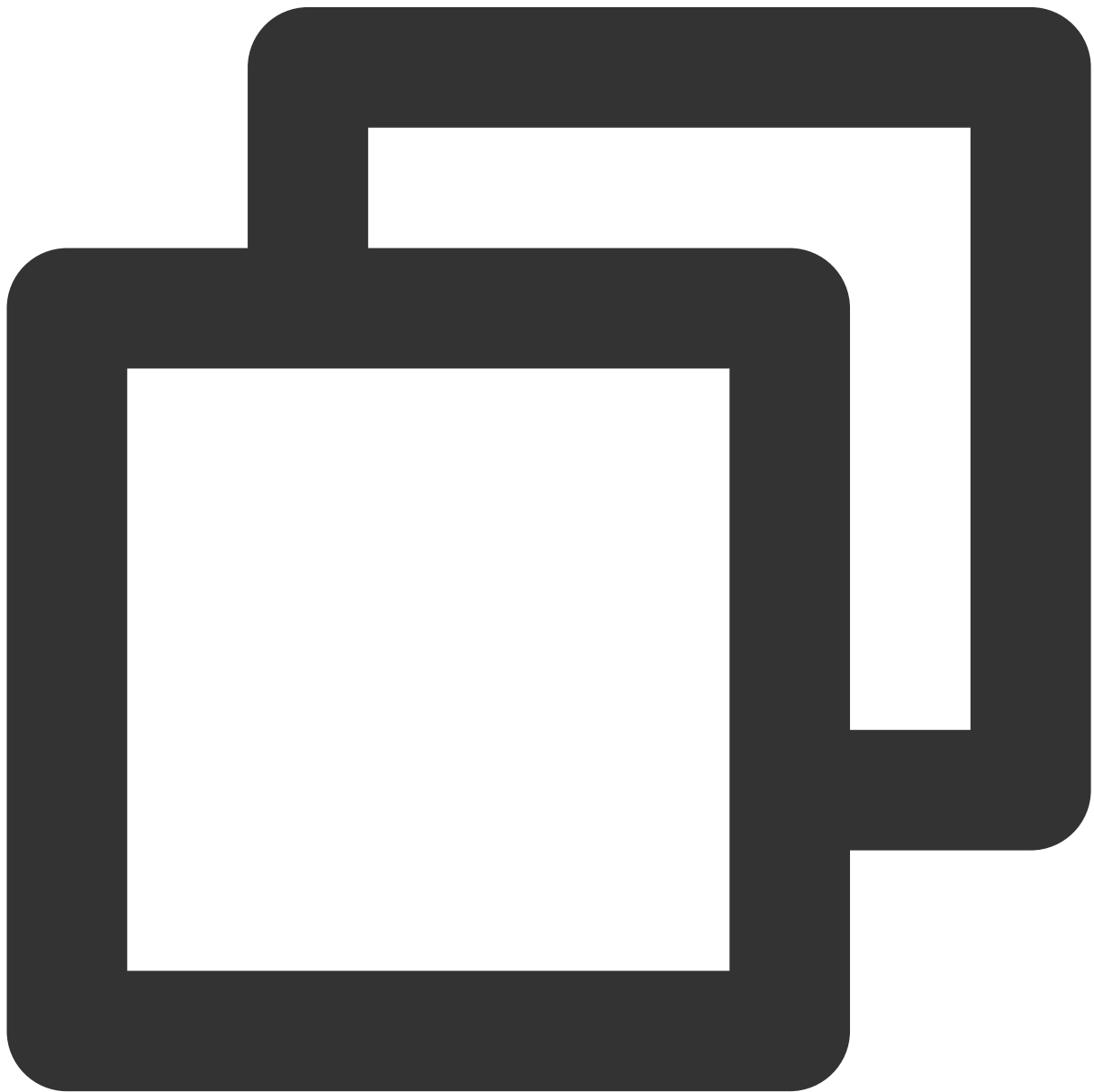


```
mVodPlayer.setBitrateIndex(-1); // Pass in `-1` for the `index` parameter
```

During playback, you can call `mVodPlayer.setBitrateIndex(int)` at any time to switch to another bitrate. After the switch, adaptive bitrate streaming will be disabled.

12. Enabling smooth bitrate switch

Before starting playback, you can enable smooth bitrate switch to seamlessly switch between different definitions (bitrates) during playback. If smooth bitrate switch is enabled, the transition between different bitrates will be smoother but will be more time-consuming. Therefore, this feature can be configured as needed.

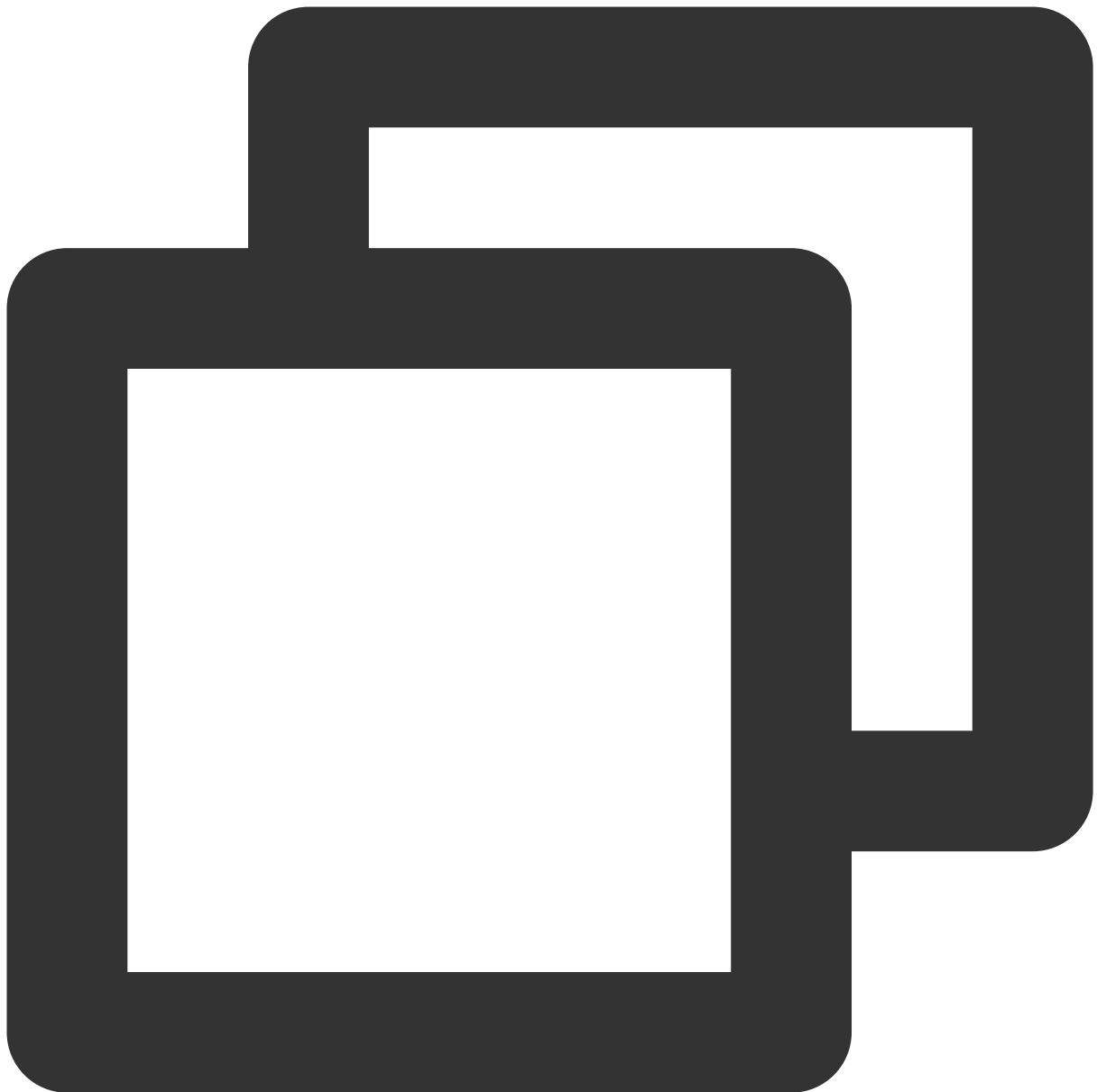



```
TXVodPlayConfig mPlayConfig = new TXVodPlayConfig();  
// If it is set to `true`, the bitrate can be switched smoothly when IDR frames are  
mPlayConfig.setSmoothSwitchBitrate(true);  
mVodPlayer.setConfig(mPlayConfig);
```

13. Playback progress listening

There are two metrics for the VOD progress: **loading progress** and **playback progress**. Currently, the SDK notifies the two progress metrics in real time through event notifications. For more information on the event notification content, see [Event Listening](#).

You can bind a **TXVodPlayerListener** listener to the `TXVodPlayer` object, and the progress notification will be called back to your application through the **PLAY_EVT_PLAY_PROGRESS** event. The event information contains the above two progress metrics.



```
mVodPlayer.setVodListener(new ITXVodPlayListener() {  
    @Override  
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
        if (event == TXLiveConstants.PLAY_EVT_PLAY_PROGRESS) {  
            // Loading progress in ms  
            int playable_duration_ms = param.getInt(TXLiveConstants.EVT_PLAYABLE_DU  
            mLoadBar.setProgress(playable_duration_ms); // Set the loading progress  
  
            // Playback progress in ms  
            int progress_ms = param.getInt(TXLiveConstants.EVT_PLAY_PROGRESS_MS);  
            mSeekBar.setProgress(progress_ms); // Set the playback progress bar
```

```
// Total video duration in ms
int duration_ms = param.getInt(TXLiveConstants.EVT_PLAY_DURATION_MS);
// It can be used to set duration display, etc.

// Get the PDT time. This function is supported starting from version 1
long pdt_time_ms = param.getLong(TXVodConstants.EVT_PLAY_PDT_TIME_MS);
    }
}

@Override
public void onNetStatus(TXVodPlayer player, Bundle bundle) {
}

});
```

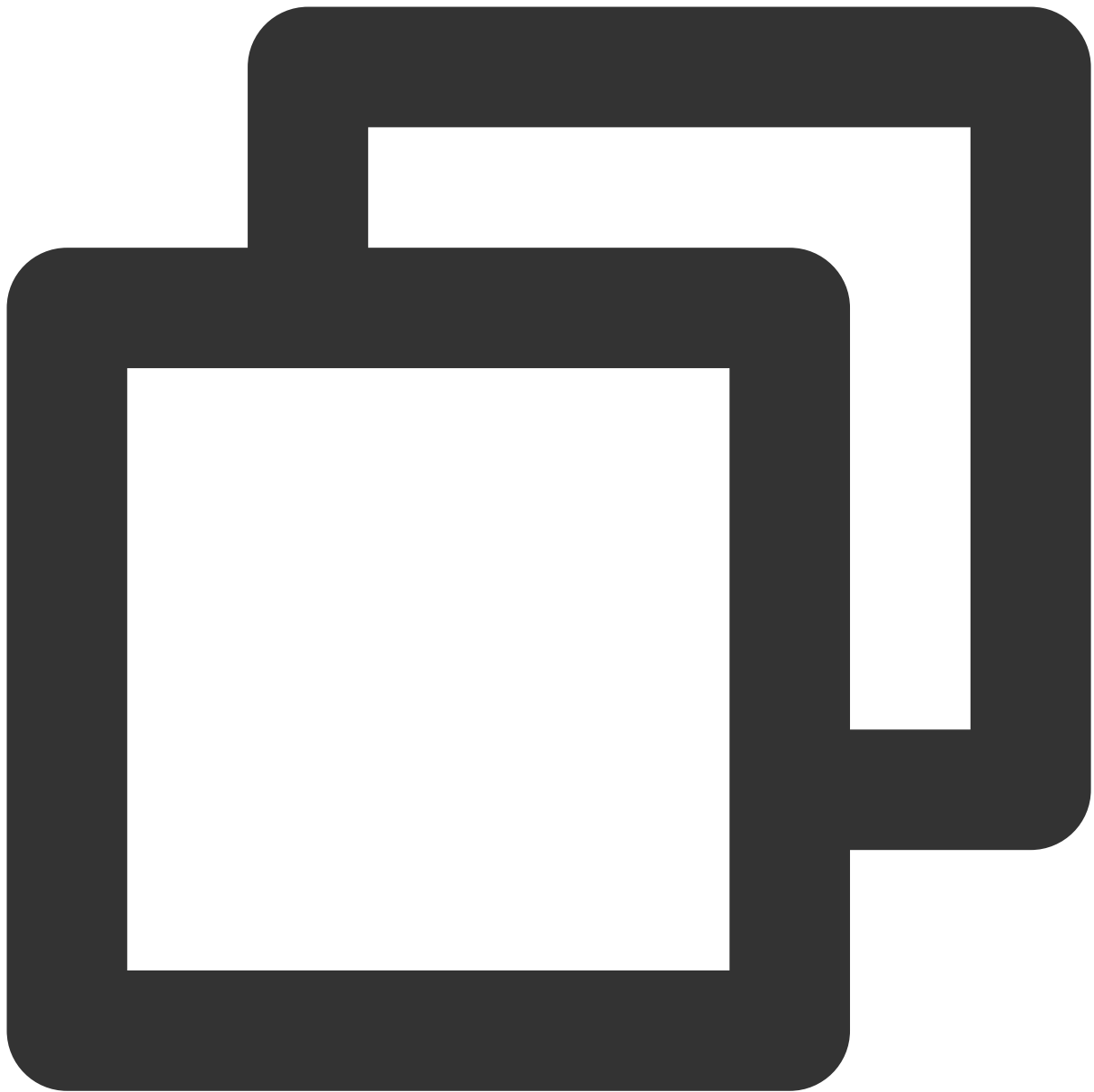
14. Playback network speed listening

You can display the current network speed when the video is lagging by [listening on events](#).

You can use the `NET_STATUS_NET_SPEED` of `onNetStatus` to get the current network speed. For detailed directions, see [Playback status feedback \(onNetStatus\)](#).

After the `PLAY_EVT_PLAY_LOADING` event is detected, the current network speed will be displayed.

After the `PLAY_EVT_VOD_LOADING_END` event is received, the view showing the current network speed will be hidden.



```
mVodPlayer.setVodListener(new ITXVodPlayListener() {  
    @Override  
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
        if (event == TXLiveConstants.PLAY_EVT_PLAY_LOADING) {  
            // Show the current network speed  
  
        } else if (event == TXLiveConstants.PLAY_EVT_VOD_LOADING_END) {  
            // Hide the view showing the current network speed  
        }  
    }  
})
```

```
@Override
public void onNetStatus(TXVodPlayer player, Bundle bundle) {
    // Get the real-time speed in Kbps
    int speed = bundle.getInt(TXLiveConstants.NET_STATUS_NET_SPEED);
}
});
```

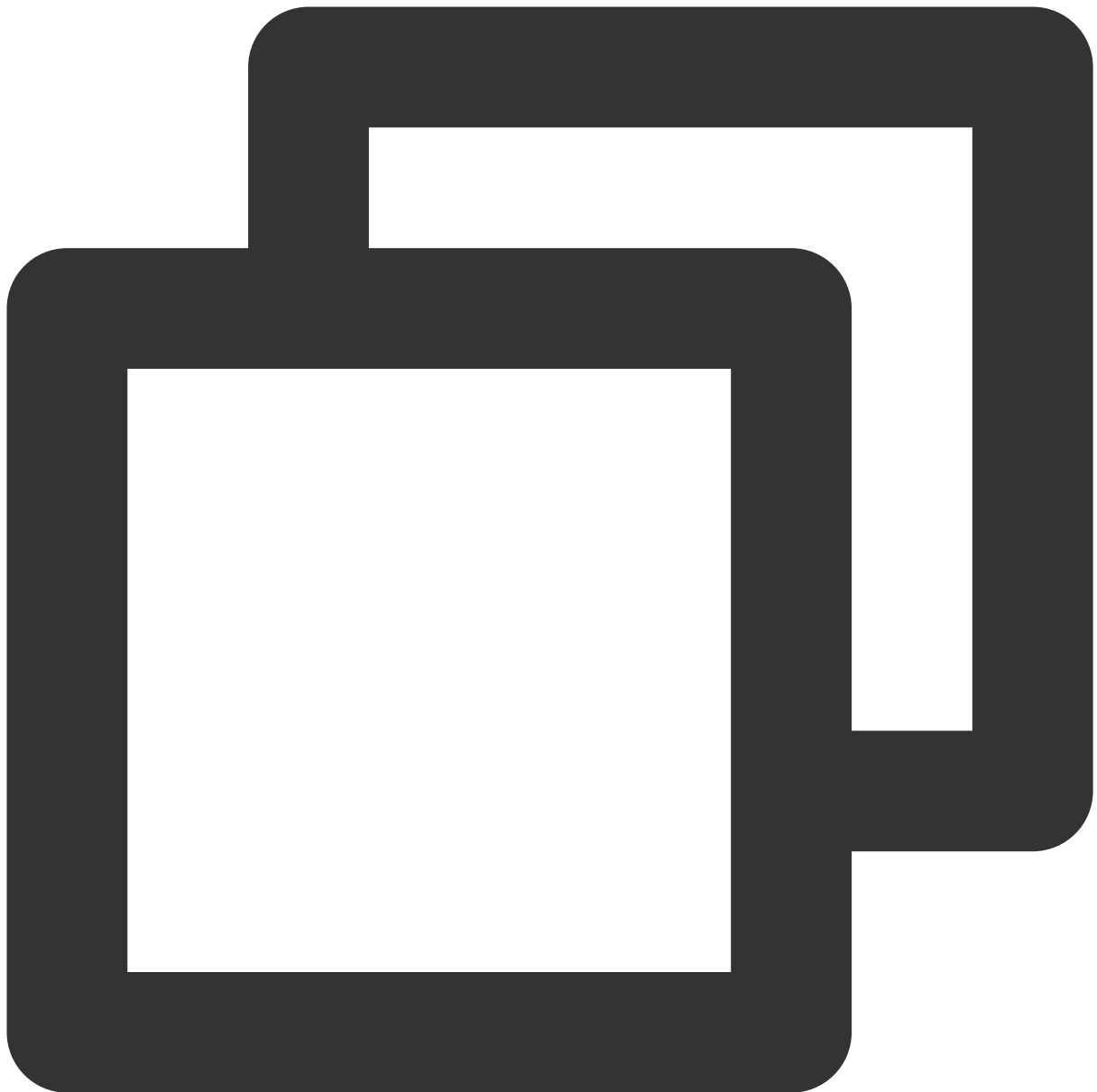
15. Video resolution acquisition

The Player SDK plays back a video through a URL string. The URL doesn't contain the video information, and you need to access the cloud server to load such information. Therefore, the SDK can only send the video information to your application as event notifications. For more information, see [Event Listening](#).

You can get the resolution information in the following two methods:

Method 1: Use the `NET_STATUS_VIDEO_WIDTH` and `NET_STATUS_VIDEO_HEIGHT` of `onNetStatus` to get the video width and height. For detailed directions, see [Playback status feedback \(onNetStatus\)](#).

Method 2: Directly call `TXVodPlayer.getWidth()` and `TXVodPlayer.getHeight()` to get the current video width and height after receiving the `PLAY_EVT_VOD_PLAY_PREPARED` event callback from the player.

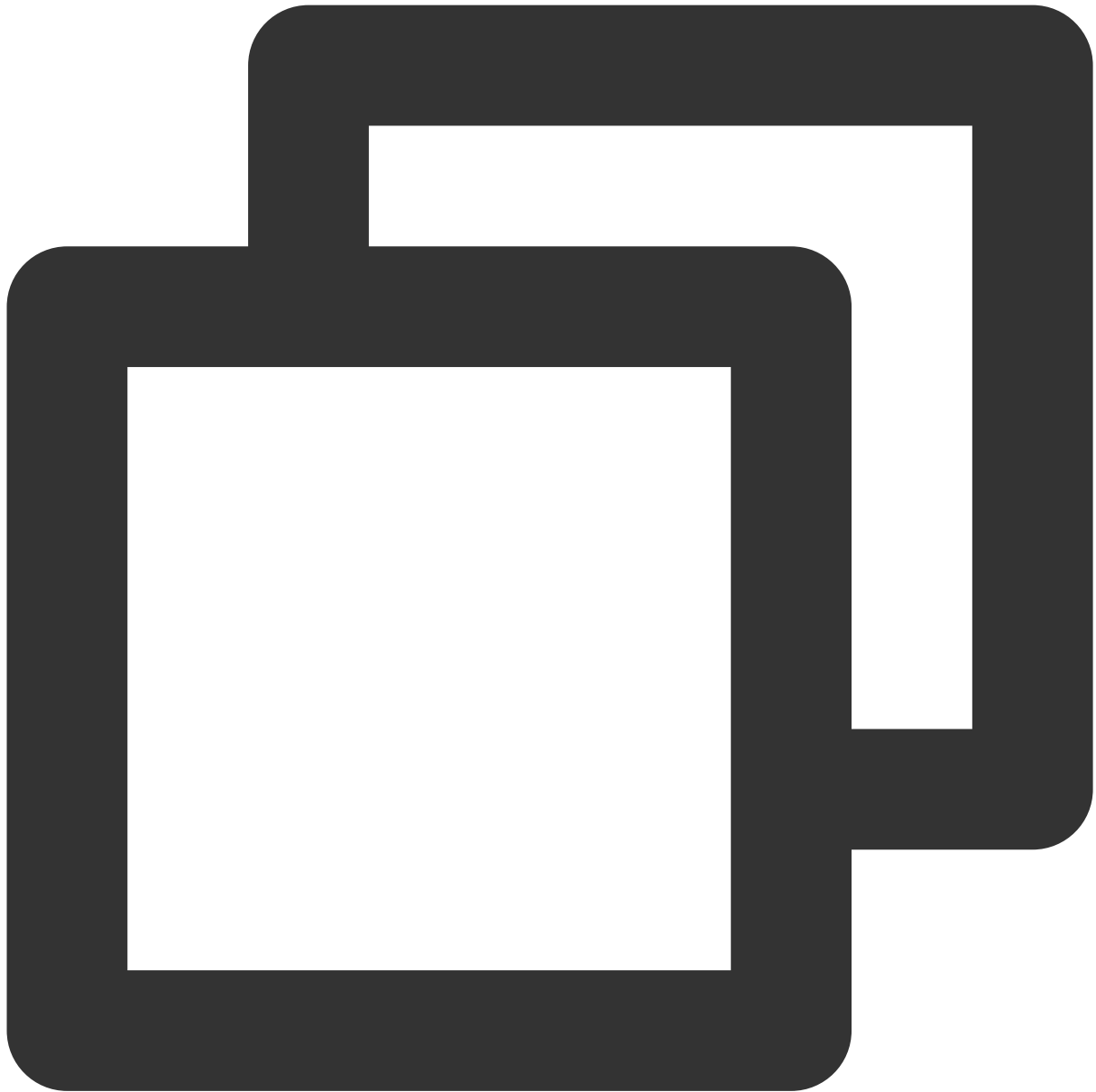


```
mVodPlayer.setVodListener(new ITXVodPlayListener() {  
    @Override  
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
    }  
  
    @Override  
    public void onNetStatus(TXVodPlayer player, Bundle bundle) {  
        // Get the video width  
        int videoWidth = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_WIDTH);  
        // Get the video height  
        int videoHeight = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_HEIGHT);  
    }  
});
```

```
    }  
    });  
  
    // Get the video width and height. The values can be returned only after the `PLAY_  
    mVodPlayer.getWidth();  
    mVodPlayer.getHeight();
```

16. Player buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setMaxBufferSize(10); // Maximum buffer size during playback in MB  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

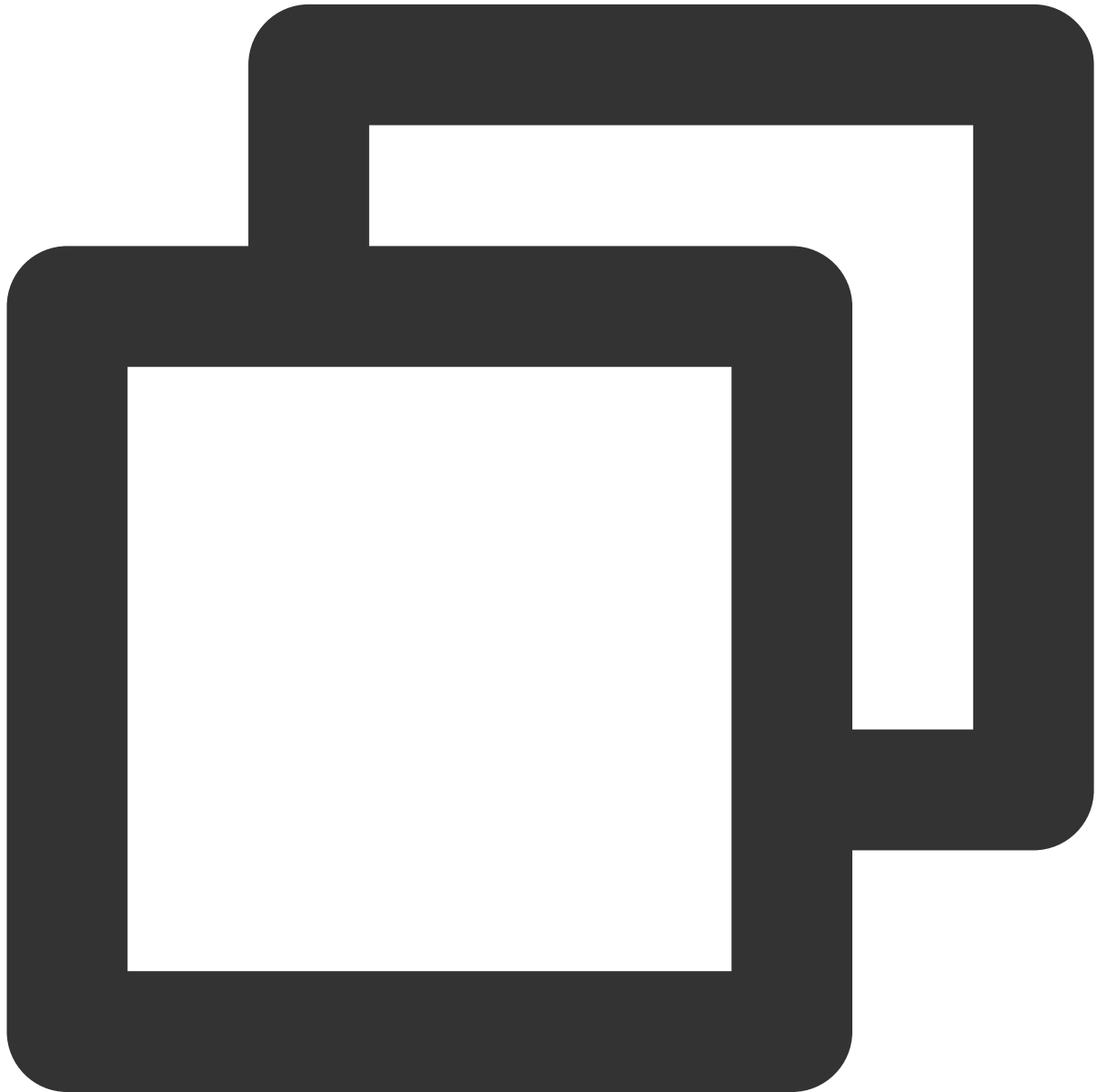
17. Local video cache

In short video playback scenarios, the local video file cache is required, so that general users don't need to consume traffic again to reload an already watched video.

Supported format: The SDK supports caching videos in two common VOD formats: HLS (M3U8) and MP4.

Enablement time: The SDK doesn't enable the caching feature by default. We recommend you do not enable it for scenarios in which most videos are watched only once.

Enablement method: This feature can be enabled in the player and takes effect globally. To enable it, you need to configure two parameters: local cache directory and cache size.



```
File sdcardDir = getApplicationContext().getExternalFilesDir(null);
if (sdcardDir != null) {
    // Set the global cache directory of the playback engine
    TXPlayerGlobalSetting.setCacheFolderPath(sdcardDir.getPath() + "/txcache");
    // Set the global cache directory and cache size in MB of the playback engine
    TXPlayerGlobalSetting.setMaxCacheSize(200);
}
```

```
}  
  
// Use the player
```

Note:

The `TXVodPlayConfig#setMaxCacheItems` API used for configuration on earlier versions has been deprecated and is not recommended.

18. DRM-encrypted video playback

Note :

This feature requires the premium version of the player to be supported.

The premium version of Player SDK supports playback of commercial DRM-encrypted videos, currently supporting two DRM schemes: WideVine and Fairplay. For more information on commercial DRM, please refer to the [product introduction](#).

Note: For DRM playback, please configure it through `TXVodPlayer#setSurface` before playback, otherwise playback exceptions may occur.

There are two ways to play DRM-encrypted videos:

Playback via `FileId`

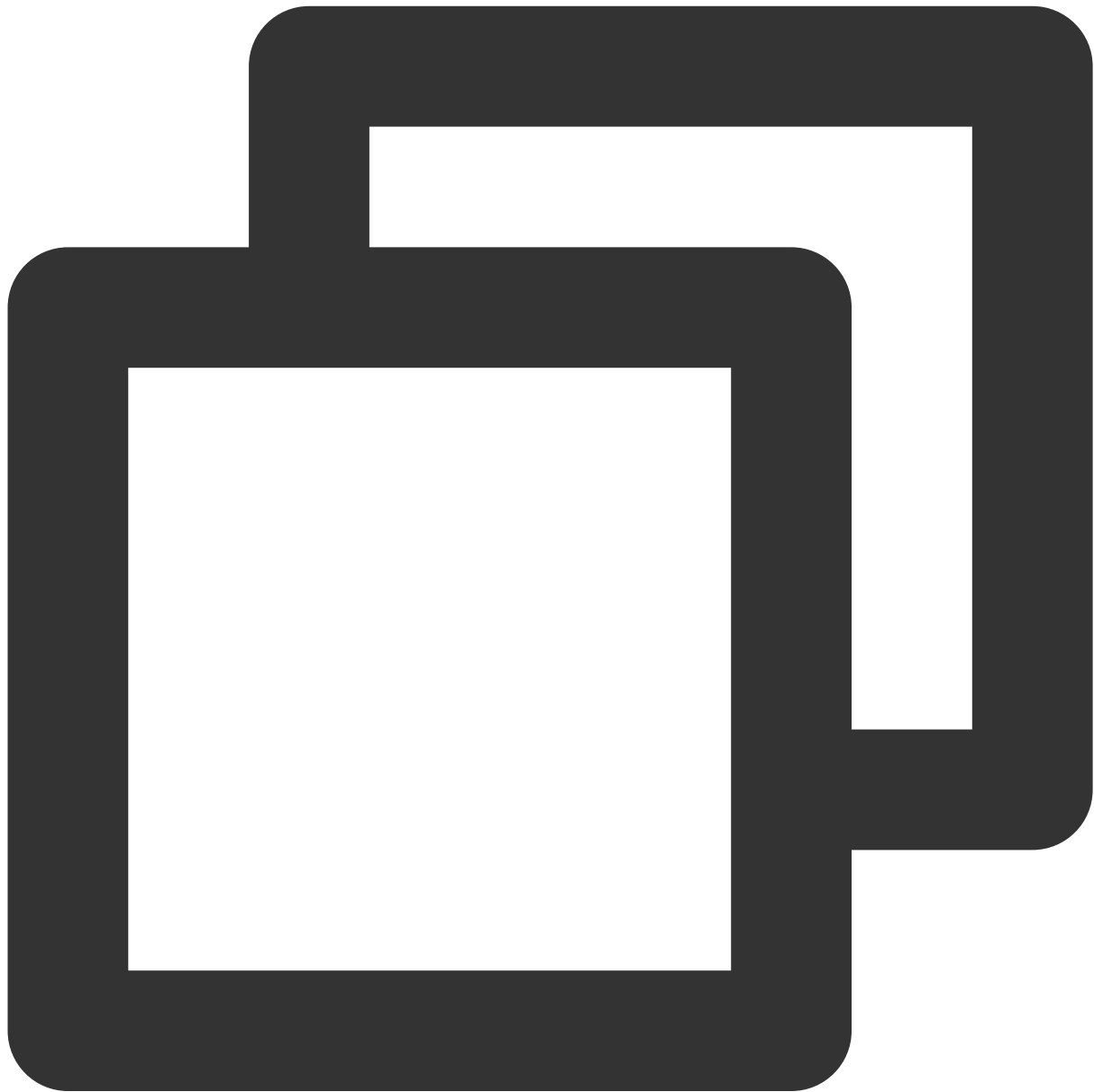
Customized playback configuration



```
// For DRM playback, please configure it through TXVodPlayer#setSurface before play
mVodPlayer.setSurface(mPlayerView.getHolder().getSurface());
```

```
// psign is the signature of the player. For information on generating and using pl
TXPlayInfoParams playInfoParam = new TXPlayInfoParams(${appId}, // Tencent Cloud ac
    ${fileId}, // The fileId of the DRM-encrypted video
    ${psgin}); // The player signature of the encrypted video
mVodPlayer.startVodPlay(playInfoParam);
```

Playback via FileId is suitable for integration with the VOD backend. This method is no different from playing regular FileId files, but DRM resources need to be configured in the VOD backend first, and the SDK will recognize and process them internally.



```
// For DRM playback, please configure it through TXVodPlayer#setSurface before play  
mVodPlayer.setSurface(mPlayerView.getHolder().getSurface());
```

```
// Step 1: Set the DRM certificate provider environment. This step is not required  
// The Google DRM certificate provider environment defaults to the googleapis.com d  
TXPlayerGlobalSetting.setDrmProvisionEnv(TXPlayerGlobalSetting.DrmProvisionEnv.DRM_
```

```
// Step 2: Play using the TXVodPlayer#startPlayDrm interface.
TXPlayerDrmBuilder builder = new TXPlayerDrmBuilder();
builder.setPlayUrl(${url}); // Set the URL of the video to be played.
builder.setKeyLicenseUrl(${keyLicenseUrl}); // Set decryption key URL
mVodPlayer.startPlayDrm(builder);
```

19. External Subtitles

Note :

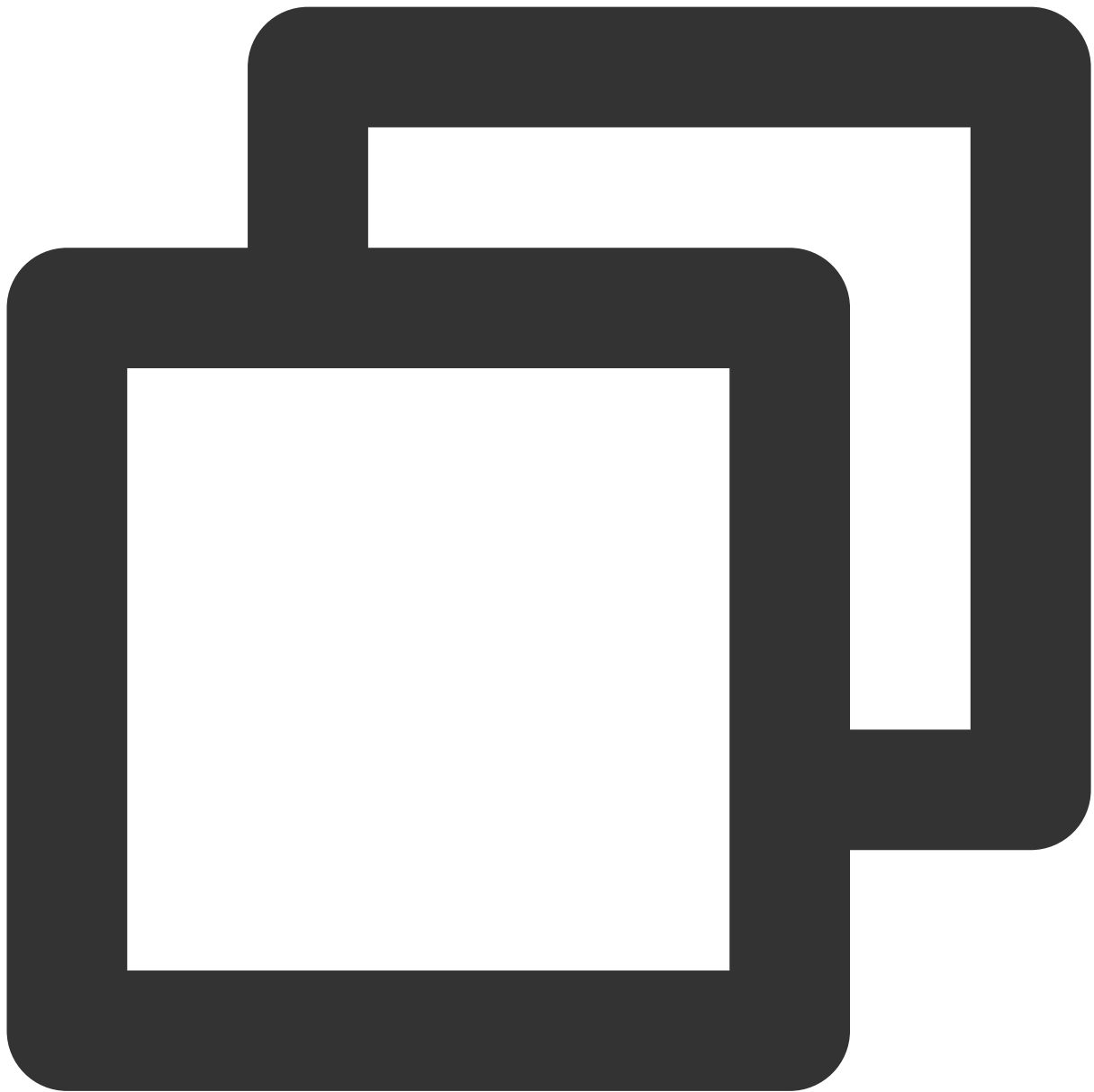
This feature requires the premium version of the player to be supported.

The premium version of the player SDK supports adding and switching external subtitles, and now supports two subtitle formats: SRT and VTT.

Best practice: It is recommended to add subtitles and configure subtitle styles before calling startVodPlay. After receiving the VOD_PLAY_EVT_VOD_PLAY_PREPARED event, call selectTrack to choose the subtitle. Adding subtitles does not automatically load them. After calling selectTrack, the subtitles will be loaded. The successful selection of subtitles will trigger the VOD_PLAY_EVT_SELECT_TRACK_COMPLETE event callback.

The usage is as follows:

Step 1: Set the subtitle rendering target object View.



```
// Add TXSubtitleLabel to the layout XML where the player is located.
<com.tencent.rtmp.ui.TXSubtitleLabel
    android:id="@+id/subtitle_view"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"/>

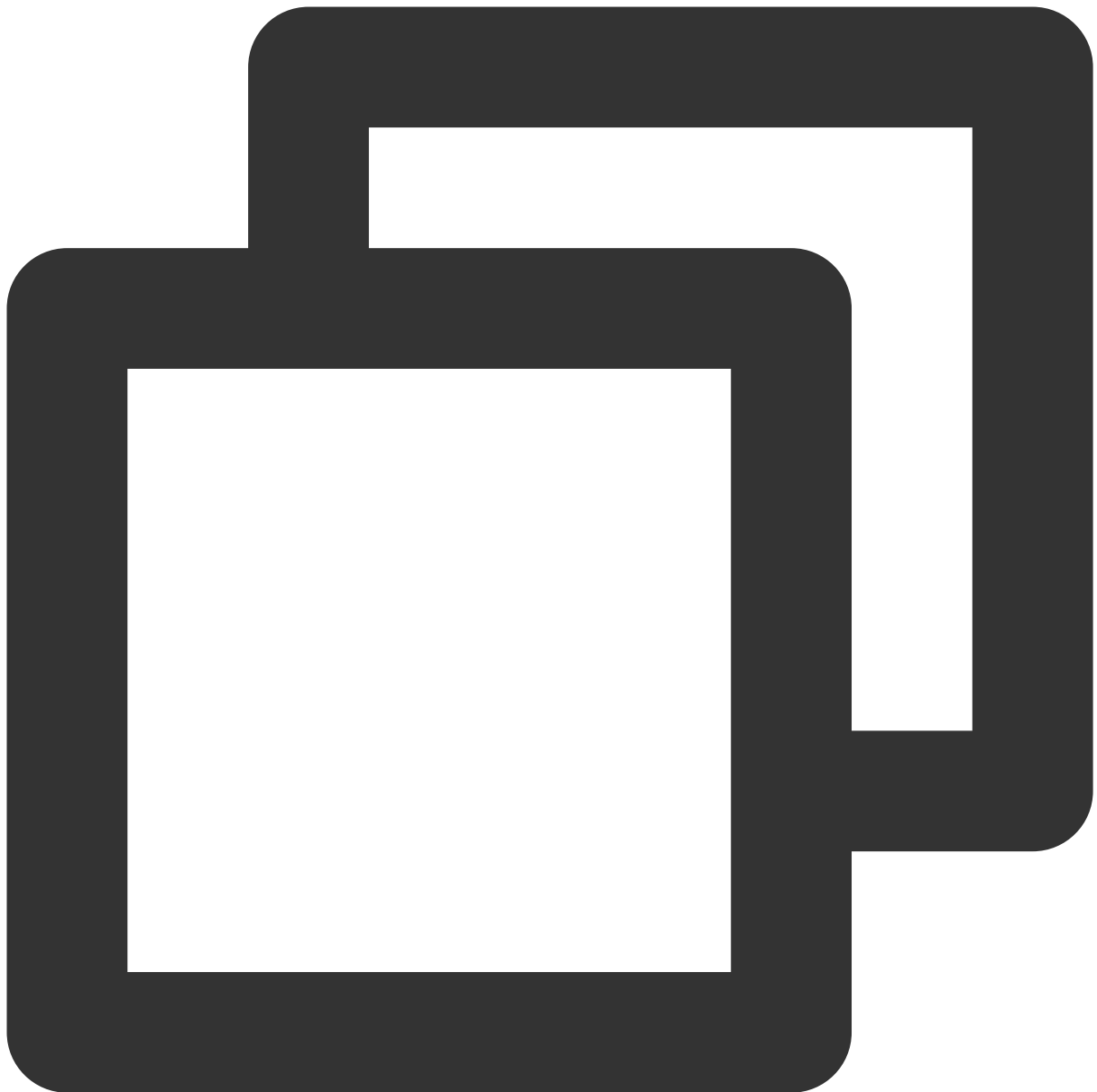
mSubtitleLabel = findViewById(R.id.subtitle_view);
// Set the subtitle rendering target object.
mVodPlayer.setSubtitleLabel(mSubtitleLabel);
```

Step 2: Add external subtitles.



```
// Pass in the subtitle URL, subtitle name, and subtitle type. It is recommended to  
mVodPlayer.addSubtitleSource("https://mediacloud-76607.gzc.vod.tencent-cloud.com/De
```

Step 3: Switch subtitles after playback starts.



```
// After starting to play the video, select the added external subtitle. Please call  
@Override  
public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
    if (event == TXVodConstants.VOD_PLAY_EVT_VOD_PLAY_PREPARED) {  
        List<TXTrackInfo> subtitleTrackInfoList = mVodPlayer.getSubtitleTrackInfo()  
        for (TXTrackInfo track : subtitleTrackInfoList) {  
            Log.d(TAG, "TrackIndex= " + track.getTrackIndex() + " ,name= " + track.  
                if (TextUtils.equals(track.getName(), "subtitleName")) {  
                    // Selected Subtitles  
                    mVodPlayer.selectTrack(track.trackIndex);  
                } else {
```



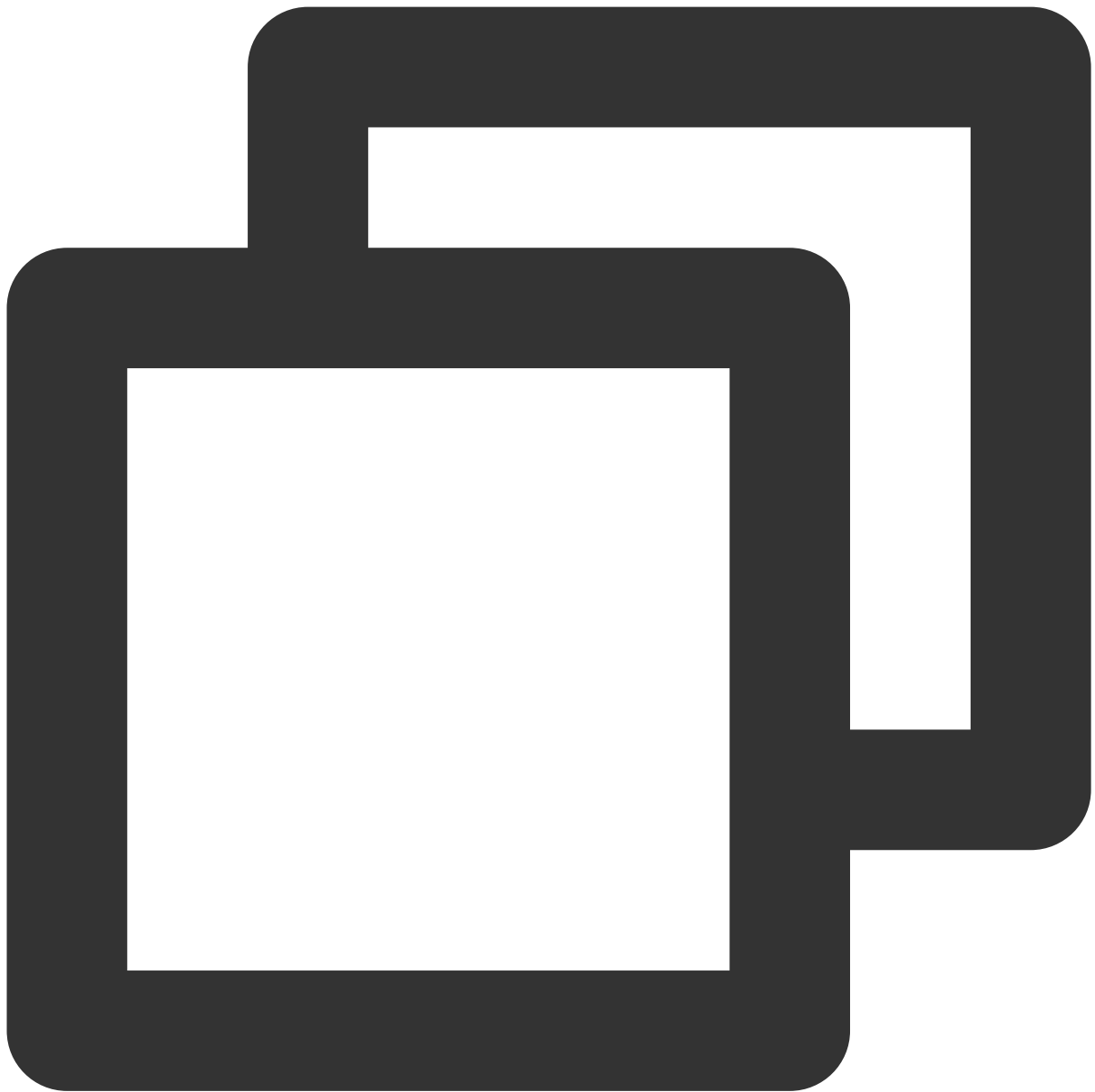
```
        // If other subtitles are not required, proceed with deselectTrack.
        mVodPlayer.deselectTrack(track.trackIndex);
    }
}

// If needed, you can listen for track switching messages.
mVodPlayer.setVodListener(new ITXVodPlayListener() {
    @Override
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {
        if (event == TXVodConstants.VOD_PLAY_EVT_SELECT_TRACK_COMPLETE) {
            int trackIndex = param.getInt(TXVodConstants.EVT_KEY_SELECT_TRACK_INDEX)
            int errorCode = param.getInt(TXVodConstants.EVT_KEY_SELECT_TRACK_ERROR_CODE)
            Log.d(TAG, "receive VOD_PLAY_EVT_SELECT_TRACK_COMPLETE, trackIndex=" + trackIndex + " errorCode=" + errorCode);
        }
    }

    @Override
    public void onNetStatus(TXVodPlayer player, Bundle status) {
        // ...
    }
});
```

Step 4: Configure subtitle style.

Subtitle style can be configured before or during playback.



```
// For detailed parameter configuration, please refer to the API documentation.
TXSubtitleRenderModel model = new TXSubtitleRenderModel();
model.canvasWidth = 1920; // Width of the subtitle rendering canvas
model.canvasHeight = 1080; // Height of the subtitle rendering canvas
model.fontColor = 0xFFFFFFFF; // Set the font color of the subtitle, default is white
model.isBondFontStyle = false; // Set whether the subtitle font is bold
mVodPlayer.setSubtitleStyle(model);
```

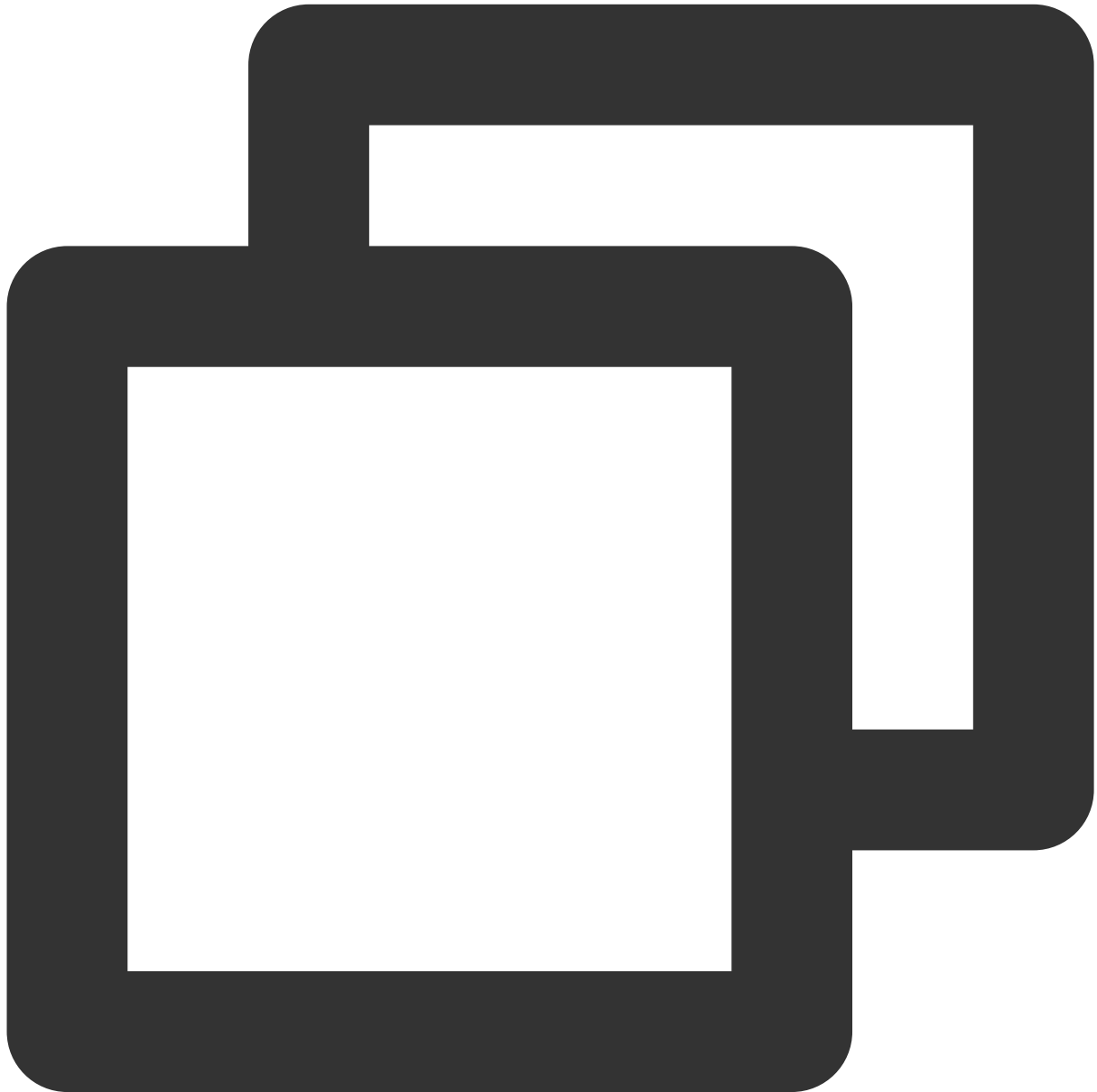
20. Switching between multiple audio tracks

Note :

This feature requires the premium version of the player to be supported.

The advanced version of the player SDK supports switching between multiple audio tracks embedded in the video.

Usage is as follows:



```
// Returns a list of audio track information
List<TXTrackInfo> soundTrackInfoList = mVodPlayer.getAudioTrackInfo();
for (TXTrackInfo trackInfo : soundTrackInfoList) {
    if (trackInfo.trackIndex == 0) {
        // Switch to the required audio track by checking the trackIndex or name
        mVodPlayer.selectTrack(trackInfo.trackIndex);
    }
}
```

```
} else {  
    // Deselect the unwanted audio track  
    mVodPlayer.deselectTrack(trackInfo.trackIndex);  
}  
}
```

Using Advanced Features

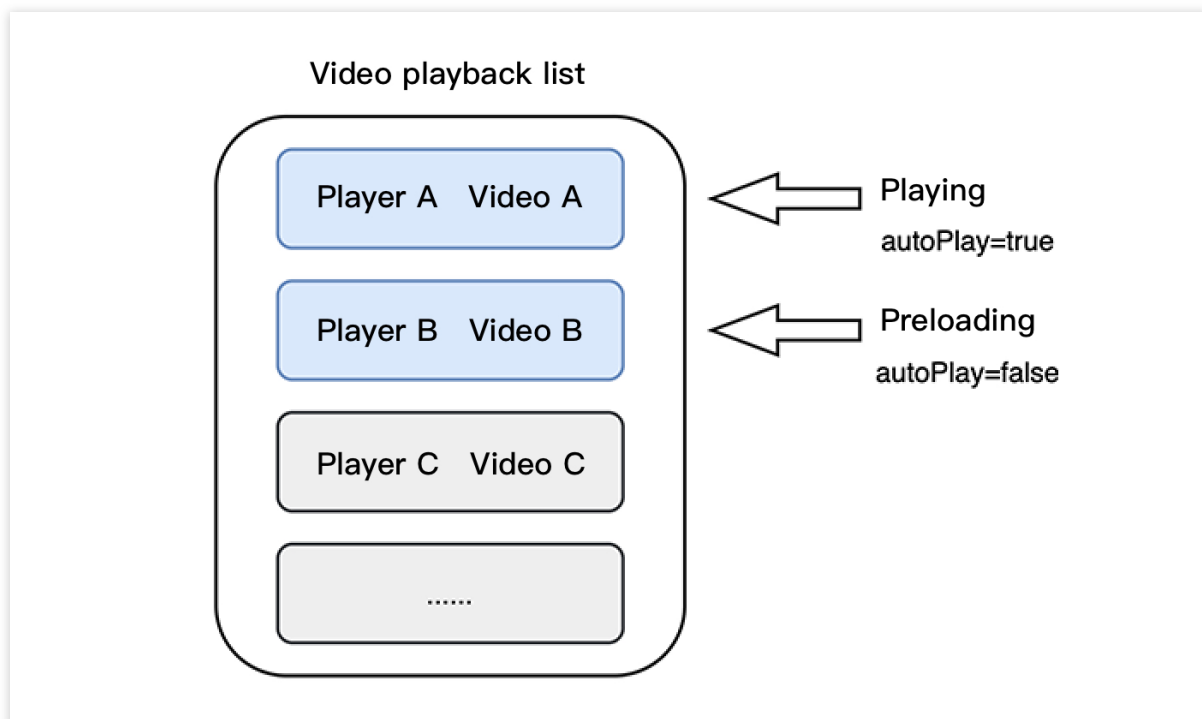
1. Video preloading

Step 1. Use video preloading

In UGSV playback scenarios, the preloading feature contributes to a smooth viewing experience: When a video is being played, you can load the next video to be played back on the backend. When a user switches to the next video, it will already be loaded and can be played back immediately.

Video preloading can deliver an instant playback effect but has certain performance overheads. If your business needs to preload many videos, we recommend you use this feature together with [video predownloading](#).

This is how seamless switch works in video playback. You can use `setAutoPlay` in `TXVodPlayer` to implement the feature as follows:





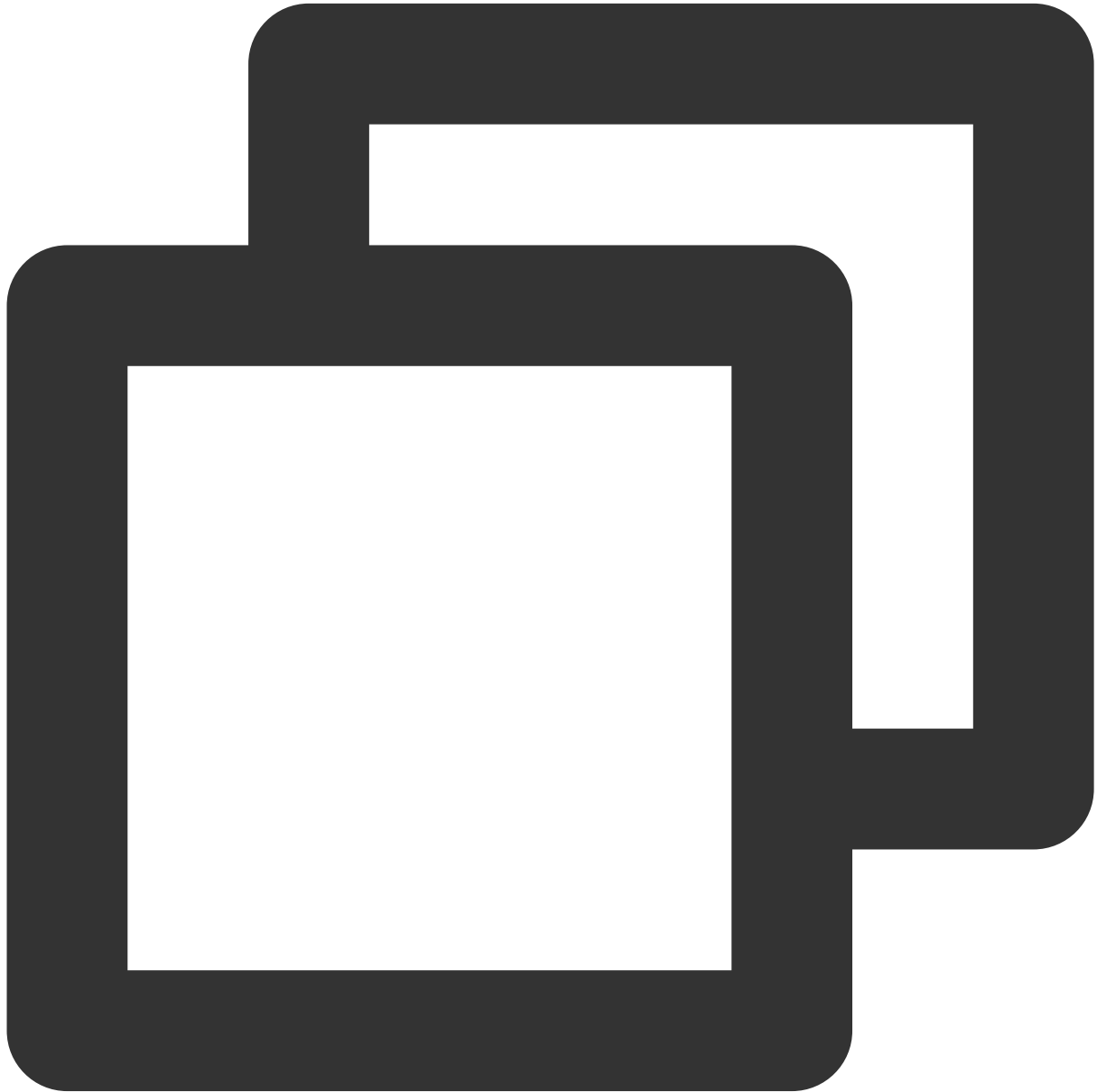
```
// Play back video A: If `autoplay` is set to `true`, the video will be immediately
String urlA = "http://1252463788.vod2.myqcloud.com/xxxxx/v.f10.mp4";
playerA.setAutoplay(true);
playerA.startVodPlay(urlA);

// To preload video B when playing back video A, set `setAutoplay` to `false`
String urlB = @"http://1252463788.vod2.myqcloud.com/xxxxx/v.f20.mp4";
playerB.setAutoplay(false);
playerB.startVodPlay(urlB); // The video won't be played back immediately but will
```

After video A ends and video B is automatically or manually switched to, you can call the `resume` function to immediately play back video B.

Note:

After `autoPlay` is set to `false`, make sure that video B has been prepared before calling `resume`, that is, you should call it only after the `PLAY_EVT_VOD_PLAY_PREPARED` event of video B (2013: the player has been prepared, and the video can be played back) is detected.



```
public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
    // When video A ends, directly start playing back video B for seamless switch  
    if (event == PLAY_EVT_PLAY_END) {
```

```
        playerA.stop();  
        playerB.setPlayerView(mPlayerView);  
        playerB.resume();  
    }  
}
```

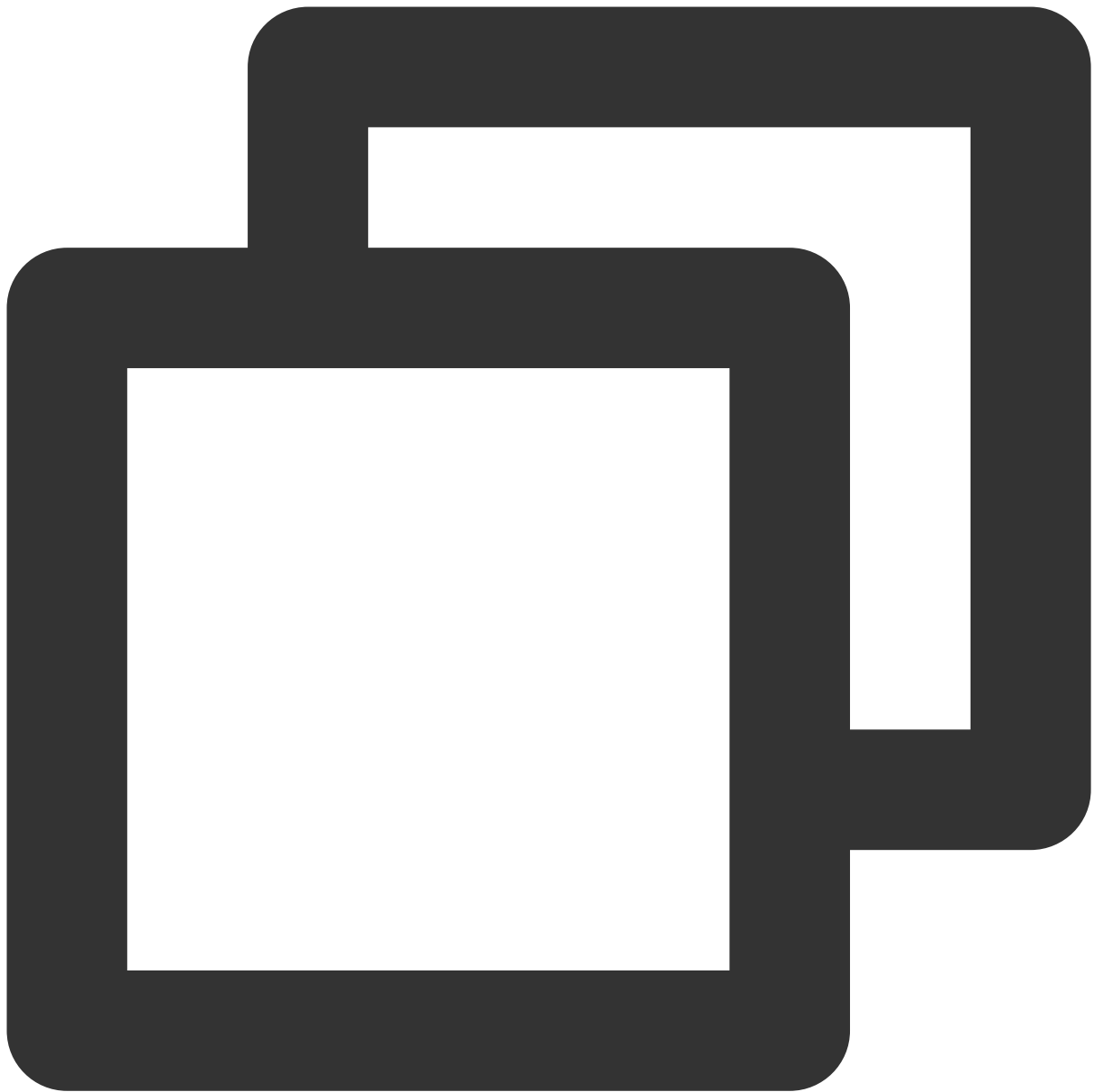
Step 2. Configure the video preloading buffer

You can set a large buffer to play back videos more smoothly under unstable network conditions.

You can set a smaller buffer to reduce the traffic consumption.

Preloading buffer size

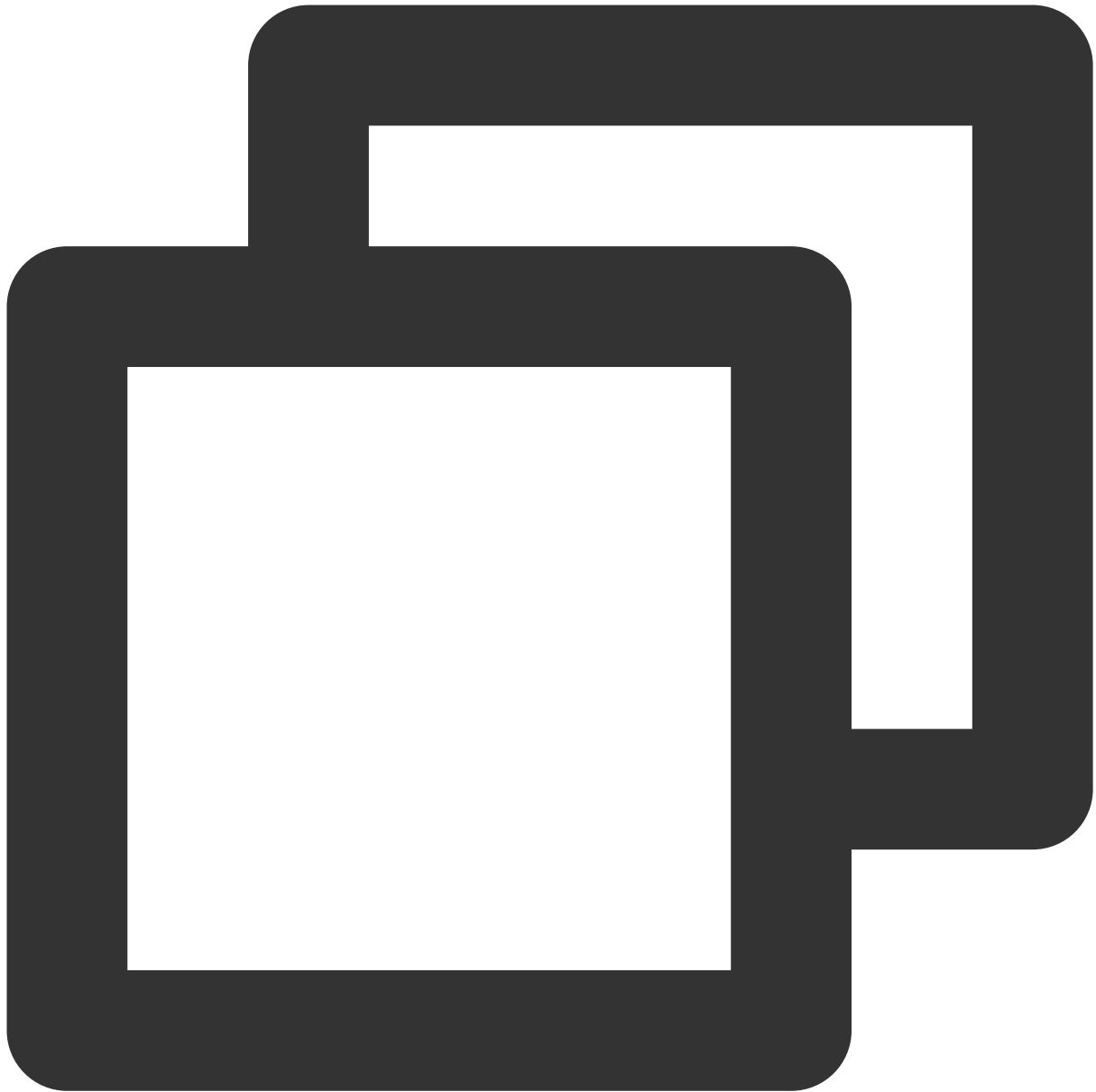
This API is used to control the maximum buffer size before the playback starts in preloading scenarios (that is, `AutoPlay` of the player is set to `false` before video playback starts).



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setMaxPreloadSize(2); // Maximum preloading buffer size in MB. Set it based  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

Playback buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setMaxBufferSize(10); // Maximum buffer size during playback in MB  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

2. Video predownloading

You can download part of the video content in advance without creating a player instance, so as to start playing back the video faster when using the player. This helps deliver a better playback experience.

Before using the playback service, make sure that [video cache](#) has been set.

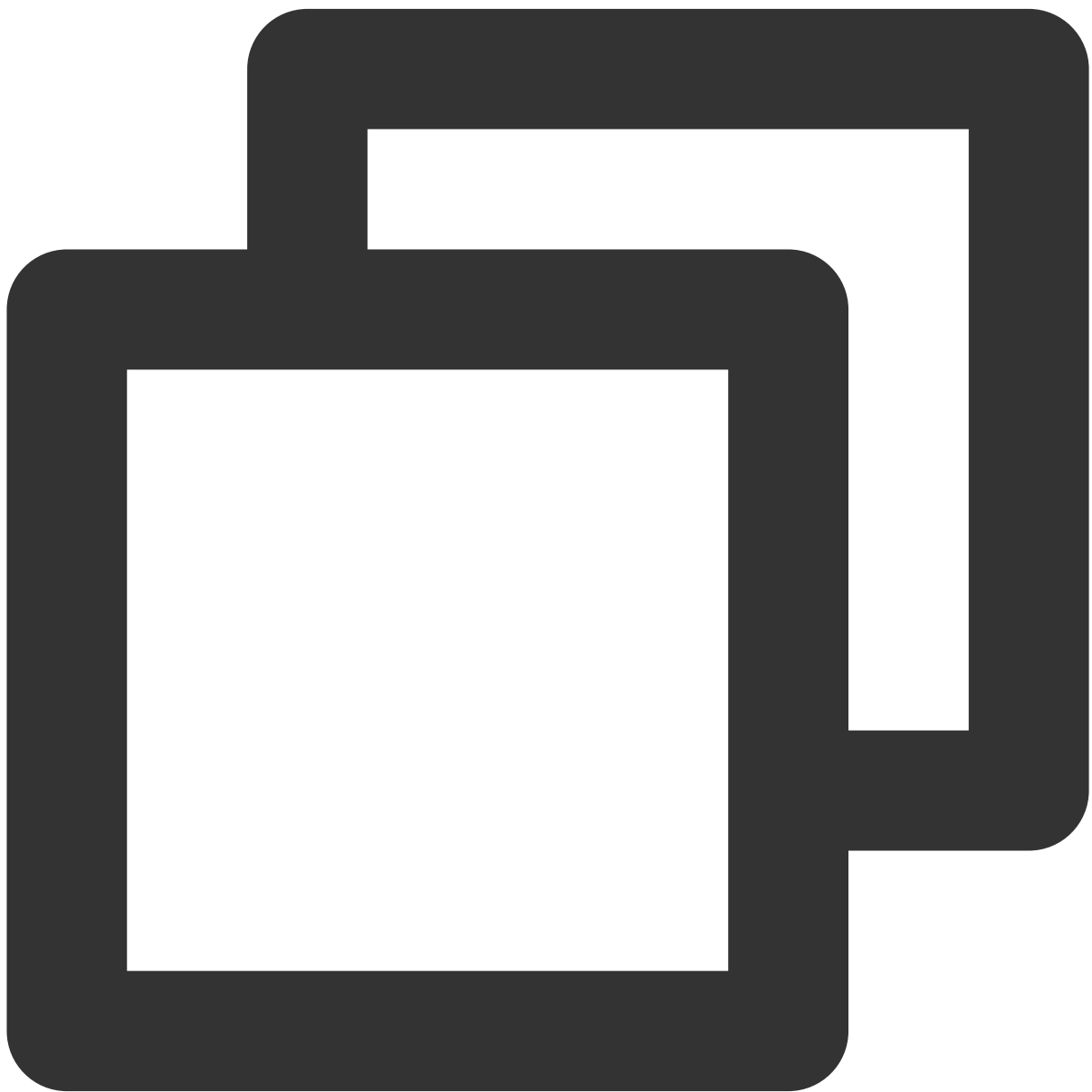
Note:

1. `TXPlayerGlobalSetting` is the global cache setting API, and the original `TXVodConfig` API has been deprecated.
2. The global cache directory and size settings have a higher priority than those configured in `TXVodConfig` of the player.

Download via media URL

Download via media FileId

The code example for pre-downloading video via media URL is as follows:



```
// Set the global cache directory and cache size of the playback engine
```

```
File sdcardDir = getApplicationContext().getExternalFilesDir(null);
// Set the global cache directory and cache size of the playback engine
if (sdcardDir != null) {
    TXPlayerGlobalSetting.setCacheFolderPath(sdcardDir.getPath() + "/PlayerCache");
    TXPlayerGlobalSetting.setMaxCacheSize(200); // Unit: MB
}

String palyrl = "http://****";
// Start predownloading
final TXVodPreloadManager downloadManager = TXVodPreloadManager.getInstance(getApplicationContext());
final int taskID = downloadManager.startPreload(playUrl, 3, 1920*1080, new ITXVodPreloadManager.OnPreloadComplete() {
    @Override
    public void onComplete(int taskID, String url) {
        Log.d(TAG, "preload: onComplete: url: " + url);
    }

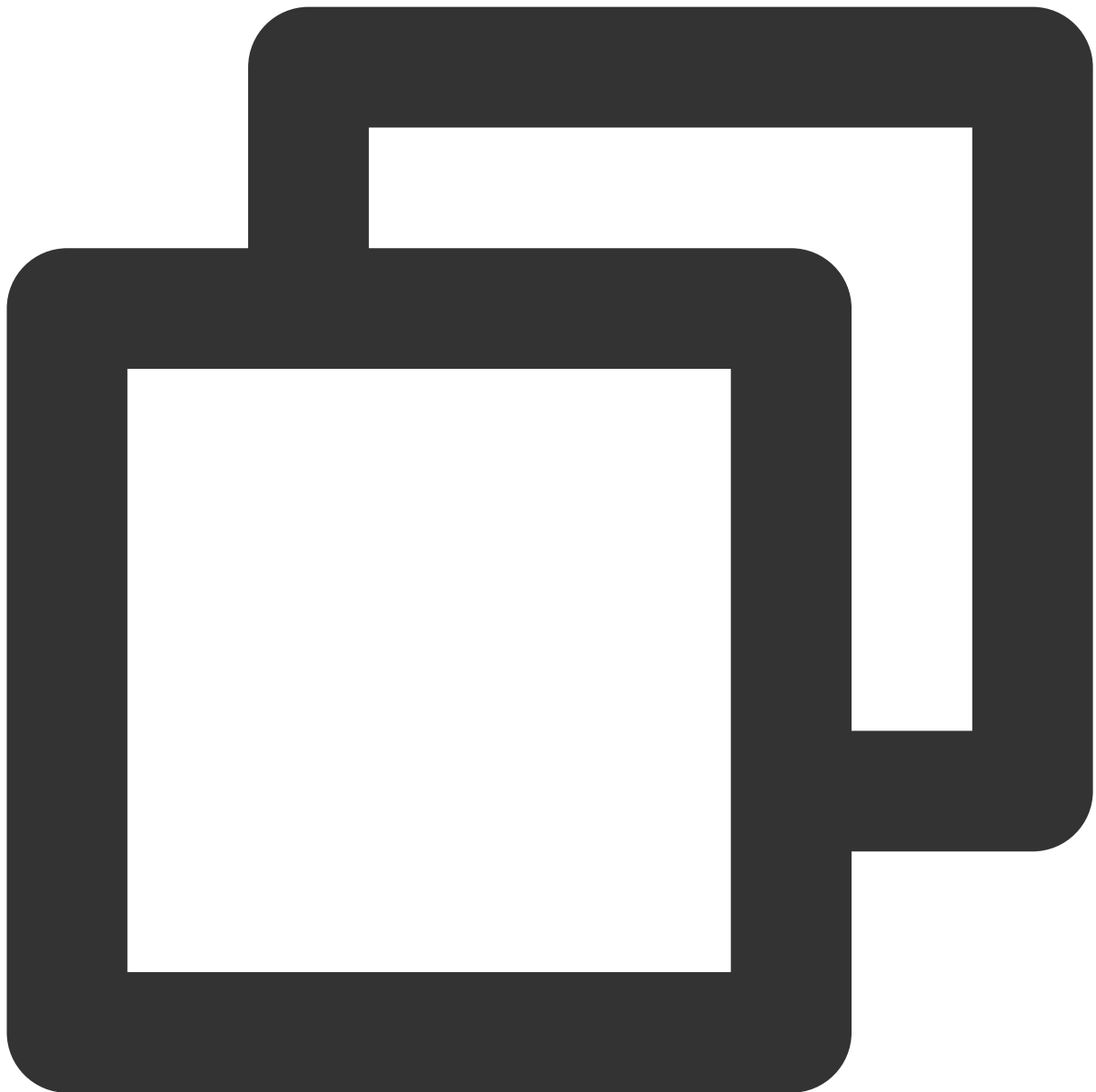
    @Override
    public void onError(int taskID, String url, int code, String msg) {
        Log.d(TAG, "preload: onError: url: " + url + ", code: " + code + ", msg: " + msg);
    }
});

// Cancel predownloading
downloadManager.stopPreload(taskID);
```

Noe:

Pre-downloading via fileld is supported from version 11.3 onwards.

Pre-downloading via fileld is a time-consuming operation. Please do not call it on the main thread, otherwise an illegal call exception will be thrown. The preferredResolution parameter passed in when calling startPreload should be consistent with the preferred resolution set when starting playback, otherwise the expected effect will not be achieved. Here is an example of how to use it:



```
// Set the global cache directory and cache size for the playback engine File
File sdcardDir = getApplicationContext().getExternalFilesDir(null);
// Set the global cache directory and cache size for the playback engine
if (sdcardDir != null) {
    TXPlayerGlobalSetting.setCacheFolderPath(sdcardDir.getPath() + "/PlayerCache");
    TXPlayerGlobalSetting.setMaxCacheSize(200); // Unit: MB
}

// Start preloading
Runnable task = new Runnable() {
    @Override
```

```

public void run() {
    TXPlayInfoParams playInfoParams = new TXPlayInfoParams(${appId}, "${fileId}"
        "${psign}");
    // Note: This is a time-consuming operation, do not call it on the main th
    mPreLoadManager.startPreload(playInfoParams, 3, 1920 * 1080, new ITXVodFile

    @Override
    public void onStart(int taskID, String fileId, String url, Bundle bundl
        // The onStart method will be called when the file URL is successfu
        Log.d(TAG, "preload: onStart: taskID: " + taskID + ", fileId: " + f
    }

    @Override
    public void onComplete(int taskID, String url) {
        Log.d(TAG, "preload: onComplete: url: " + url);
    }

    @Override
    public void onError(int taskID, String url, int code, String msg) {
        Log.d(TAG, "preload: onError: url: " + url + ", code: " + code + ",
    }
    });
}

};
new Thread(task).start();

// Cancel preloading
downloadManager.stopPreload(taskID);

```

3. Video download

Video download allows users to download online videos and watch them offline. If the video is encrypted, the downloaded video through the player SDK will be kept in an encrypted state locally and can only be decrypted and played through Tencent Cloud Player SDK. This can effectively prevent illegal dissemination of downloaded videos and protect video security.

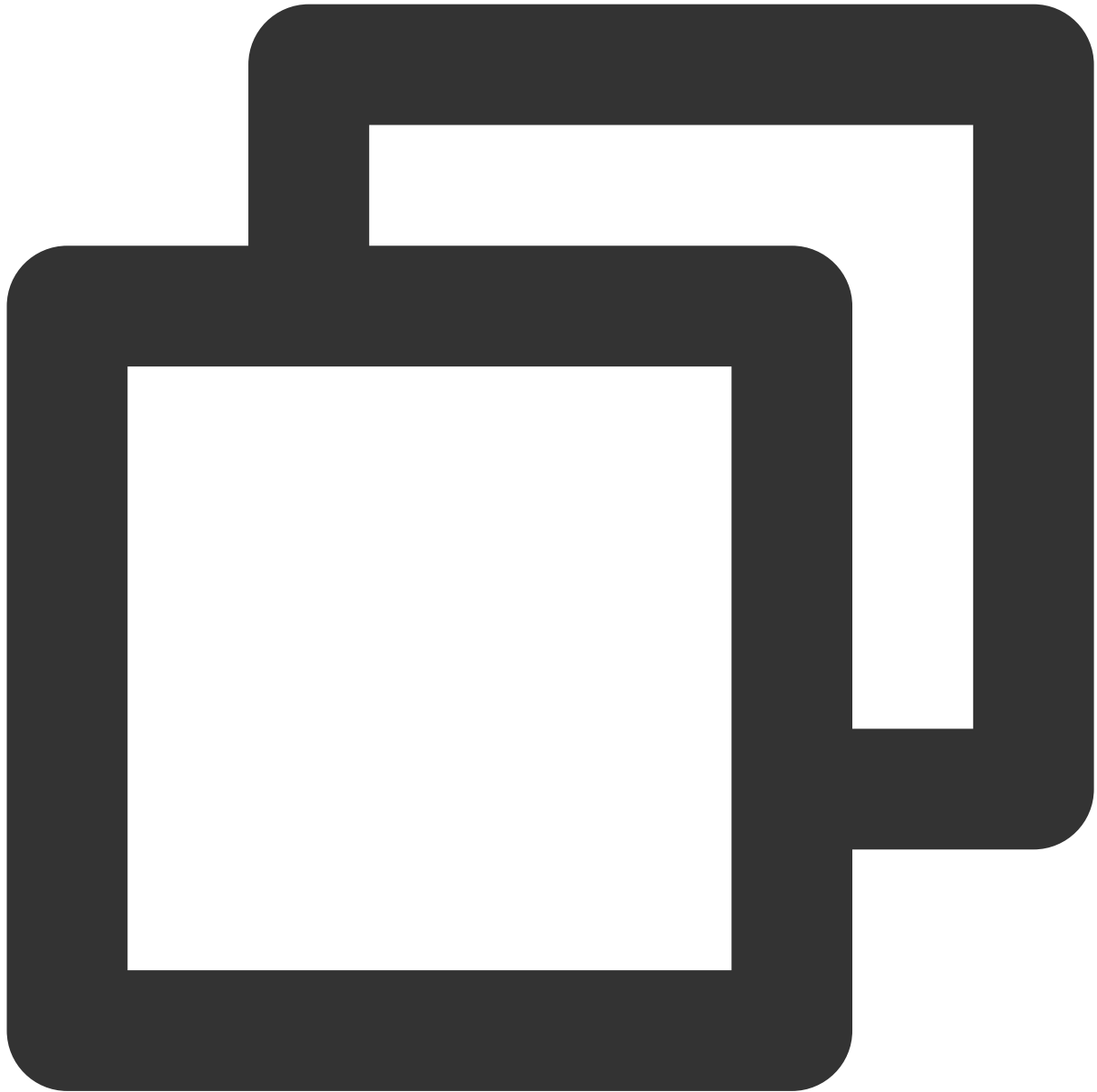
As HLS streaming media cannot be directly saved locally, you cannot download them and play back them as local files. You can use the video download scheme based on `TXVodDownloadManager` to implement offline HLS playback.

Note:

Currently, `TXVodDownloadManager` does not support caching MP4 and FLV format files. The Player SDK already supports playing back local MP4 and FLV files.

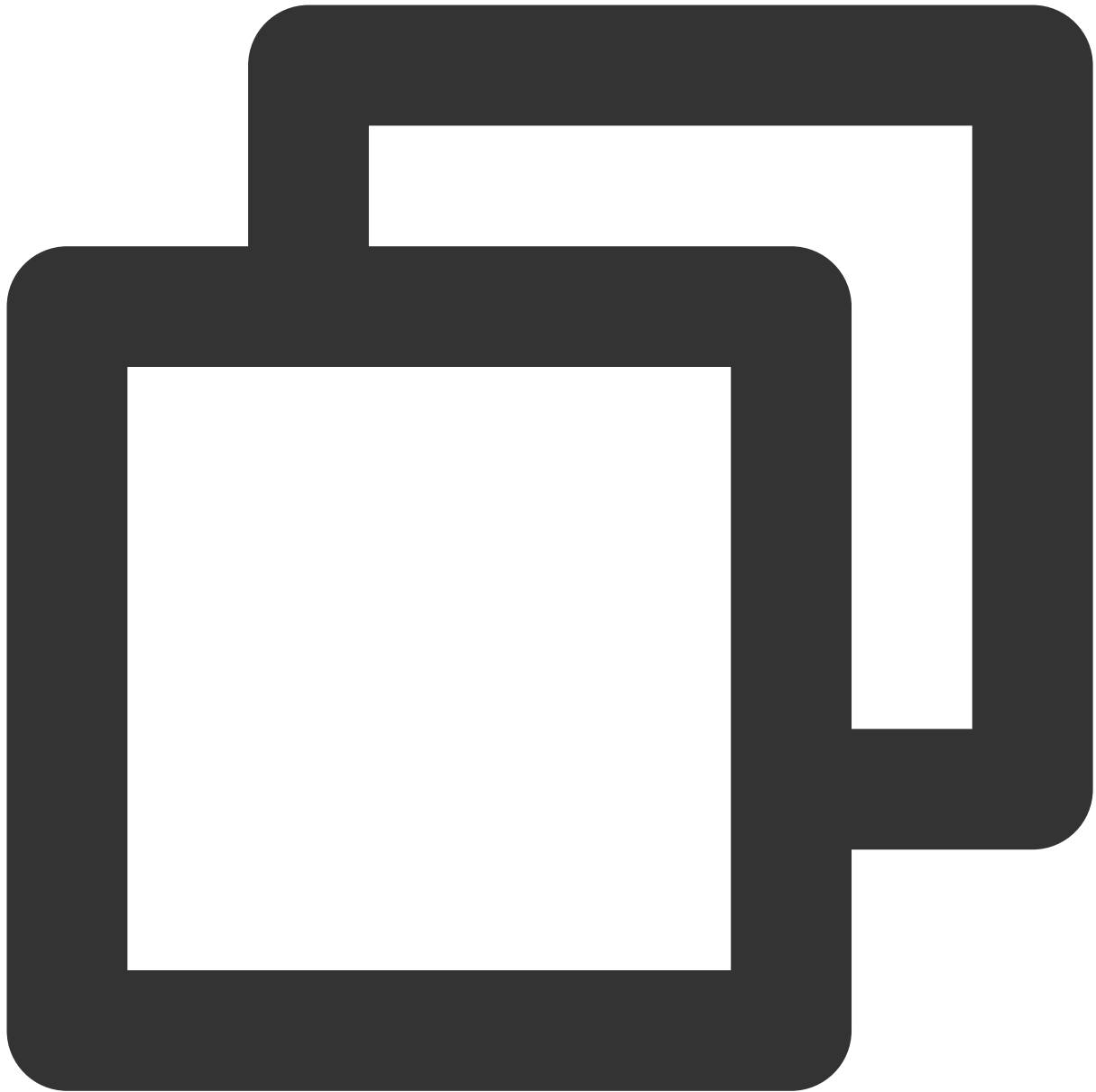
Step 1. Make preparations

When initializing the SDK, set the global storage path for video downloading, preloading, caching, and other functions. Usage is as follows:



```
File sdcardDir = context.getExternalFilesDir(null);
TXPlayerGlobalSetting.setCacheFolderPath(sdcardDir.getPath() + "/txcache");
```

`TXVodDownloadManager` is designed as a singleton; therefore, you cannot create multiple download objects. It is used as follows:



```
TXVodDownloadManager downloader = TXVodDownloadManager.getInstance();
```

Step 2. Start the download

You can start the download through [Fileid](#) or [URL](#) as follows:

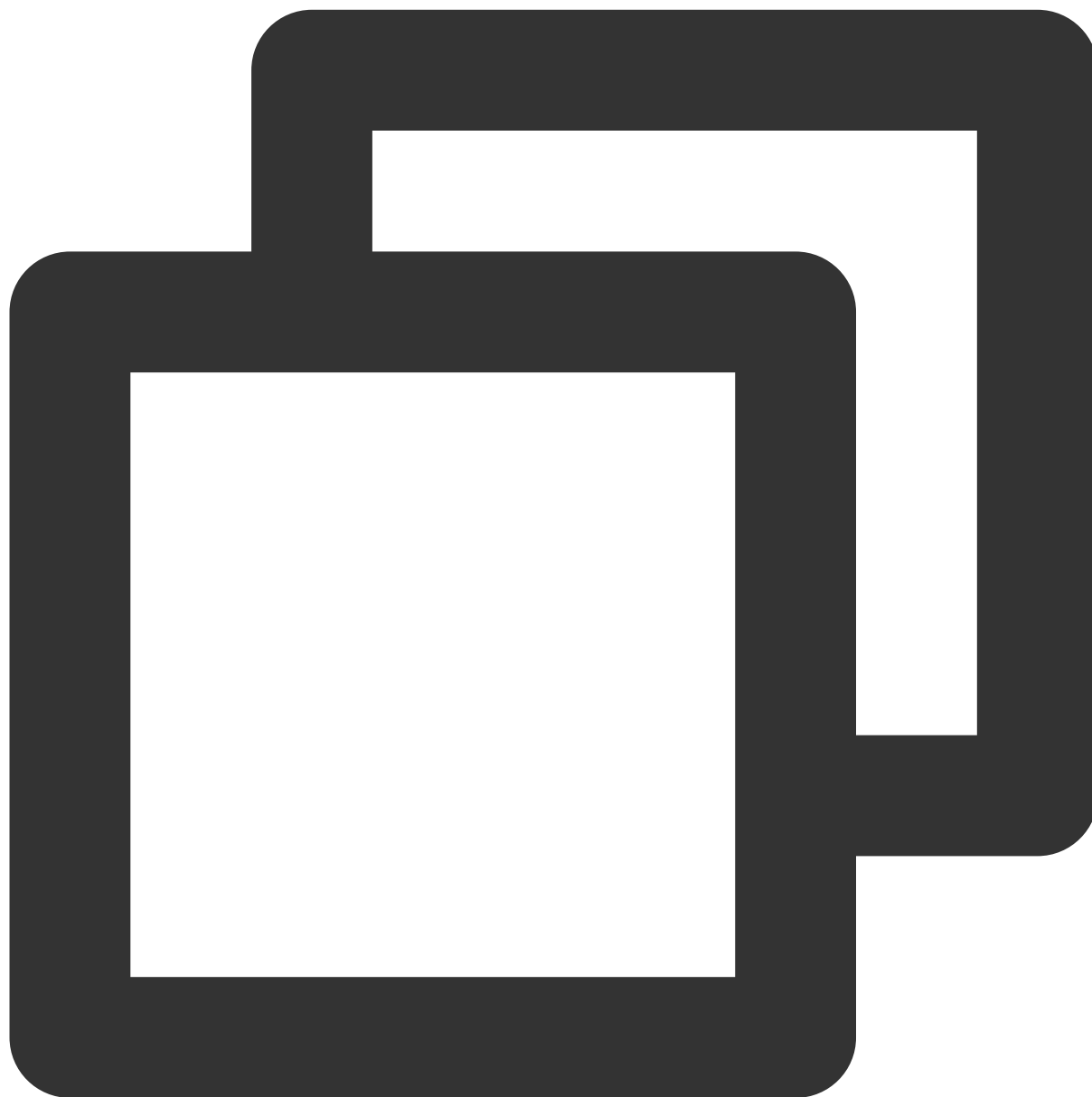
Through Fileid

Through URL

For download through `Fileid`, you need to pass in `AppID`, `Fileid`, and `qualityId` at least. For signed videos, you also need to pass in `pSign`. If no specific value is passed in to `userName`, it will be `default` by

default.

Note: You can download encrypted videos only through `Fileid` and must enter the `psign` parameter.

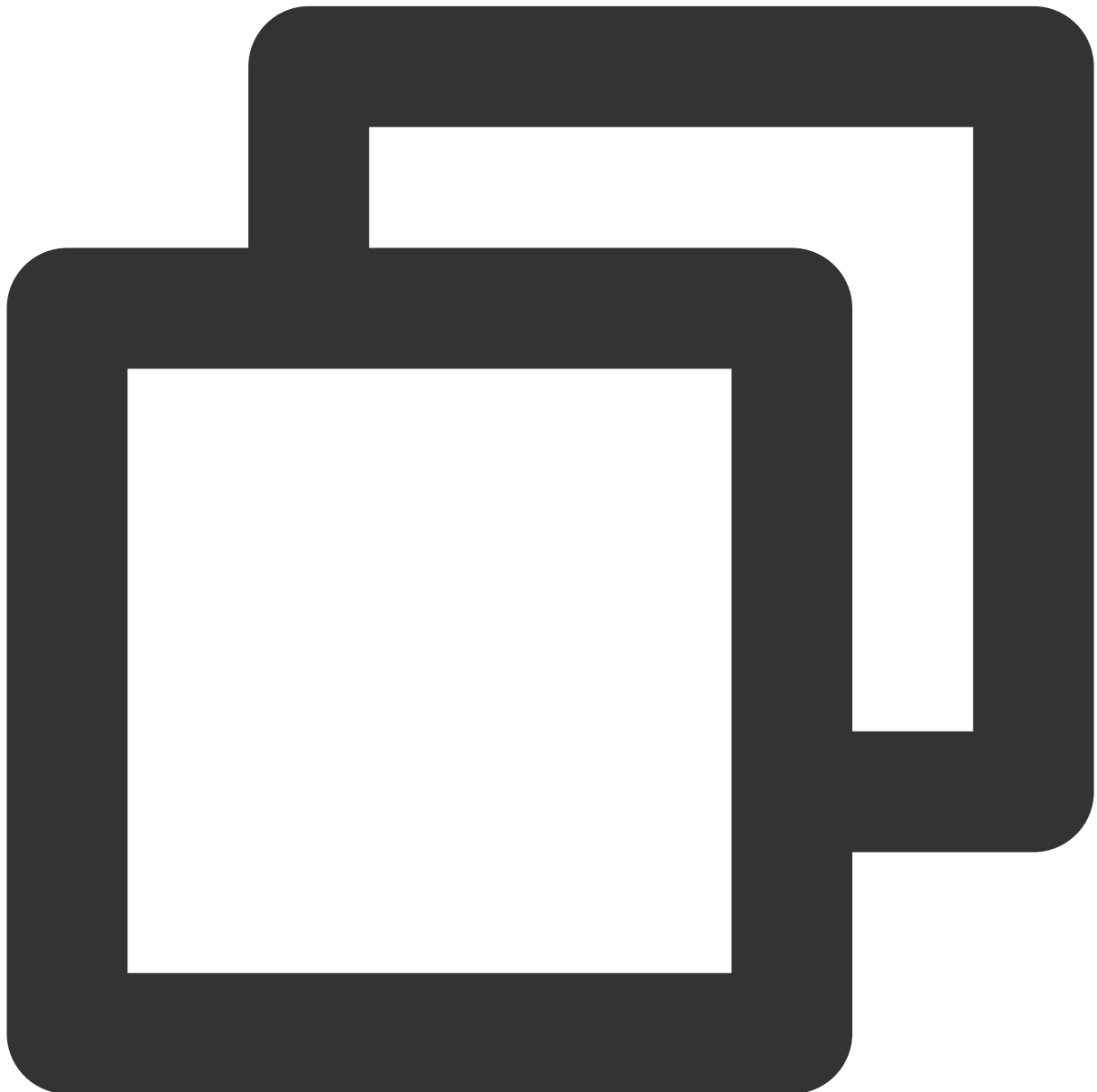


```
// QUALITY_240P 240p
// QUALITY_360P 360P
// QUALITY_480P 480p
// QUALITY_540P 540p
// QUALITY_720P 720p
// QUALITY_1080P 1080p
// QUALITY_2K 2k
```



```
// QUALITY_4K    4k
// The quality parameter can be customized to take the minimum value of the resolut
// The player SDK will select a stream that is less than or equal to the passed-in
TXVodDownloadDataSource source = new TXVodDownloadDataSource(1252463788, "456497281
downloader.startDownload(source)
```

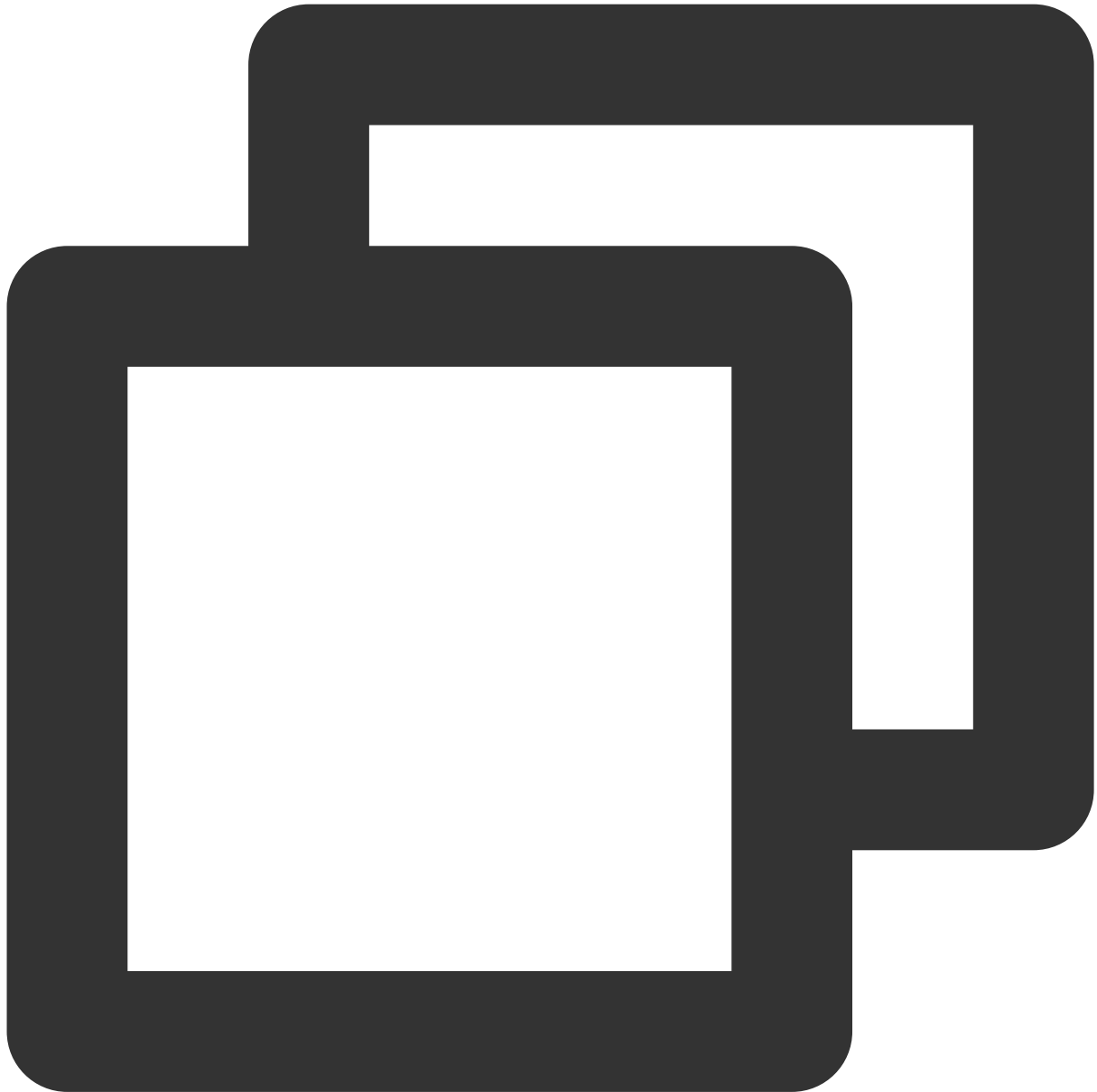
You need to pass in the download URL at least. Only the non-nested HLS, i.e., single-bitstream HLS, is supported. If no specific value is passed in to `userName`, it will be `default` by default.



```
downloader.startDownloadUrl("http://1500005830.vod2.myqcloud.com/43843ec0vodtranscq
```

Step 3. Receive the task information

Before receiving the task information, you need to set the callback listener first.



```
downloadListener.setListener(this);
```

You may receive the following task callbacks:

Callback Message	Description
<code>void onDownloadStart(TXVodDownloadMediaInfo</code>	The task started, that is, the SDK started the download.

mediaInfo)	
void onDownloadProgress(TXVodDownloadMediaInfo mediaInfo)	Task progress. During download, the SDK will frequently call back this API. You can use <code>mediaInfo.getProgress()</code> to get the current progress.
void onDownloadStop(TXVodDownloadMediaInfo mediaInfo)	The task stopped. When you call <code>stopDownload</code> to stop the download, if this message is received, the download is stopped successfully.
void onDownloadFinish(TXVodDownloadMediaInfo mediaInfo)	Download was completed. If this callback is received, the entire file has been downloaded, and the downloaded file can be played back by <code>TXVodPlayer</code> .
void onDownloadError(TXVodDownloadMediaInfo mediaInfo, int error, String reason)	A download error occurred. If the network is disconnected during download, this API will be called back and the download task will stop. The error code is in <code>TXVodDownloadManager</code> .

The download error codes are as follows:

Error Code	Value	Description
DOWNLOAD_SUCCESS	0	Download succeeded.
DOWNLOAD_AUTH_FAILED	-5001	Request for video information from the VOD console failed. Check whether the fileId and psign parameters are correct.
DOWNLOAD_NO_FILE	-5003	The file of the specified definition does not exist.
DOWNLOAD_FORMAT_ERROR	-5004	The downloaded file format is not supported.
DOWNLOAD_DISCONNECT	-5005	Network disconnected. Check whether the network is normal.
DOWNLOAD_HLS_KEY_ERROR	-5006	Failed to obtain the HLS decryption key.
DOWNLOAD_PATH_ERROR	-5007	Failed to access the download directory. Check whether you have the permission to access the download directory.
DOWNLOAD_403FORBIDDEN	-5008	Authentication information failed to pass when downloading. Check whether the signature (psign) has expired.

As the downloader can download multiple files at a time, the callback API carries the

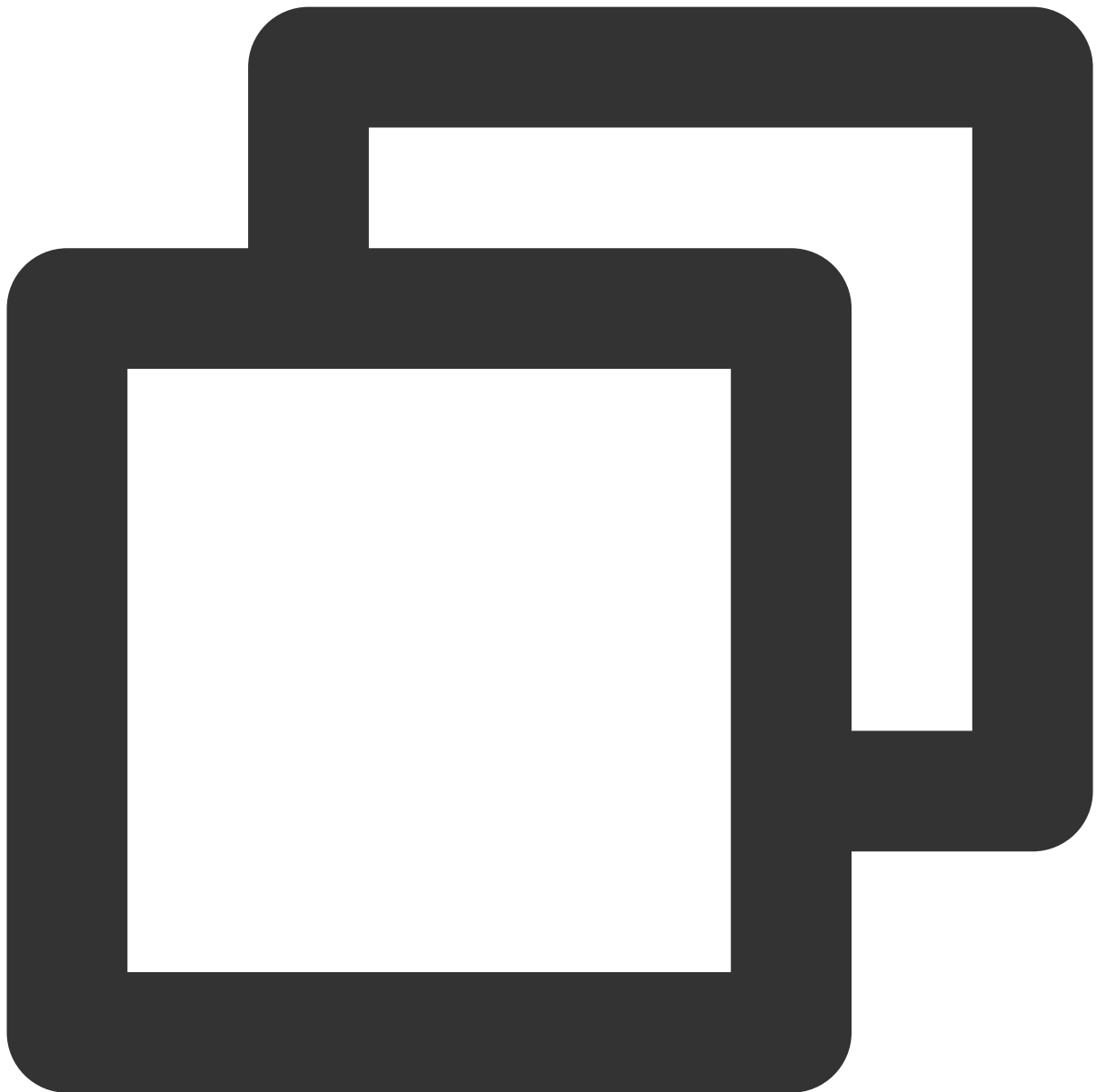
`TXVodDownloadMediaInfo` object. You can access the URL or `dataSource` to determine the download source and get other information such as download progress and file size.

Step 4. Stop the download

You can call the `downloader.stopDownload()` method to stop the download. The parameter is the object returned by `downloader.startDownload()`. **The SDK supports checkpoint restart.** If the download directory is not changed, when you resume downloading a file, the download will start from the point where it stopped.

Step 5. Manage downloads

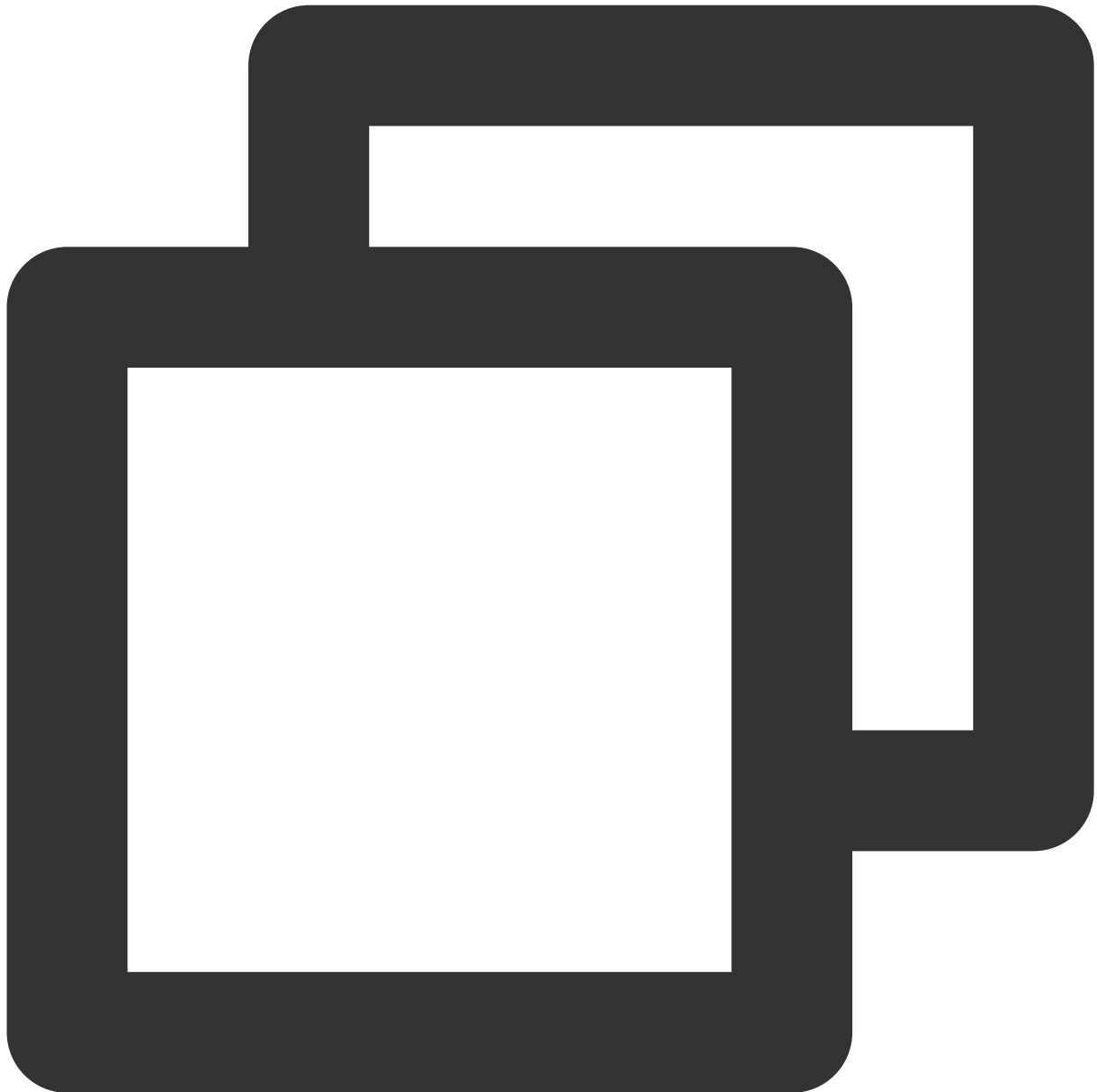
You can get the download lists of all accounts or the specified account.



```
// Get the download lists of all users
// You can distinguish between the download lists of different users by `userName`
// getDownloadMediaInfoList is a time-consuming function. Please do not call it in
List<TXVodDownloadMediaInfo> downloadInfoList = downloader.getDownloadMediaInfoList
if (downloadInfoList == null || downloadInfoList.size() <= 0) return;
// Get the download list of the `default` user
List<TXVodDownloadMediaInfo> defaultUserDownloadList = new ArrayList<>();
for(TXVodDownloadMediaInfo downloadMediaInfo : downloadInfoList) {
    if ("default".equals(downloadMediaInfo.getUserName())) {
        defaultUserDownloadList.add(downloadMediaInfo);
    }
}
```

```
}
```

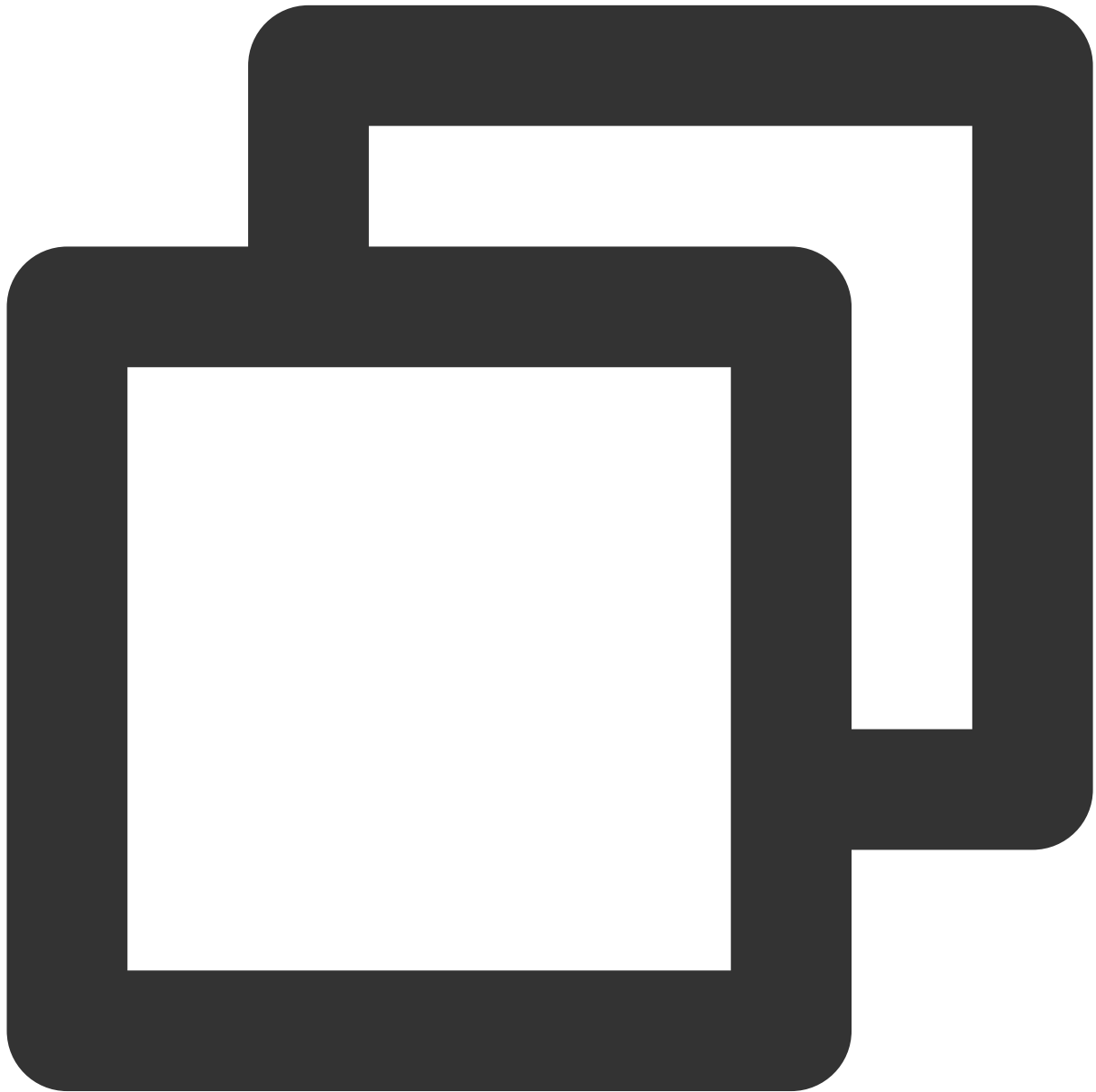
To get the download information of a `Fileid` , such as the current download status and progress, you need to pass in `AppID` , `Fileid` , and `qualityId` .



```
// Get the download information of a `fileId`
TXVodDownloadMediaInfo downloadInfo = downloader.getDownloadMediaInfo(1252463788, "
// Get the total size of the file being downloaded in bytes. This API takes effect
// Note: The total size refers to the size of the original file uploaded to the VOD
int size = downloadInfo.getSize(); // Get the total size of the file being downloa
int duration = downloadInfo.getDuration(); // Get the total duration
```

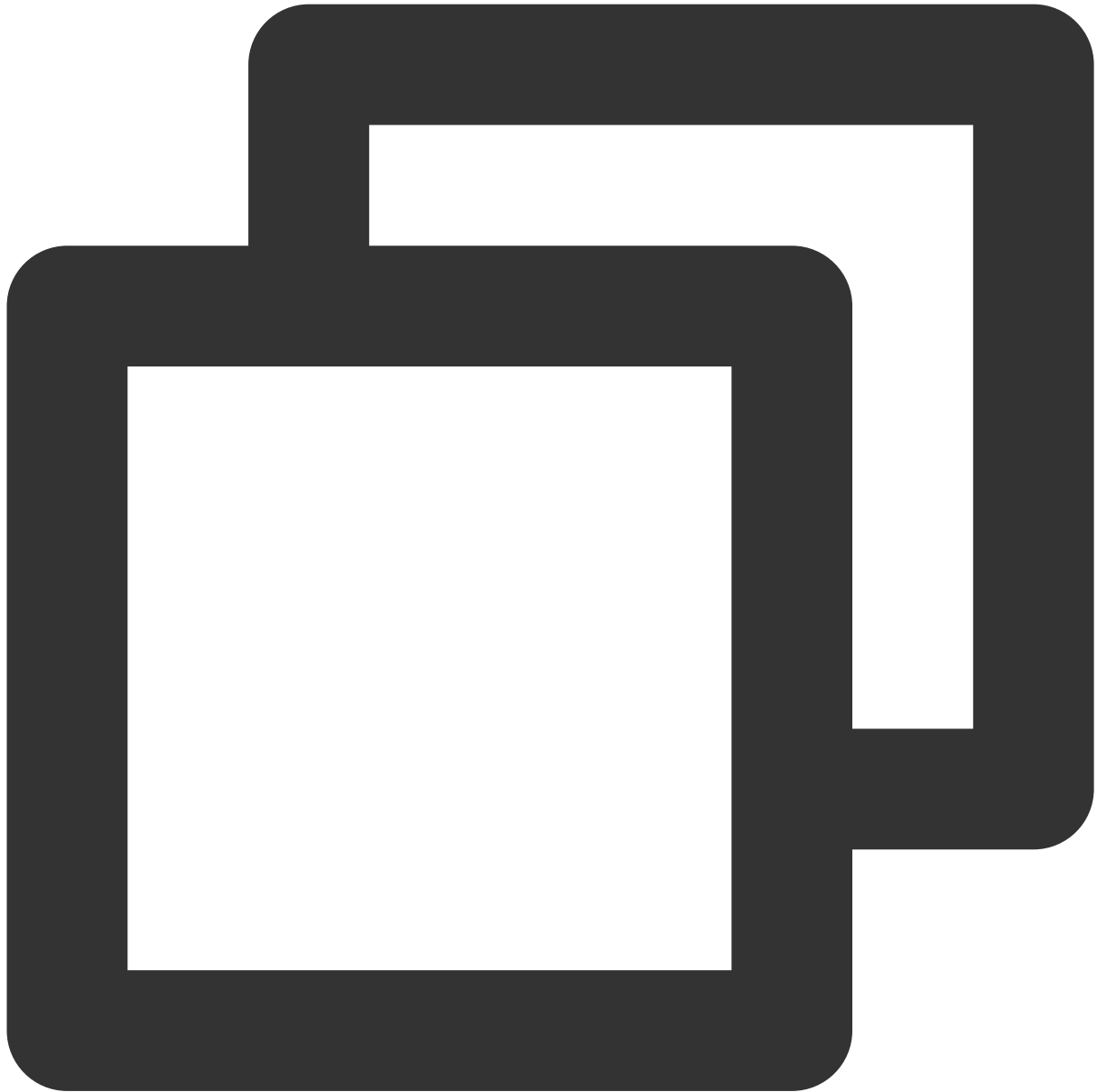
```
int playableDuration = downloadInfo.getPlayableDuration(); // Get the playable dura
float progress = downloadInfo.getProgress(); // Get the download progress
String playPath = downloadInfo.getPlayPath(); // Get the offline playback path, whi
int downloadState = downloadInfo.getDownloadState(); // Get the download status. Fo
boolean isDownloadFinished = downloadInfo.isDownloadFinished(); // If `true` is ret
```

To get the download information of a URL, you need to pass in the URL information.



```
// Get the download information of a URL
TXVodDownloadMediaInfo downloadInfo = downloader.getDownloadMediaInfo("http://12531
```

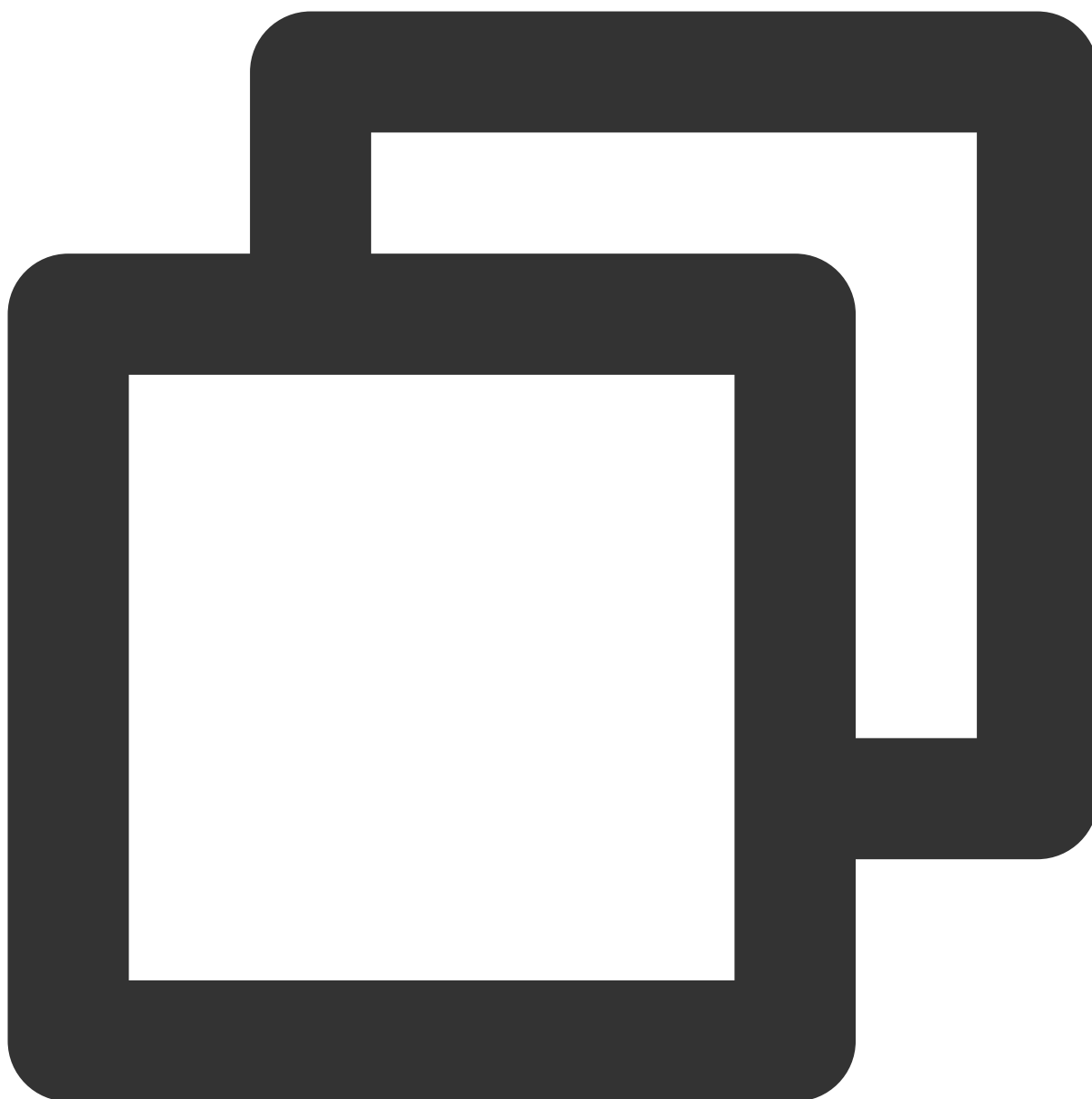
To delete the download information and relevant file, you need to pass in the `TXVodDownloadMediaInfo` parameter.



```
// Delete the download information
boolean deleteRst = downloader.deleteDownloadMediaInfo(downloadInfo);
```

Step 6: Offline Playback after Download

The downloaded video supports playback without network connection. After downloading, you can obtain the download URL through `TXVodDownloadMediaInfo#getPlayPath` for playback.

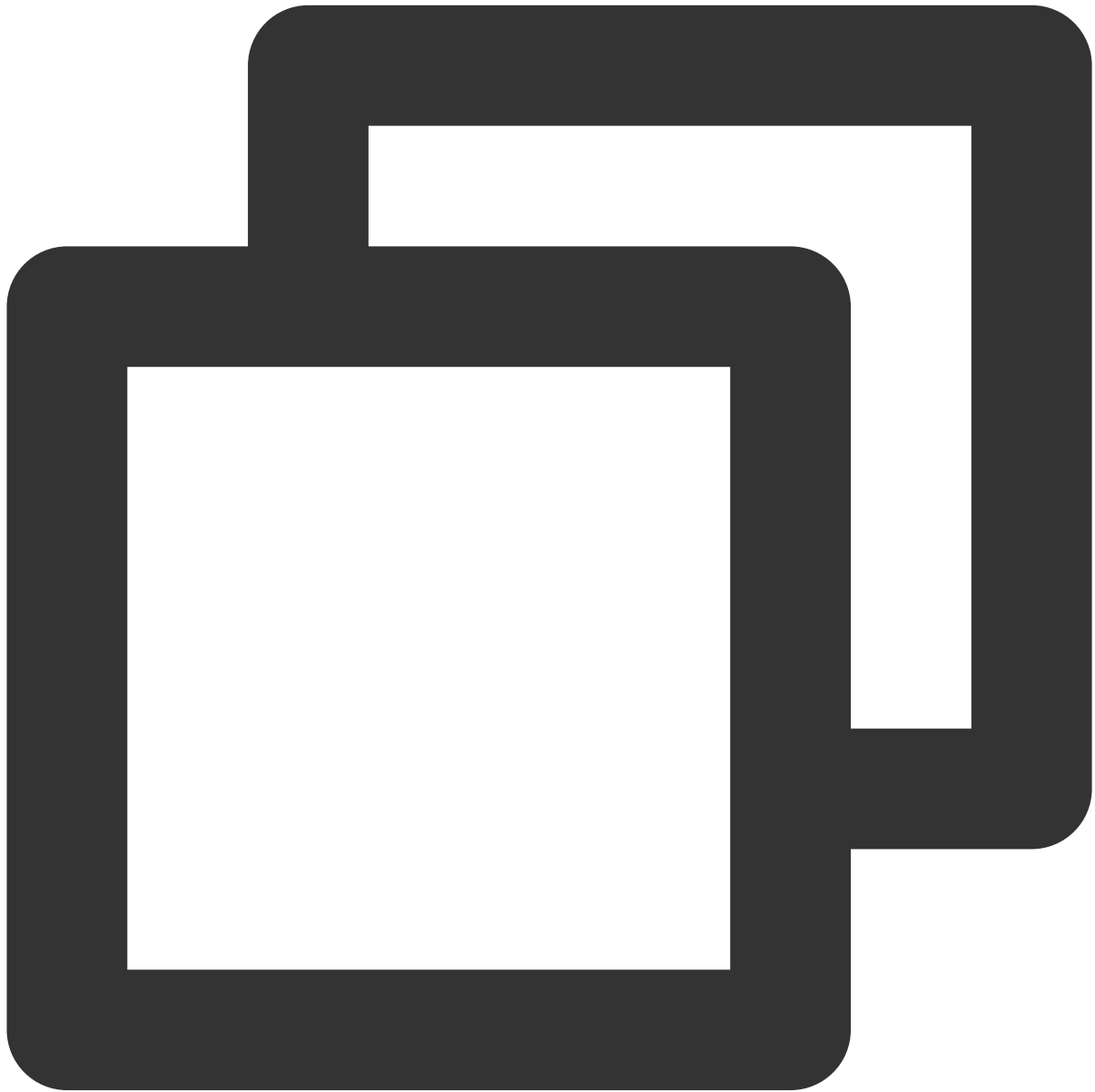


```
// `getDownloadMediaInfoList` is a time-consuming function. Please do not call it i
List<TXVodDownloadMediaInfo> mediaInfoList = TXVodDownloadManager.getInstance().get
// Business logic finds the media object that needs to be played according to actua
for (TXVodDownloadMediaInfo mediaInfo : mediaInfoList) {
    if (mediaInfo.getDownloadState() == TXVodDownloadMediaInfo.STATE_FINISH) { //
        mVodPlayer.startVodPlay(mediaInfo.getPlayPath()); // Play the downloaded v
    }
}
```

4. Encrypted playback

The video encryption solution is used in scenarios where the video copyright needs to be protected, such as online education. To encrypt your video resources, you need to alter the player and encrypt and transcode video sources. For more information, see [Media Encryption and Copyright Protection Overview](#).

After you get the `appId` as well as the encrypted video's `fileId` and `psign` in the Tencent Cloud console, you can play back the video as follows:

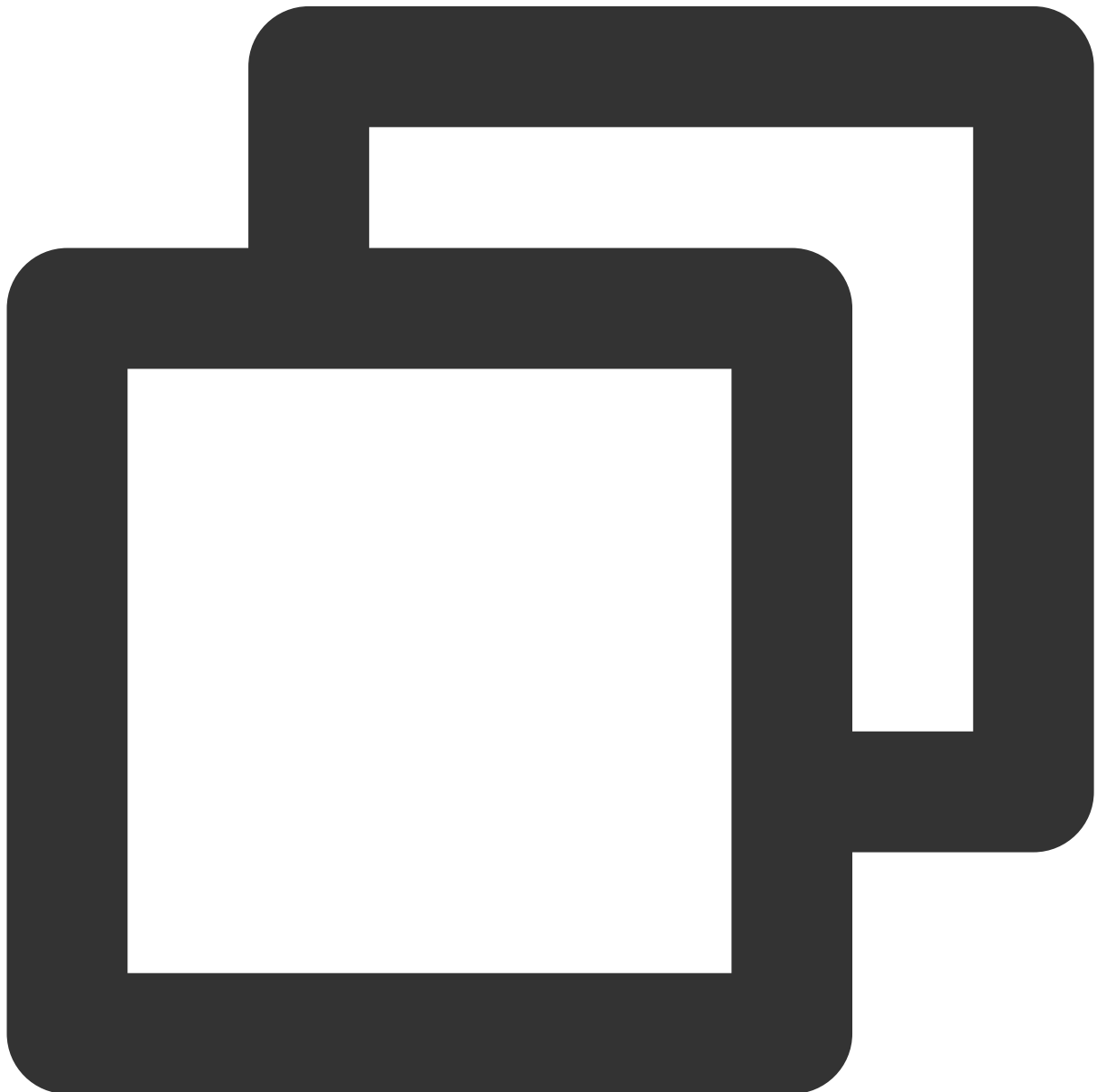


```
// `psign` is a player signature. For more information on the signature and how to  
TXPlayInfoParams playInfoParam = new TXPlayInfoParams(1252463788, // `appId` of the  
    "4564972819220421305", // `fileId` of the video  
    "psignxxxxxx"); // The player signature
```

```
mVodPlayer.startVodPlay(playInfoParam);
```

5. Player configuration

Before calling `startPlay`, you can call `setConfig` to configure the player parameters, such as player connection timeout period, progress callback interval, and maximum number of cached files. `TXVodPlayConfig` allows you to configure detailed parameters. For more information, see [Basic Configuration API](#). Below is the configuration sample code:



```
TXVodPlayConfig config = new TXVodPlayConfig();
```

```
config.setEnableAccurateSeek(true); // Set whether to enable accurate seek. Default
config.setMaxCacheItems(5); // Set the maximum number of cached files to 5
config.setProgressInterval(200); // Set the progress callback interval in ms
config.setMaxBufferSize(50); // Set the maximum preloading buffer size in MB
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

Specifying resolution when playback starts

When playing back an HLS multi-bitrate video source, if you know the video stream resolution information in advance, you can specify the preferred resolution before playback starts, and the player will select and play back the stream at or below the preferred resolution. In this way, after playback starts, you don't need to call `setBitrateIndex` to switch to the required bitstream.



```
TXVodPlayConfig config = new TXVodPlayConfig();  
// The parameter passed in is the product of the video width and height. You can pa  
config.setPreferredResolution(TXLiveConstants.VIDEO_RESOLUTION_720X1280);  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

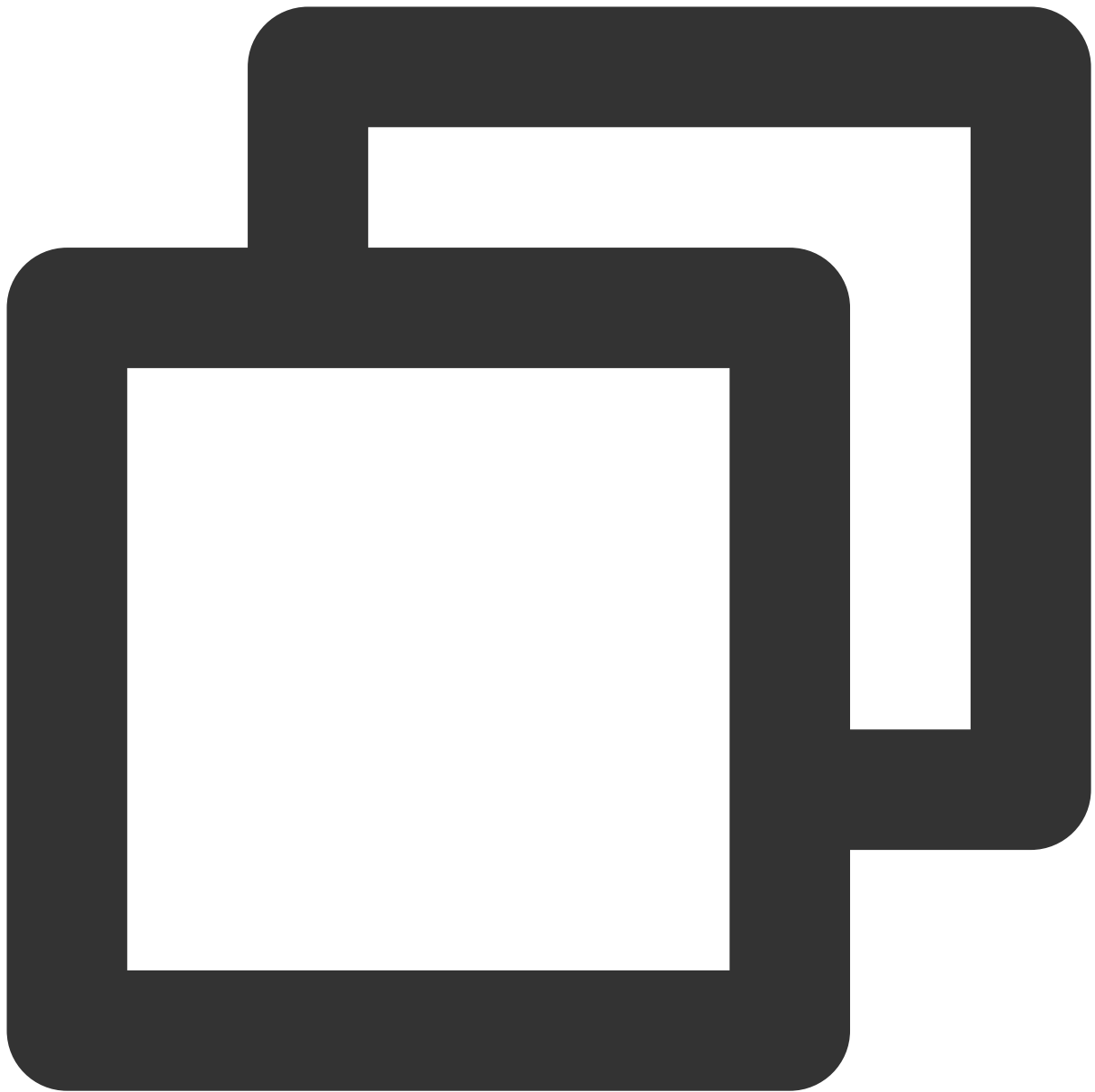
Specify media type before broadcasting

When the type of media asset to be played is known in advance, the playback speed can be enhanced by configuring

`TXVodPlayConfig#setMediaType` to reduce the internal playback type detection of the player SDK.

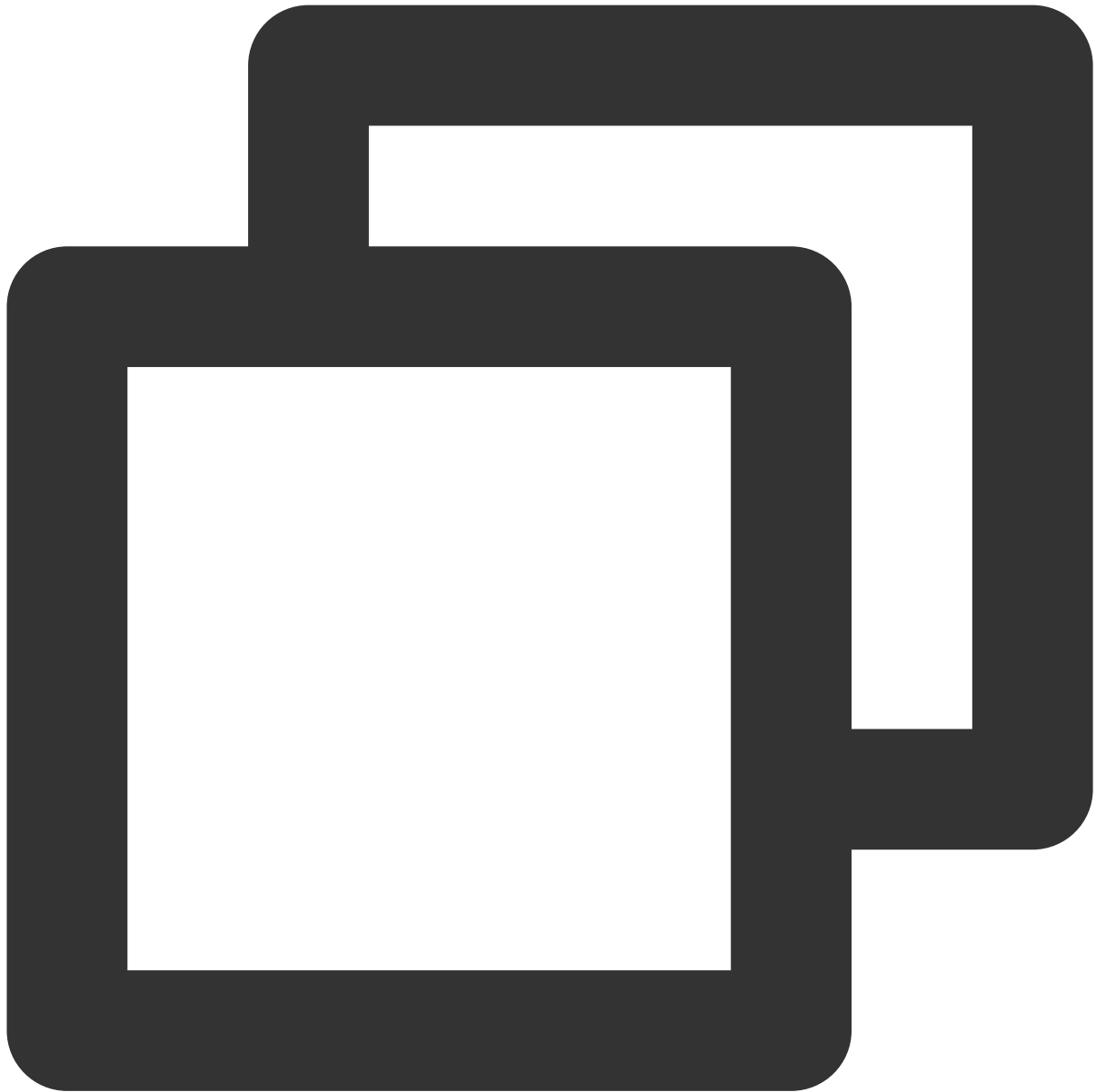
Note:

`TXVodPlayConfig#setMediaType` is supported starting from version 11.2.



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setMediaType(TXVodConstants.MEDIA_TYPE_FILE_VOD); // Used to improve MP4 pl  
// config.setMediaType(TXVodConstants.MEDIA_TYPE_HLS_VOD); // Used to improve HLS  
mVodPlayer.setConfig(config);
```

Setting playback progress callback interval



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setProgressInterval(200); // Set the progress callback interval in ms  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

6. HttpDNS resolution service

Mobile analysis (HTTPDNS) sends domain name resolution requests to DNS servers based on the HTTP protocol, replacing the traditional method of sending resolution requests to the operator's local DNS based on the DNS protocol.

This can avoid domain name hijacking and cross-network access issues caused by local DNS, and solve the problem of video playback failure caused by abnormal domain name resolution in mobile Internet services.

Note:

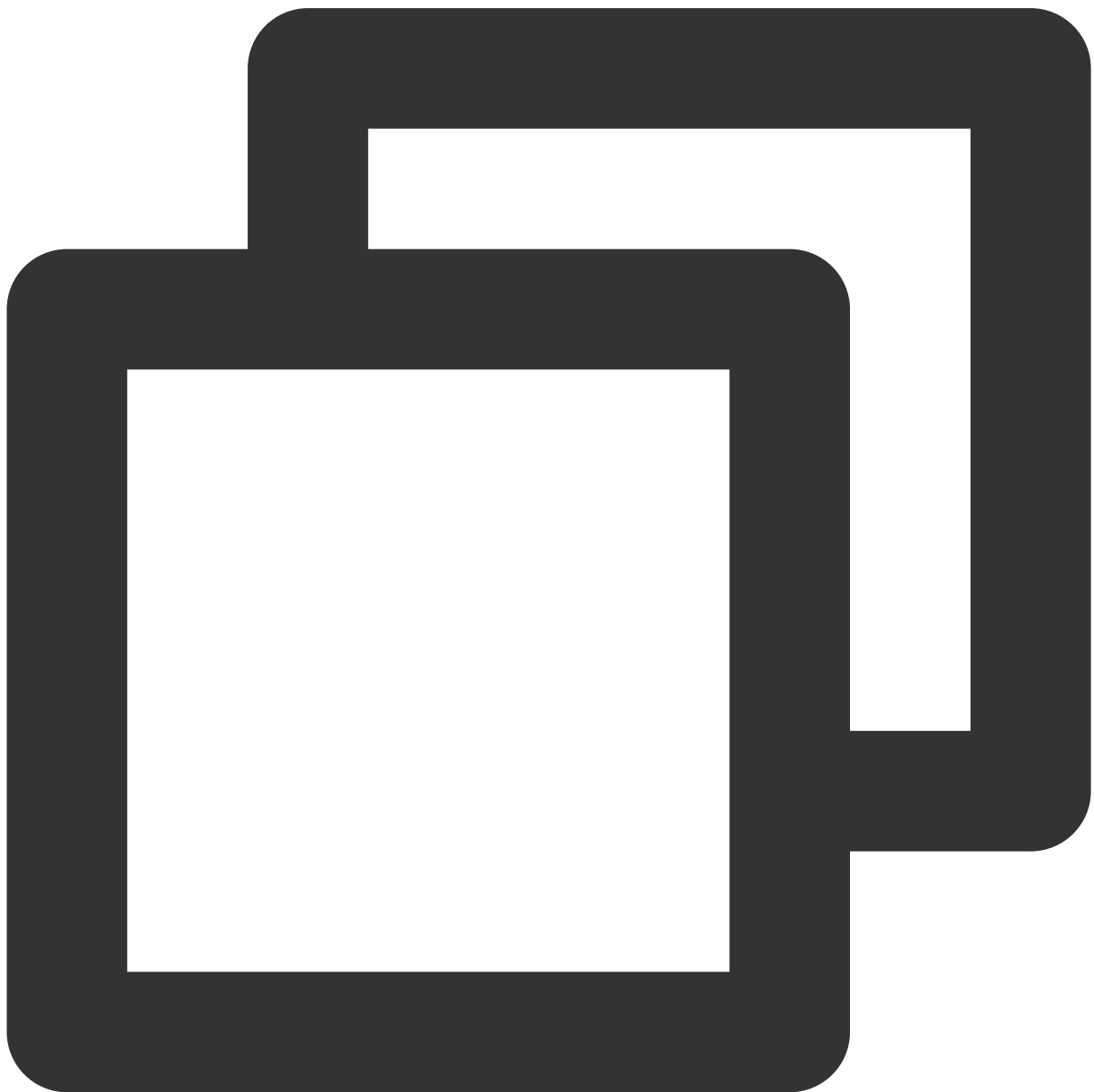
HttpDNS resolution service is supported starting from version 10.9.

1. Enabling HTTPDNS resolution service

You can choose Tencent Cloud or other cloud providers to enable HTTPDNS resolution service. Make sure to integrate it into the player SDK after successful activation.

2. Accessing HTTPDNS resolution service in the player SD

Taking [Tencent Cloud HTTPDNS](#) as an example, the following shows how to access it in the player SDK: :

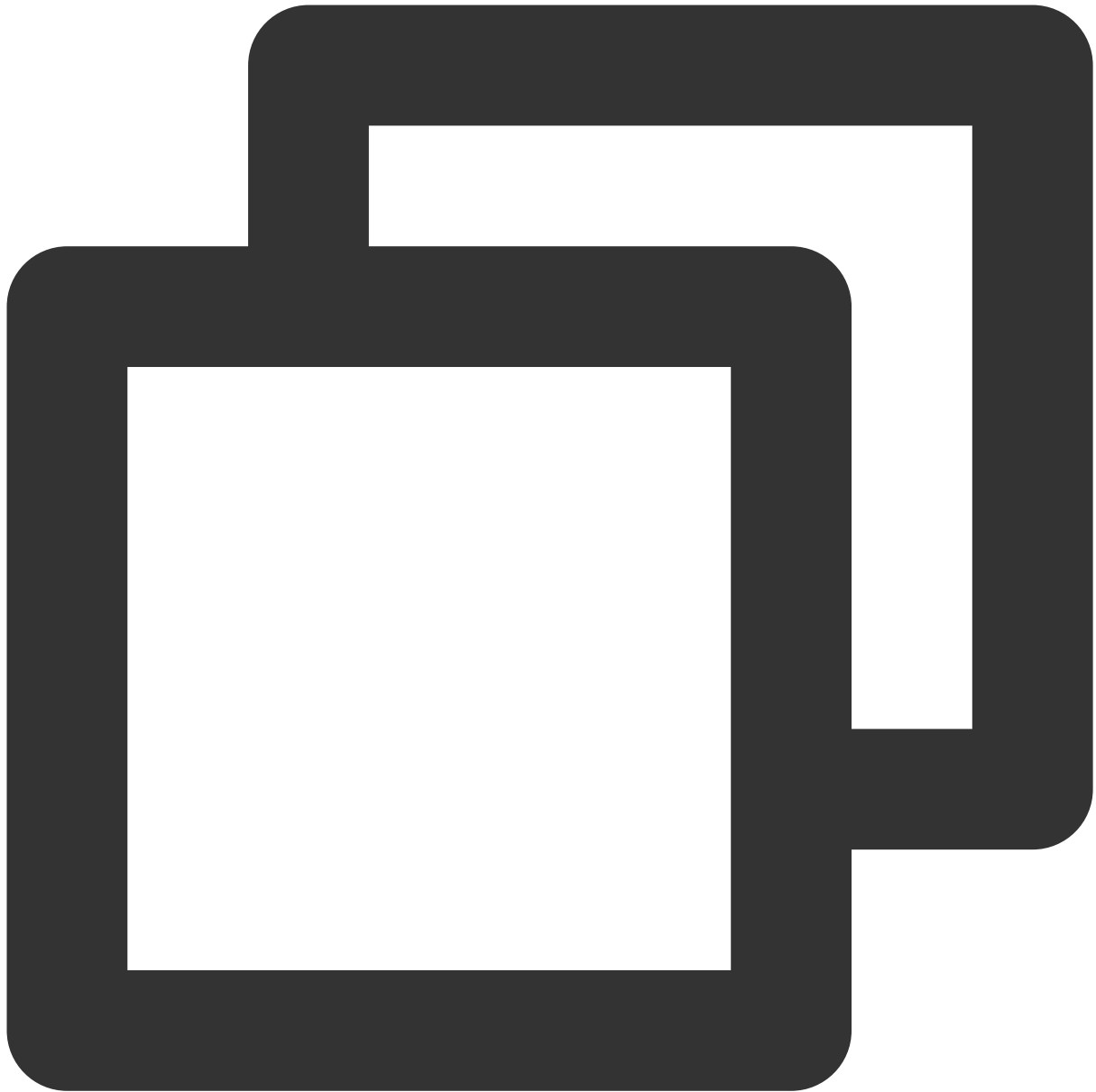



```
// Step 1: Turn on the HttpDNS resolution switch
TXLiveBase.enableCustomHttpDNS(true);
// Step 2: Set the HttpDNS resolution callback
TXLiveBase.setListener(new TXLiveBaseListener() {
    @Override
    public void onCustomHttpDNS(String hostName, List<String> ipList) {
        // After resolving the hostName to an IP address, save it to the ipList and
        // MSDKDNSResolver is the HTTPDNS SDK resolution interface provided by Tenc
        String ips = MSDKDNSResolver.getInstance().getAddrByName(hostname);
        String[] ipArr = ips.split(";");
        if (0 != ipArr.length) {
            for (String ip : ipArr) {
                if ("0".equals(ip)) {
                    continue;
                }
                ipList.add(ip);
            }
        }
    }
});
```

7. HEVC Adaptive Downgrade Play

The player supports playing links that contain both HEVC and other video encoding formats, such as H.264. When the player device does not support the HEVC format, it will automatically downgrade to playing videos in the configured alternative encoding format (such as H.264).

Note: Supported from player version 11.7 of the premium version.



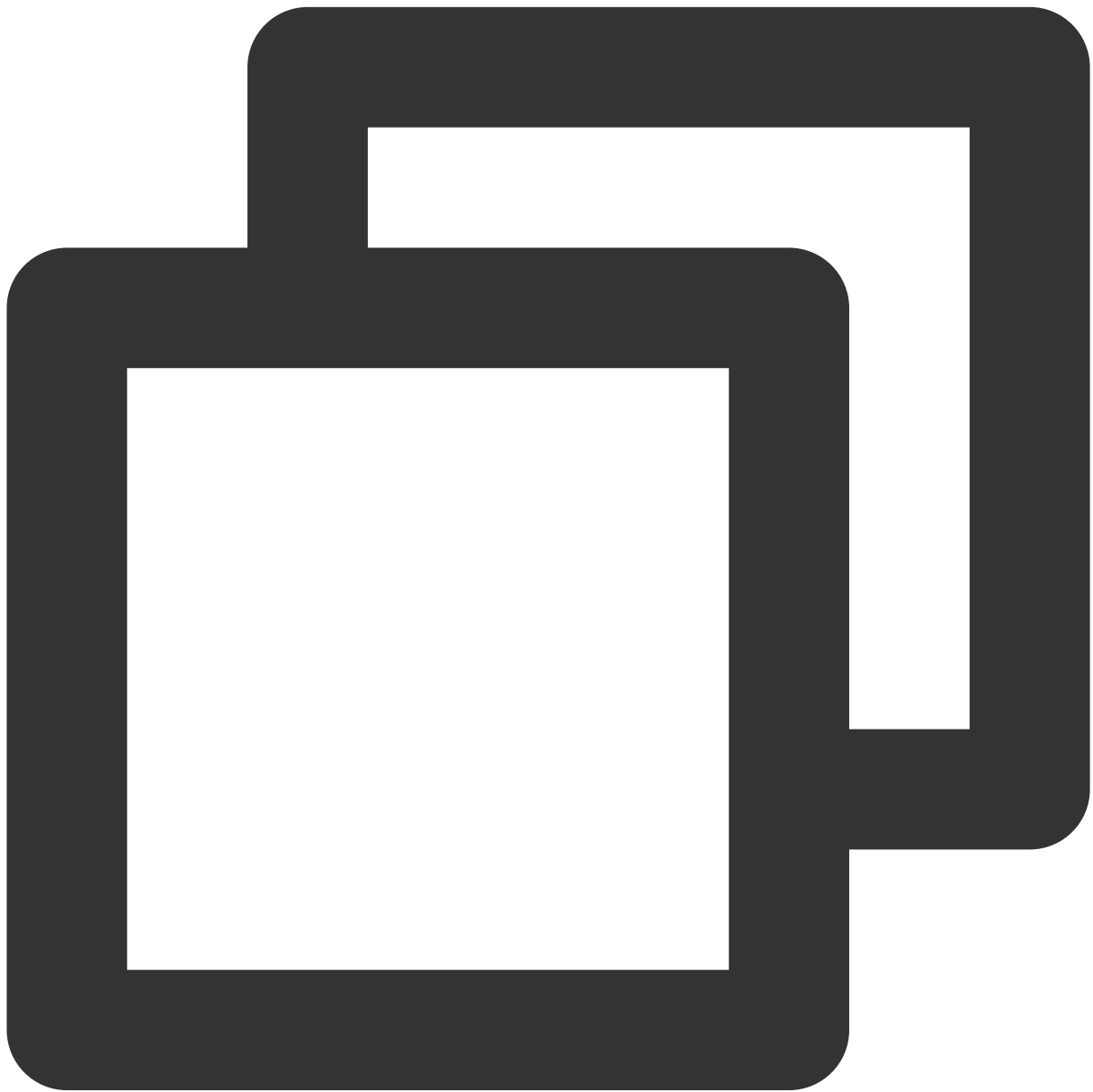
```
// Set backup playback link
String backupPlayUrl = "${backupPlayUrl}"; // Alternative playback link
mVodPlayer.setStringOption(TXVodConstants.VOD_KEY_MIMETYPE, TXVodConstants.VOD_PLAY
mVodPlayer.setStringOption(TXVodConstants.VOD_KEY_BACKUP_URL, backupPlayUrl); // Se

// Set the original HEVC playback link
String hevcPlayUrl = "${hevcPlayUrl}";
mVodPlayer.startVodPlay(hevcPlayUrl);
```

8. Volume Normalization

The player supports automatically adjusting the volume when playing audio to ensure that the volume of all audio is consistent. This can avoid problems with some audio being too loud or too quiet, providing a better auditory experience. Use `TXVodPlayer#setAudioNormalization` to set the volume normalization, with a loudness range of -70 to 0 (LUFS), and custom values are also supported.

Note: Supported from player version 11.7 of the premium version.



```
/**
 * Can be set to preset values (related classes or files: Android: TXVodConstants; iOS: TXVodConstants)
 * Off: AUDIO_NORMALIZATION_OFF
 * On: AUDIO_NORMALIZATION_STANDARD (standard)
```

```

    AUDIO_NORMALIZATION_LOW (low)
    AUDIO_NORMALIZATION_HIGH (high)
    Custom values can be set: from low to high, range -70 to 0 LUFS
    */
    mVodPlayer.setAudioNormalization(TXVodConstants.AUDIO_NORMALIZATION_STANDARD);    //

    mVodPlayer.setAudioNormalization(TXVodConstants.AUDIO_NORMALIZATION_OFF);        //

```

Player Event Listening

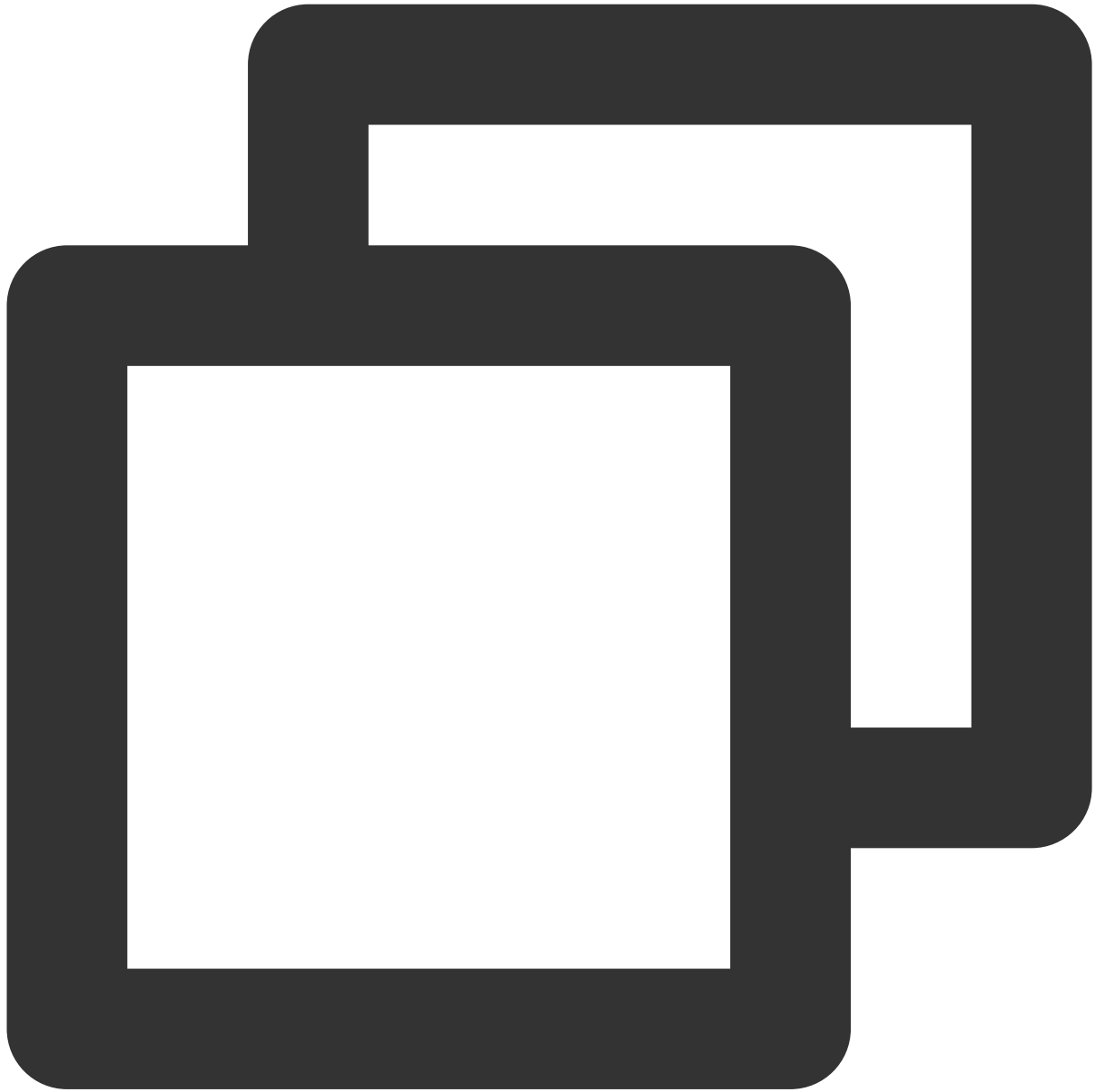
You can bind a `TXVodPlayListener` listener to the `TXVodPlayer` object to use `onPlayEvent` (event notification) and `onNetStatus` (status feedback) to sync information to your application.

Playback event notifications (onPlayEvent)

Event ID	Code	Description
PLAY_EVT_PLAY_BEGIN	2004	Video playback started.
PLAY_EVT_PLAY_PROGRESS	2005	The video playback progress (including the current playback progress, loading progress, and total video duration).
PLAY_EVT_PLAY_LOADING	2007	The video is being loaded. The <code>LOADING_END</code> event will be reported if video playback resumes.
PLAY_EVT_VOD_LOADING_END	2014	Video loading ended, and video playback resumed.
TXVodConstants.VOD_PLAY_EVT_SEEK_COMPLETE	2019	Seeking was completed. The seeking feature is supported by v10.3 or later.
VOD_PLAY_EVT_LOOP_ONCE_COMPLETE	6001	A round of loop was completed. The loop feature is supported by v10.8 or later.
TXVodConstants.VOD_PLAY_EVT_HIT_CACHE	2002	Cache hit event during playback (supported by v11.2 or later).
TXVodConstants.VOD_PLAY_EVT_VIDEO_SEI	2030	Received SEI frame event (supported from player version 11.6 of the premium version).

SEI frame

SEI (Supplemental Enhancement Information) frames are a type of frame used to transmit additional information. The premium version of the player will parse the SEI frames in the video stream and provide callbacks through the `VOD_PLAY_EVT_VIDEO_SEI` event. Note: Supported from player version 11.6 of the premium version.



```
@Override
public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {
    if (event == TXVodConstants.VOD_PLAY_EVT_VIDEO_SEI) {
        int seiType = param.getInt(TXVodConstants.EVT_KEY_SEI_TYPE); // the type
        int seiSize = param.getInt(TXVodConstants.EVT_KEY_SEI_SIZE); // the data s
        byte[] seiData = param.getByteArray(TXVodConstants.EVT_KEY_SEI_DATA); // t
```

```
}  
}
```

Stop events

Event ID	Code	Description
PLAY_EVT_PLAY_END	2006	Video playback ended.
PLAY_ERR_NET_DISCONNECT	-2301	The network was disconnected and could not be reconnected after multiple retries. You can restart the player to perform more connection retries.
PLAY_ERR_HLS_KEY	-2305	Failed to get the HLS decryption key.

Warning events

You can ignore the following events, which are only used to notify you of some internal events of the SDK.

Event ID	Code	Description
PLAY_WARNING_VIDEO_DECODE_FAIL	2101	Failed to decode the current video frame.
PLAY_WARNING_AUDIO_DECODE_FAIL	2102	Failed to decode the current audio frame.
PLAY_WARNING_RECONNECT	2103	The network was disconnected, and automatic reconnection was performed (the <code>PLAY_ERR_NET_DISCONNECT</code> event will be thrown after three failed attempts).
PLAY_WARNING_HW_ACCELERATION_FAIL	2106	Failed to start the hardware decoder, and the software decoder was used instead.

Connection events

The following server connection events are mainly used to measure and collect the server connection time:

Event ID	Code	Description
PLAY_EVT_VOD_PLAY_PREPARED	2013	The player has been prepared and can start playback. If <code>autoPlay</code> is set to <code>false</code> , you need to call <code>resume</code> after receiving this event to start playback.
PLAY_EVT_RCV_FIRST_I_FRAME	2003	The network received the first renderable video data packet (IDR).

Image quality events

The following events are used to get image change information:

Event ID	Code	Description
PLAY_EVT_CHANGE_RESOLUTION	2009	The video resolution changed.
PLAY_EVT_CHANGE_ROTATION	2011	The MP4 video was rotated.

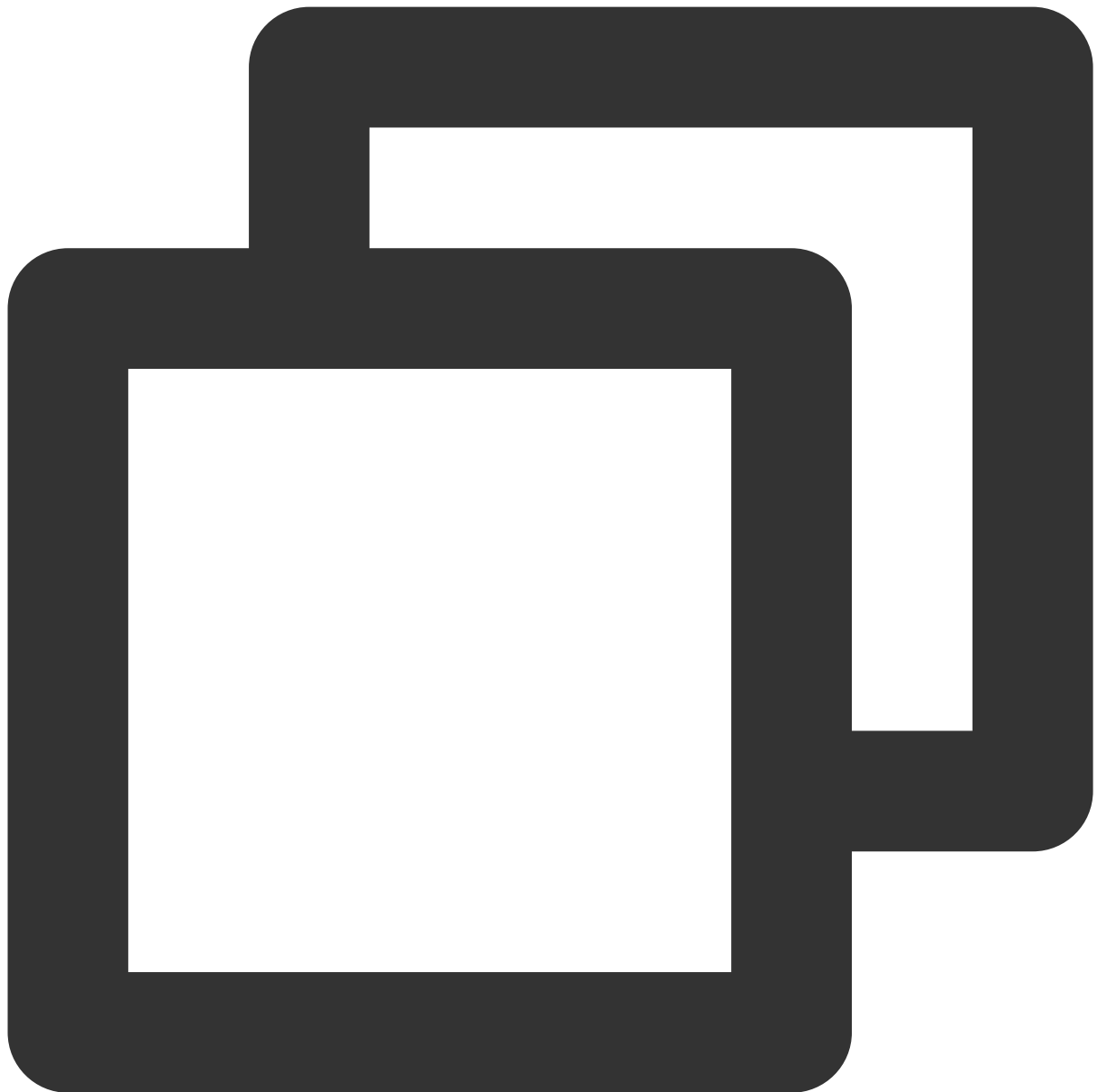
Video information events

Event ID	Code	Description
TXLiveConstants.PLAY_EVT_GET_PLAYINFO_SUCC	2010	Obtained the information of the file played back successfully.

If you play back a video through `fileId` and the playback request succeeds (called API: `startVodPlay(TXPlayInfoParams playInfoParams)`), the SDK will notify the upper layer of some request information, and you can parse `param` to get the video information after receiving the `TXLiveConstants.PLAY_EVT_GET_PLAYINFO_SUCC` event.

Video Information	Description
EVT_PLAY_COVER_URL	Video thumbnail URL
EVT_PLAY_URL	Video playback address
EVT_PLAY_DURATION	Video duration
EVT_DESCRIPTION	Event description
EVT_PLAY_NAME	Video name
TXVodConstants.EVT_IMAGESPRIT_WEBVTTURL	Download URL of the image sprite WebVTT file, which is supported by v10.2 or later
TXVodConstants.EVT_IMAGESPRIT_IMAGEURL_LIST	The download URL of the image sprite image, which is supported by v10.2 or later.
TXVodConstants.EVT_DRM_TYPE	The encryption type, which is supported by v10.2 or later.
TXVodConstants.EVT_KEY_WATER_MARK_TEXT	Ghost watermark text content (supported from version 11.6).

Below is the sample code of using `onPlayEvent` to get the video playback information:



```
mVodPlayer.setVodListener(new ITXVodPlayListener() {  
    @Override  
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
        if (event == TXLiveConstants.PLAY_EVT_VOD_PLAY_PREPARED) {  
            // The player preparation completion event is received, and you can call  
        } else if (event == TXLiveConstants.PLAY_EVT_PLAY_BEGIN) {  
            // The playback start event is received  
        } else if (event == TXLiveConstants.PLAY_EVT_PLAY_END) {  
            // The playback end event is received  
        }  
    }  
})
```



```
@Override
public void onNetStatus(TXVodPlayer player, Bundle bundle) {
}

});
```

Ghost watermark

The content of the ghost watermark is filled in the player signature and is ultimately displayed on the playback end through collaboration between the cloud and the player, ensuring the security of the watermark throughout the transmission process. Follow the tutorial to configure the ghost watermark in the player signature. The content of the ghost watermark can be obtained through `param.getString(TXVodConstants.EVT_KEY_WATER_MARK_TEXT)` after receiving the `TXVodConstants#VOD_PLAY_EVT_GET_PLAYINFO_SUCC` event from the player. For detailed usage tutorial, please refer to [SuperPlayer Component > Ghost Watermark](#).

Note: Supported from player version 11.6.

Playback error event

Note:

Error events [-6004, -6010] are supported starting from version 11.0.

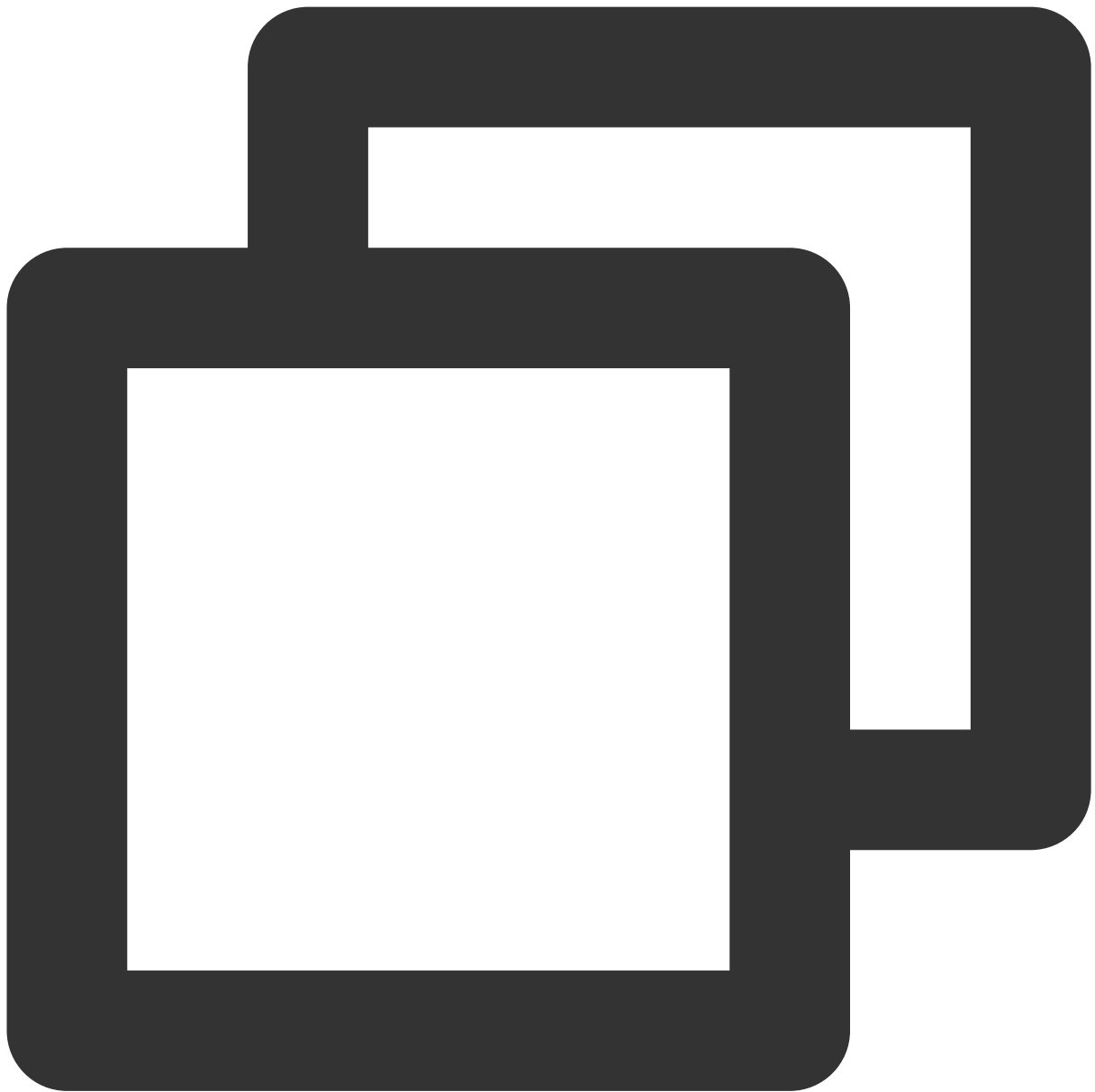
Event ID	Value	Description
PLAY_ERR_NET_DISCONNECT	-2301	Video data error that cannot be recovered by retrying. For example, network anomaly or data download error that causes demultiplexing timeout or failure.
PLAY_ERR_HLS_KEY	-2305	Failed to obtain HLS decryption key.
VOD_PLAY_ERR_SYSTEM_PLAY_FAIL	-6004	System player playback error.
VOD_PLAY_ERR_DECODE_VIDEO_FAIL	-6006	Video decoding error, video format not supported.
VOD_PLAY_ERR_DECODE_AUDIO_FAIL	-6007	Audio decoding error, audio format not supported.
VOD_PLAY_ERR_DECODE_SUBTITLE_FAIL	-6008	Subtitle decoding error.
VOD_PLAY_ERR_RENDER_FAIL	-6009	Video rendering error.
VOD_PLAY_ERR_PROCESS_VIDEO_FAIL	-6010	Video post-processing error.
VOD_PLAY_ERR_GET_PLAYINFO_FAIL	-2306	Failed to obtain the on-demand file information. It is recommended to check whether the AppId, FileId or Psign is filled in correctly.

Playback status feedback (onNetStatus)

The status feedback is triggered once every 0.5 seconds to provide real-time feedback on the current status of the pusher. It can act as a dashboard to inform you of what is happening inside the SDK so you can better understand the current video playback status.

Parameter	Description
NET_STATUS_CPU_USAGE	Current instantaneous CPU utilization
NET_STATUS_VIDEO_WIDTH	Video resolution - width
NET_STATUS_VIDEO_HEIGHT	Video resolution - height
NET_STATUS_NET_SPEED	Current network data reception speed in Kbps
NET_STATUS_VIDEO_FPS	Current video frame rate of streaming media
NET_STATUS_VIDEO_BITRATE	Current video bitrate in bps of streaming media
NET_STATUS_AUDIO_BITRATE	Current audio bitrate in bps of streaming media
NET_STATUS_VIDEO_CACHE	Buffer (`jitterbuffer`) size. If the current buffer length is 0, lag will occur soon.
NET_STATUS_SERVER_IP	Connected server IP

Below is the sample code of using `onNetStatus` to get the video playback information:



```
mVodPlayer.setVodListener(new ITXVodPlayListener() {  
    @Override  
    public void onPlayEvent(TXVodPlayer player, int event, Bundle param) {  
    }  
  
    @Override  
    public void onNetStatus(TXVodPlayer player, Bundle bundle) {  
        // Get the current CPU utilization  
        CharSequence cpuUsage = bundle.getCharSequence(TXLiveConstants.NET_STATUS_C  
        // Get the video width  
        int videoWidth = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_WIDTH);
```

```
// Get the video height
int videoHeight = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_HEIGHT);
// Get the real-time rate in Kbps
int speed = bundle.getInt(TXLiveConstants.NET_STATUS_NET_SPEED);
// Get the current video frame rate of streaming media
int fps = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_FPS);
// Get the current video bitrate in bps of streaming media
int videoBitRate = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_BITRATE);
// Get the current audio bitrate in bps of streaming media
int audioBitRate = bundle.getInt(TXLiveConstants.NET_STATUS_AUDIO_BITRATE);
// Get the buffer (`jitterbuffer`) size. If the current buffer length is 0,
int jitterbuffer = bundle.getInt(TXLiveConstants.NET_STATUS_VIDEO_CACHE);
// Get the connected server IP
String ip = bundle.getString(TXLiveConstants.NET_STATUS_SERVER_IP);
    }
});
```

Scenario-Specific Features

1. SDK-based demo component

Based on the Player SDK, Tencent Cloud has developed a [player component](#). It integrates quality monitoring, video encryption, Top Speed Codec, definition selection, and small window playback and is suitable for all VOD and live playback scenarios. It encapsulates complete features and provides upper-layer UIs to help you quickly create a playback program comparable to popular video apps.

2. Open-source GitHub projects

Based on the Player SDK, Tencent Cloud has developed immersive video player, video feed stream, and multi-layer reuse components and will provide more user scenario-based components on future versions. You can download [Player for Android](#) to try them out.

Flutter Integration

Integration Guide

Last updated : 2024-04-26 11:09:31

Environment Requirements

Flutter 3.0 or later

Developing for Android:

Android Studio 3.5 or later.

Devices with Android 4.1 or later.

Developing for iOS:

Xcode 11.0 or later.

OS X 10.11 or later.

A valid developer signature for your project.

SDK Download

You can download the Player SDK for Flutter [here](#).

Note :

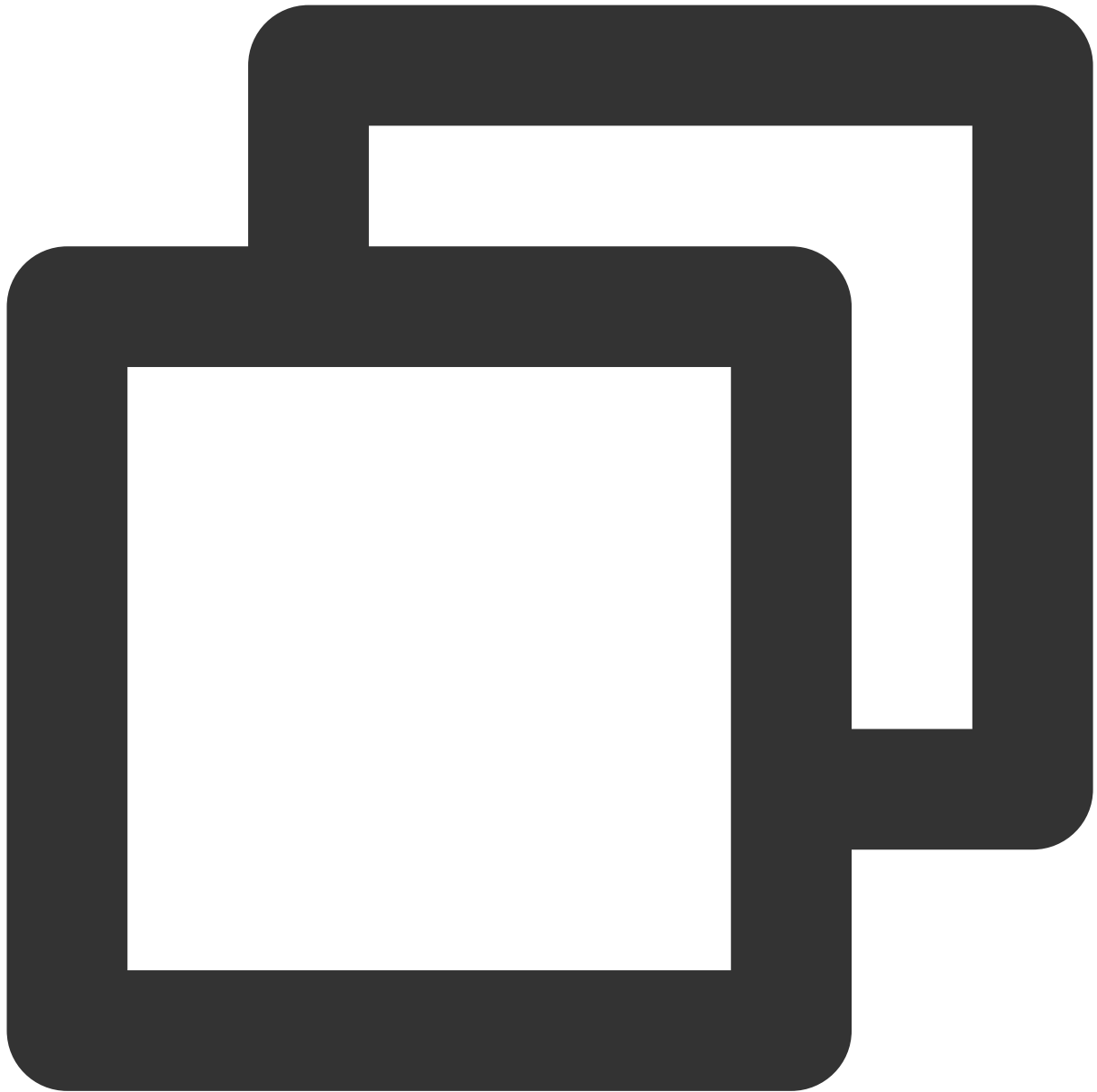
To run this demo, you need to set your own player license in the demo_config, and modify the package name and bundleId to your signed package name and bundleId in the Android and iOS configurations.

Quick Integration

Adding the following dependencies to the `pubspec.yaml` of your project

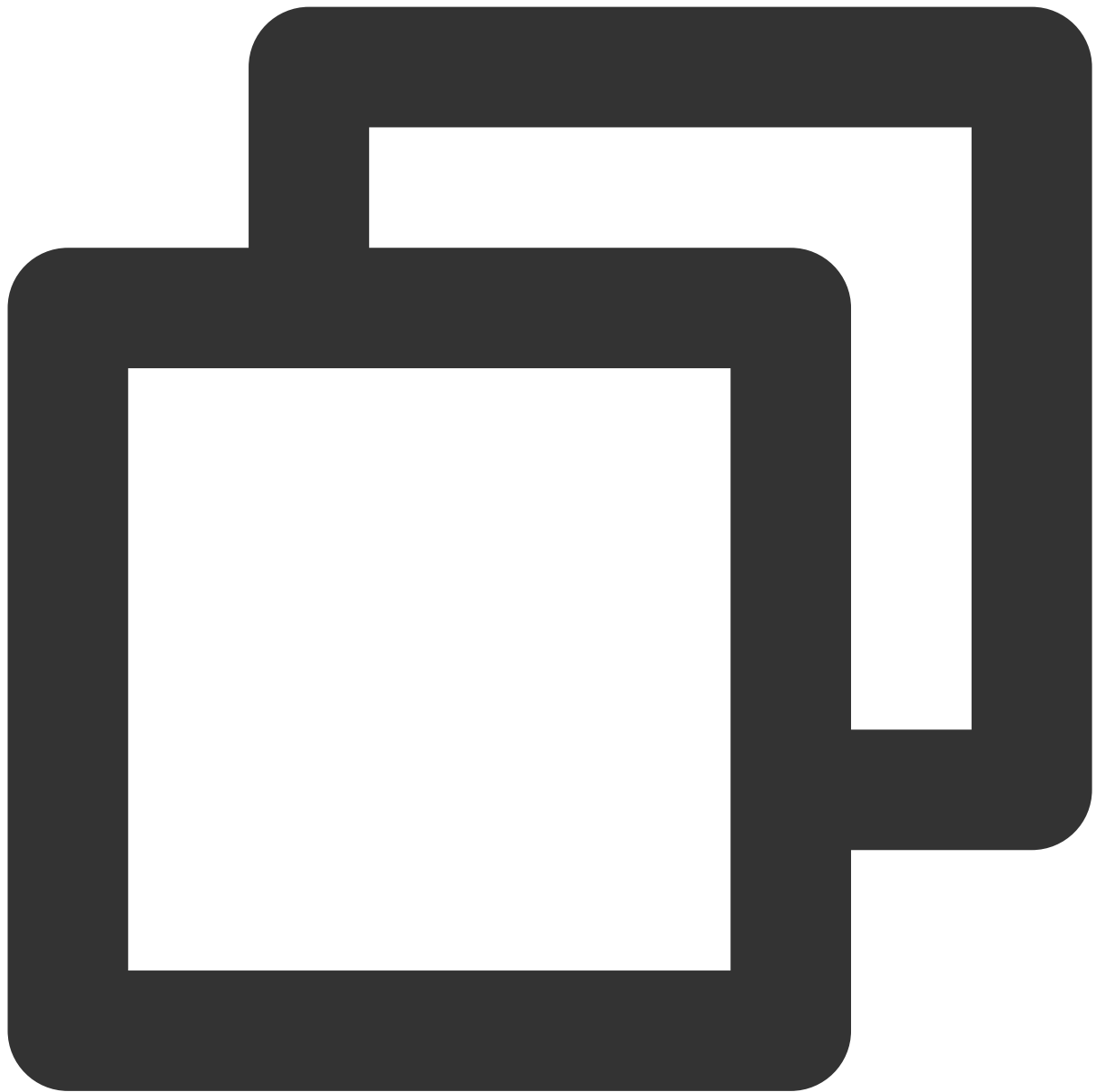
You can integrate `LiteAVSDK_Player` or `LiteAVSDK_Professional` as needed.

1. To integrate the latest version of LiteAVSDK_Player_Premium (player premium version), add configuration in pubspec.yaml :



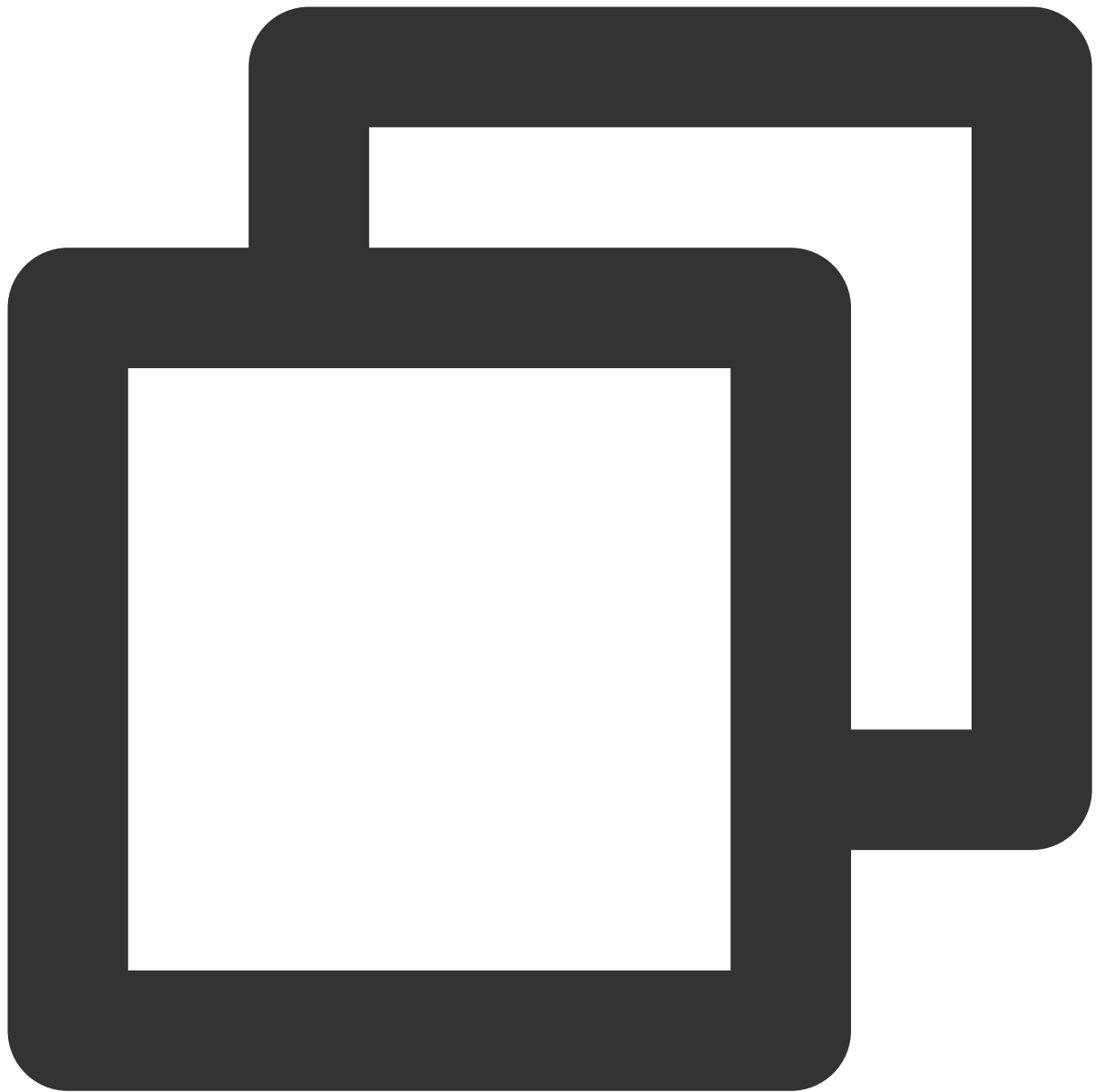
```
super_player:  
  git:  
    url: https://github.com/LiteAVSDK/Player_Flutter  
    path: Flutter  
    ref: Player_Premium
```

Integrate the latest version of `LiteAVSDK_Player` (which is integrated by default) and add the following configuration to `pubspec.yaml` :



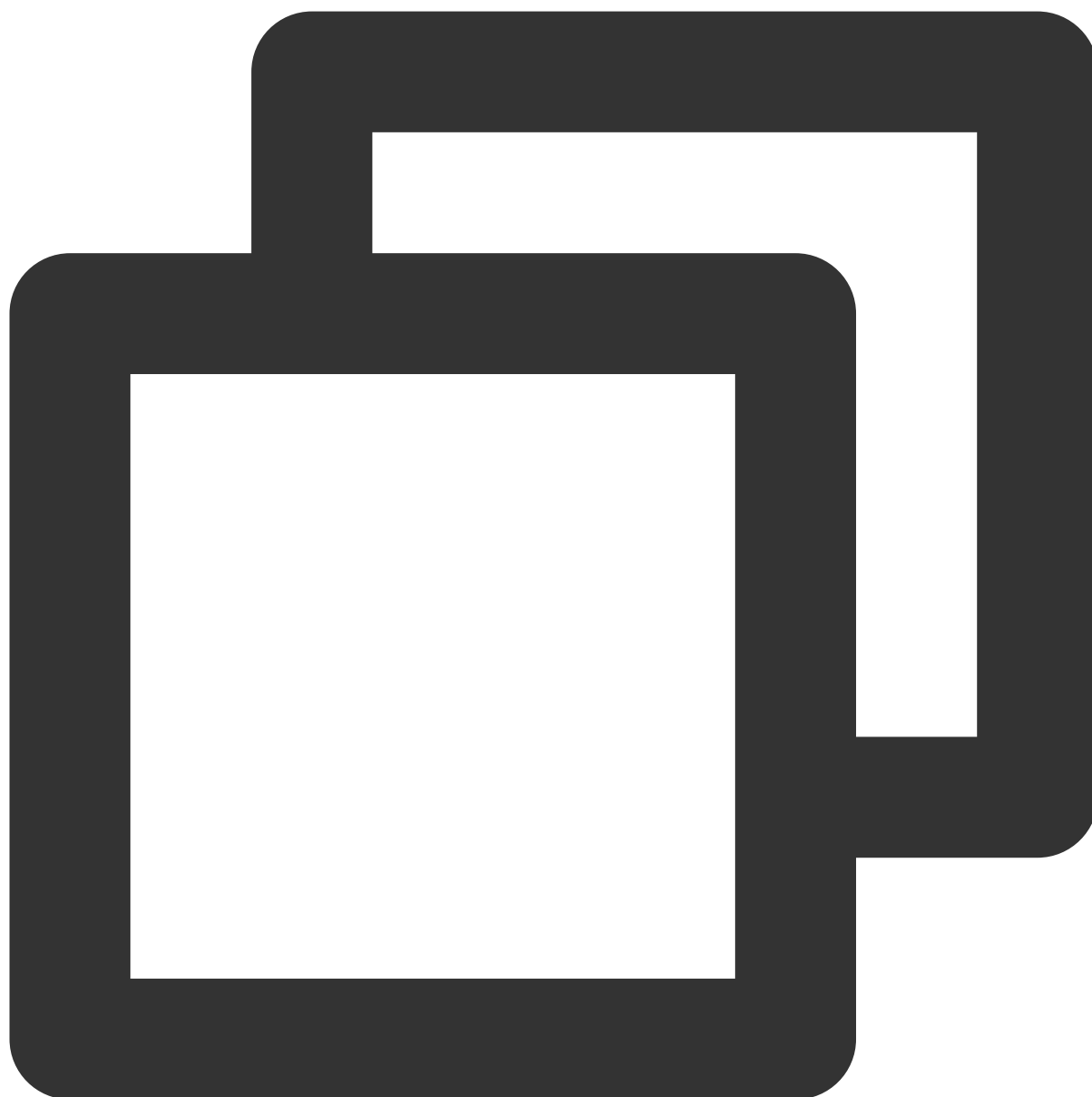
```
super_player:  
  git:  
    url: https://github.com/LiteAVSDK/Player_Flutter  
    path: Flutter
```

To integrate the latest version of `LiteAVSDK_Professional` , change the configuration in `pubspec.yaml` as follows:



```
super_player:  
  git:  
    url: https://github.com/LiteAVSDK/Player_Flutter  
    path: Flutter  
    ref: Professional
```

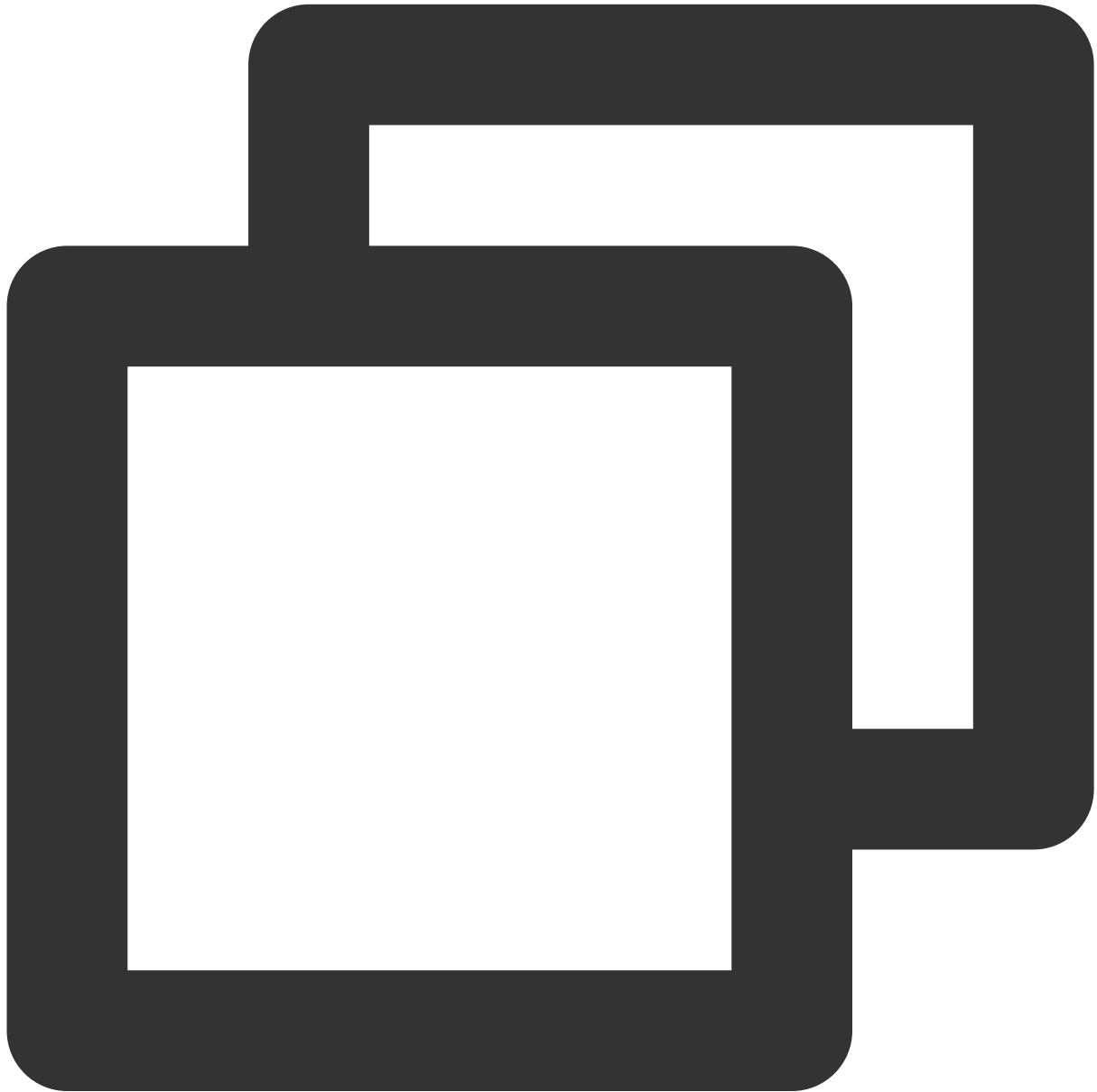
To integrate a specified version of the player SDK, specify the corresponding version through the `tag` that `ref` depends on as follows:



```
super_player:  
  git:  
    url: https://github.com/LiteAVSDK/Player_Flutter  
    path: Flutter  
    ref: release_player_v1.0.6  
  
# `release_player_v1.0.6` indicates to integrate TXLiteAVSDK_Player_10.6.0.11182 fo
```

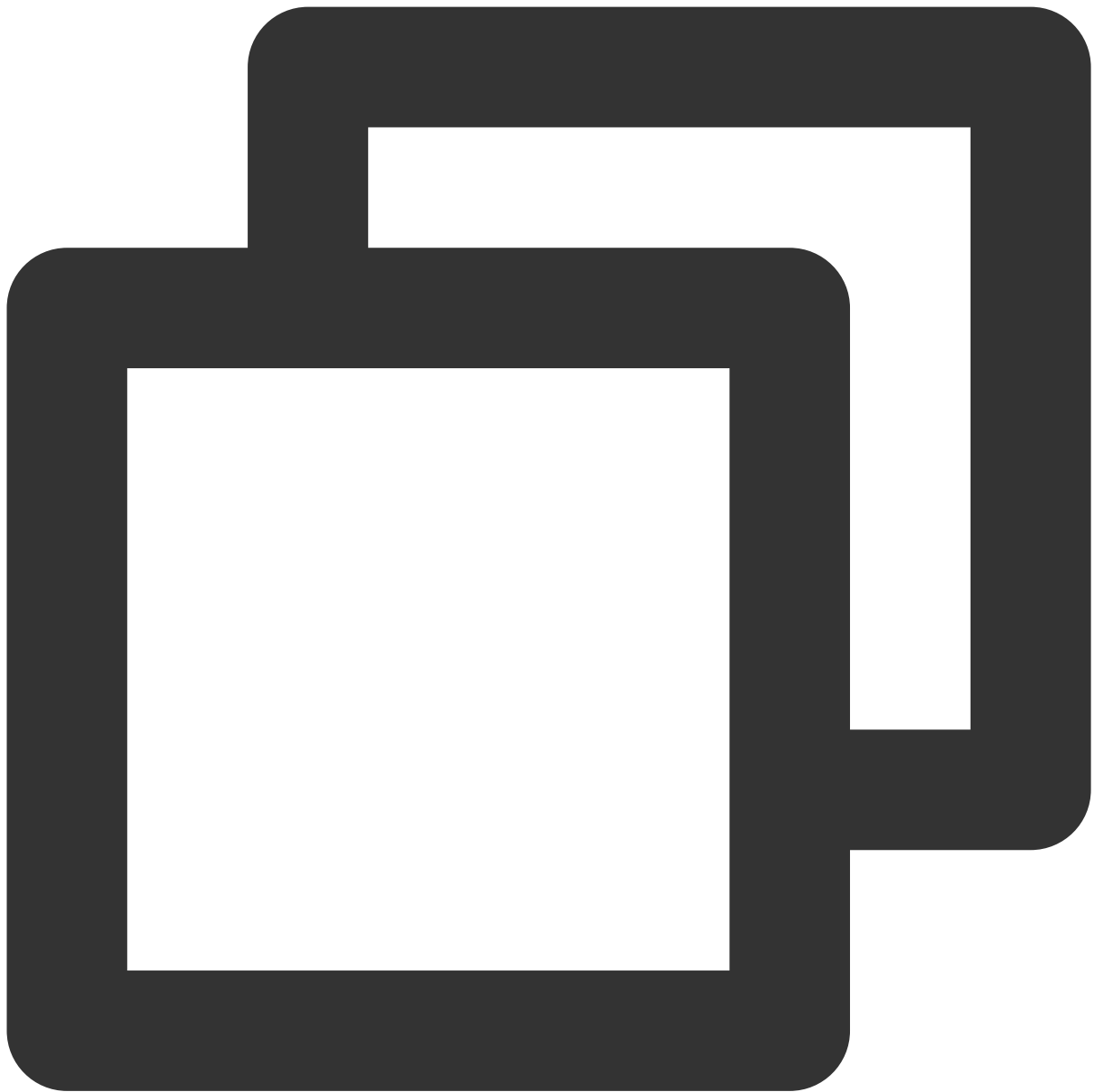
For more archived tags, see [Release List](#).

2. After the integration, you can obtain the Flutter dependencies through the UI that comes with the code editor or by directly running the following command:



```
flutter pub get
```

3. During use, you can run the following command to update existing Flutter dependencies:

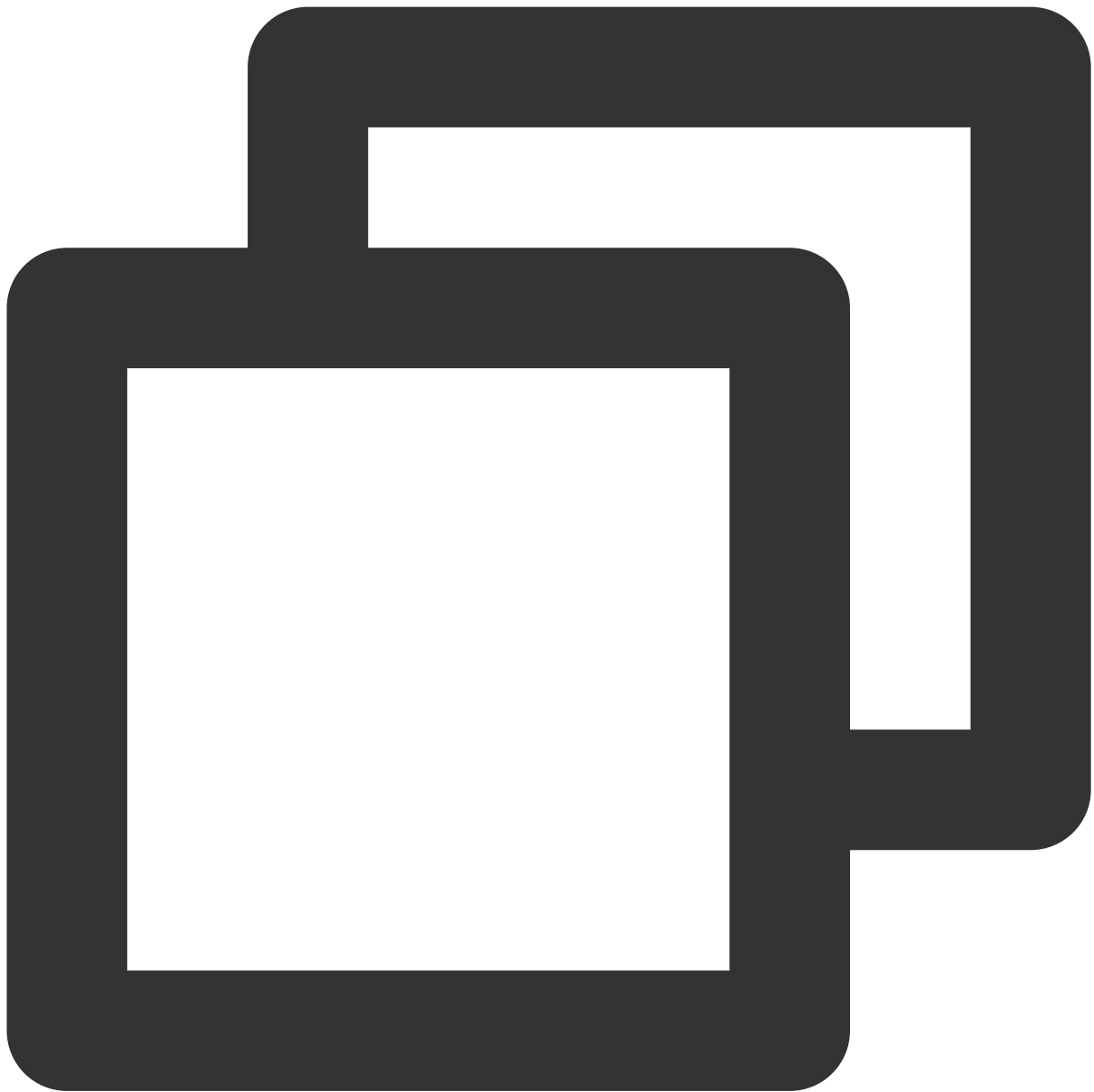


```
flutter pub upgrade
```

Adding native configuration

Android configuration

1. Add the following configuration to `AndroidManifest.xml` .

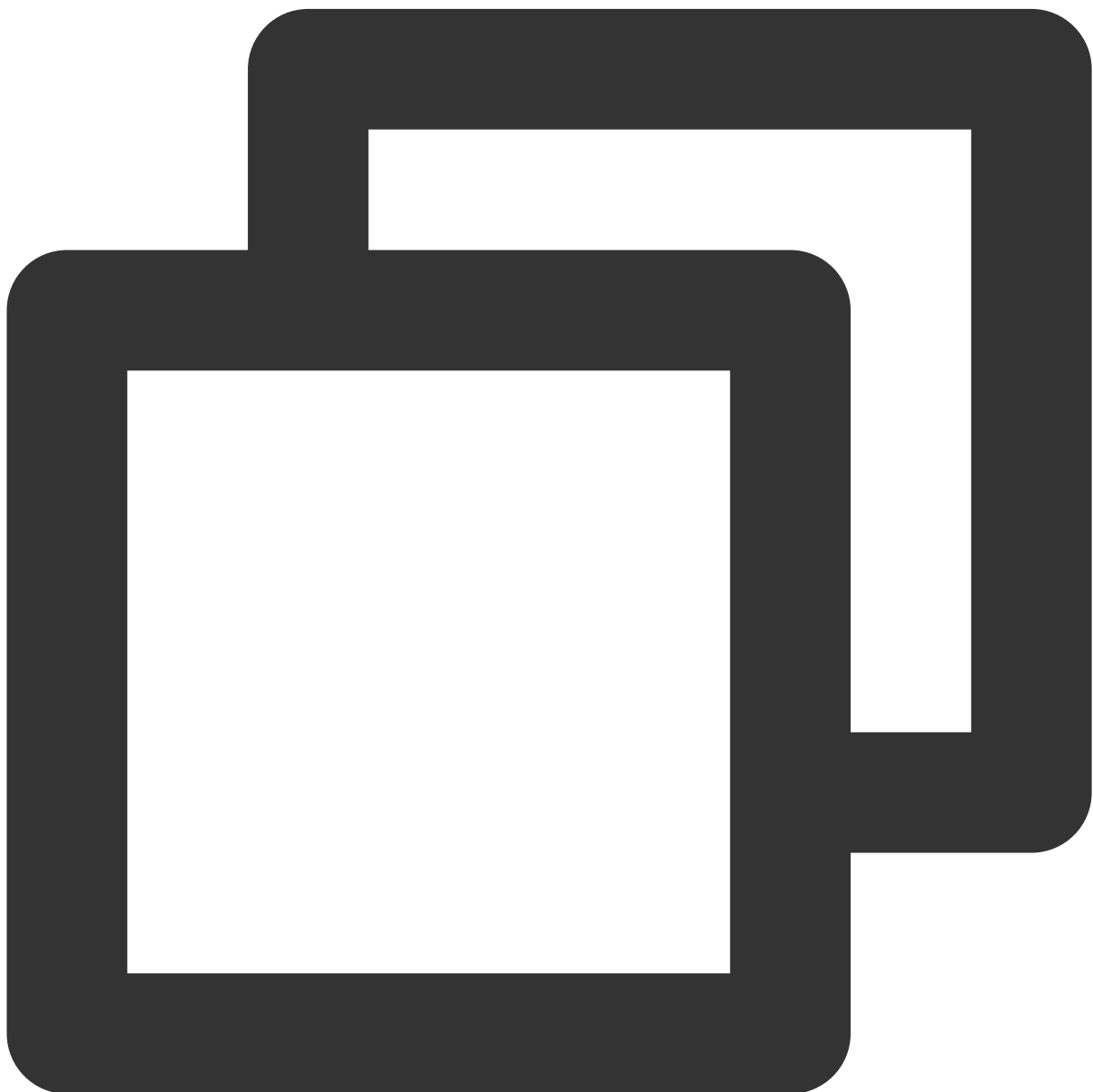


```
<!--network permission-->
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
<!--storage-->
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
```

Network security configuration allows the app to send HTTP requests

For security reasons, starting from Android P, Google requires that all requests made by the app use encrypted connections. The player SDK will start a local server to proxy HTTP requests. **If your app's targetSdkVersion is greater than or equal to 28**, you can use [network security configuration](#) to allow HTTP requests to be sent to 127.0.0.1. Otherwise, you will encounter the error "java.io.IOException: Cleartext HTTP traffic to 127.0.0.1 not permitted" when playing videos, which will prevent the video from playing. The configuration steps are as follows:

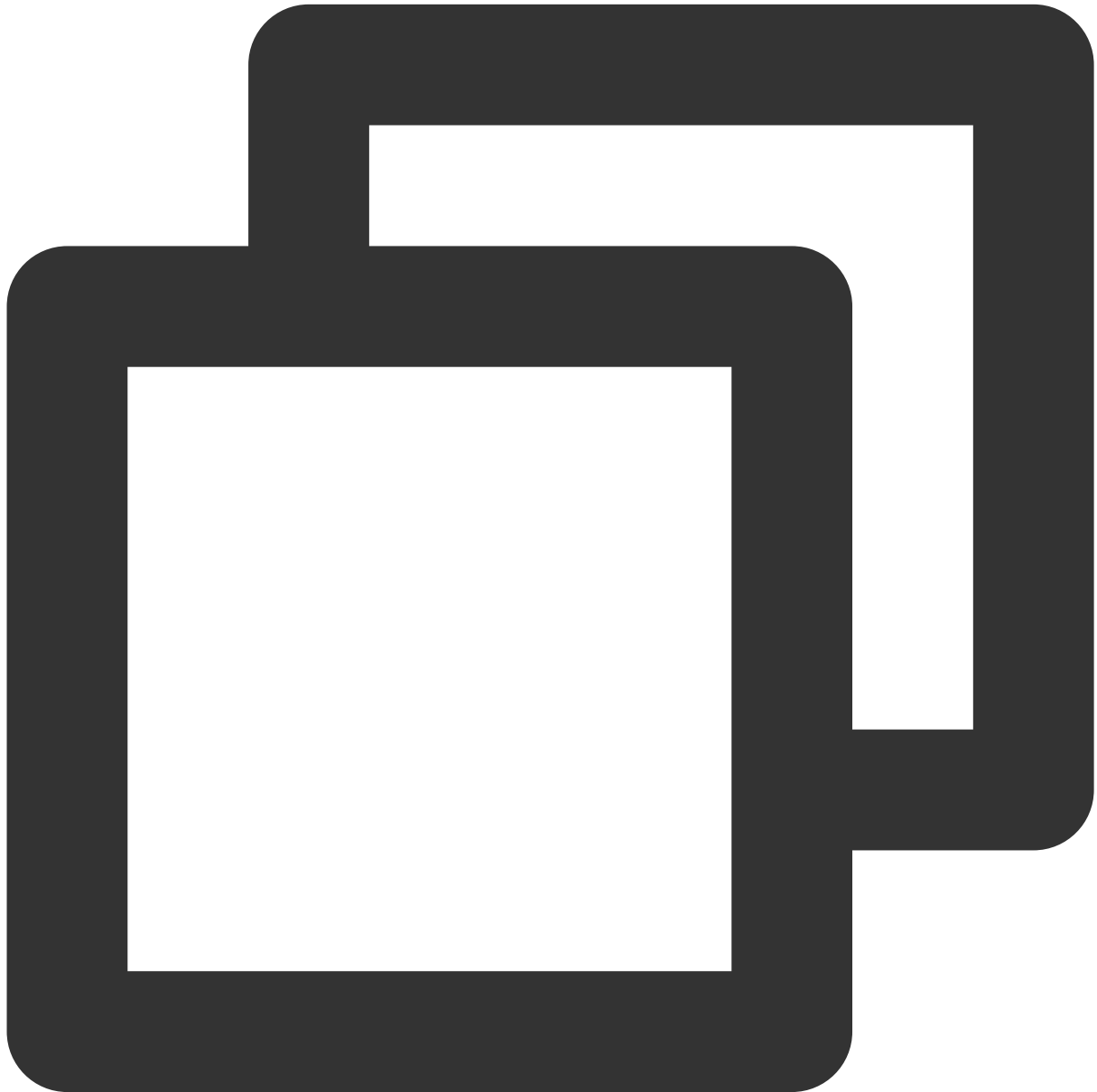
- 1.1 Create a new file `network_security_config.xml` under `res/xml` in your project and configure the network security settings.



```
<?xml version="1.0" encoding="utf-8"?>
<network-security-config>
```

```
<domain-config cleartextTrafficPermitted="true">
    <domain includeSubdomains="true">127.0.0.1</domain>
</domain-config>
</network-security-config>
```

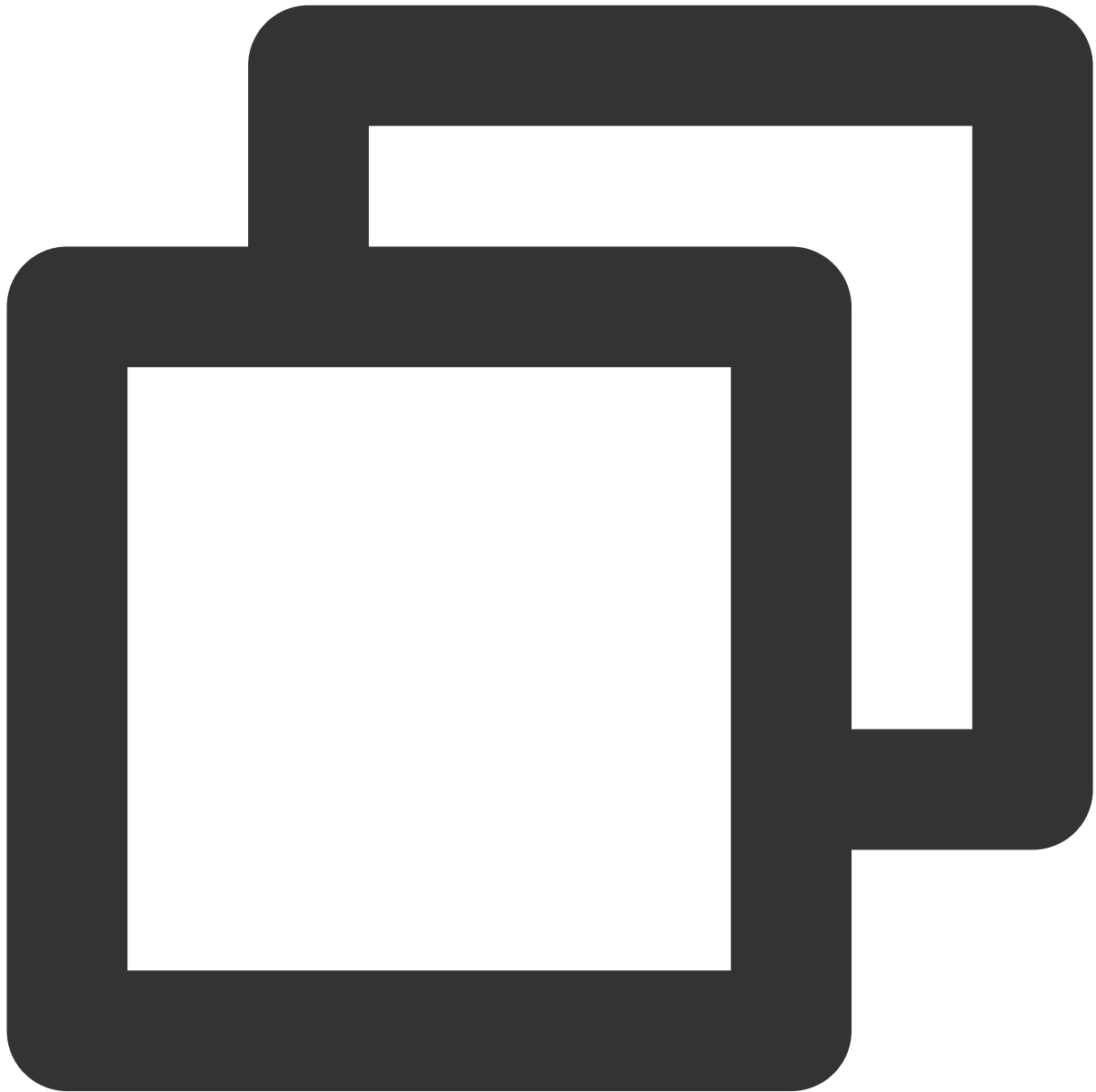
1.2 Add the following attributes to the application tag in the AndroidManifest.xml file:



```
<?xml version="1.0" encoding="utf-8"?>
<manifest ... >
    <application android:networkSecurityConfig="@xml/network_security_config"
        ... >
        ...
    </application>
</manifest>
```

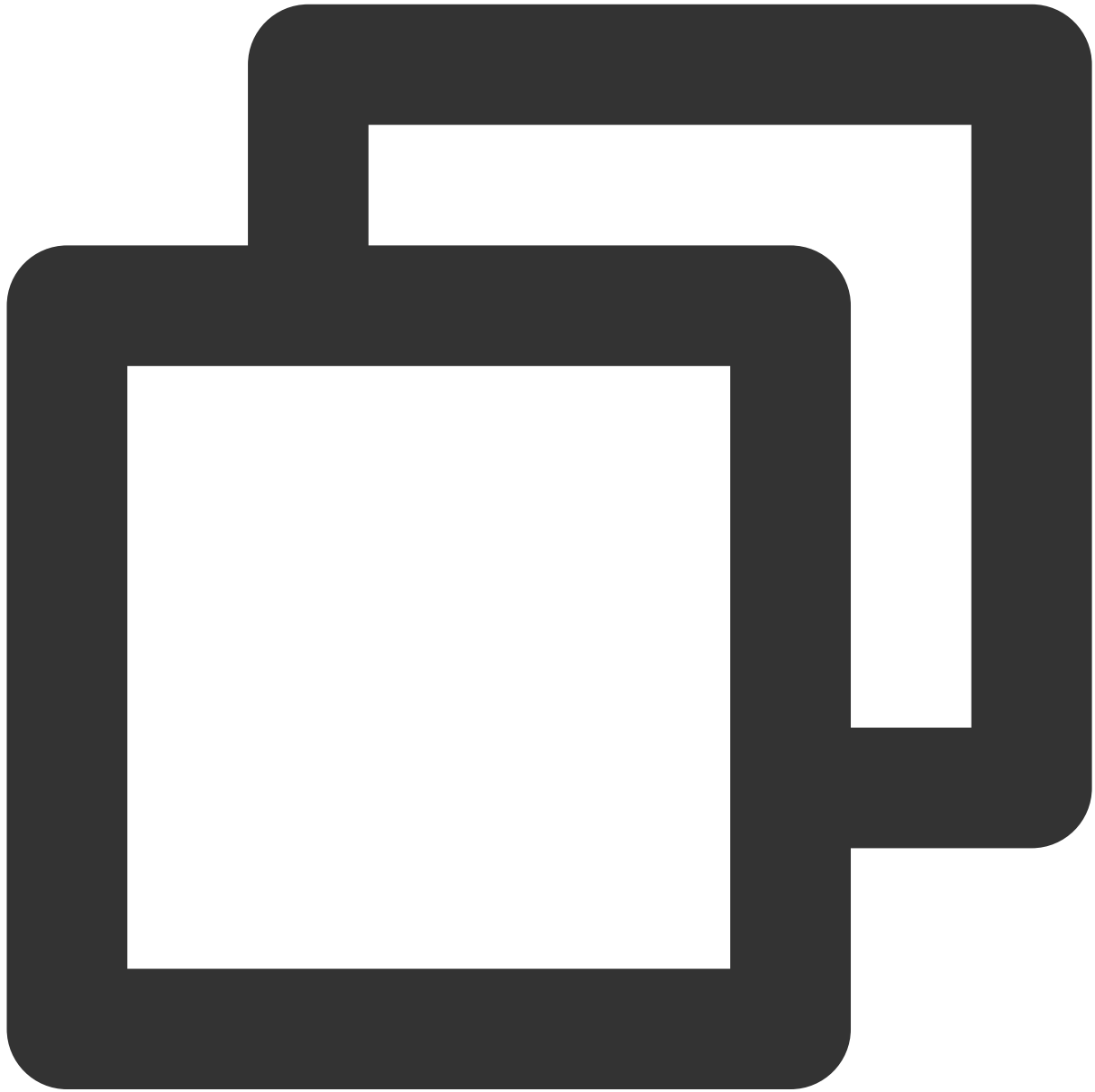
```
</application>  
</manifest>
```

2. Make sure that the `build.gradle` in the Android directory uses `mavenCenter` and can successfully download dependencies.



```
repositories {  
    mavenCentral()  
}
```

3. Configure the minimum SDK version for Android. Due to the default configuration of Flutter, the minimum version of Android is too low. You need to manually change it to at least 19. If you want to use the picture-in-picture feature, the `compileSdkVersion` and `targetSdkVersion` need to be changed to at least 31.

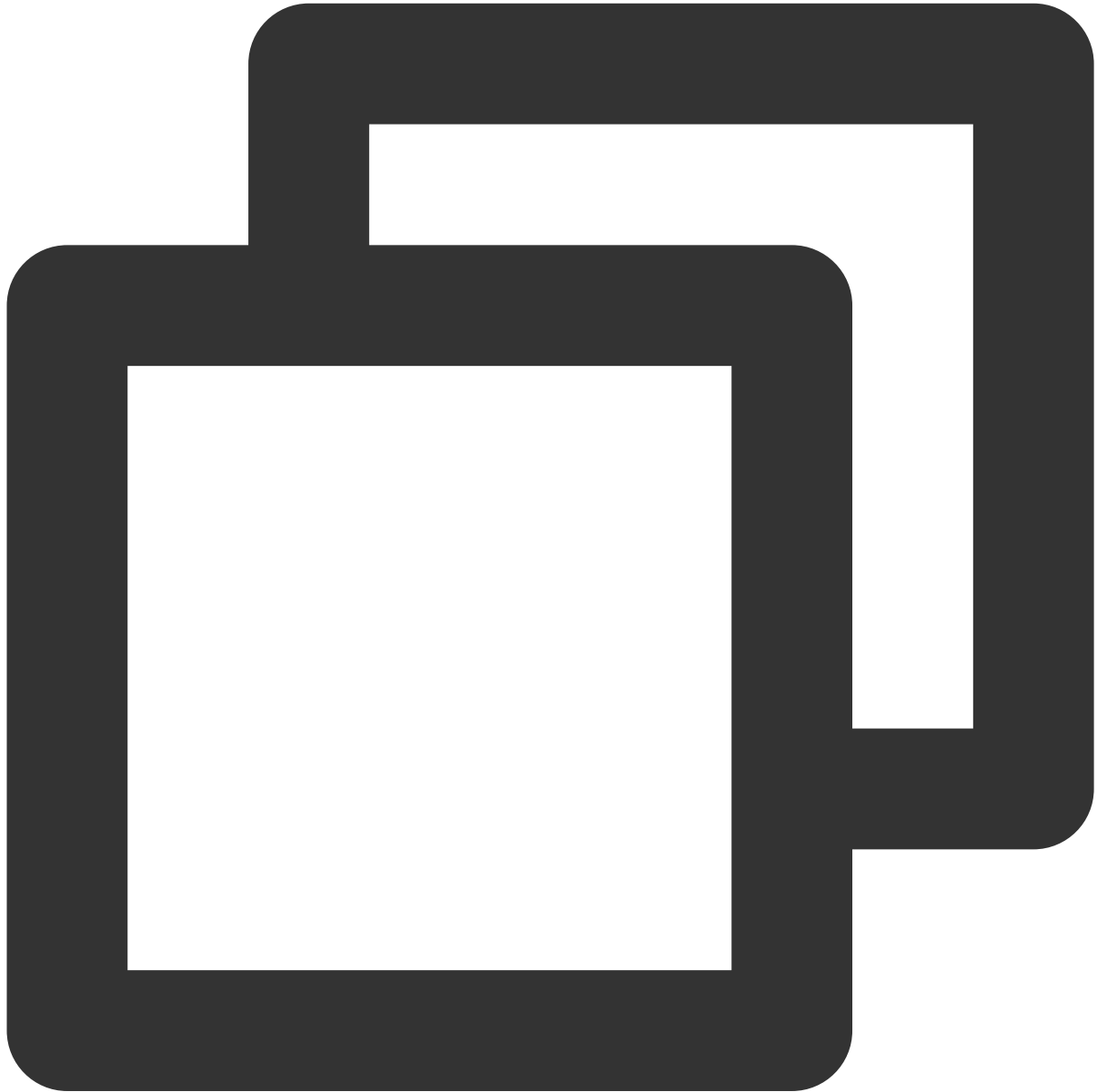


```
compileSdkVersion 31
defaultConfig {
    applicationId "com.tencent.liteav.demo"
    minSdkVersion 19
    targetSdkVersion 31
    versionCode flutterVersionCode.toInteger()
    versionName flutterVersionName
}
```



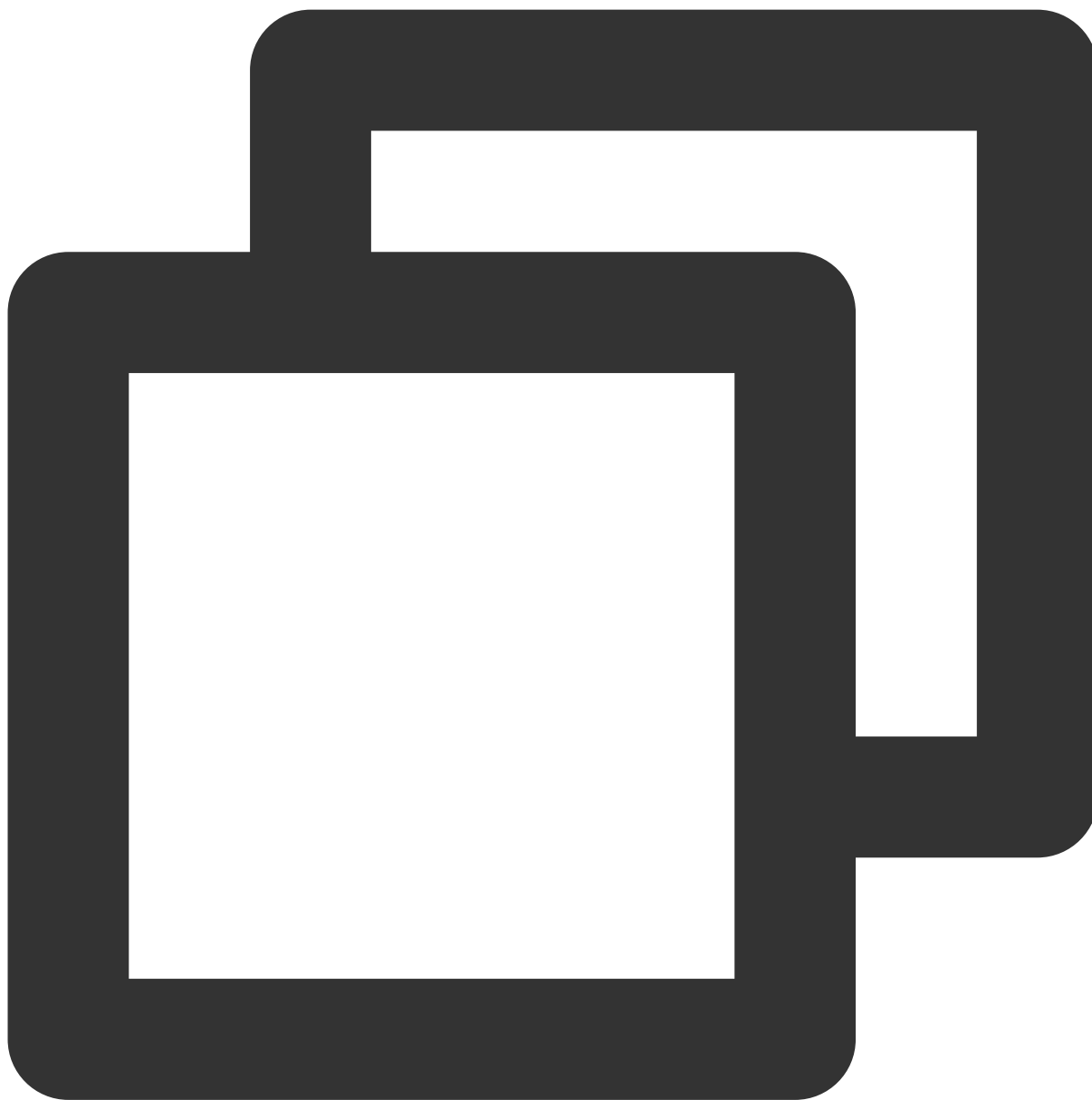
```
}
```

4. Add the following configuration `xmlns:tools="http://schemas.android.com/tools"` to the root manifest tag in the `AndroidManifest.xml` file. Here is an example:



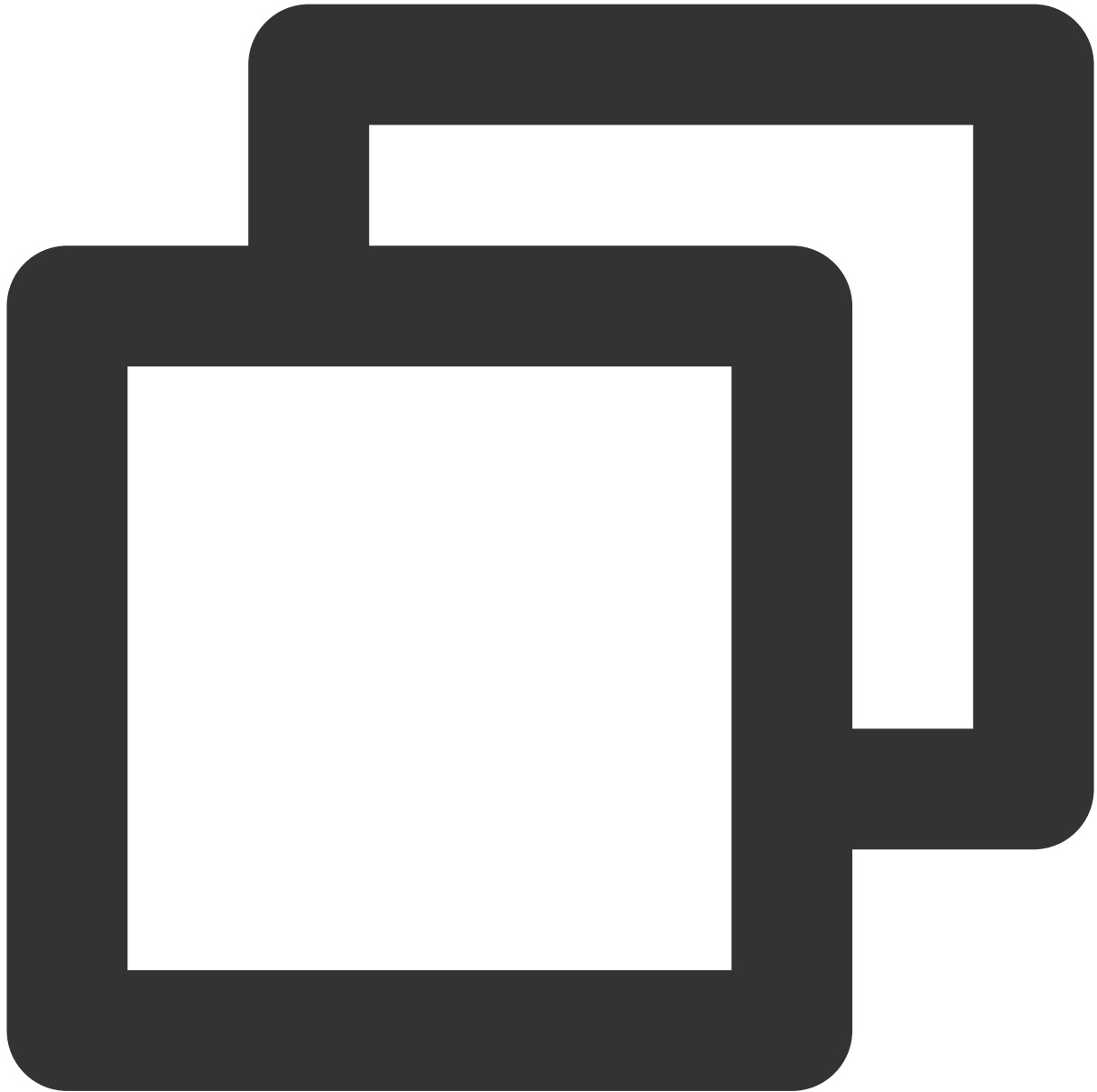
```
<manifest
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:tools="http://schemas.android.com/tools"
  package="com.example.player">
  <!-- your config..... -->
</manifest>
```

Add `tools:replace="android:label"` to the application node. Here is an example:



```
<application
    android:label="super_player_example"
    android:icon="@mipmap/ic_launcher"
    android:requestLegacyExternalStorage="true"
    tools:replace="android:label">
<!-- your config..... -->
</application>
```

5. To update the dependency version of the native SDK, manually delete the `build` folder in the Android directory or run the following command to force a refresh.

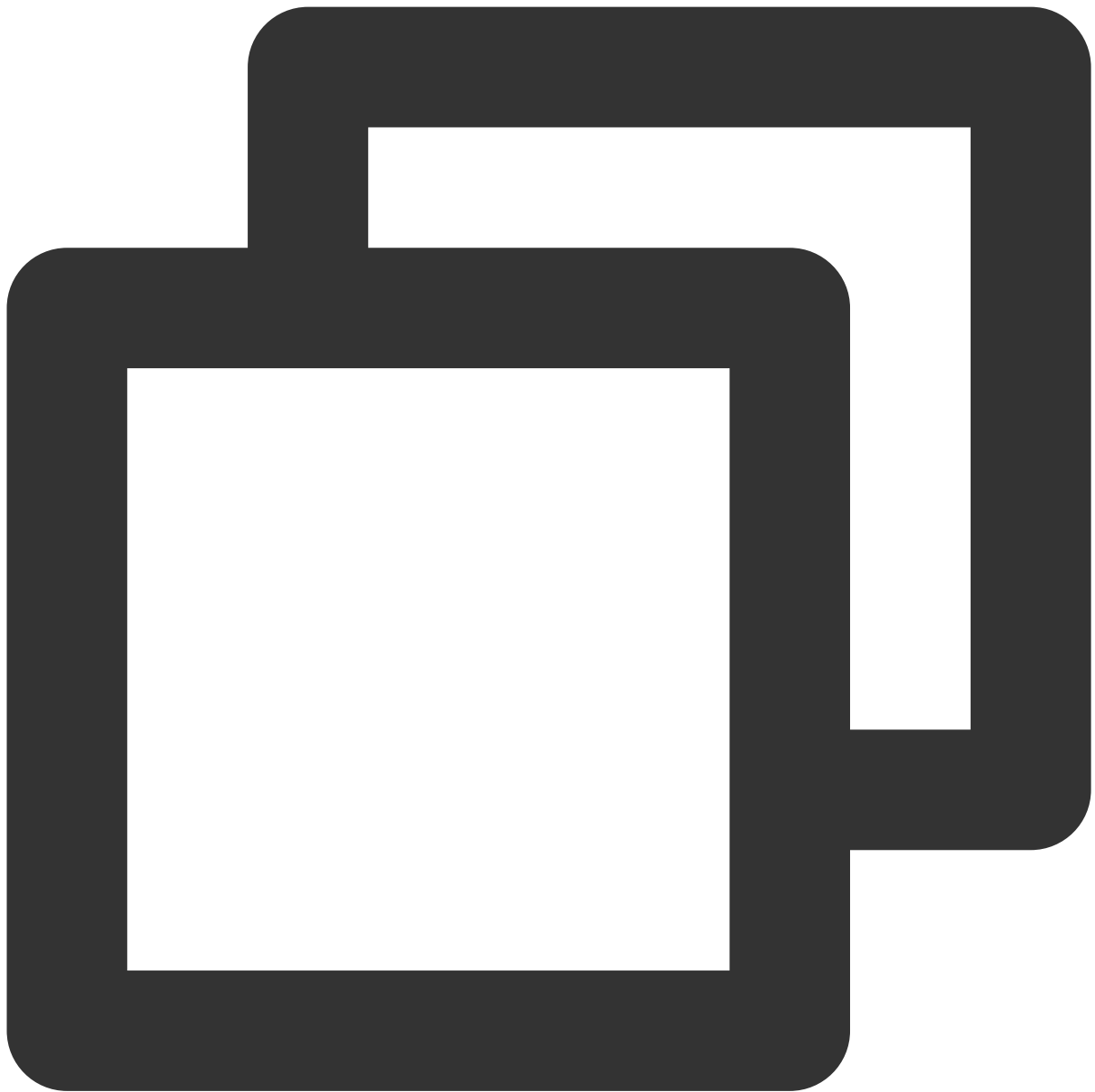


```
./gradlew build
```

iOS configuration

Note: iOS currently does not support project running and debugging in simulators; therefore, we recommend you develop and debug your project on a real device.

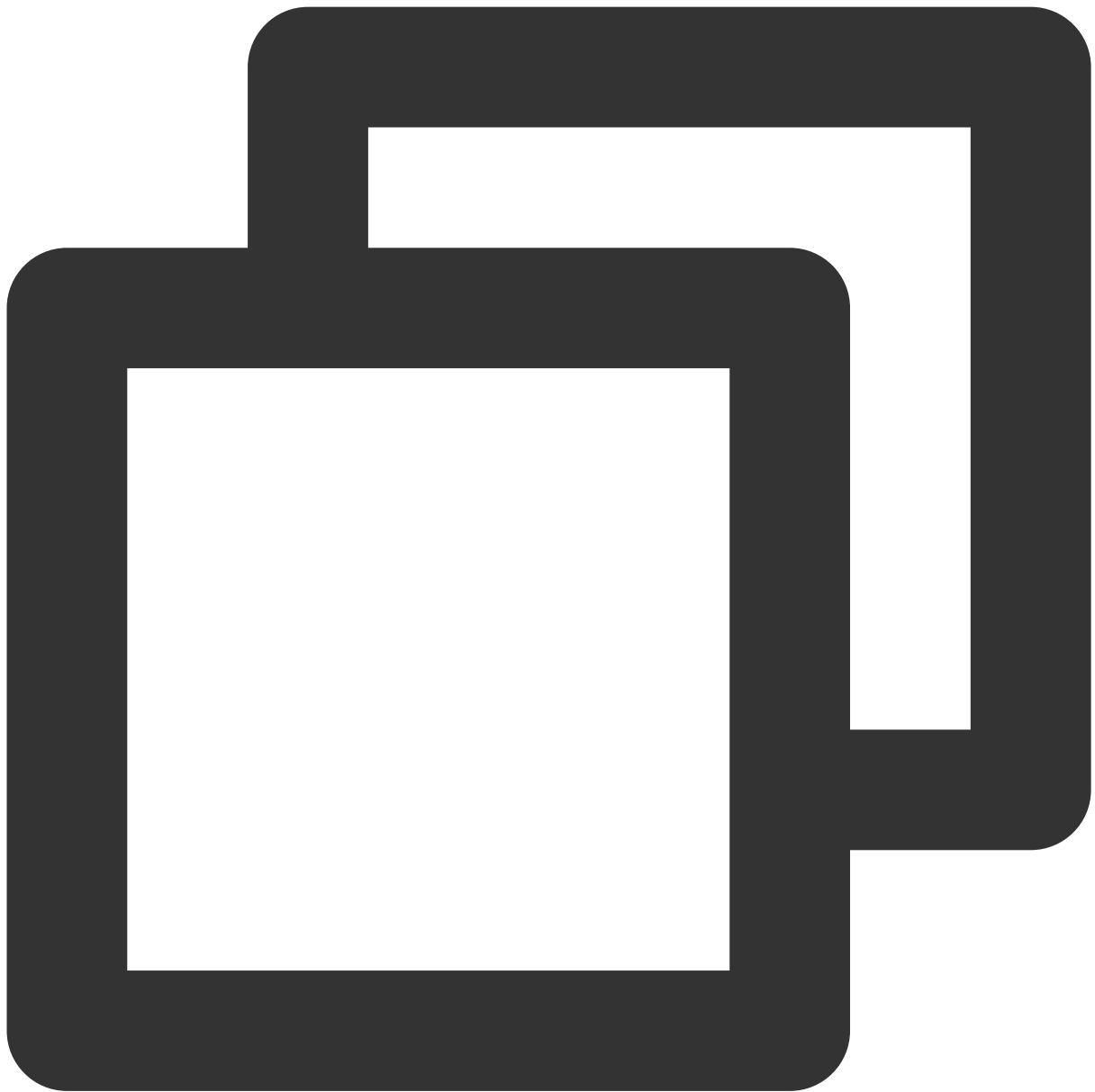
1. Add the following configuration to the `Info.plist` file of iOS:



```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSAllowsArbitraryLoads</key>
  <true/>
</dict>
```

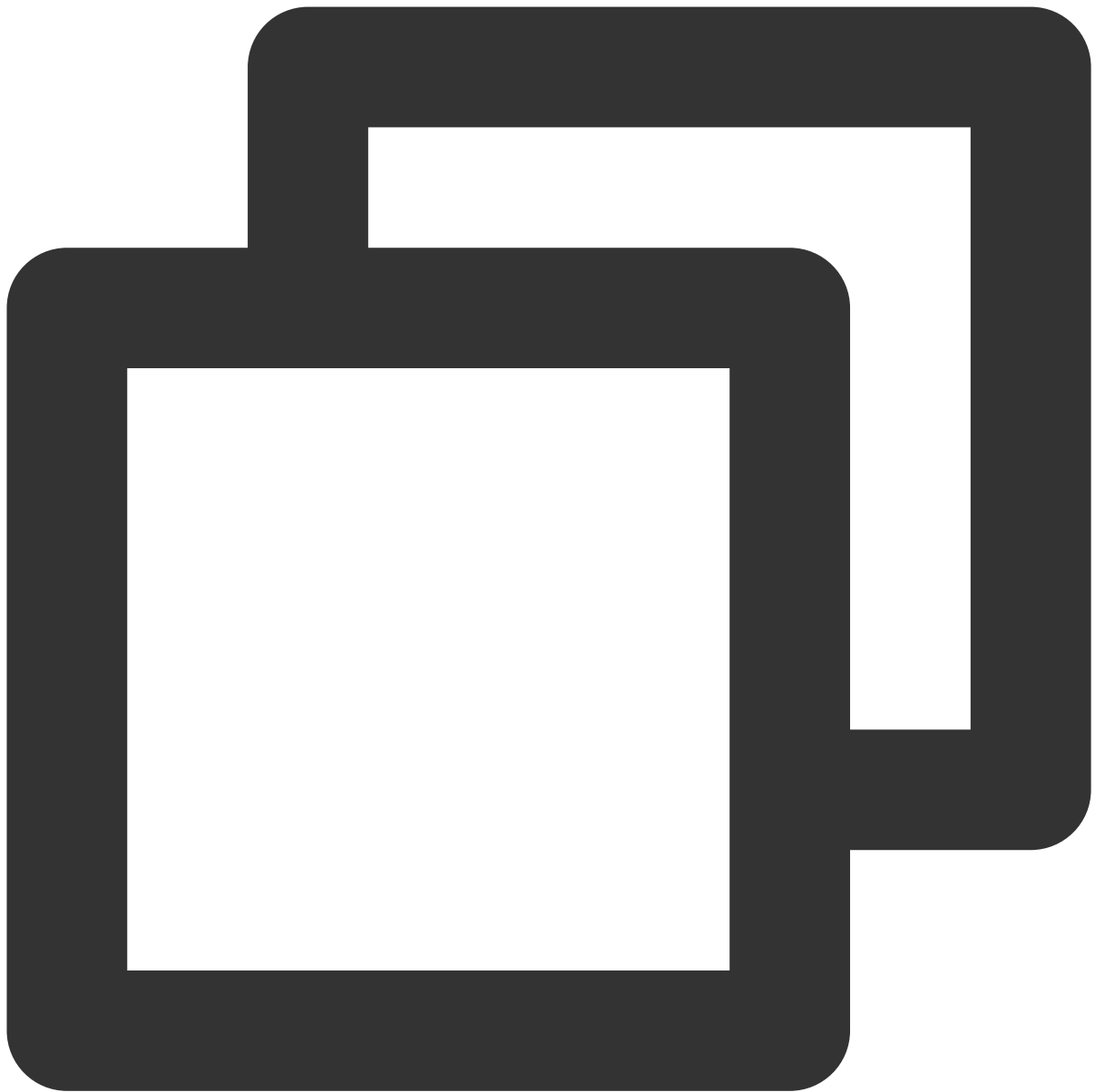
2. iOS natively uses `pod` for dependency. Edit the `podfile` file and specify your player SDK edition.

`TXLiteAVSDK_Player_Premium` is integrated as follows.



```
pod 'TXLiteAVSDK_Player_Premium'           //Player_Premium Edition
#pod 'TXLiteAVSDK_Player'                   // Player Edition
```

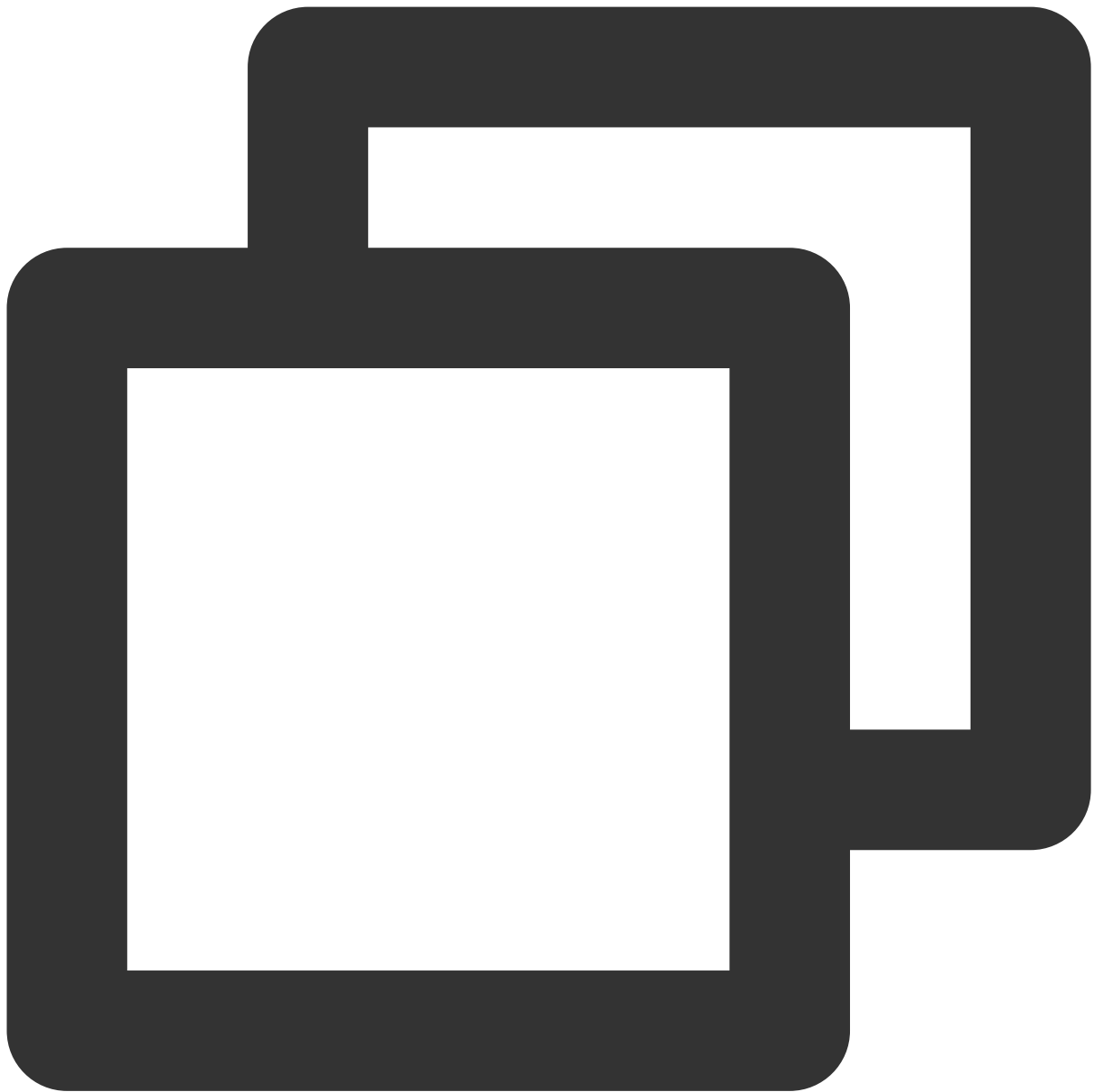
Integrate `LiteAVSDK_Professional` :



```
pod 'TXLiteAVSDK_Professional' // Professional Edition
```

If you do not specify the edition, the latest version of `TXLiteAVSDK_Player` will be installed.

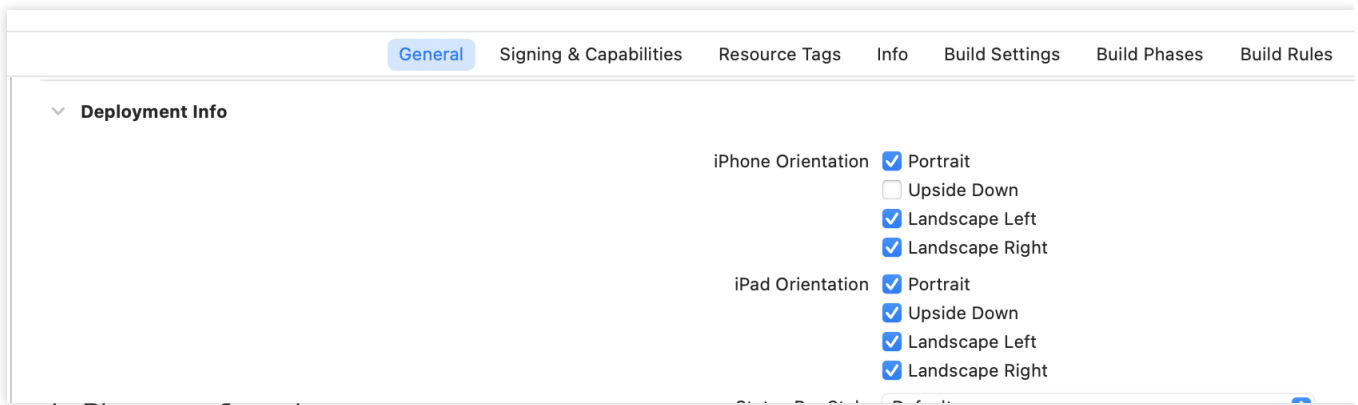
3. In some cases such as new version release, you need to forcibly update the iOS player dependencies by running the following command in the iOS directory:



```
rm -rf Pods
rm -rf Podfile.lock
pod update
```

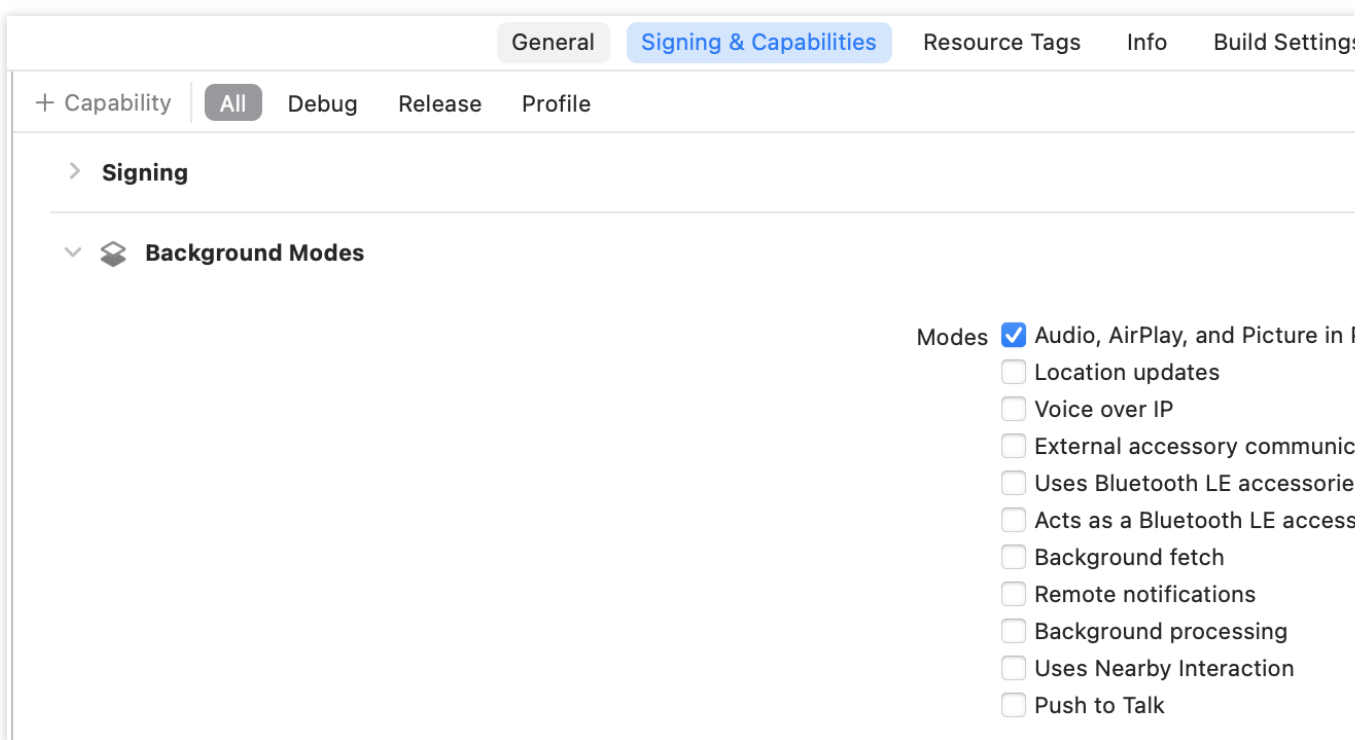
4. Landscape configuration

If your app needs to support landscape mode, you need to set the supported orientations for portrait and landscape in the **Deployment Info** tab on the **General** page of the IOS project configuration. You can check all options as shown in the figure below:



5. Picture-in-Picture configuration

If your project needs to support picture-in-picture, you need to check the "Audio, AirPlay, and Picture in Picture" option under the **Background Modes** tab on the **Signing & Capabilities** page of the IOS project configuration to enable the picture-in-picture capability for your project, as shown in the figure below:



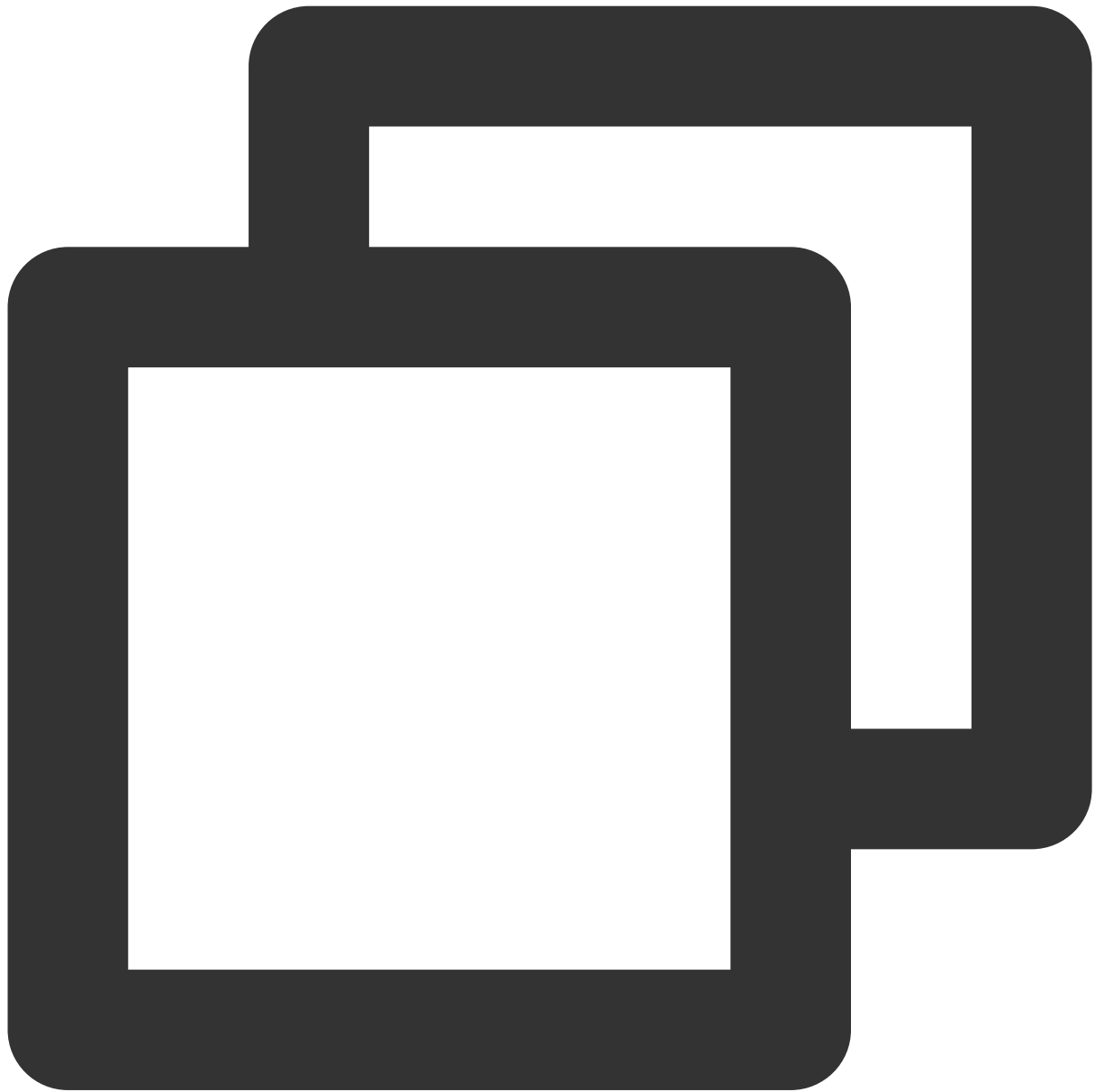
Integrating the Video Playback License

If you have obtained a license, you can view the license URL and key in the [RT-Cube console](#).

If you don't have the required license yet, you can get it as instructed in [Adding and Renewing a License](#).

Before you integrate the player, you need to [sign up for a Tencent Cloud account](#), apply for the video playback license, and configure the license as follows (we recommend you do this when the application is launched):

If you don't configure a license, errors may occur during playback.



```
String licenceURL = ""; // The license URL obtained
String licenceKey = ""; // The license key obtained
SuperPlayerPlugin.setGlobalLicense(licenceURL, licenceKey);
```

Custom Development

The Flutter plugin of the Player SDK is based on the system's native player capabilities. You can use either of the following methods for custom development:

Use the VOD playback API class `TXVodPlayerController` or live playback API class

`TXLivePlayerController` for custom development. You can refer to the demos we provide (`DemoTXVodPlayer` and `DemoTXLivePlayer` in `example`).

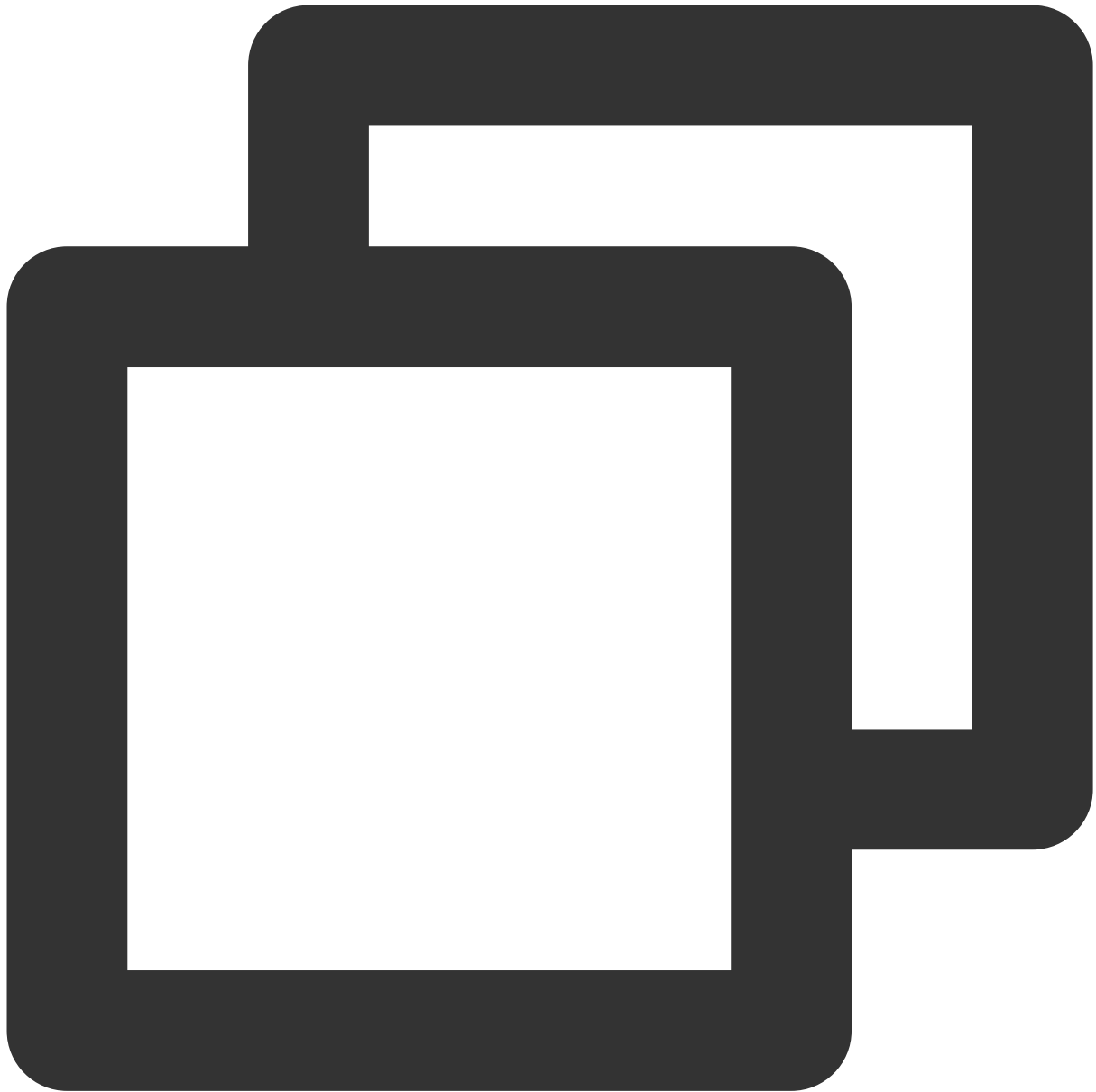
The player component `SuperPlayerController` encapsulates VOD playback and live playback capabilities and includes basic UI elements.

You can copy the code of the player component (in `example/lib/superplayer`) to your project for custom development.

FAQs

1. Errors about missing APIs such as `No visible @interface for 'TXLivePlayer' declares the selector 'startLivePlay:type:'` occur on iOS.

Run the following command to update the iOS SDK:



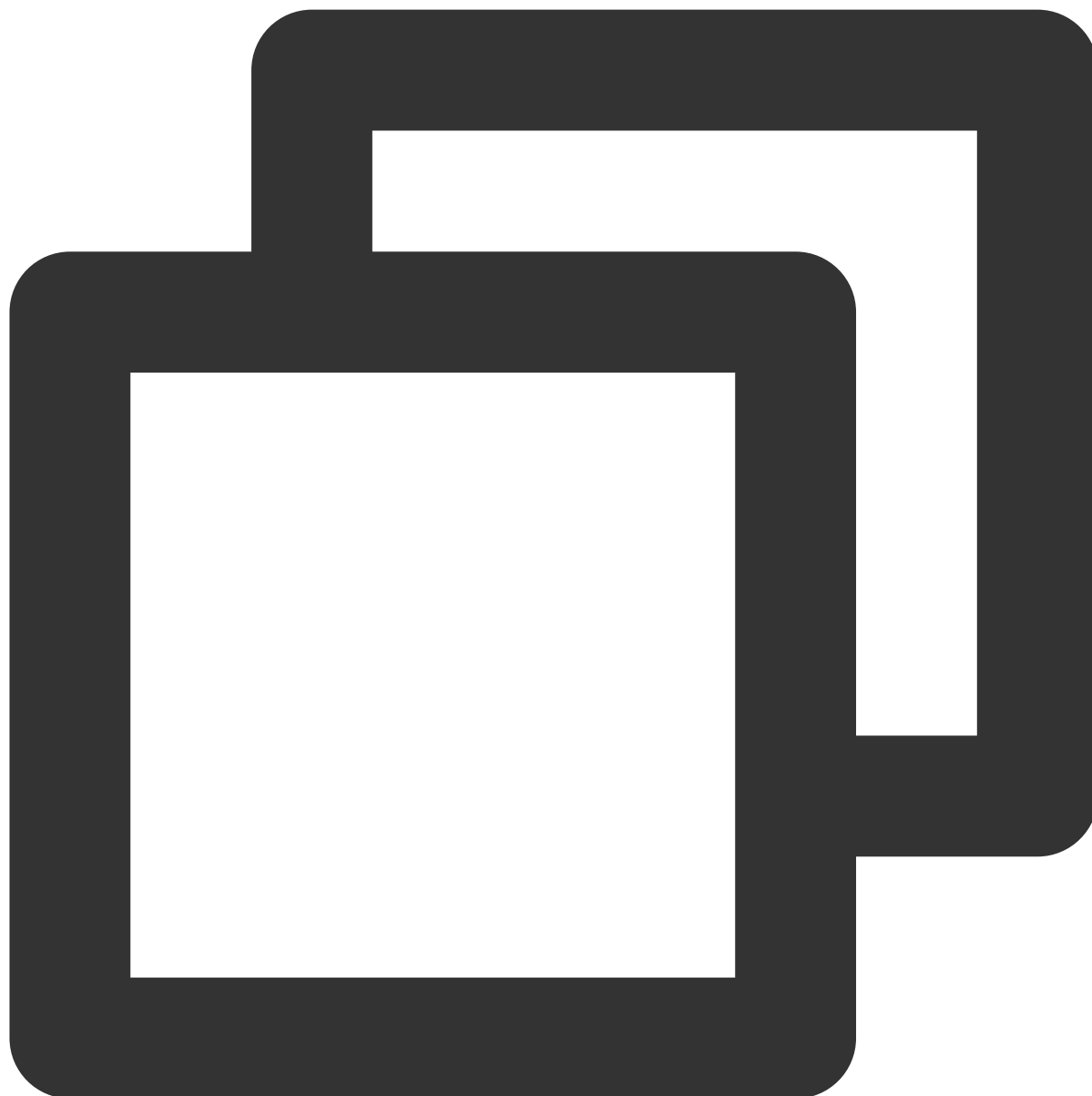
```
rm -rf Pods
rm -rf Podfile.lock
pod update
```

2. SDK or symbol conflicts occur when `tencent_trtc_cloud` and Flutter player are integrated at the same time.

Common exception log: `java. lang.RuntimeException: Duplicate class com.tencent.liteav.TXLiteAVCode found in modules classes.jar`

In this case, you need to integrate the Professional version of the Flutter player, so that `tencent_trtc_cloud` and the Flutter player both depend on the same version of `LiteAVSDK_Professional` .

For example, to depend on `TXLiteAVSDK_Professional_10.3.0.11196` for Android or `TXLiteAVSDK_Professional` to `10.3.12231` for iOS, the dependency declaration is as follows:



```
tencent_trtc_cloud: 2.3.8
```

```
super_player:
```

```
  git:
```

```
    url: https://github.com/LiteAVSDK/Player_Flutter
```

```
    path: Flutter
```

```
    ref: release_pro_v1.0.3.11196_12231
```

3. When multiple player instances need to be used at the same time, the video image gets blurry when videos are frequently switched.

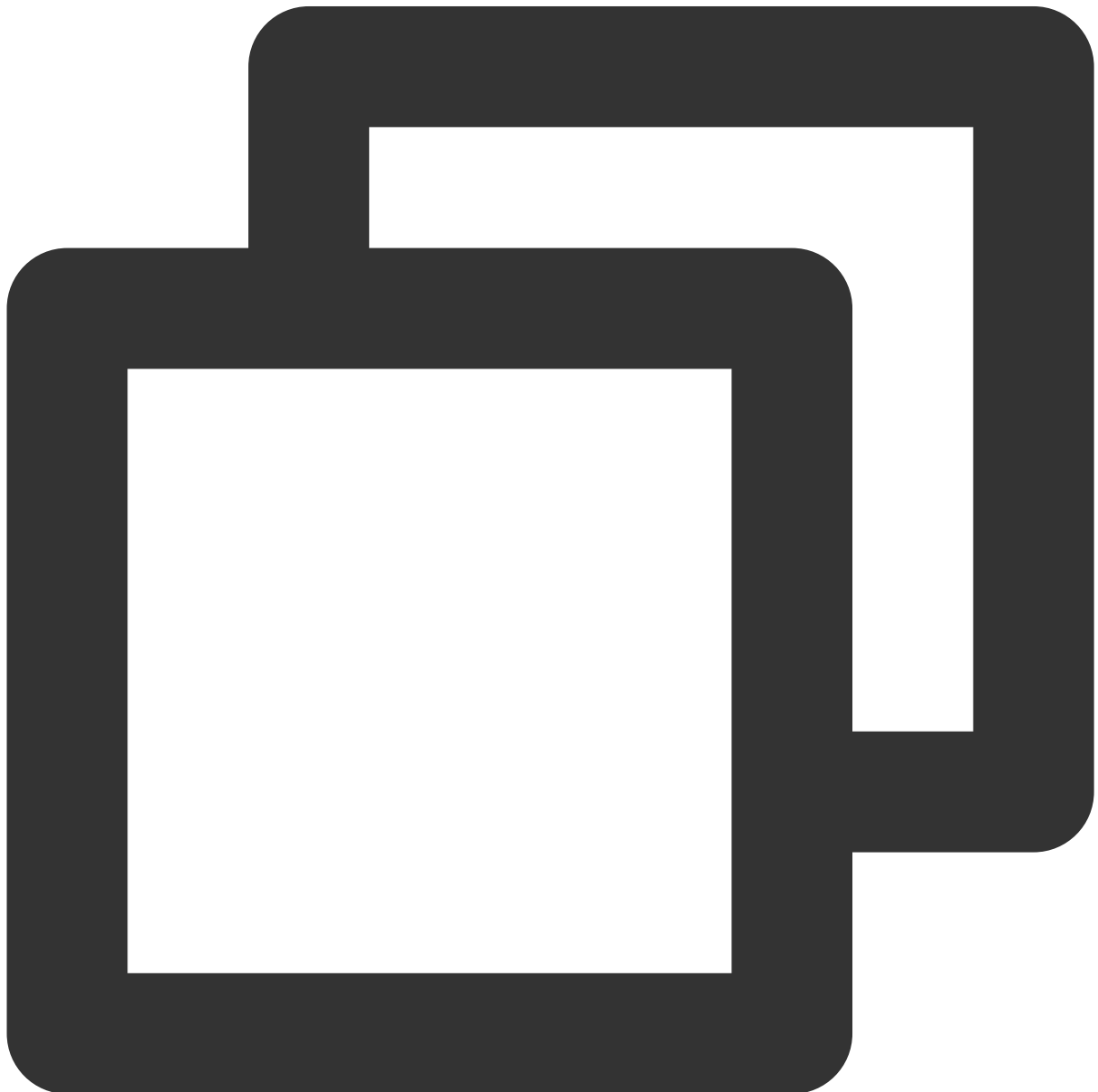
When each player component container is terminated, call the `dispose` method of the player to release the player.

4. Other common issues with Flutter dependencies:

Run the `flutter doctor` command to check the runtime environment until "No issues found!" is displayed.

Run `flutter pub get` to ensure that all dependent components have been updated successfully.

5. After integrating SuperPlayer, you may encounter the following manifest error:



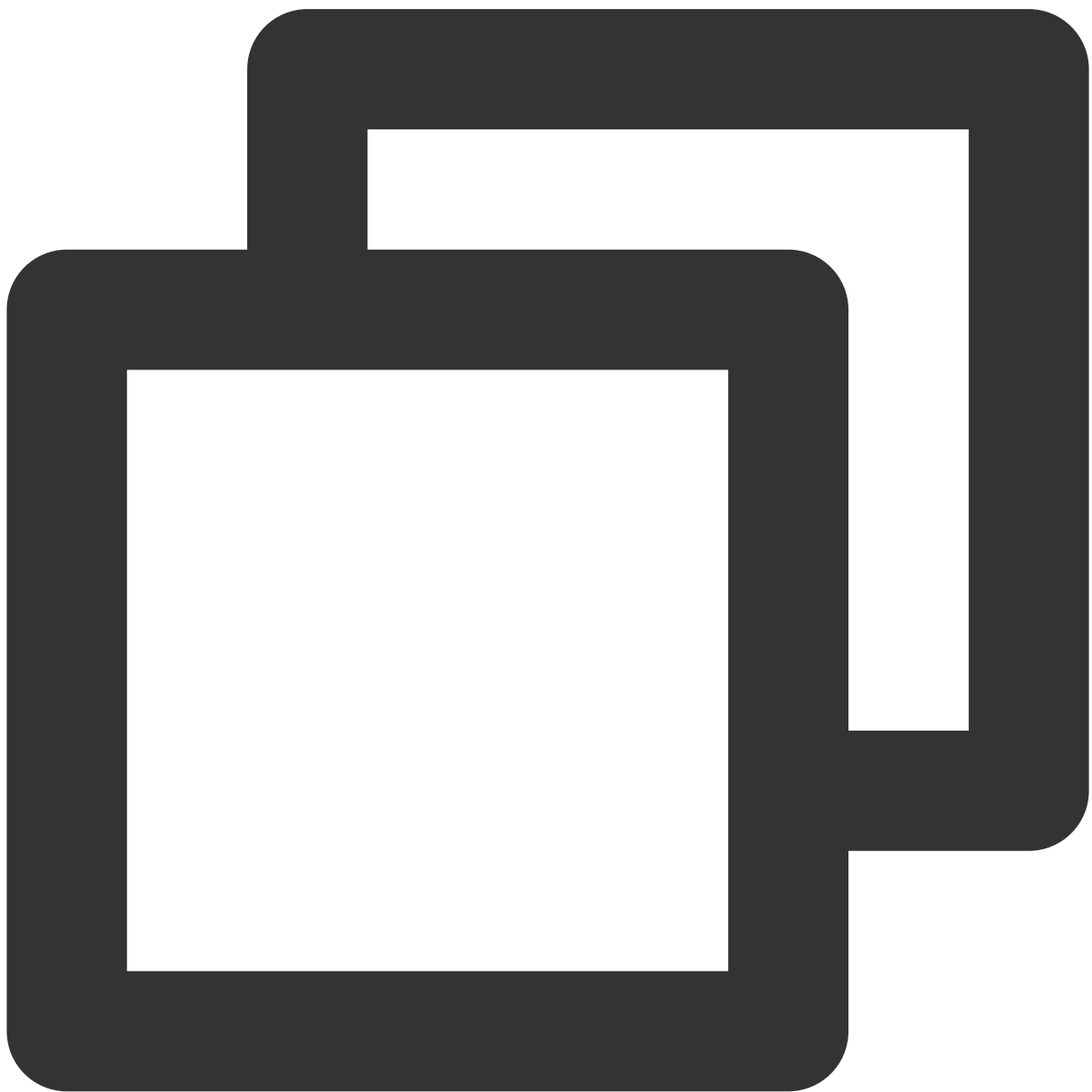
```
Attribute application@label value=(super_player_example) from AndroidManifest.xml:9
is also present at [com.tencent.liteav:LiteAVSDK_Player:10.8.0.13065] AndroidManife
```

Suggestion: add `'tools:replace="android:label"'` to `<application>` element at Android

Solution: The SuperPlayer Android SDK has already defined the label attribute in its AndroidManifest, and when you create a new Flutter project, the AndroidManifest in the Android directory also defines the label attribute. Therefore, it is recommended that you follow the error message and

add `xmlns:tools="http://schemas.android.com/tools"` to the root `manifest` tag in your Android project directory's AndroidManifest.xml. Then, add `tools:replace="android:label"` to the application node. This will override the label attribute and resolve the conflict.

6. After integrating SuperPlayer, you may encounter version conflicts with other dependencies. The error message may look like this:



```
uses-sdk:minSdkVersion 16 cannot be smaller than version 19 declared in library [:s
```

Solution: Currently, the minimum supported version for the SuperPlayer Android SDK is Android 19, while some versions of Flutter default to Android 16 as the minimum supported version. It is recommended that you raise the minimum supported version to Android 19. To do this, go to the main module of your Android project, which is usually the `app` directory, and modify the `minSdkVersion` in the `build.gradle` file to 19.

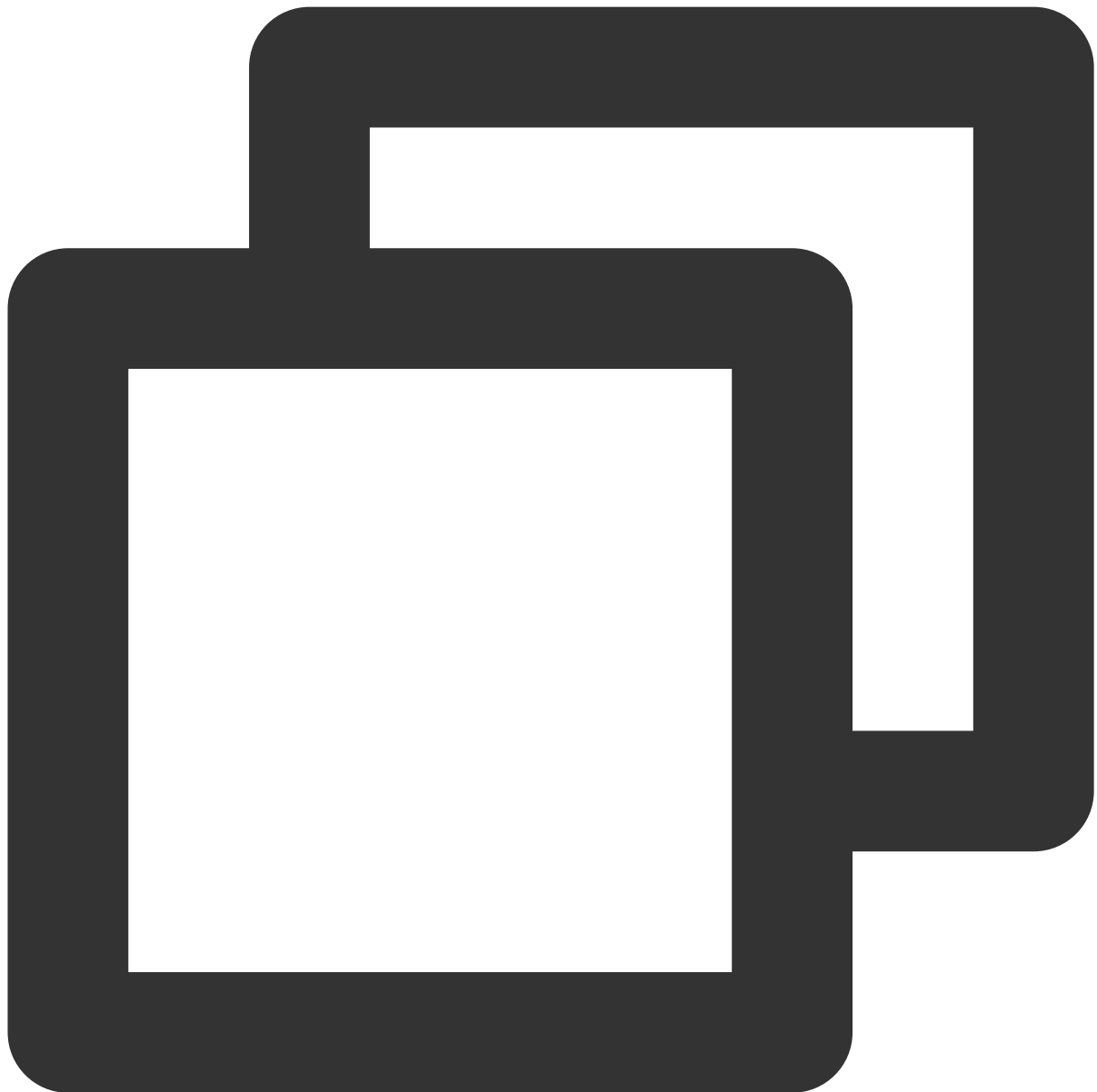
7. How to extract the runtime logs of the player SDK

Solution: The player SDK outputs the runtime logs to a local file by default. [Tencent Cloud technical support](#) may need these logs to diagnose issues. On the Android platform, the logs are saved in the directory `/sdcard/Android/data/packageName/files/log/tencent/liteav`, while on the iOS platform, the logs are saved in the `sandbox/Documents/log` directory.

8. How to reduce console log output

Solution: You can set the log output level using the following

interface: `SuperPlayerPlugin.setLogLevel(TXLogLevel.LOG_LEVEL_NULL)`. The following log levels are supported:

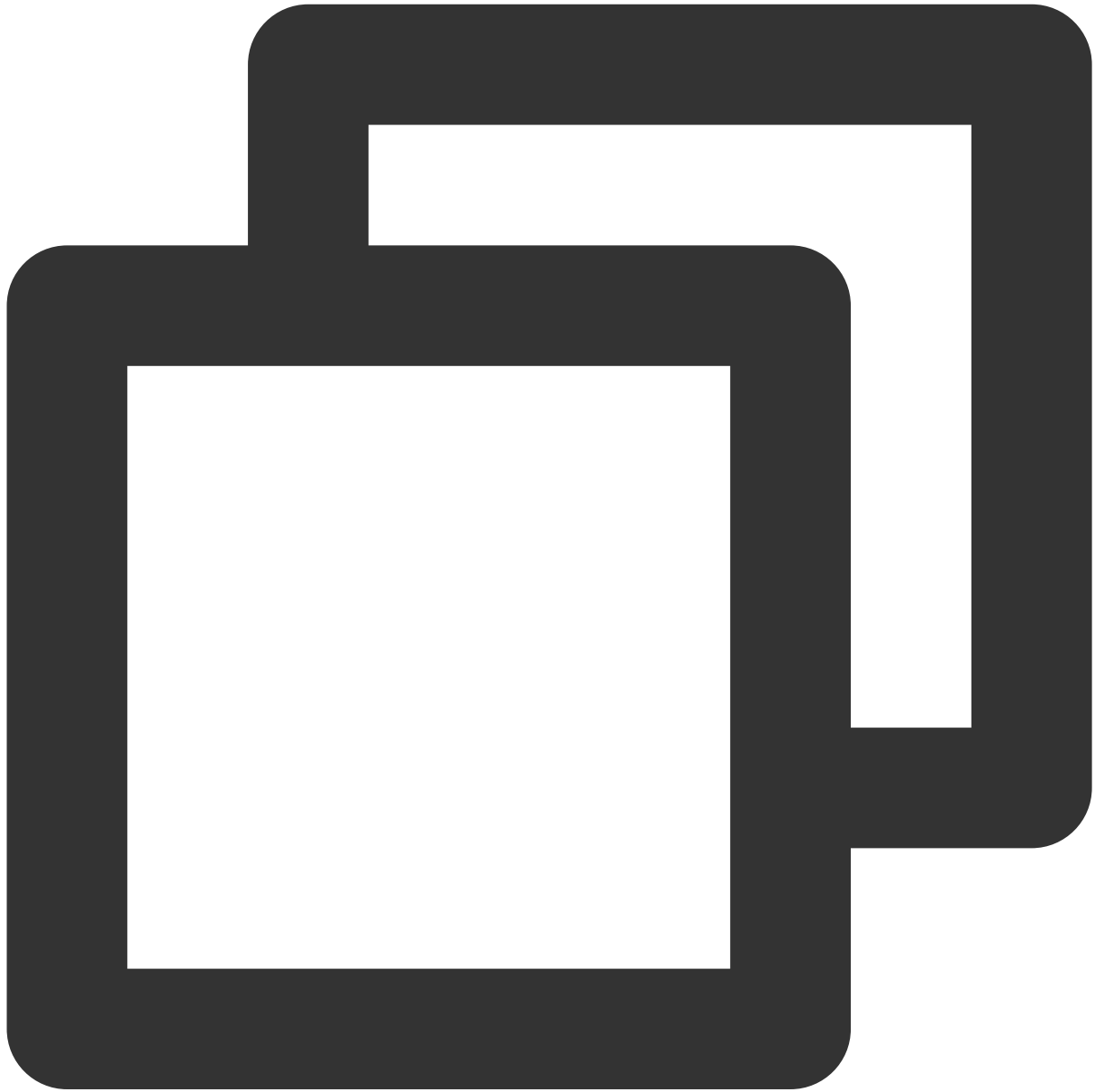


```
class TXLogLevel {
    static const LOG_LEVEL_VERBOSE = 0; // Output logs of all levels.
    static const LOG_LEVEL_DEBUG = 1; // Output logs of DEBUG, INFO, WARNING, ERROR,
    static const LOG_LEVEL_INFO = 2; // Output logs of INFO, WARNING, ERROR, and FATAL
    static const LOG_LEVEL_WARN = 3; // Output logs of WARNING, ERROR, and FATAL leve
    static const LOG_LEVEL_ERROR = 4; // Output logs of ERROR and FATAL levels.
    static const LOG_LEVEL_FATAL = 5; // Only output logs of FATAL level.
    static const LOG_LEVEL_NULL = 6; // Do not output any SDK logs.
}
```

9. During the use of the project, native-related errors may occur, such as:

Errors :`'incompatible types'` , `error: initializing 'BOOL' (aka 'bool') with an expression of incompatible type 'void'` , etc., are caused by SDK updates, which make the SDK incompatible with the native code in the Flutter end. In this case, you only need to update the SDK version.

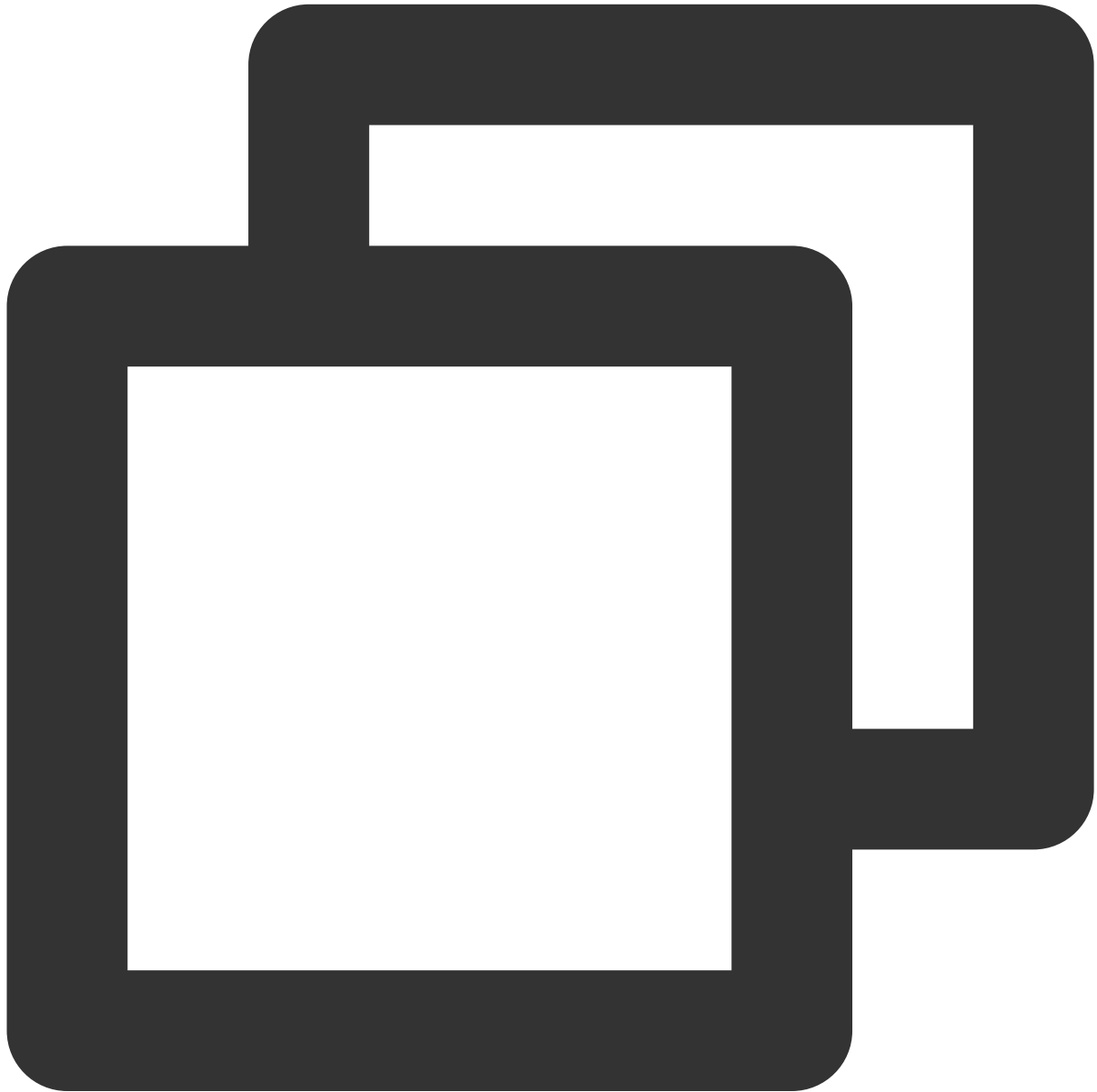
Solution: In the project directory, open the terminal and enter the following commands in sequence:



```
flutter pub cache clean
flutter clean
flutter pub upgrade
flutter pub get
```

Make sure the commands execute successfully to update the local Flutter dependencies.

Then, in the ios directory, open the terminal and enter the following command to update the iOS dependencies:



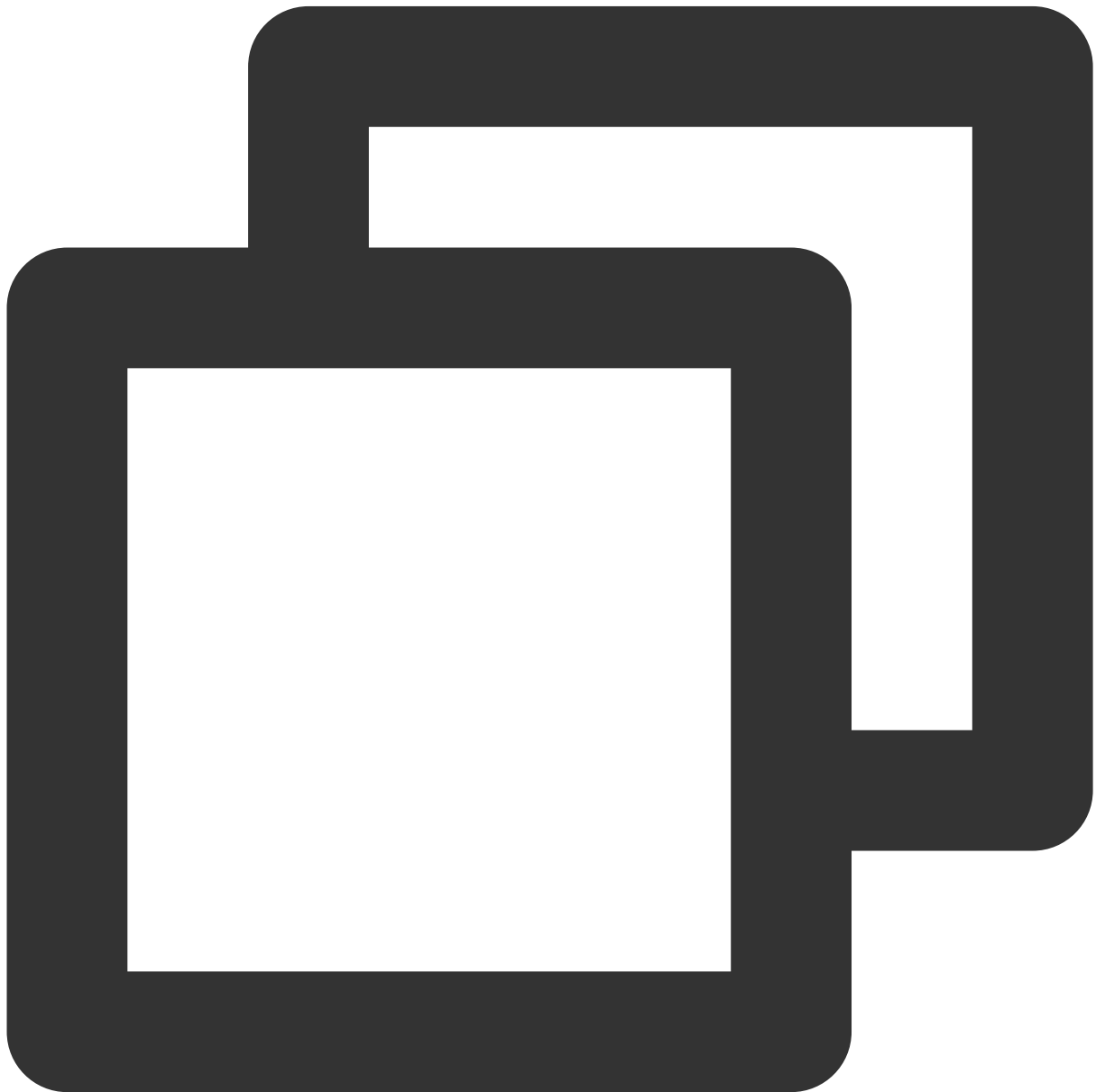
```
rm -rf Pods  
rm -rf Podfile.lock  
pod update
```

If the problem still persists, you can try deleting the project's build folder and manually deleting the Flutter dependency cache folder `.pub-cache` on your computer. Then refresh the Flutter pub dependencies and compile and run the project again.

10. When playing a video on the Android on-demand player, the edges of the player appear tiled and stretched. This issue is caused by the texture rendering problem of the flutter end sdk. You can upgrade the flutter version to flutter 3.7.0 or above.

11. The flutter debugging and test package runs without any problems, but the official package crashes when it is installed.

Flutter uses obfuscation by default when building a formal package. The player SDK needs to configure the following obfuscation rules:



```
-keep class com.tencent.** { *; }
```

12. Unable to play local videos

The flutter player supports local video playback. You need to pass the correct local video address to the video playback interface. If you encounter playback issues, first check if the local video address is available and if the file is damaged. If the local video is fine, check if the app has storage or image/video reading permissions.

13. When running the iOS project, errors such as `CocoaPods could not find compatible versions for pod "Flutter"` or similar are reported.

This issue occurs because the high flutter development environment no longer supports lower iOS versions. You can check if the iOS version configured for Minimum Deployments in the project is too low or if it inherits dependencies that only support lower iOS versions.

More

You can try out all the features by running the example in the project.

The player SDK website provides demos for iOS, Android, and web. Click [here](#) to use them.

VOD Scenario

Last updated : 2024-04-26 11:09:31

Intended Audience

This document describes some of the proprietary capabilities of Tencent Cloud. Make sure that you have activated the relevant [Tencent Cloud](#) services before reading this document. If you don't have an account yet, [sign up for free trial](#) first.

This Document Describes

How to integrate the Tencent Cloud RT-Cube Player SDK for Flutter.

How to use the Player SDK for VOD playback.

How to use the underlying capabilities of the Player SDK to implement more features.

Basics

This document describes the VOD playback feature of the Player SDK. You can start by understanding the following basics:

Live streaming and video on demand

In live streaming, the video source is pushed by the host in real time. When the host stops pushing the stream, the player will also stop playing the video. Because the live stream is played back in real time, no progress bar will be displayed in the player during the playback.

In video on demand (VOD), the video source is a video file in the cloud, which can be played back at any time as long as it is not deleted from the cloud. A progress bar is displayed for controlling the playback progress. Typical VOD scenarios including viewing videos on video websites such as Tencent Video and Youku Tudou.

Supported protocols

Common VOD protocols are as listed below. Currently, VOD URLs in HLS format (starting with `http` and ending with `.m3u8`) are popular.

Notes

The Player SDK **does not impose any limits on the sources of playback URLs**, which means that you can use it to play back videos from both Tencent Cloud and non-Tencent Cloud URLs. However, players in the SDK support

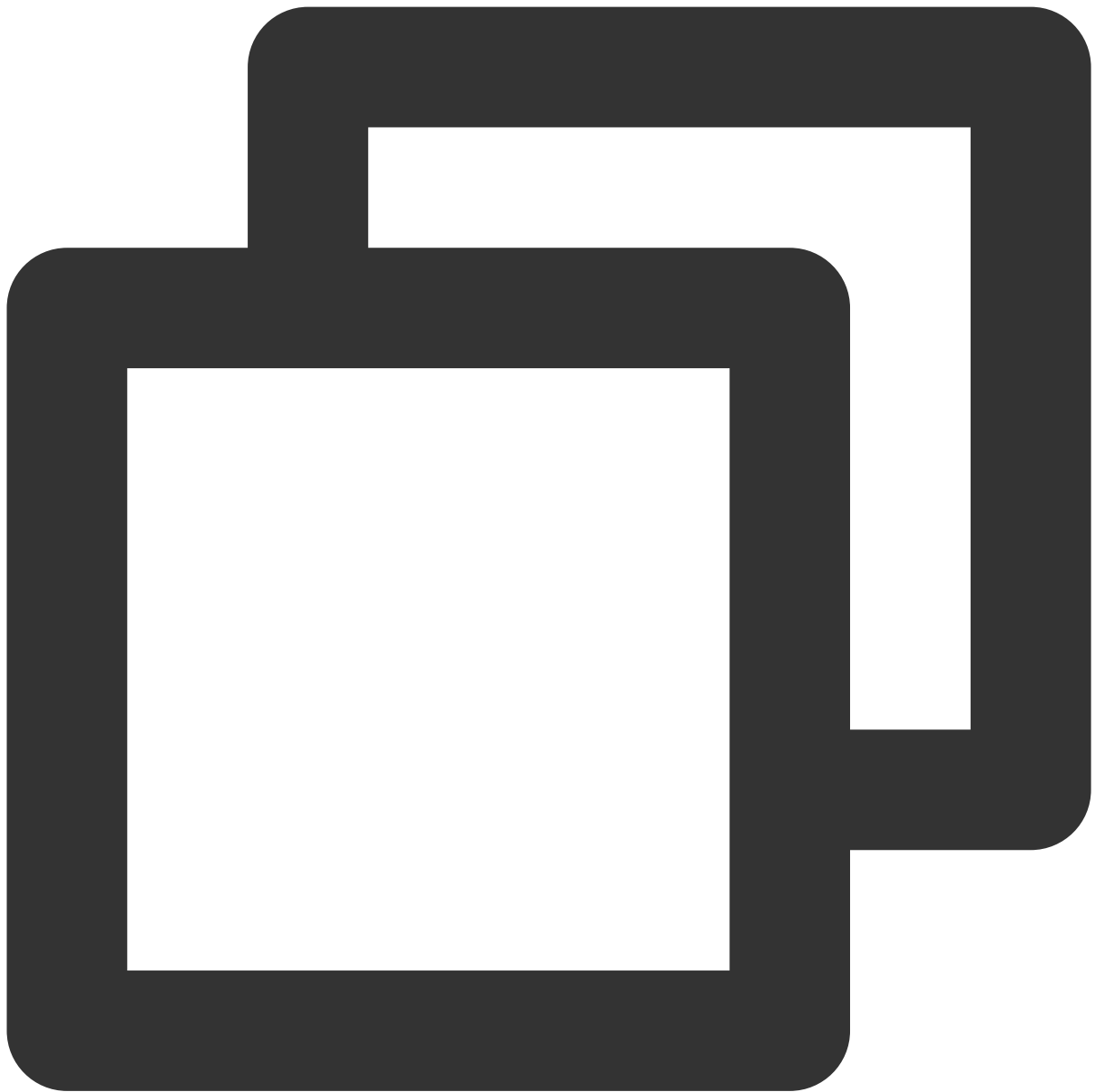
only live streaming URLs in FLV, RTMP, and HLS (M3U8) formats, as well as VOD URLs in MP4, HLS (M3U8), and FLV formats.

SDK Integration

Step 1. Integrate the SDK ZIP file

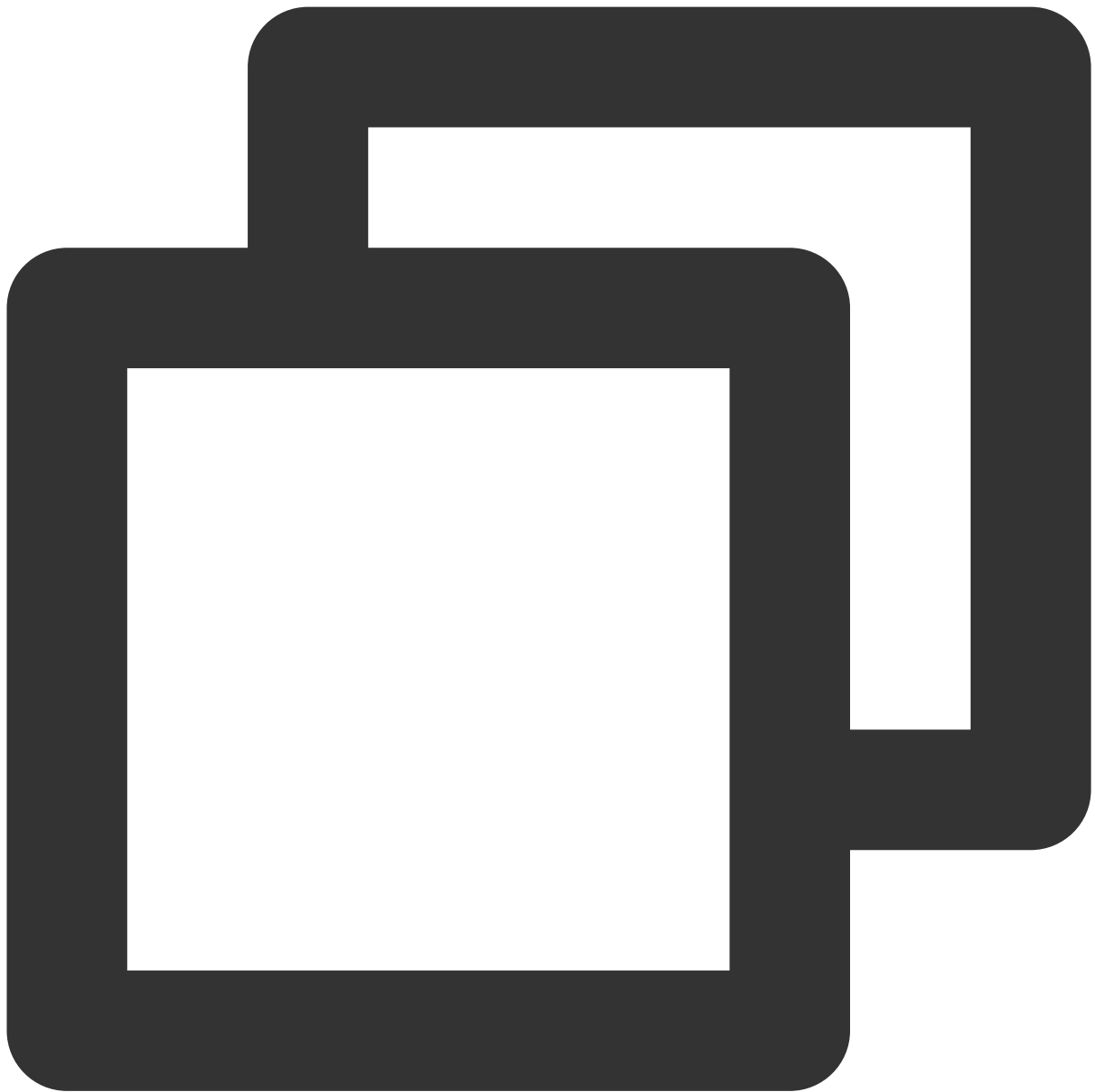
Download and integrate the SDK ZIP file as instructed in [Integration Guide](#).

Step 2. Create a controller



```
TXVodPlayerController _controller = TXVodPlayerController();
```

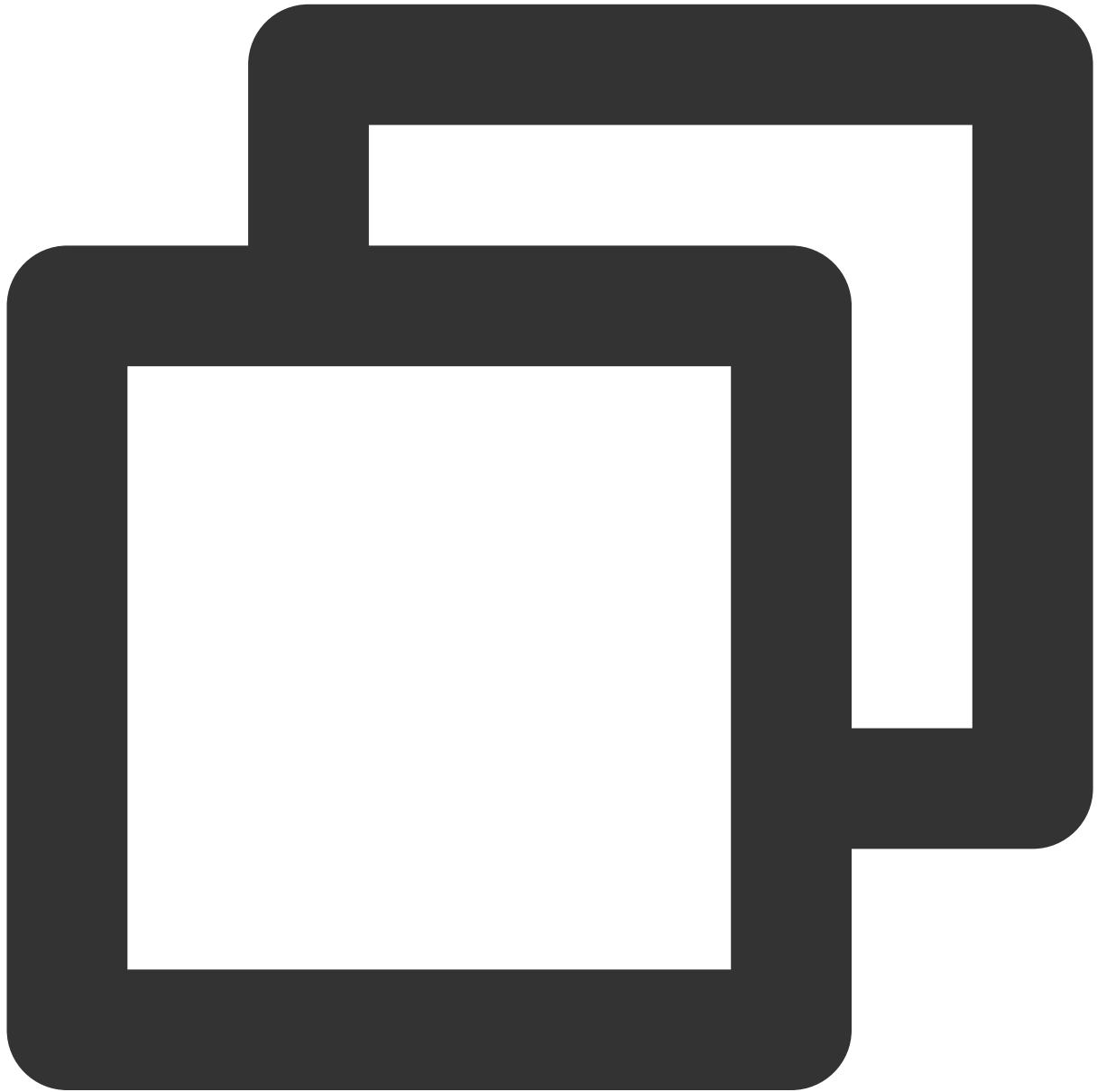
Step 3. Configure event listening



```
// Listen for the video width and height change and set an appropriate aspect ratio
_controller.onPlayerNetStatusBroadcast.listen((event) async {
  double w = (event["VIDEO_WIDTH"]).toDouble();
  double h = (event["VIDEO_HEIGHT"]).toDouble();

  if (w > 0 && h > 0) {
    setState(() {
      _aspectRatio = 1.0 * w / h;
    });
  }
});
```


Step 4. Add a layout



```
@override
Widget build(BuildContext context) {
  return Container(
    decoration: BoxDecoration(
      image: DecorationImage(
        image: AssetImage("images/ic_new_vod_bg.png"),
        fit: BoxFit.cover,
```

```
    )),  
    child: Scaffold(  
      backgroundColor: Colors.transparent,  
      appBar: AppBar(  
        backgroundColor: Colors.transparent,  
        title: const Text('VOD'),  
      ),  
      body: SafeArea(  
        child: Container(  
          height: 150,  
          color: Colors.black,  
          child: Center(  
            child: _aspectRatio > 0  
              ? AspectRatio(  
                aspectRatio: _aspectRatio,  
                child: TXPlayerVideo(controller: _controller),  
              ) : Container(),  
            ),  
          )),  
        )),  
      ),  
    ),  
  ),  
);  
}
```

Step 5. Initialize the player



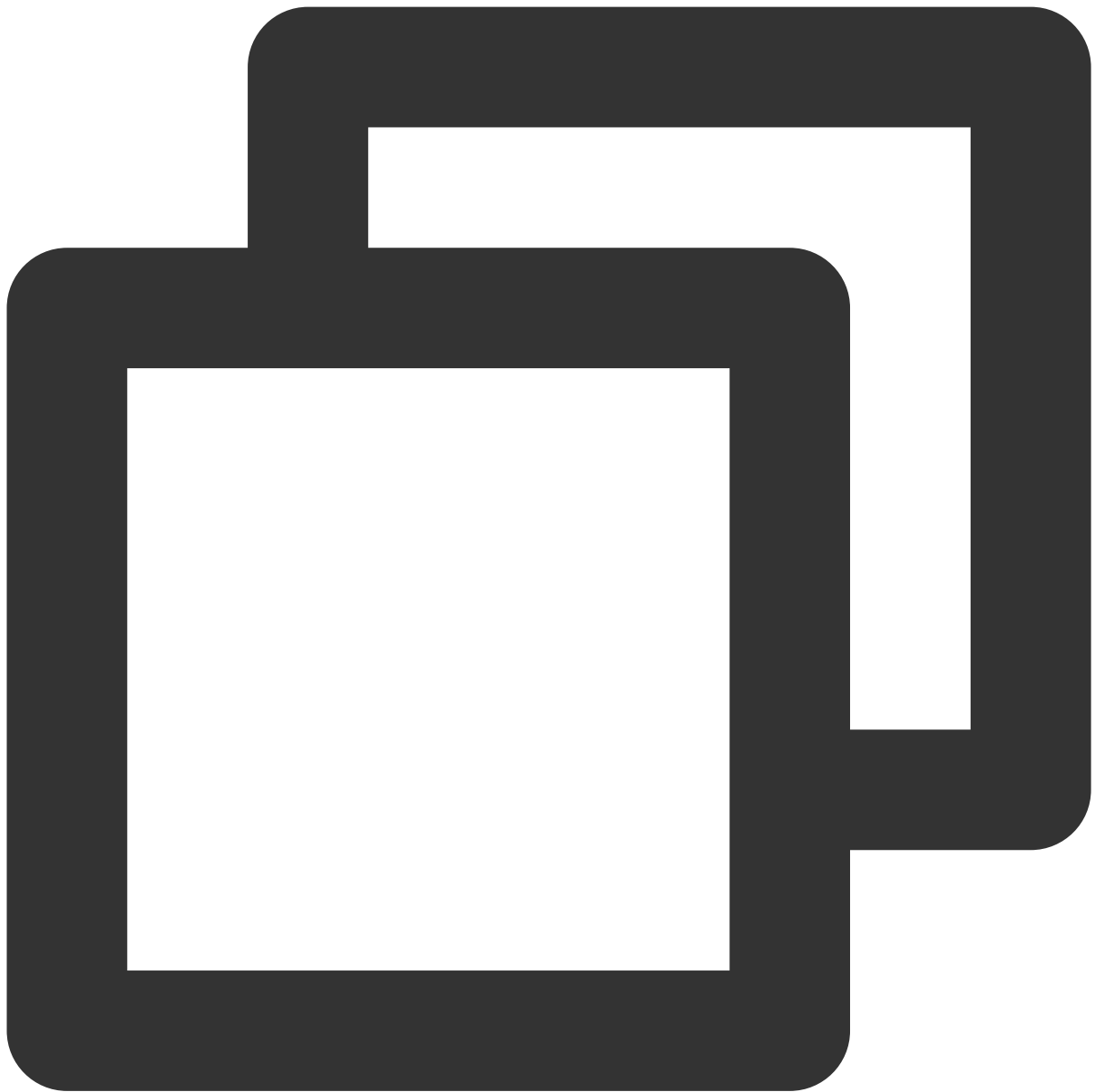
```
// Initialize the player and assign the shared texture
await _controller.initialize();
```

Step 6. Start the playback

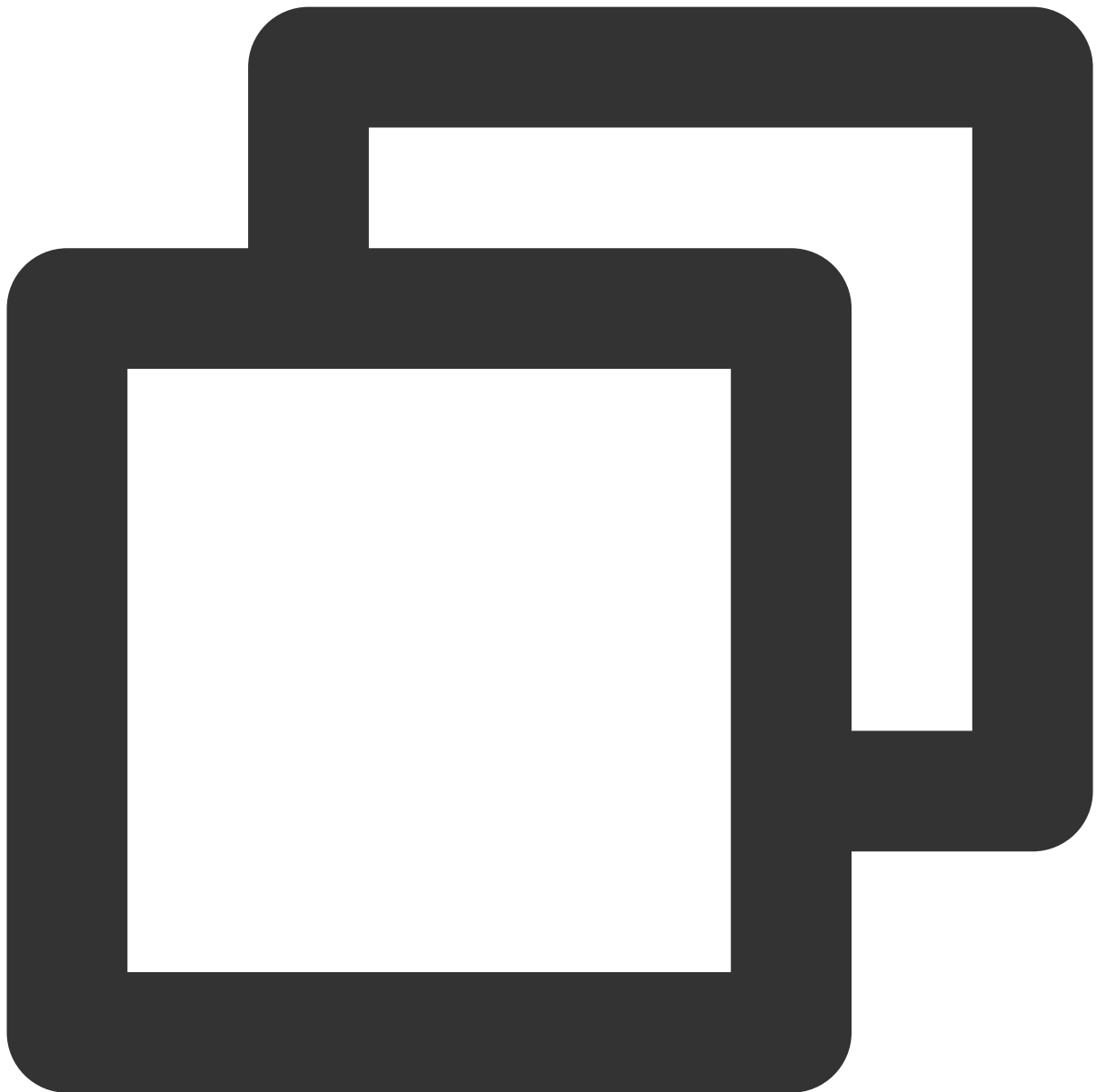
Through the URL

Through field

`TXVodPlayerController` will internally recognize the playback protocol automatically. You only need to pass in your playback URL to the `startVodPlay` function.



```
// Play back the video resource
String _url =
    "http://1400329073.vod2.myqcloud.com/d62d88a7vodtranscq1400329073/59c68fe752858
await _controller.startVodPlay(_url);
```



```
// `psign` is a player signature. For more information on the signature and how to  
TXPlayInfoParams params = TXPlayInfoParams(appId: 1252463788,  
    fileId: "4564972819220421305", psign: "psignxxxxxxx");  
await _controller.startVodPlayWithParams(params);
```

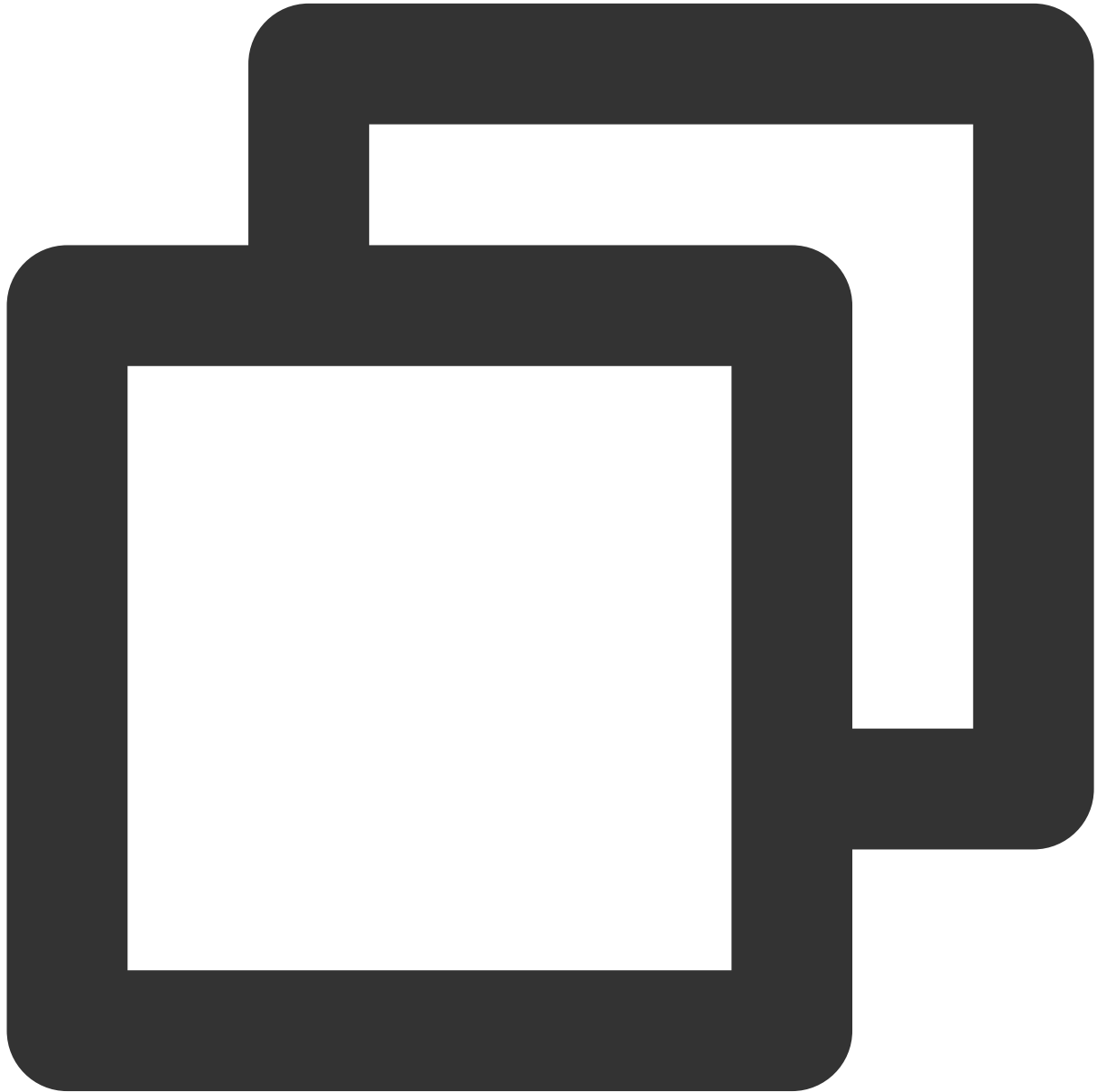
Find the target video file in [Media Assets](#), and you can view the `FileId` below the filename.

Play back the video through the `FileId`, and the player will request the backend for the real playback URL. If the network is abnormal or the `FileId` doesn't exist, the `TXLiveConstants.PLAY_ERR_GET_PLAYINFO_FAIL`

event will be received; otherwise, `TXLiveConstants.PLAY_EVT_GET_PLAYINFO_SUCC` will be received, indicating that the request succeeded.

Step 7. Stop the playback

Remember to call the controller termination method when stopping the playback, especially before the next call of `startVodPlay`. This can prevent memory leak and screen flashing issues.



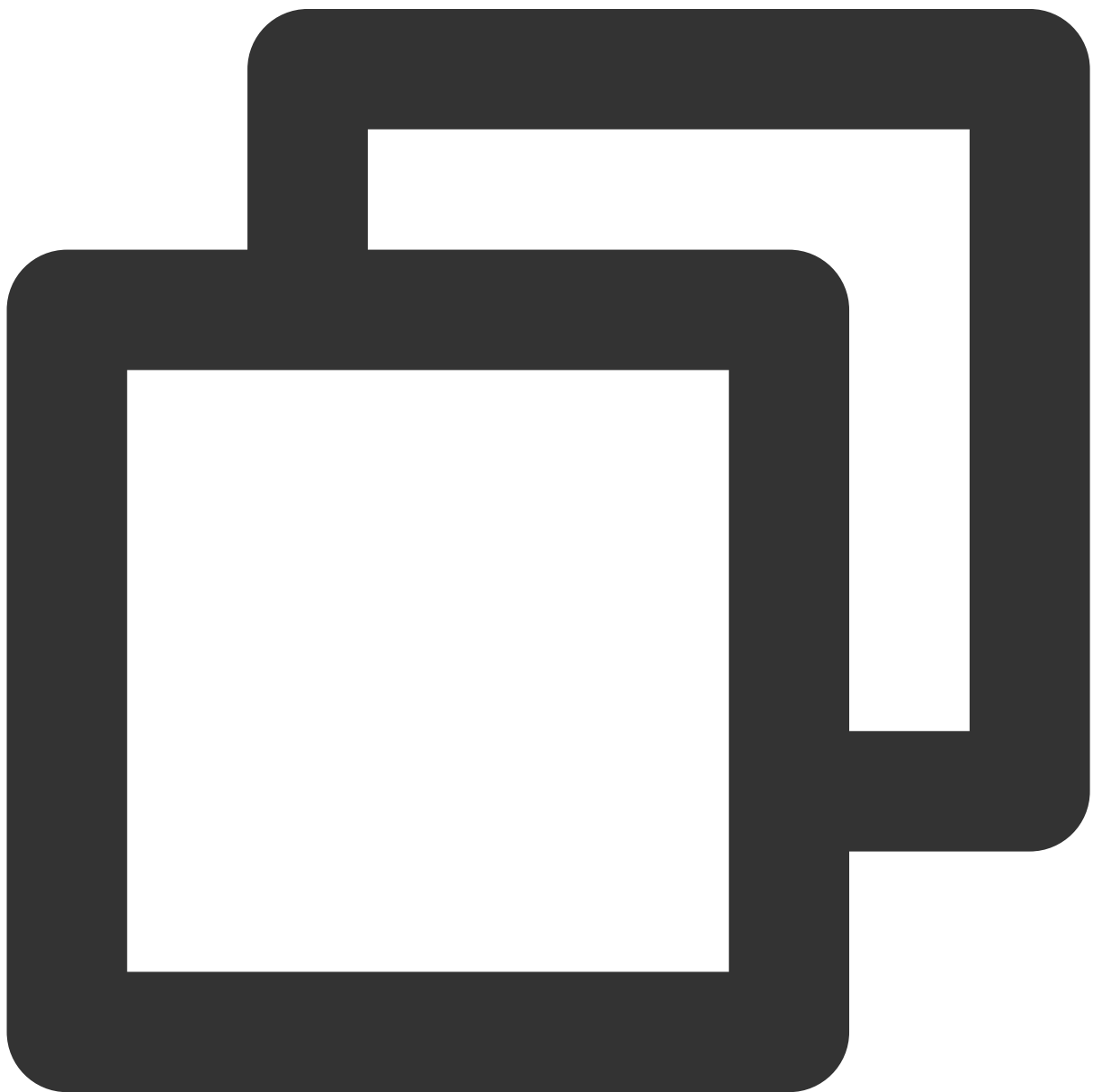
```
@override
void dispose() {
    _controller.dispose();
}
```

```
super.dispose();  
}
```

Basic Feature Usage

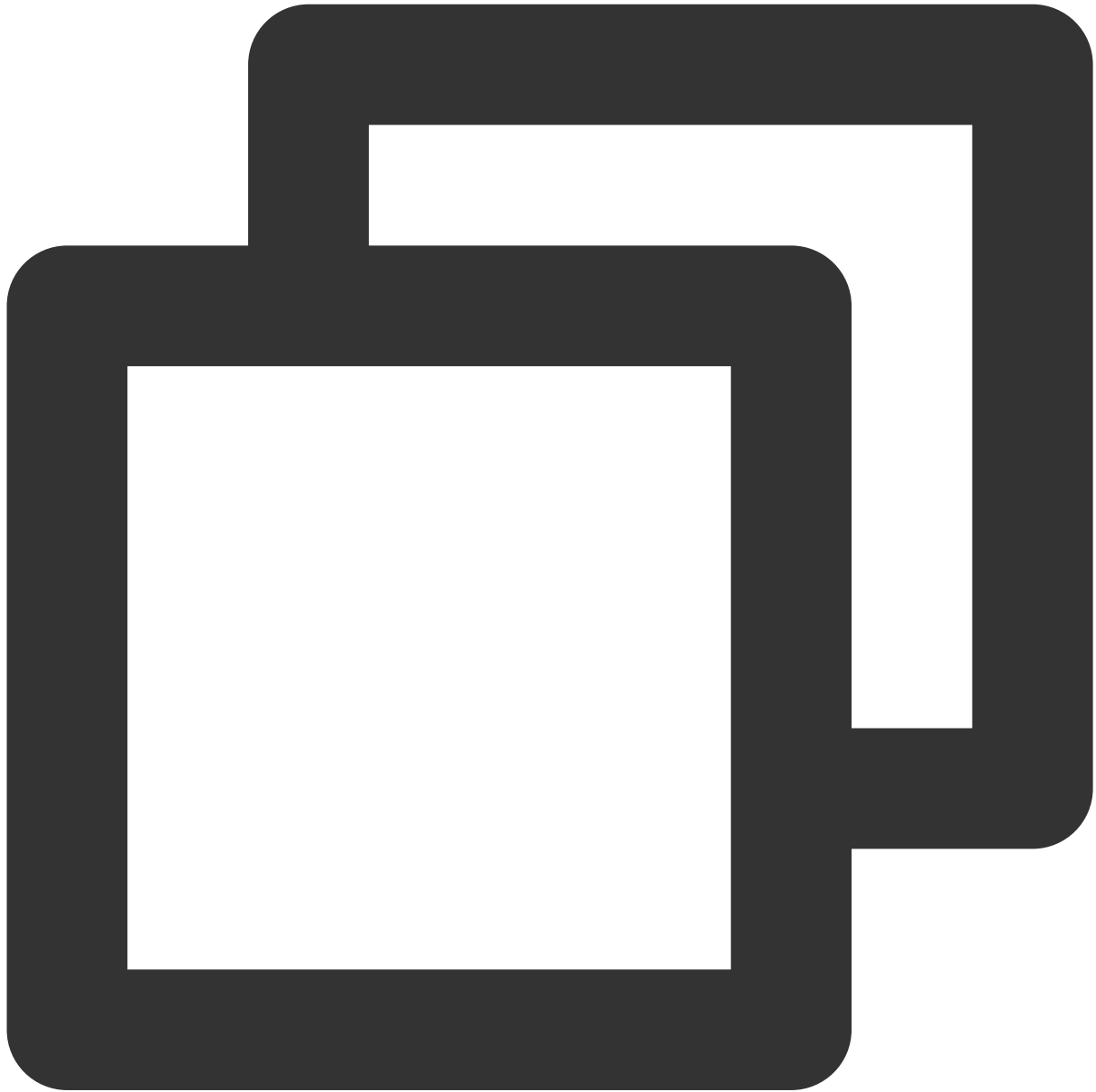
1. Playback control

Starting playback



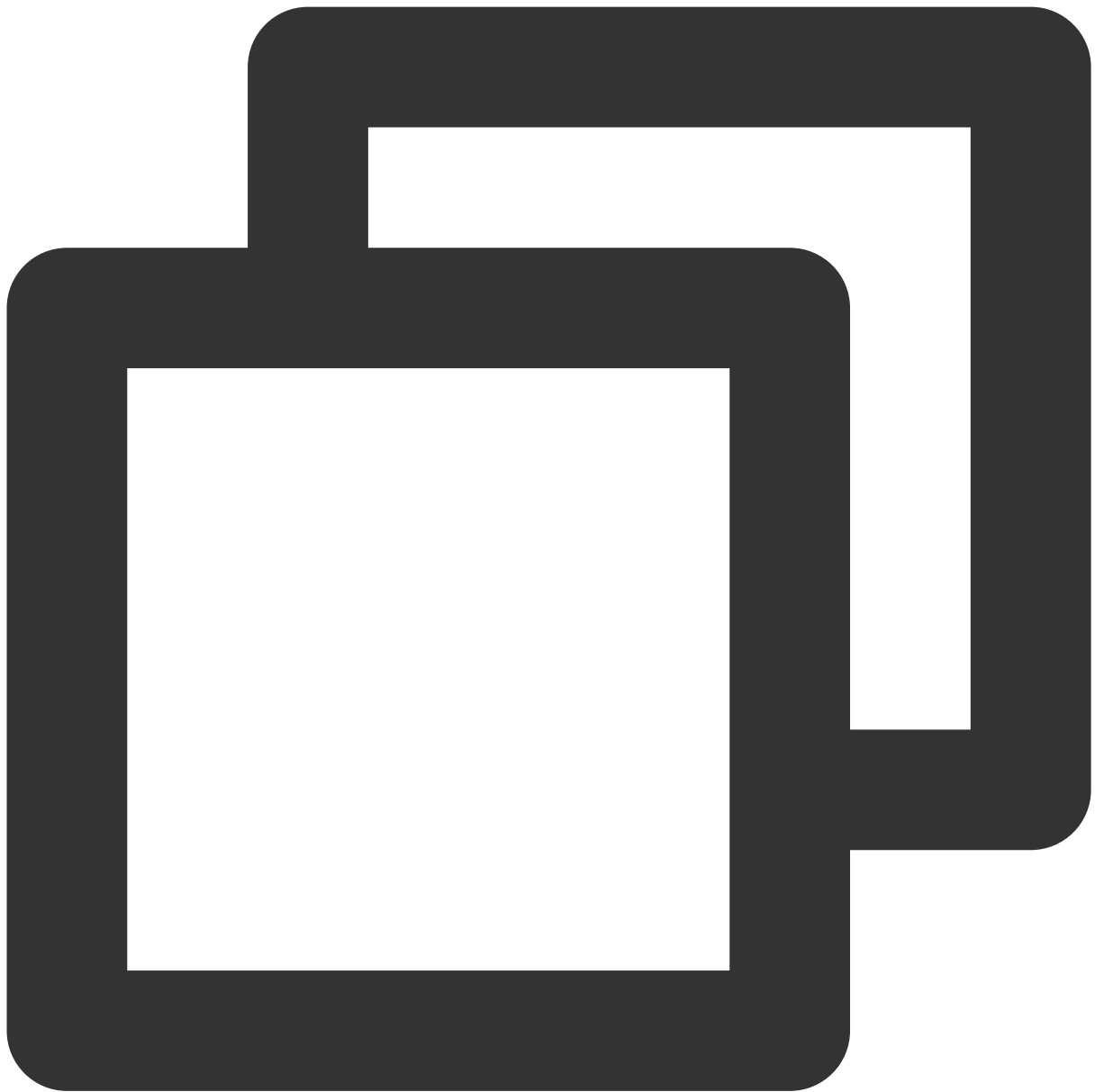
```
// Start playback  
_controller.startVodPlay(url)
```

Pausing playback



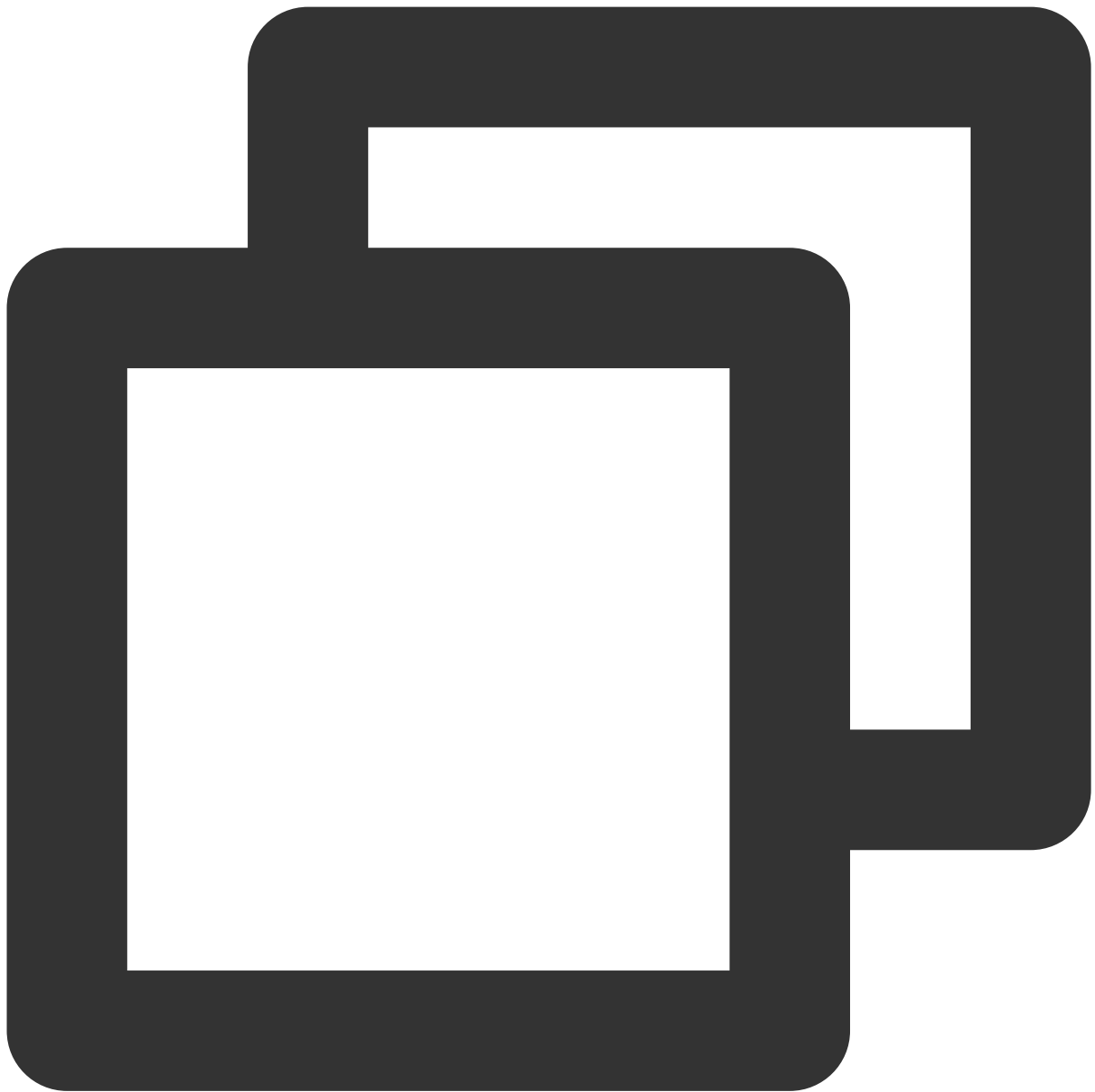
```
// Pause the video  
_controller.pause();
```

Resuming playback



```
// Resume the video  
_controller.resume();
```

Stopping playback



```
// Stop the video  
_controller.stopPlay(true);
```

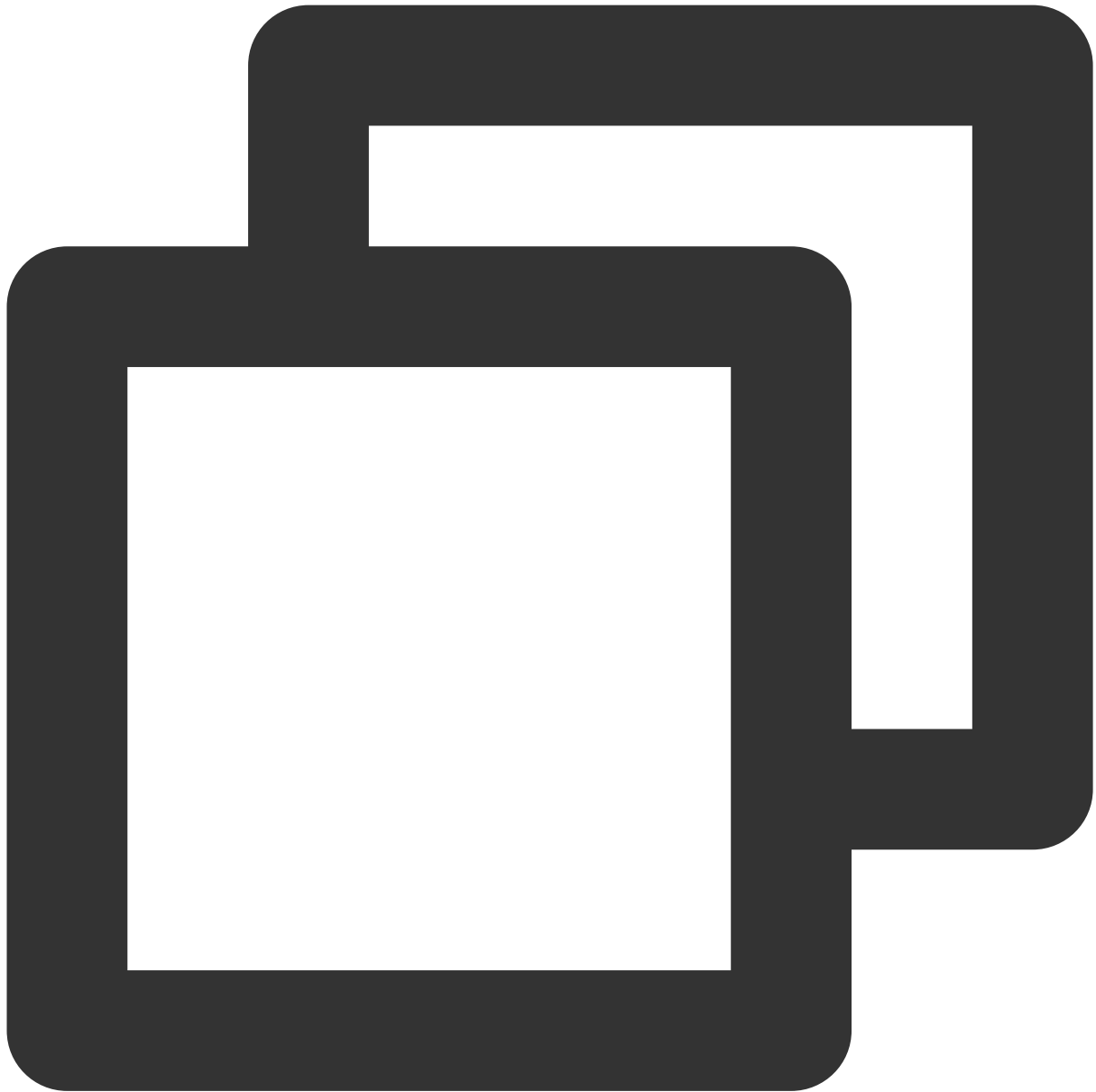
Stopping the player



```
// Release the controller  
_controller.dispose();
```

Adjusting playback progress (seek)

When the user drags the progress bar, `seek` can be called to start playback at the specified position. The Player SDK supports accurate seek.



```
double time = 600; // The value is of `double` type and is in seconds.  
// Adjust the playback progress  
_controller.seek(time);
```

Seek to the specified Program Date Time (PDT) point in the video stream

To seek to the specified Program Date Time (PDT) point in the video stream, which enables functions such as fast-forward, rewind, and progress bar jumping, currently only HLS video format is supported.

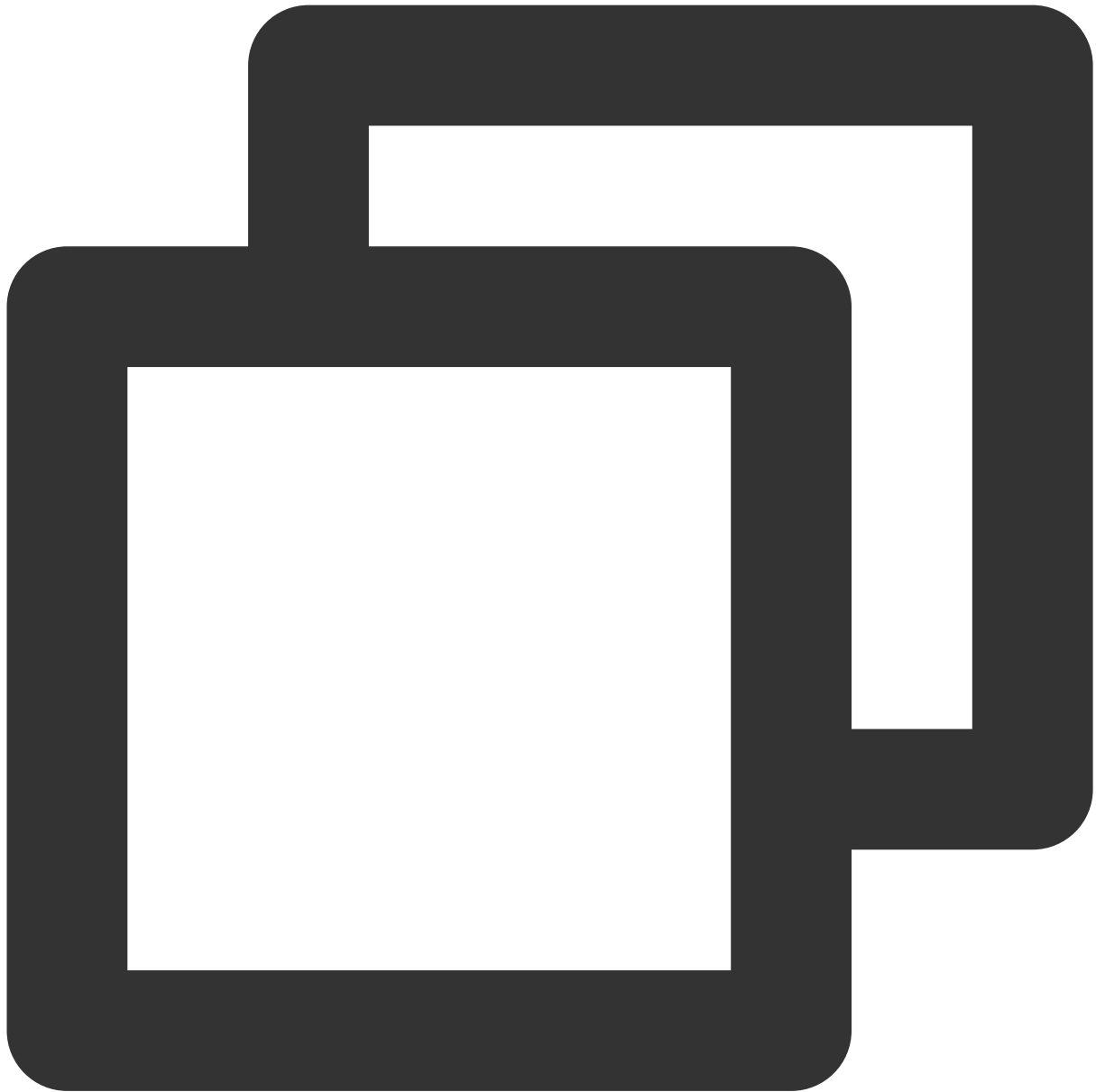
Note: Starting from version 11.6 of the player's premium edition, this function is supported.



```
int pdtTimeMs = 600; // Unit is milliseconds
_controller.seekToPdtTime(time);
```

Specifying playback start time

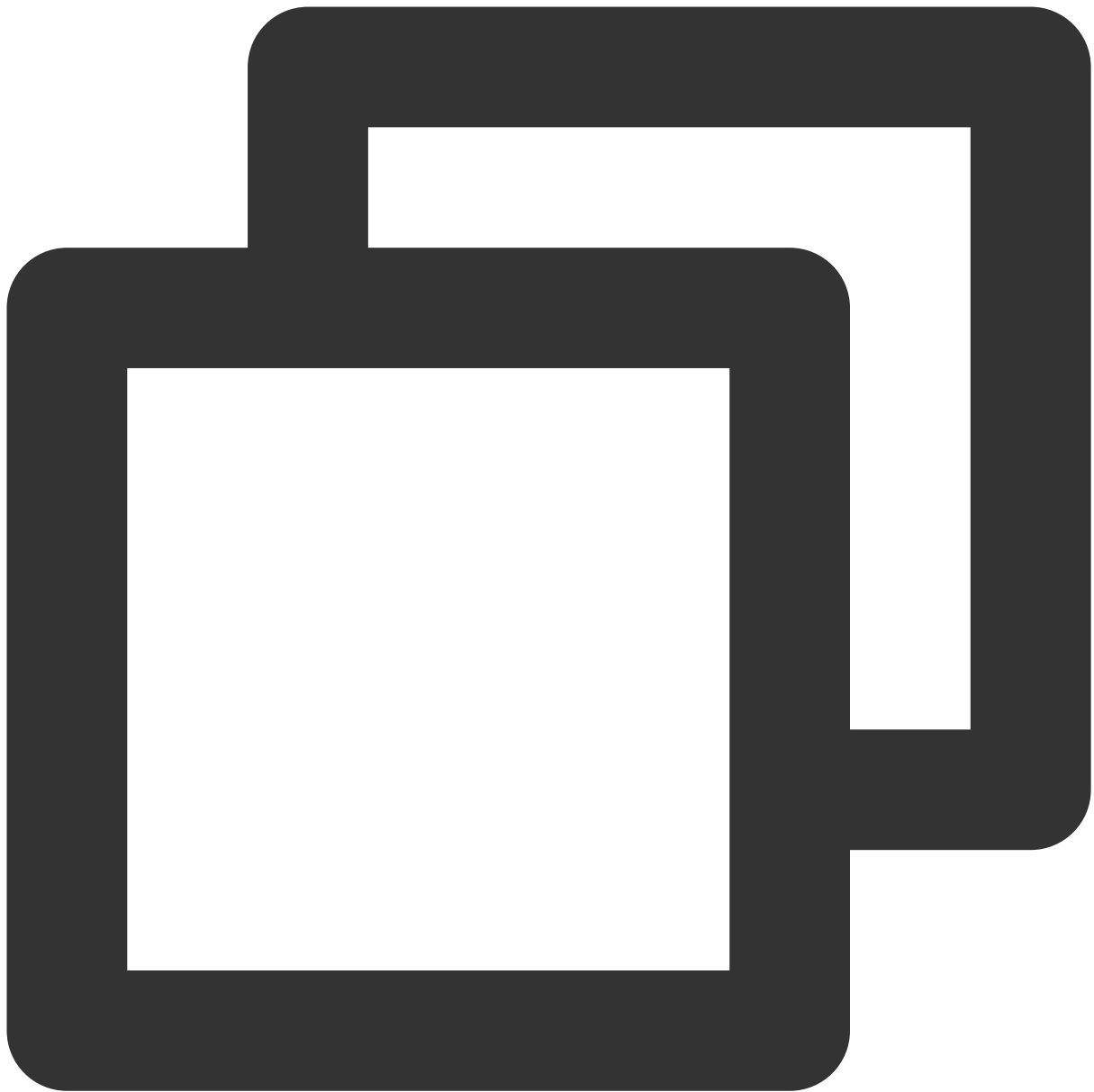
You can specify the playback start time before calling `startVodPlay` for the first time.



```
double startTimeInSeconds = 60; // Unit: Second.  
_controller.setStartTime(startTimeInSeconds); // Set the playback start time  
_controller.startVodPlay(url);
```

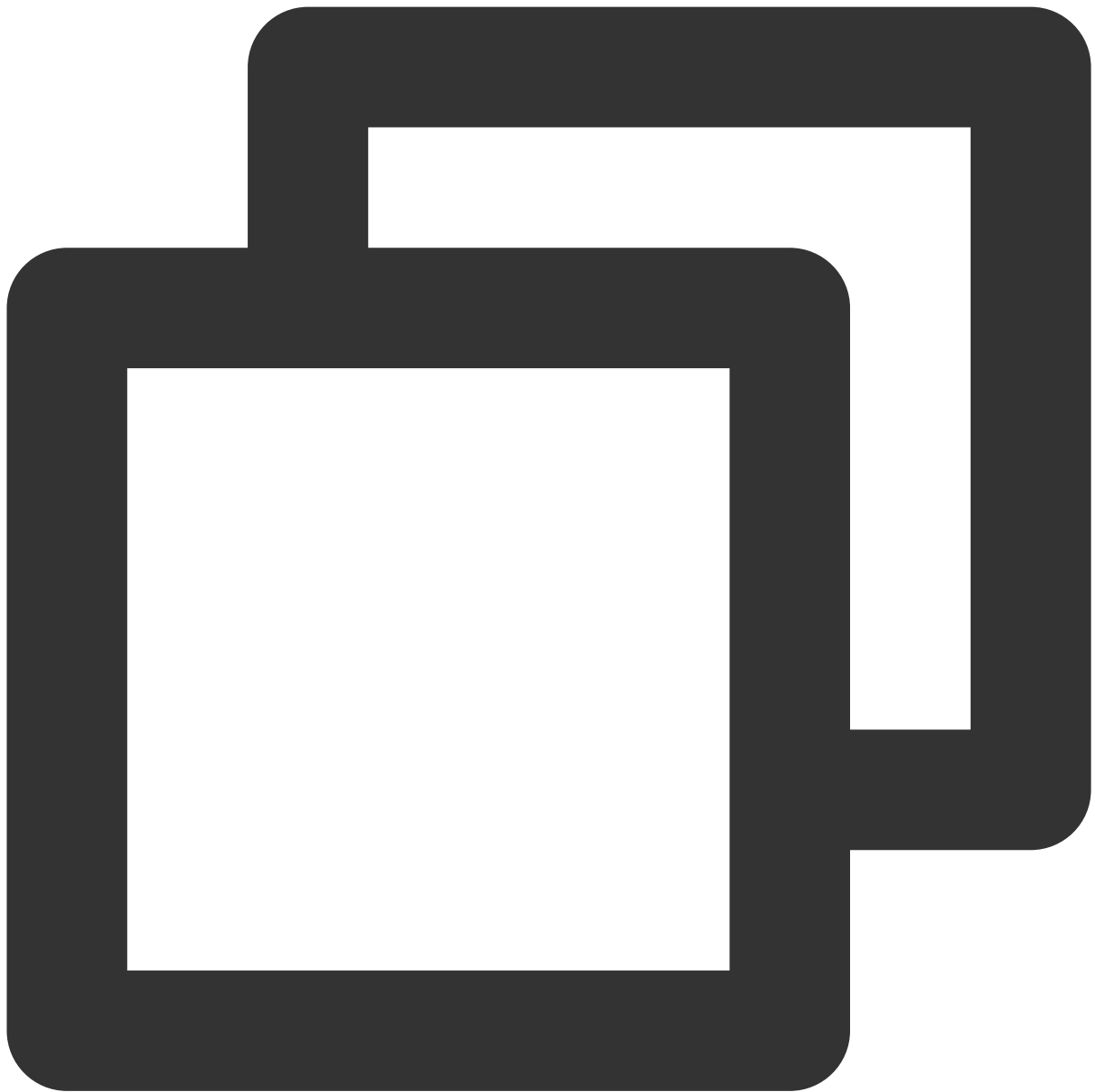
2. Adjustable-Speed playback

The VOD player supports adjustable-speed playback. You can use the `setRate` API to set the VOD playback speed, such as 0.5x, 1.0x, 1.2x, and 2x speed.



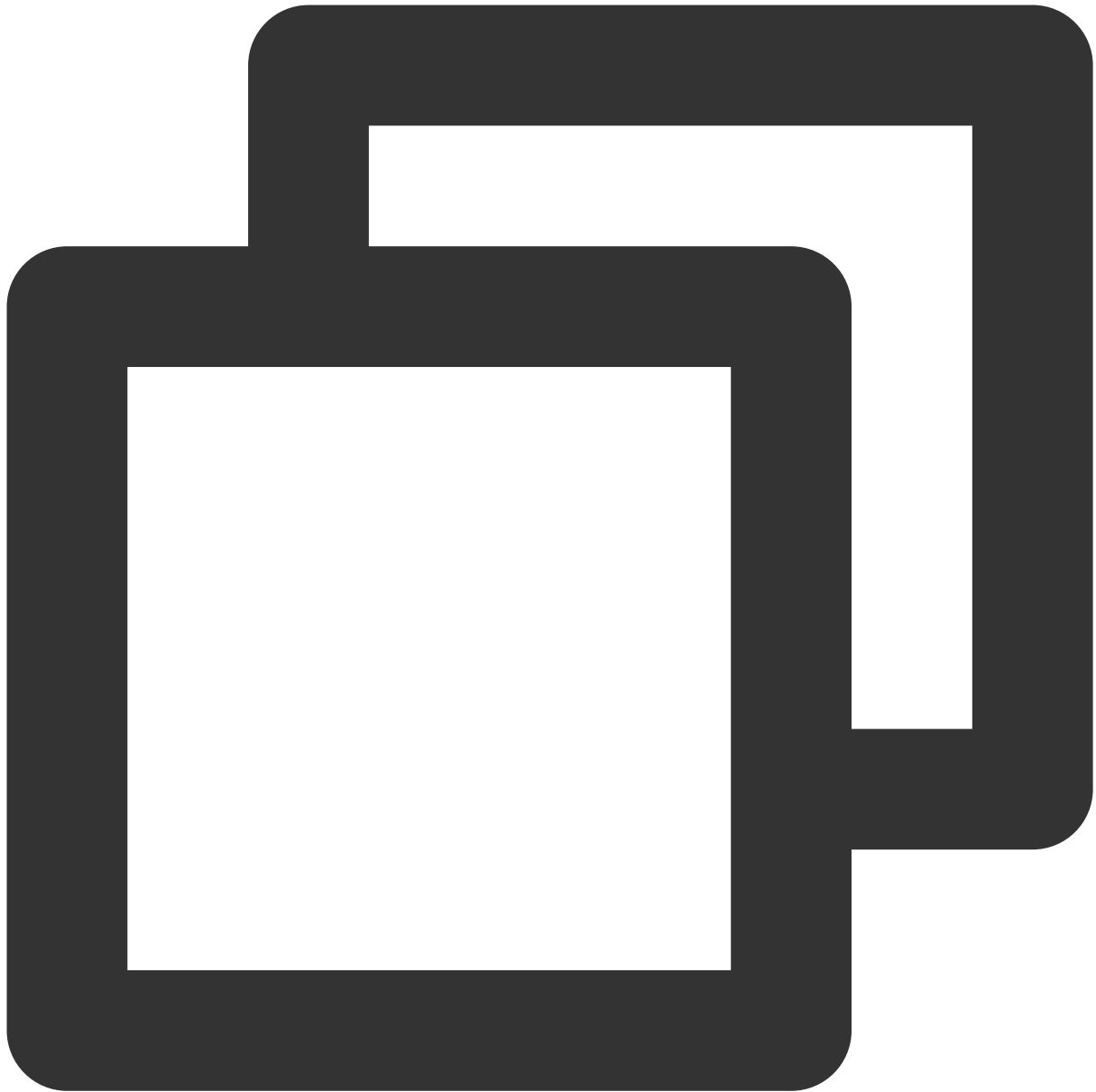
```
// Set playback at 1.2X rate  
_controller.setRate(1.2);
```

3. Playback loop



```
// Set playback loop
_controller.setLoop(true);
// Get the current playback loop status
_controller.isLoop();
```

4. Muting/Unmuting



```
// Mute or unmute the player. true: Mute; false: Unmute
_controller.setMute(true);
```

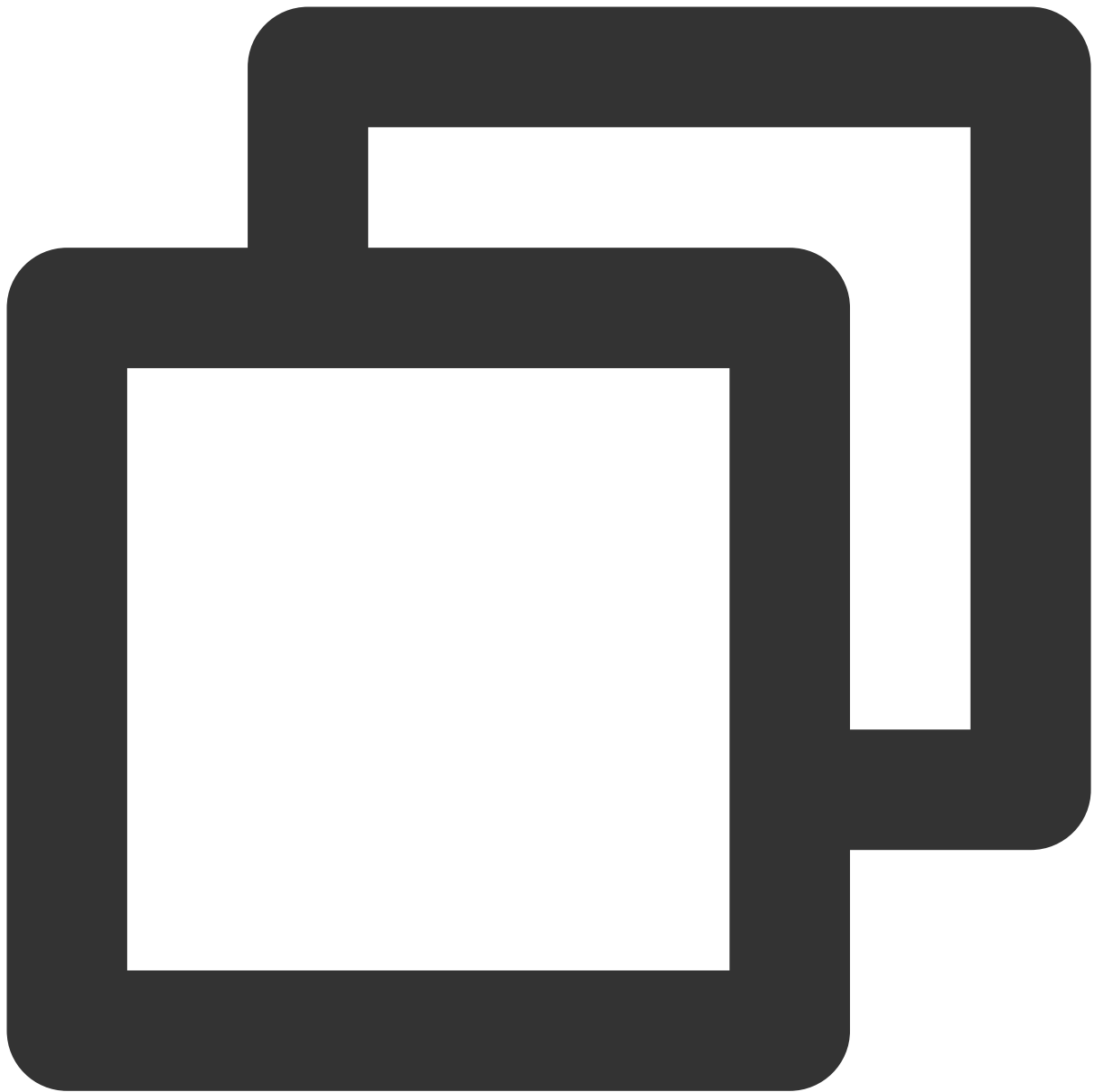
5. Roll image ad

The Player SDK allows you to add roll images on the UI for advertising as follows:

If `autoplay` is set to `NO`, the player will load the video normally but will not immediately start playing it back.

Users can see the roll image ad on the player UI after the player is loaded and before the video playback starts.

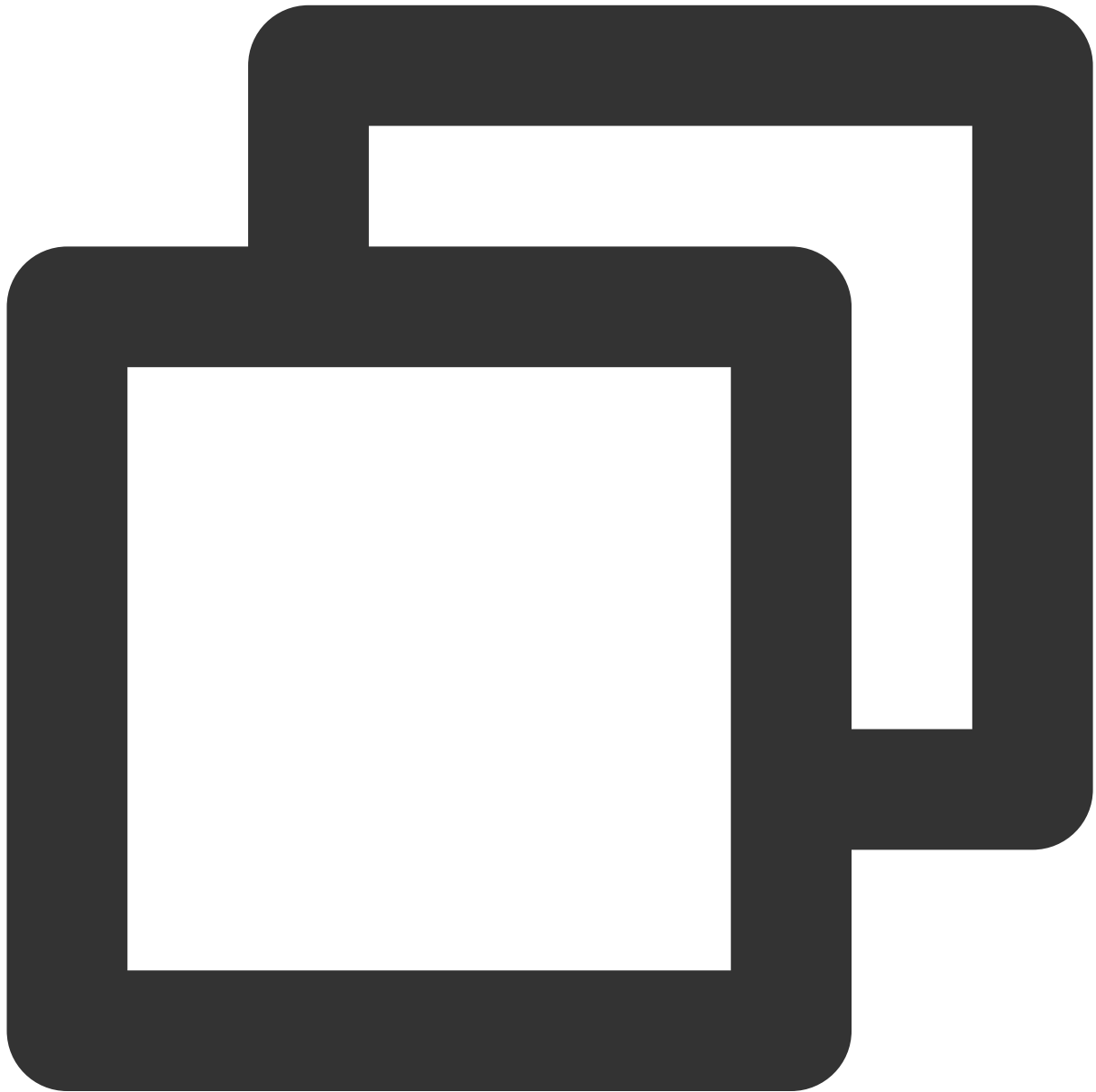
When the ad display stop conditions are met, the `resume` API will be called to start video playback.



```
_controller.setAutoPlay(false); // Set manual playback
_controller.startVodPlay(url);   // The video will be loaded after `startVodPlay`
// .....
// Display the ad on the player UI
// .....
_controller.resume(); // Call `resume` to start playing back the video after the a
```

6. HTTP-REF

`headers` in `TXVodPlayConfig` can be used to set HTTP request headers, such as the `Referer` field commonly used to prevent the URL from being copied arbitrarily (Tencent Cloud provides a more secure signature-based hotlink protection solution) and the `Cookie` field for client authentication.

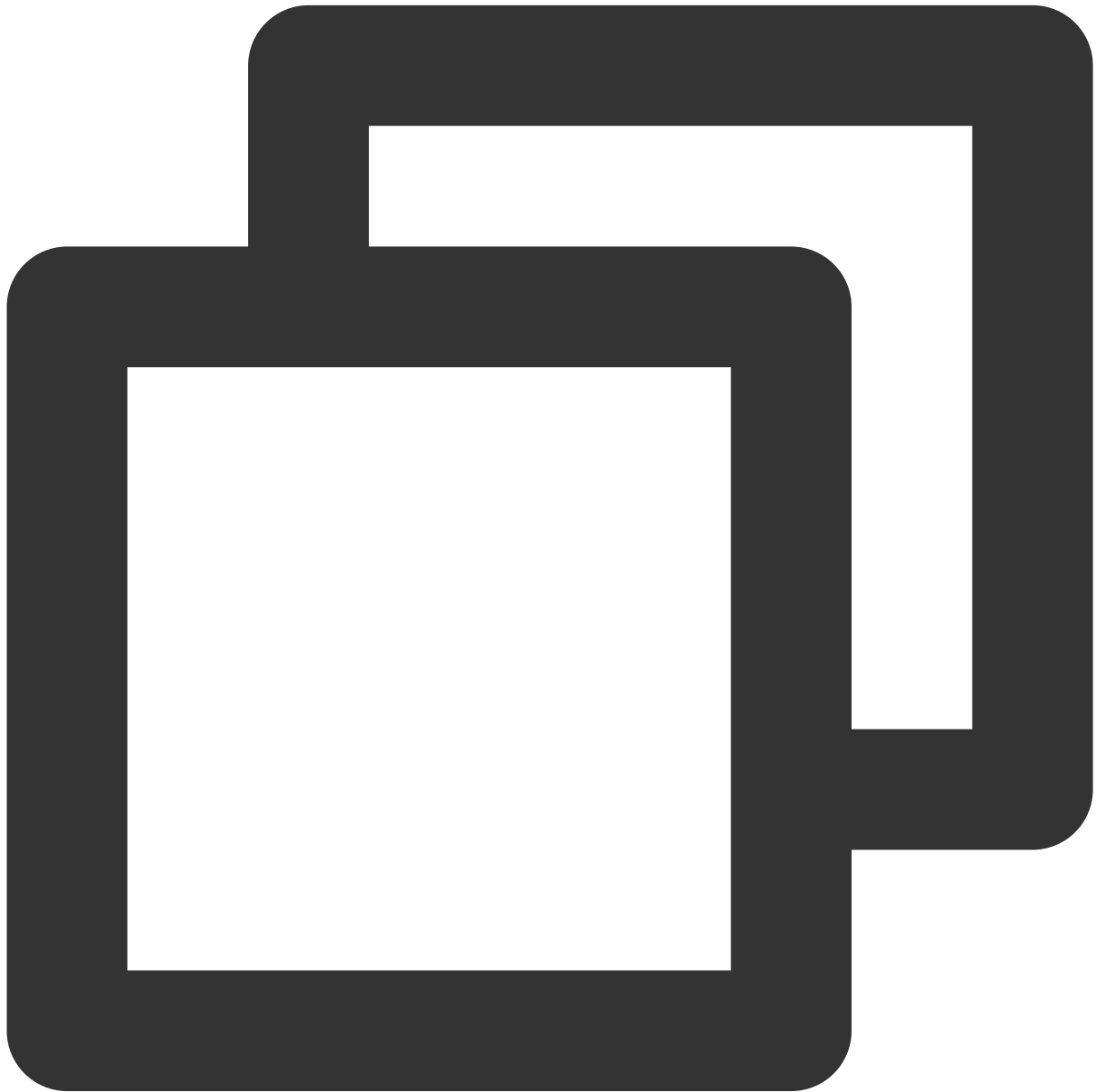


```
FTXVodPlayConfig playConfig = FTXVodPlayConfig();
Map<String, String> httpHeaders = {'Referer': 'Referer Content'};
playConfig.headers = httpHeaders;
_controller.setConfig(playConfig);
```

7. Hardware acceleration

It is extremely difficult to play back videos of the Blu-ray (1080p) or higher image quality smoothly if only software decoding is used. Therefore, if your main scenario is game live streaming, we recommend you use hardware acceleration.

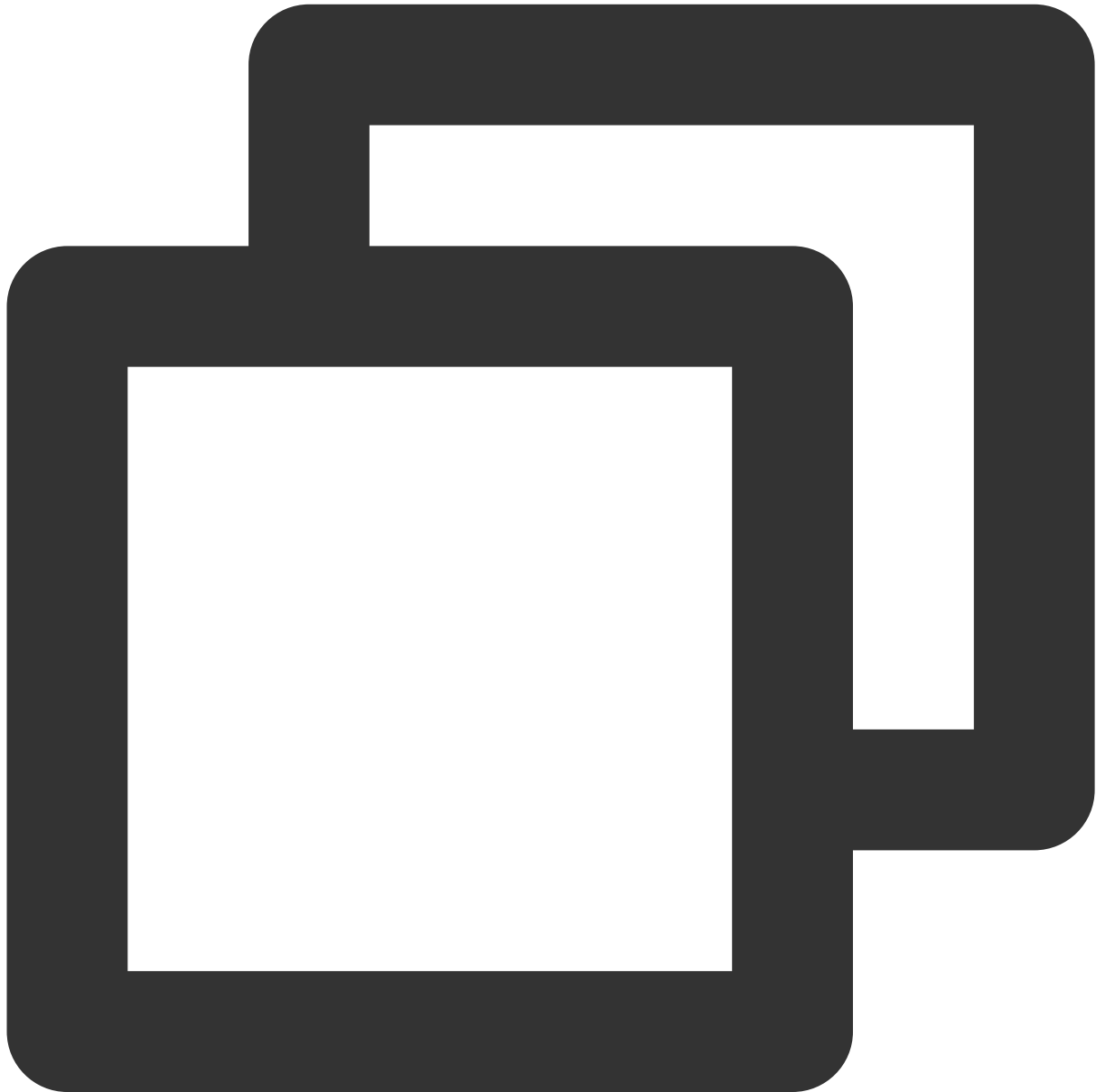
Before switching between software and hardware decoding, you need to call **stopPlay** first. After the switch, you need to call **startVodPlay**; otherwise, severe blurs will occur.



```
_controller.stopPlay(true);  
_controller.enableHardwareDecode(true);  
_controller.startVodPlay(url);
```

8. Definition settings

The SDK supports the multi-bitrate format of HLS, so users can switch between streams at different bitrates to switch the video definition. You can set the definition as follows:



```
List _supportedBitrates = (await _controller.getSupportedBitrates())!;; // Get the
int index = _supportedBitrates[i]; // Specify the subscript of the bitrate of the
_controller.setBitrateIndex(index); // Switch to the stream at the target bitrate
```

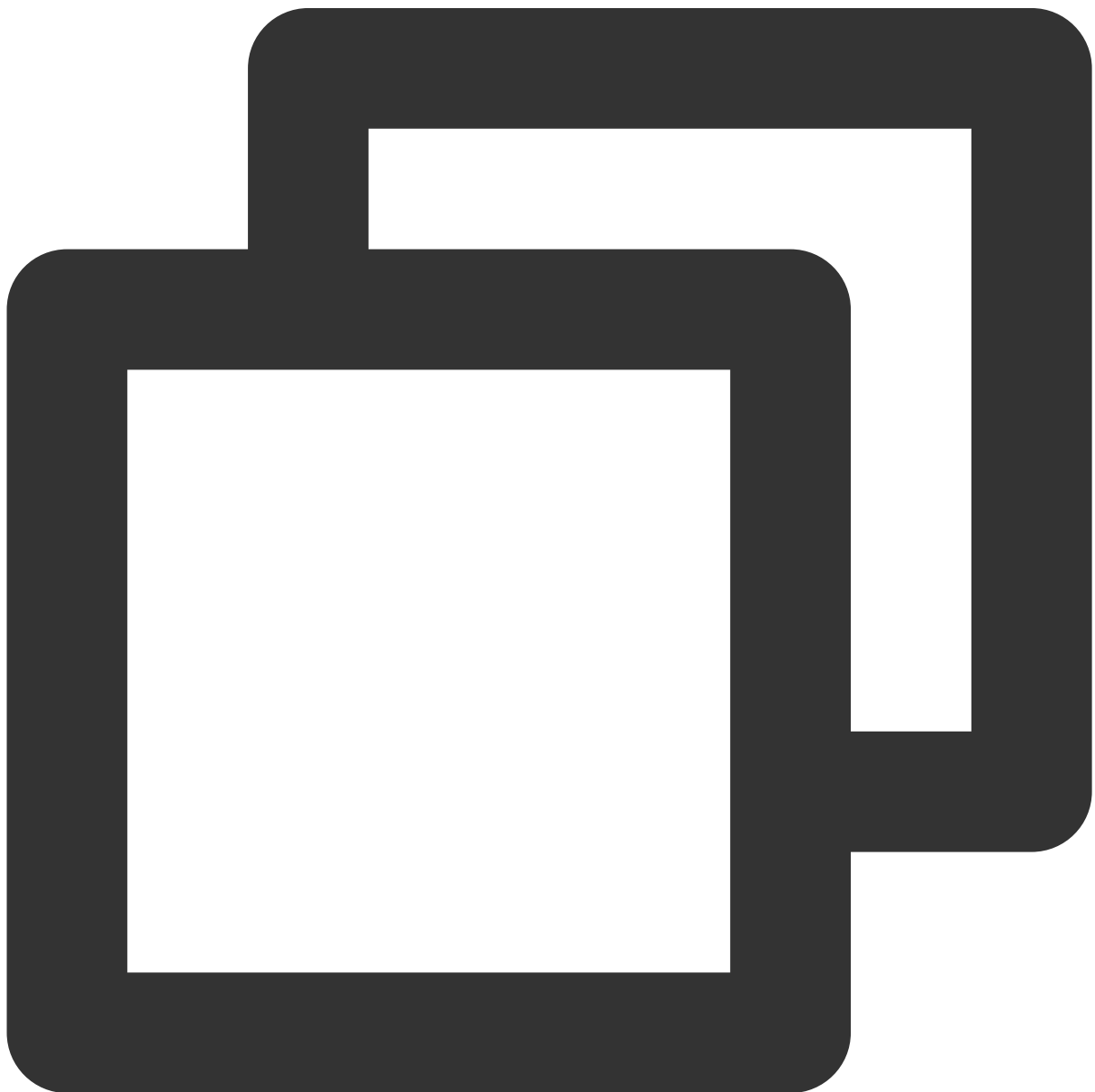
During playback, you can call `_controller.setBitrateIndex(int)` at any time to switch the bitrate. During switch, the data of another stream will be pulled. The SDK is optimized for Tencent Cloud multi-bitrate files to

implement smooth switch.

If you know the resolution information of the video stream in advance, you can specify the video resolution to be played before starting playback to avoid switching streams after playback. For detailed methods, refer to [Player Configuration#Specifying Resolution Before Playback](#).

9. Adaptive bitrate streaming

The SDK supports adaptive bitrate streaming of HLS. After this capability is enabled, the player can dynamically select the most appropriate bitrate for playback based on the current bandwidth. You can enable adaptive bitrate streaming as follows:

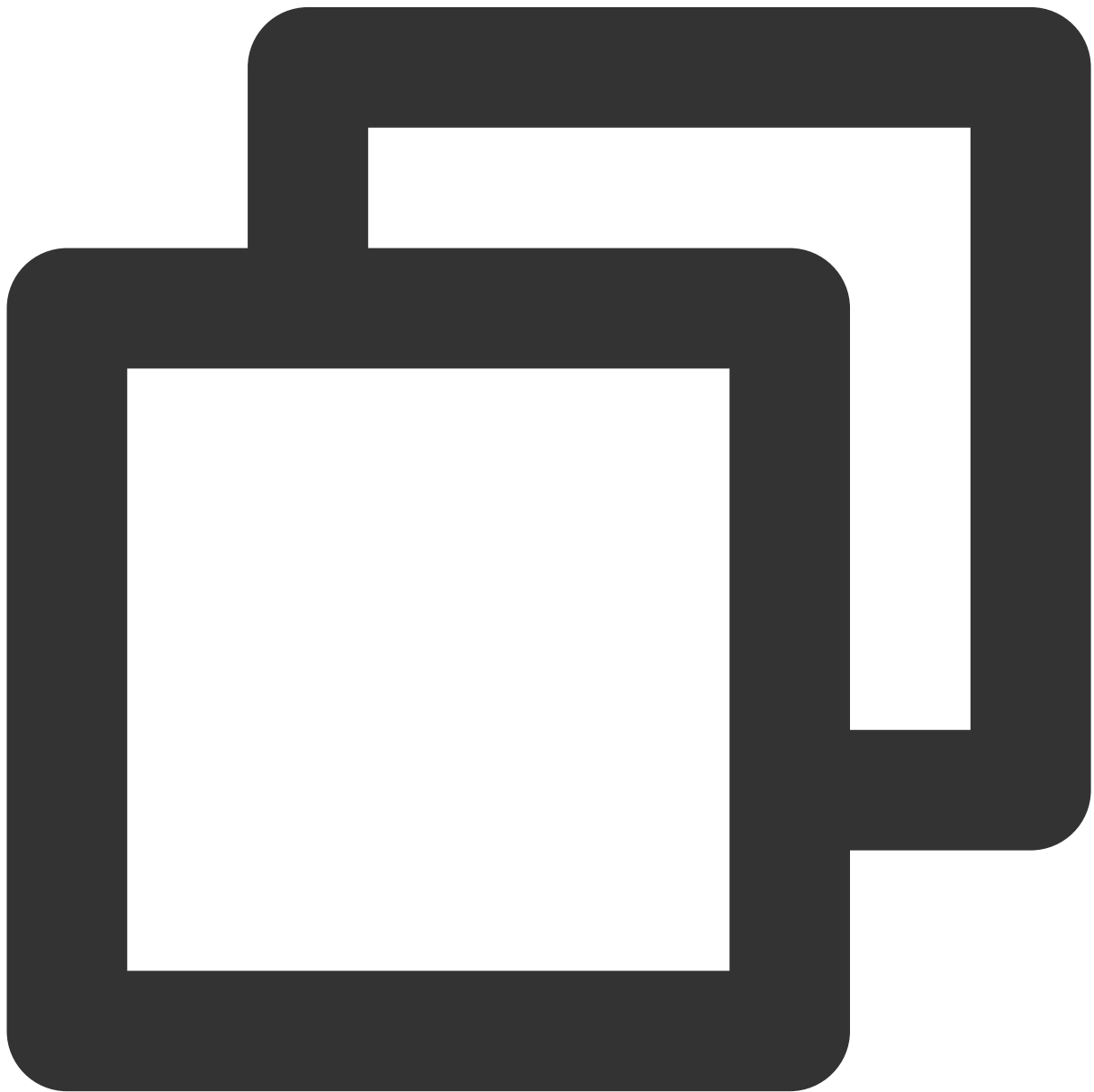


```
_controller.setBitrateIndex(-1); // Pass in `-1` for the `index` parameter
```

During playback, you can call `_controller.setBitrateIndex(int)` at any time to switch to another bitrate. After the switch, adaptive bitrate streaming will be disabled.

10. Enabling smooth bitrate switching

Before starting playback, you can enable smooth bitrate switching to seamlessly switch between different definitions (bitrates) during playback. If smooth bitrate switch is enabled, the transition between different bitrates will be smoother but will be more time-consuming. Therefore, this feature can be configured as needed.

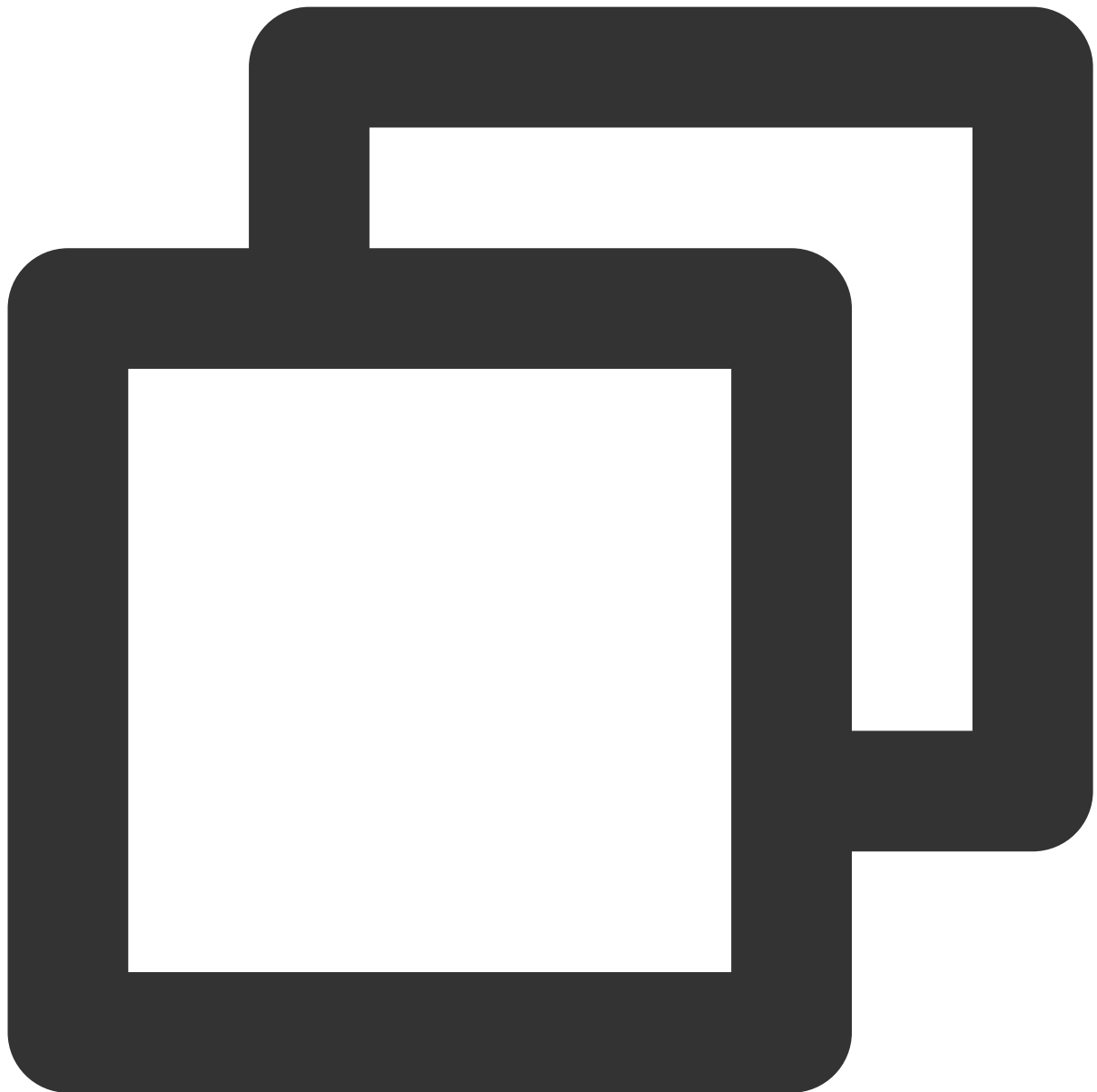


```
FTXVodPlayConfig playConfig = FTXVodPlayConfig();  
/// If it is set to `true`, the bitrate can be switched smoothly. If it is set to `  
playConfig.smoothSwitchBitrate = true;  
_controller.setConfig(playConfig);
```

11. Playback progress listening

There are two metrics for the VOD progress: **loading progress** and **playback progress**. Currently, the SDK notifies the two progress metrics in real time through event notifications.

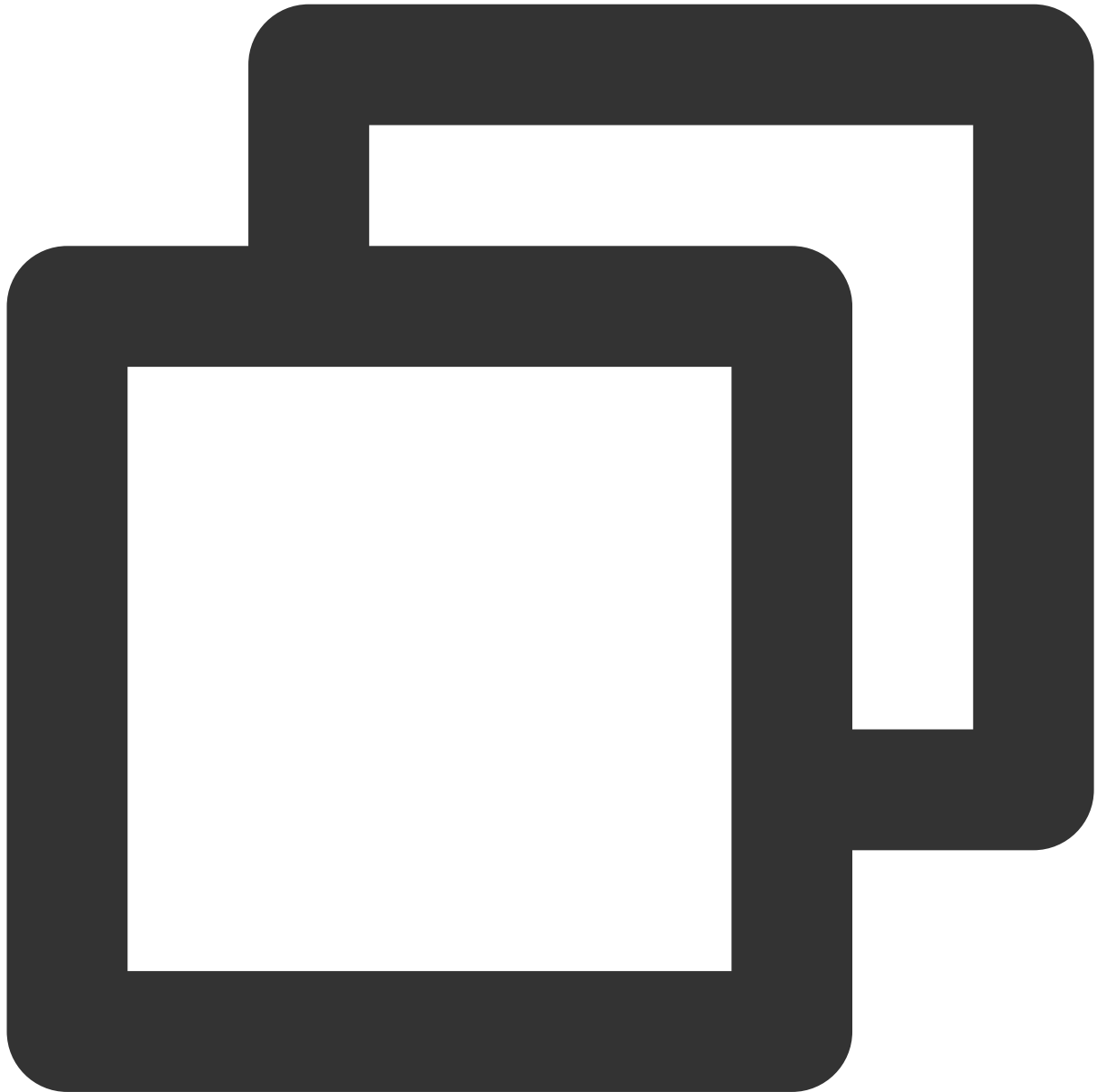
You can use the `onPlayerEventBroadcast` API to listen on player events, and the progress notification will be called back to your application through the **PLAY_EVT_PLAY_PROGRESS** event.



```
_controller.onPlayerEventBroadcast.listen((event) async {  
  if(event["event"] == TXVodPlayEvent.PLAY_EVT_PLAY_PROGRESS) {// For more informat  
    // Playable duration, i.e., loading progress, in milliseconds  
    double playableDuration = event[TXVodPlayEvent.EVT_PLAYABLE_DURATION_MS].toDoub  
    // Playback progress in seconds  
    int progress = event[TXVodPlayEvent.EVT_PLAY_PROGRESS].toInt();  
    // Total video duration in seconds  
    int duration = event[TXVodPlayEvent.EVT_PLAY_DURATION].toInt();  
  }  
});
```

12. Playback network speed listening

You can use the `onPlayerNetStatusBroadcast` API to listen on the player network status such as `NET_STATUS_NET_SPEED`.



```
_controller.onPlayerNetStatusBroadcast.listen((event) {  
    (event[TXVodNetEvent.NET_STATUS_NET_SPEED]).toDouble();  
});
```

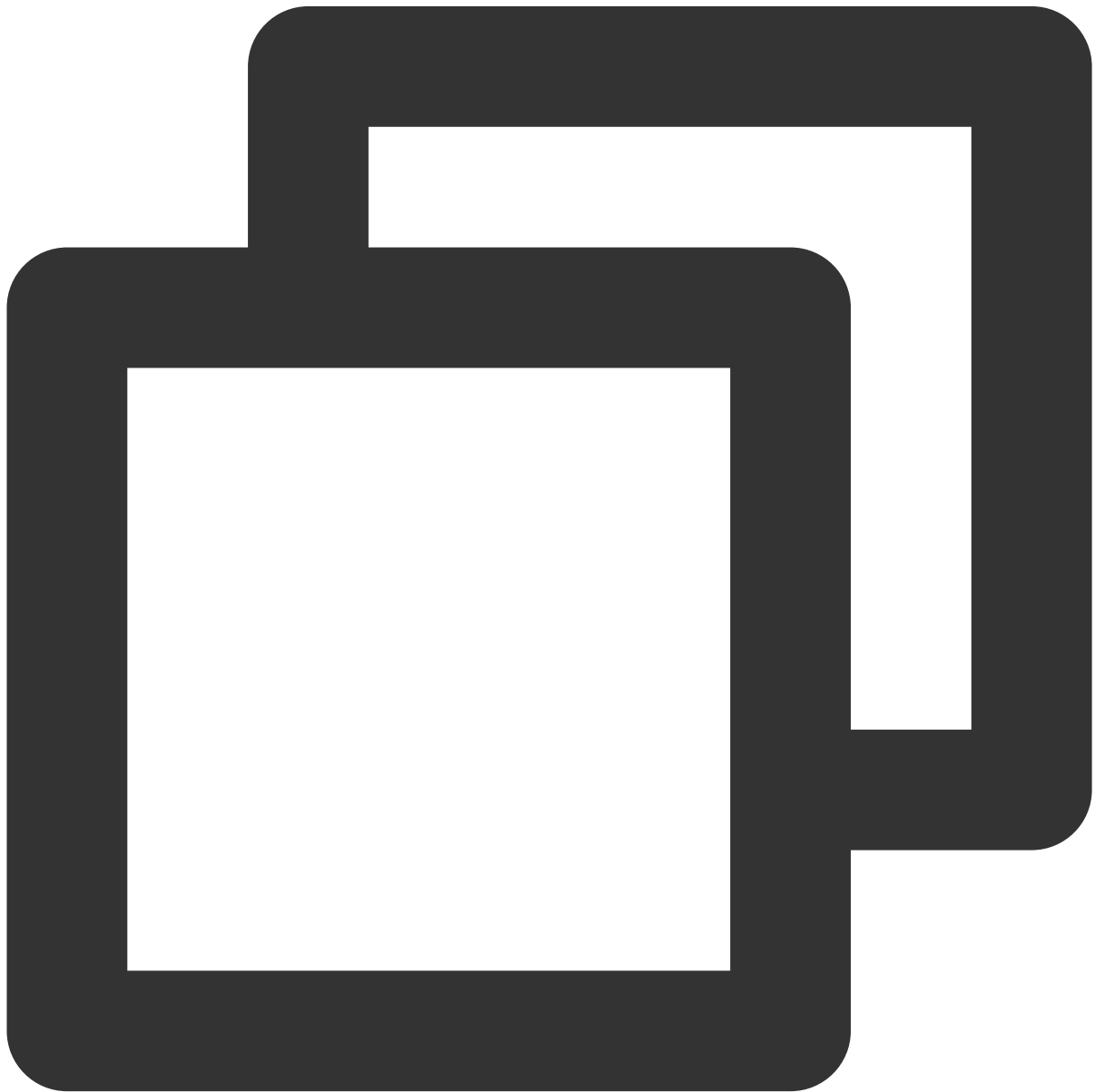
13. Video resolution acquisition

The Player SDK plays back a video through a URL string. The URL doesn't contain the video information, and you need to access the cloud server to load such information. Therefore, the SDK can only send the video information to your application as event notifications.

You can get the resolution information in the following two methods:

Method 1: Use the `NET_STATUS_VIDEO_WIDTH` and `NET_STATUS_VIDEO_HEIGHT` of `onPlayerNetStatusBroadcast` to get the video width and height.

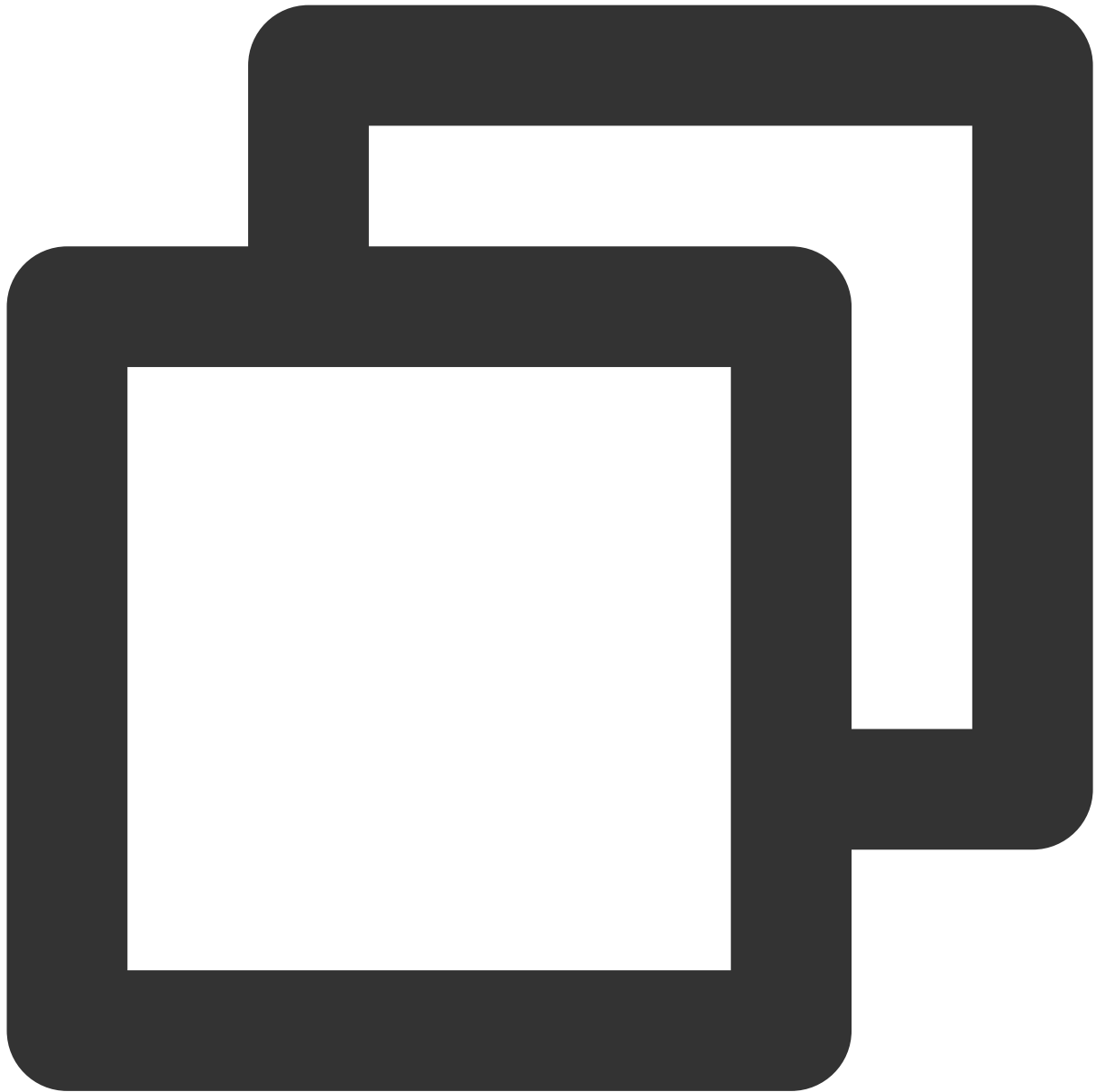
Method 2: Directly call `getWidth()` and `getHeight()` to get the current video width and height after receiving the `PLAY_EVT_VOD_PLAY_PREPARED` event callback from the player.



```
_controller.onPlayerNetStatusBroadcast.listen((event) {  
  double w = (event[TXVodNetEvent.NET_STATUS_VIDEO_WIDTH]).toDouble();  
  double h = (event[TXVodNetEvent.NET_STATUS_VIDEO_HEIGHT]).toDouble();  
});  
  
// Get the video width and height. The values can be returned only after the `PLAY_  
_controller.getWidth();  
_controller.getHeight();
```

14. Player buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
FTXVodPlayConfig playConfig = FTXVodPlayConfig();  
playConfig.maxBufferSize = 10; /// The maximum buffer size during playback in MB  
_controller.setConfig(playConfig);
```

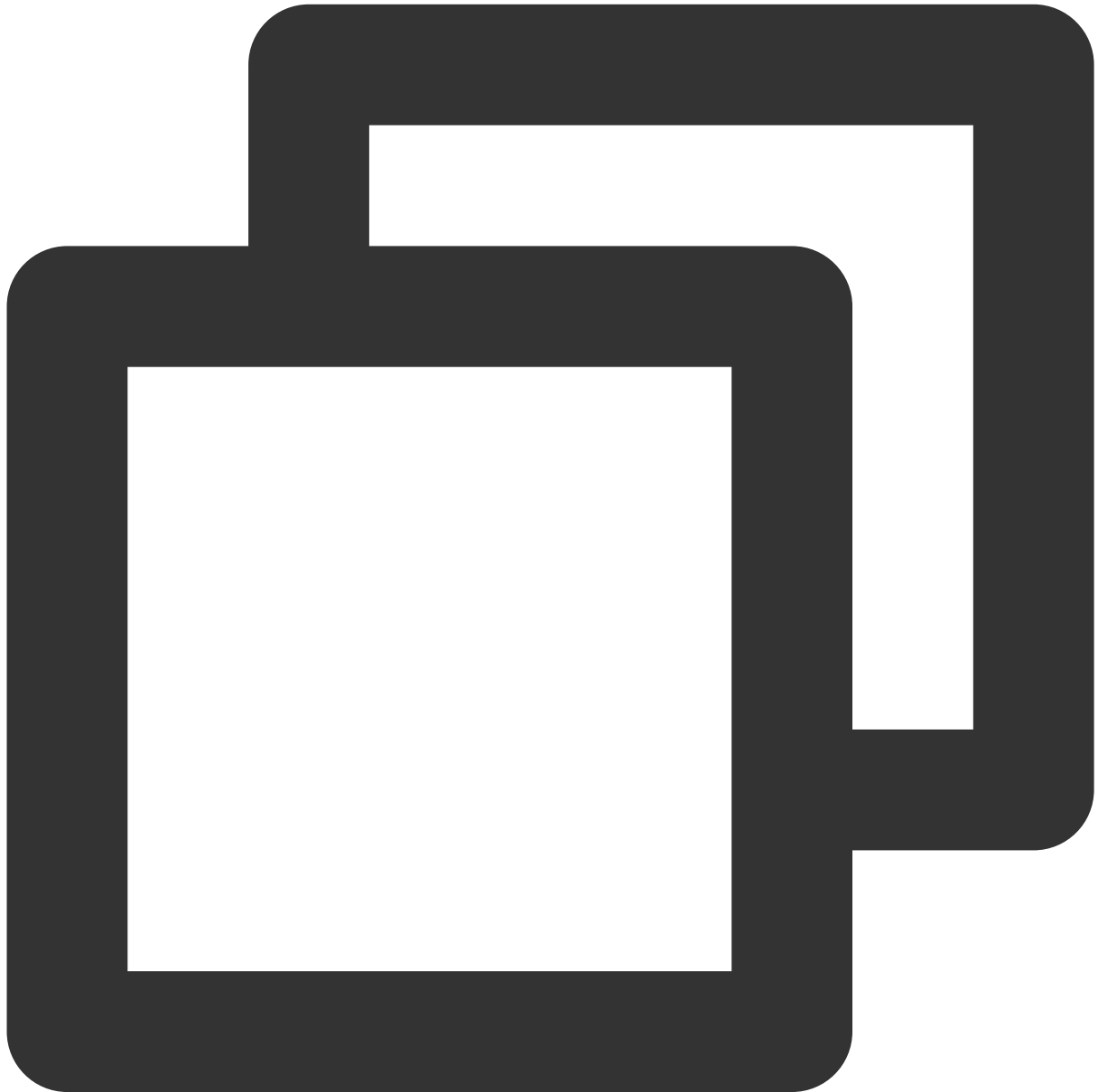
15. Local video cache

In short video playback scenarios, the local video file cache is required, so that general users don't need to consume traffic again to reload an already watched video.

Supported format: The SDK supports caching videos in two common VOD formats: HLS (M3U8) and MP4.

Enablement time: The SDK doesn't enable the caching feature by default. We recommend you do not enable it for scenarios in which most videos are watched only once.

Enablement method: This feature can be enabled in the player and takes effect globally. To enable it, you need to configure two parameters: local cache directory and cache size.



```
// Set the global cache directory and cache size in MB of the playback engine
SuperPlayerPlugin.setGlobalMaxCacheSize(200);
// Set the global cache directory of the playback engine
SuperPlayerPlugin.setGlobalCacheFolderPath("postfixPath");
```

16. External Subtitles

Note: This feature requires Player Premium version 11.7 to be supported.

The premium version of the player SDK supports adding and switching external subtitles, and now supports two subtitle formats: SRT and VTT.

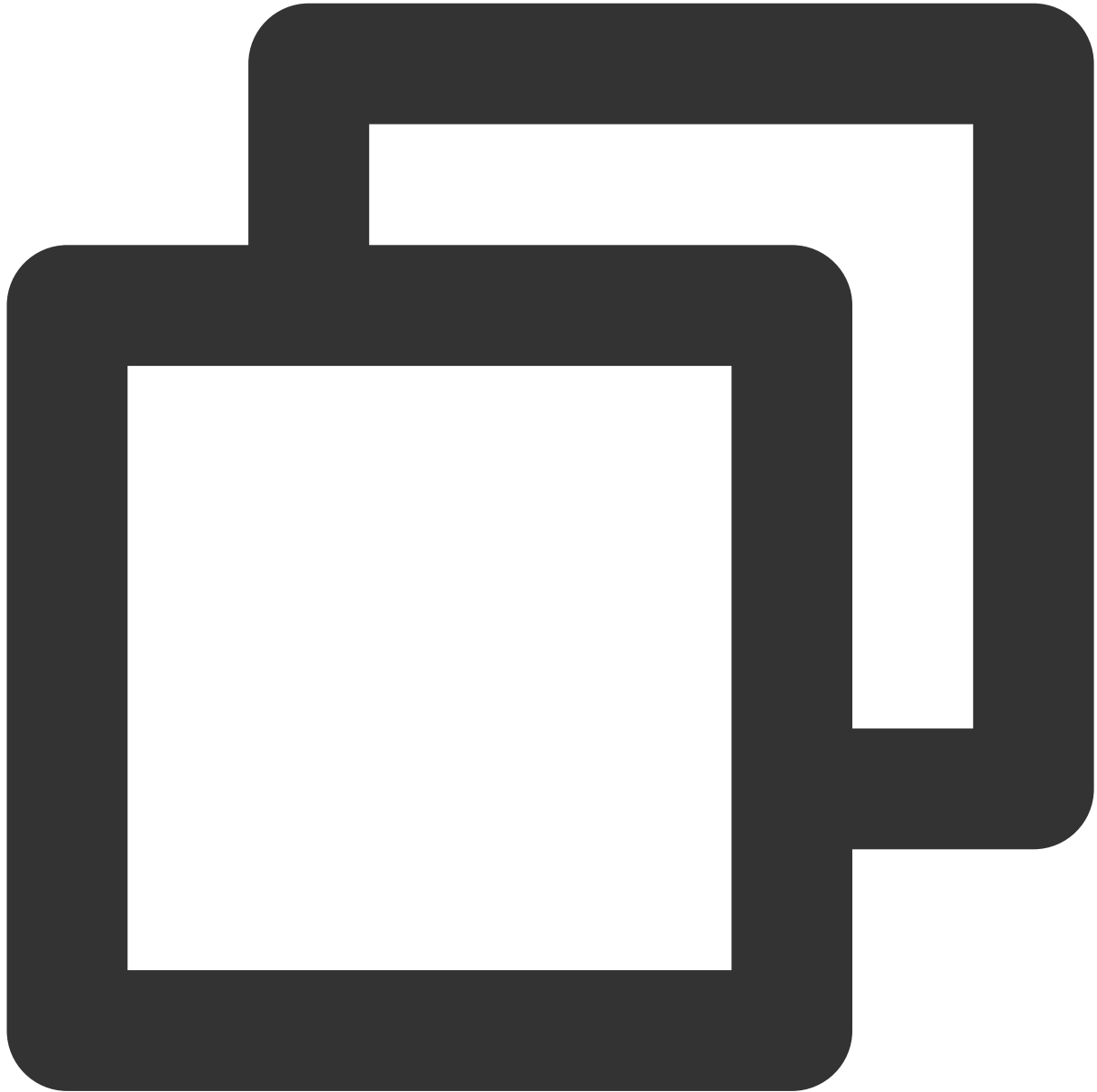
Best practice: It is recommended to add subtitles and configure subtitle styles before calling `startVodPlay`. After receiving the `VOD_PLAY_EVT_VOD_PLAY_PREPARED` event, call `selectTrack` to choose the subtitle. Adding subtitles does not automatically load them. After calling `selectTrack`, the subtitles will be loaded. The successful selection of subtitles will trigger the `VOD_PLAY_EVT_SELECT_TRACK_COMPLETE` event callback. When a subtitle is selected, the subtitle text content is passed through `TXVodPlayEvent.EVENT_SUBTITLE_DATA` event callback, the display of subtitles needs to be handled by the business side.

Step 1: Add external subtitles.



```
// Add external subtitles, pass in the subtitle url, subtitle name, subtitle type,
controller.addSubtitleSource("https://mediacloud-76607.gzc.vod.tencent-cloud.com/De

// After starting to play the video, monitor the subtitle text content callback
_controller.onPlayerEventBroadcast.listen((event) async {
if(event["event"] == TXVodPlayEvent.EVENT_SUBTITLE_DATA) {
    // Subtitle text content, can be used for display
    String subtitleDataStr = event[TXVodPlayEvent.EXTRA_SUBTITLE_DATA] ?? "";
}
});
```


Step 2: Switch subtitles after playback starts.

```
// After starting to play the video, select the added external subtitles and call i
_controller.onPlayerEventBroadcast.listen((event) async {
if(event["event"] == TXVodPlayEvent.PLAY_EVT_VOD_PLAY_PREPARED) {
    List<TXTrackInfo> trackInfoList = await _vodPlayerController.getSubtitleTrackI
    for (TXTrackInfo tempInfo in trackInfoList) {
        if(tempInfo.name == "subtitleName") {
            //Select subtitles
            _vodPlayerController.selectTrack(tempInfo.trackIndex);
        }
    }
}
```

```
        } else {
            // If other subtitles are not needed, perform deselectTrack
            _vodPlayerController.deselectTrack(tempInfo.trackIndex);
        }
    }
}

});

// If necessary, you can listen for track switching messages
_controller.onPlayerEventBroadcast.listen((event) async {
    if(event["event"] == TXVodPlayEvent.VOD_PLAY_EVT_SELECT_TRACK_COMPLETE) {
        int trackIndex = event[TXVodPlayEvent.EVT_KEY_SELECT_TRACK_INDEX];
        int errorCode = event[TXVodPlayEvent.EVT_KEY_SELECT_TRACK_ERROR_CODE];
    }
});
```

Step 3: Monitor subtitle text content

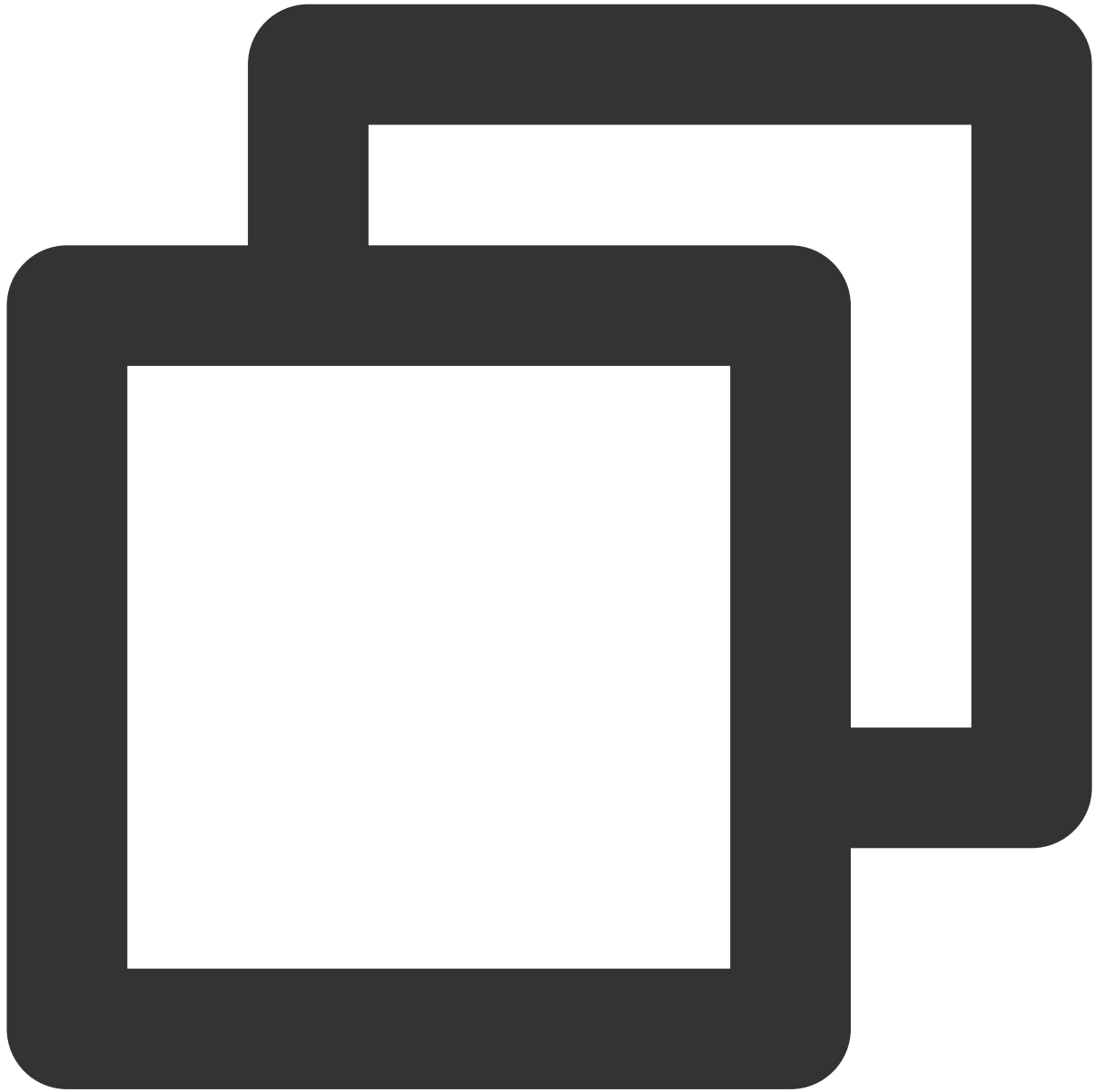


```
// After starting to play the video, monitor the subtitle text content callback
_controller.onPlayerEventBroadcast.listen((event) async {
  if(event["event"] == TXVodPlayEvent.EVENT_SUBTITLE_DATA) {
    // Subtitle text content, can be used for display
    String subtitleDataStr = event[TXVodPlayEvent.EXTRA_SUBTITLE_DATA] ?? "";
  }
});
```

17. Switching between multiple audio tracks

Note: This feature requires Player Premium version 11.7 to be supported.

The advanced version of the player SDK supports switching between multiple audio tracks embedded in the video. Usage is as follows:



```
// Return the audio track information list
List<TXTrackInfo> trackInfoList = await _vodPlayerController.getAudioTrackInfo();
for (TXTrackInfo tempInfo in trackInfoList) {
    if(tempInfo.trackIndex == 0) {
        //Switch to the required audio track by judging trackIndex or name
        _vodPlayerController.selectTrack(tempInfo.trackIndex);
    } else {
```

```
// Unnecessary audio tracks are deselectTrack
_vodPlayerController.deselectTrack(tempInfo.trackIndex);
}
}
```

Using Advanced Features

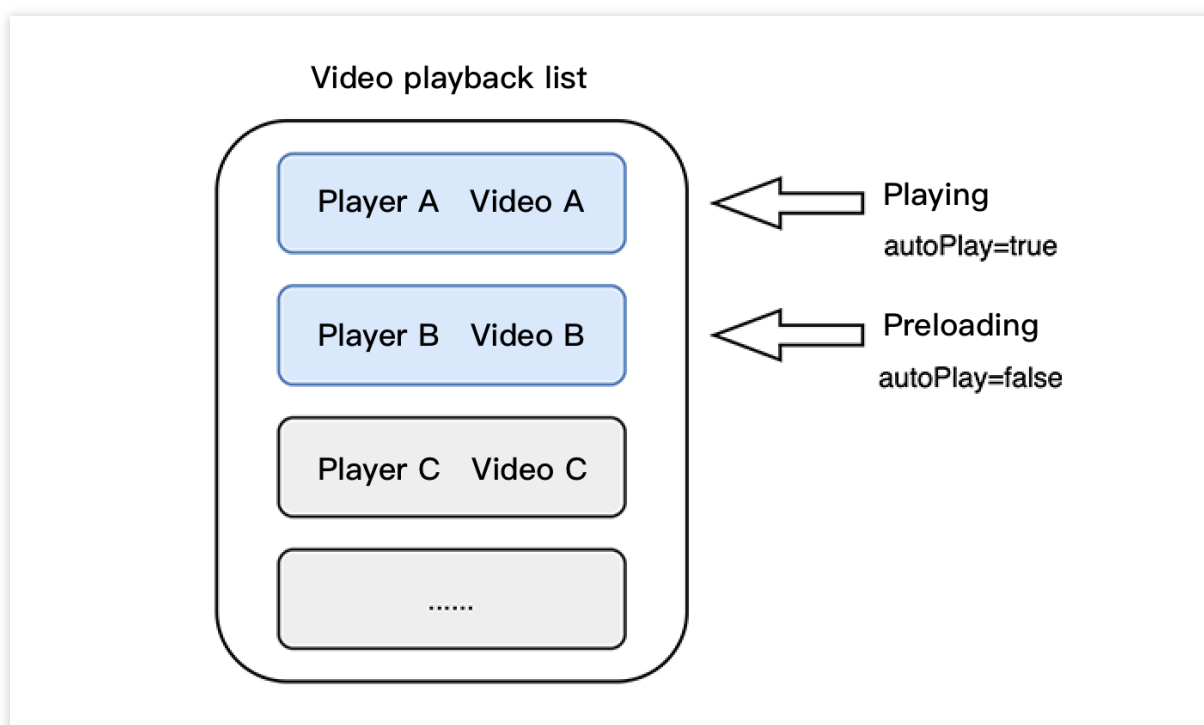
1. Video preloading

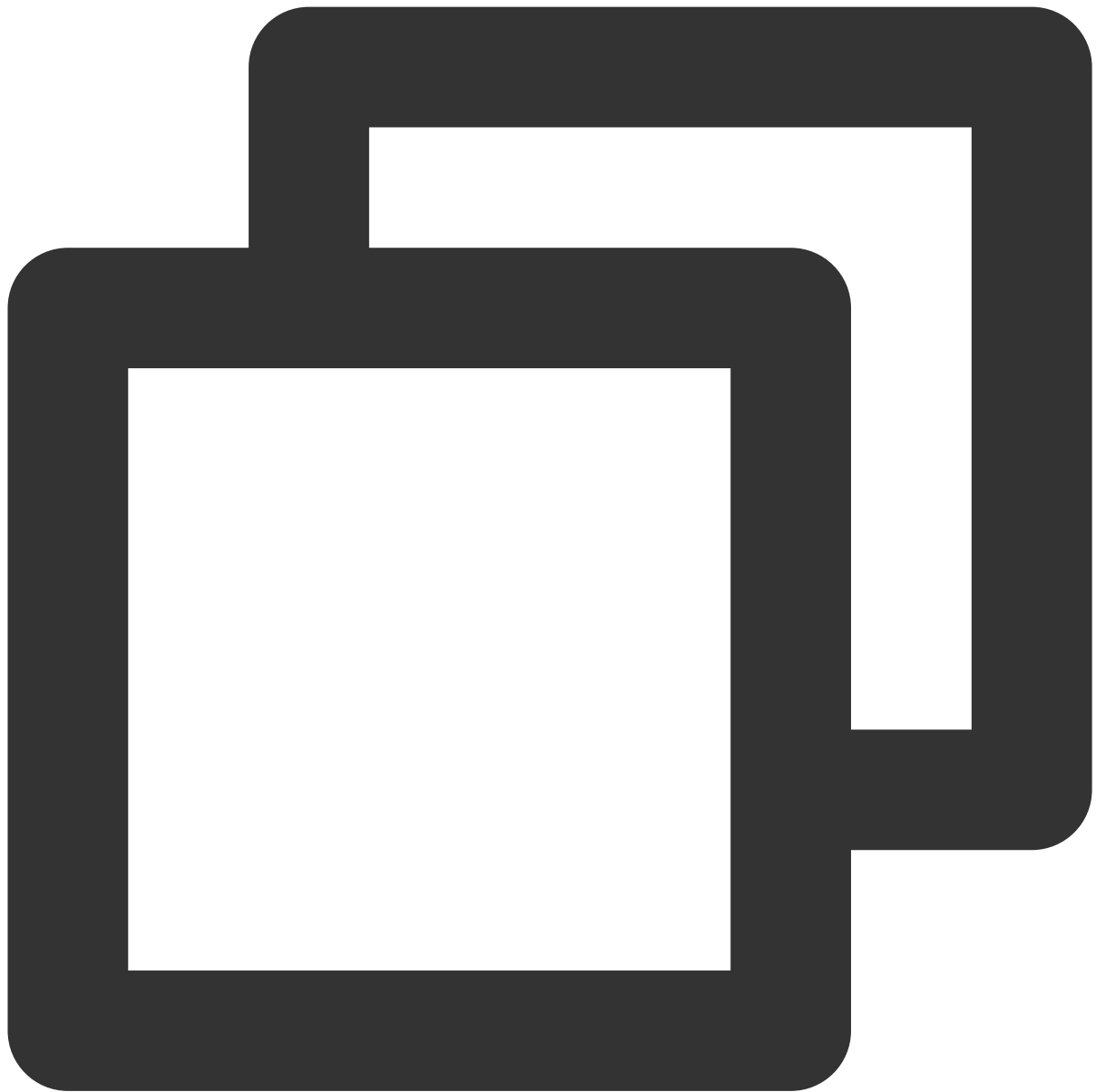
Step 1. Use video preloading

In UGSV playback scenarios, the preloading feature contributes to a smooth viewing experience: When a video is being played, you can load the next video to be played back on the backend. When a user switches to the next video, it will already be loaded and can be played back immediately.

Video preloading can deliver an instant playback effect but has certain performance overheads. If your business needs to preload many videos, we recommend you use this feature together with [video predownloading](#).

This is how seamless switching works in video playback. You can use `setAutoPlay` in `TXVodPlayerController` to implement the feature as follows:





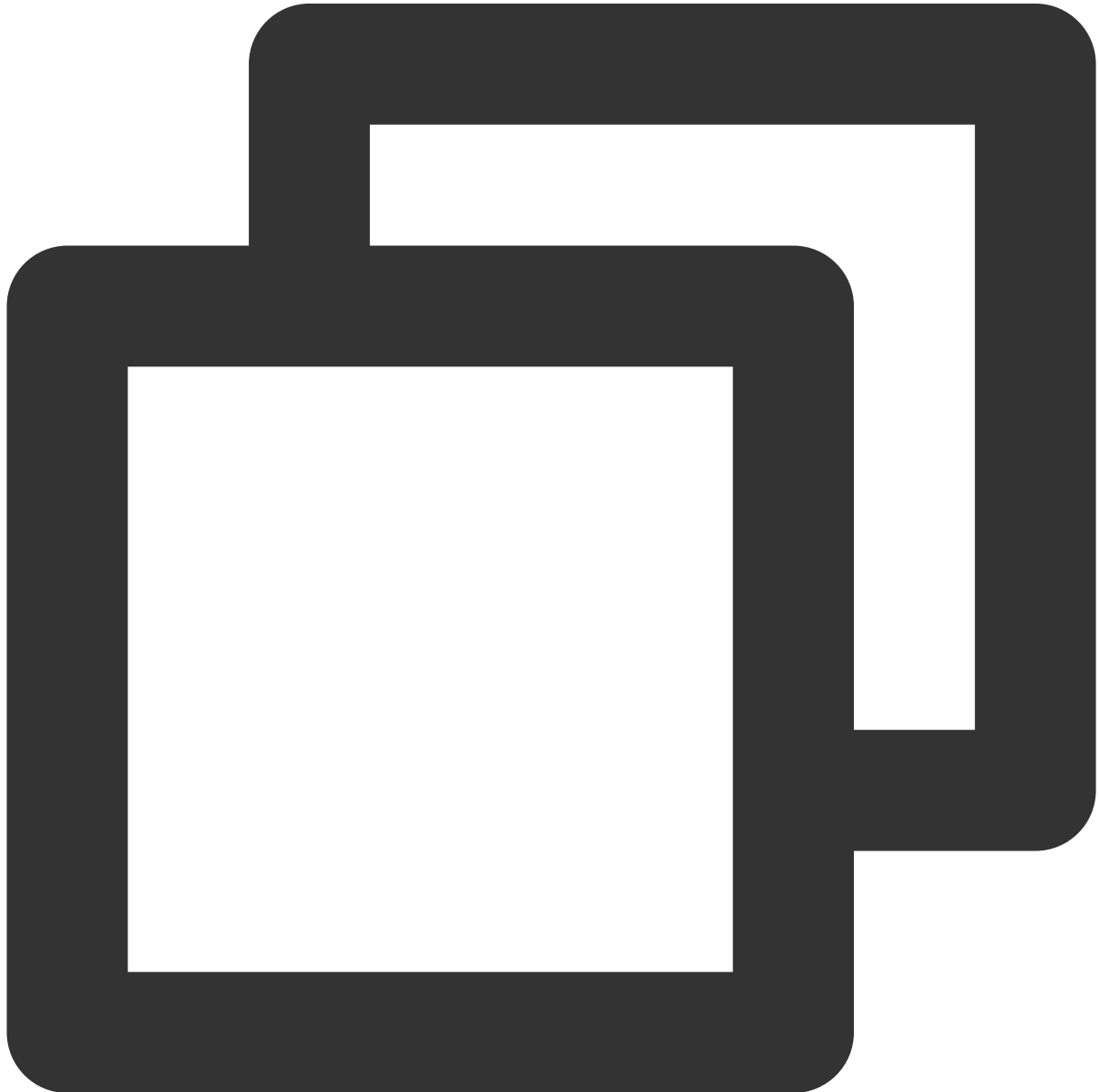
```
// Play back video A: If `autoplay` is set to `true`, the video will be immediately
String urlA = "http://1252463788.vod2.myqcloud.com/xxxxx/v.f10.mp4";
controller.setAutoplay(isAutoplay: true);
controller.startVodPlay(urlA);

// To preload video B when playing back video A, set `setAutoplay` to `false`
String urlB = "http://1252463788.vod2.myqcloud.com/xxxxx/v.f20.mp4";
controller.setAutoplay(isAutoplay: false);
controller.startVodPlay(urlB); // The video won't be played back immediately but wi
```

After video A ends and video B is automatically or manually switched to, you can call the `resume` function to immediately play back video B.

Note:

After `autoPlay` is set to `false`, make sure that video B has been prepared before calling `resume`, that is, you should call it only after the `PLAY_EVT_VOD_PLAY_PREPARED` event of video B (2013: the player has been prepared, and the video can be played back) is detected.



```
controller.onPlayerEventBroadcast.listen((event) async { // Subscribe to status chan
  if(event["event"] == TXVodPlayEvent.PLAY_EVT_PLAY_END) {
    await _controller_A.stop();
```

```
        await _controller_B.resume();  
    }  
});
```

Step 2. Configure the video preloading buffer

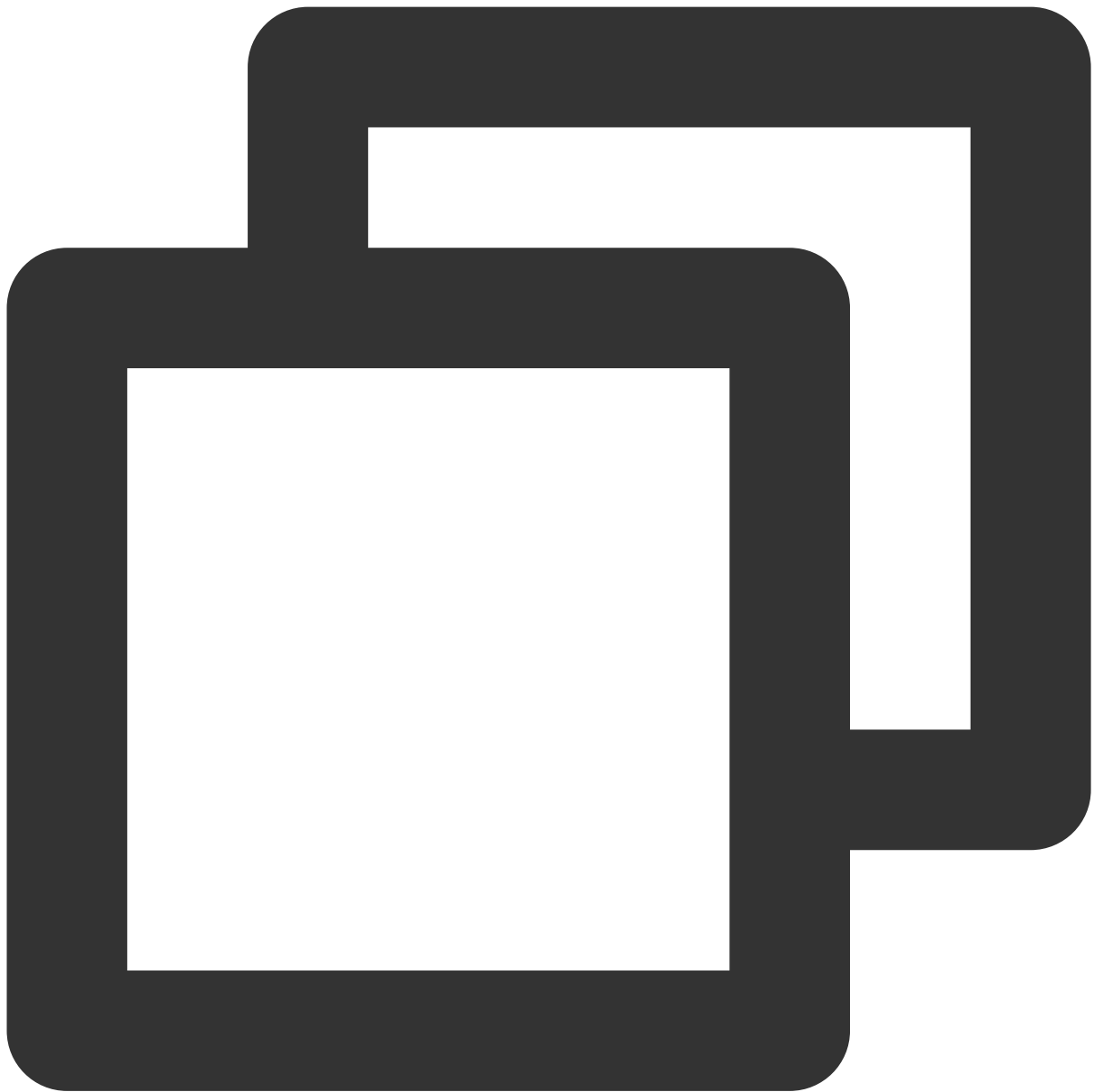
You can set a large buffer to play back videos more smoothly under unstable network conditions.

You can set a smaller buffer to reduce the traffic consumption.

Preloading buffer size

This API is used to control the maximum buffer size before the playback starts in preloading scenarios (that is,

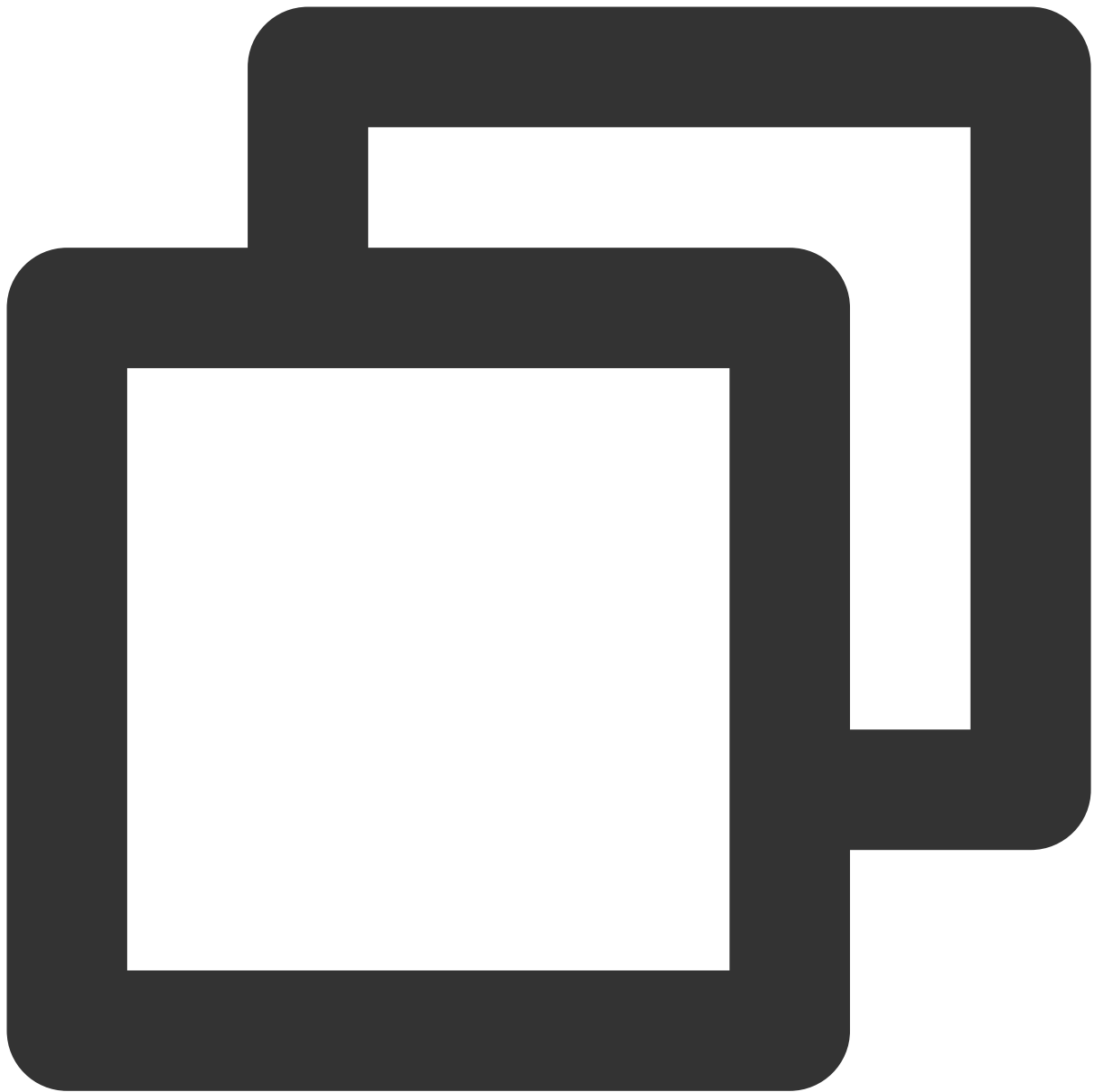
`AutoPlay` of the player is set to `false` before video playback starts).



```
TXVodPlayConfig config = new TXVodPlayConfig();  
config.setMaxPreloadSize(2); // Maximum preloading buffer size in MB. Set it based  
mVodPlayer.setConfig(config); // Pass in `config` to `mVodPlayer`
```

Playback buffer size

During normal video playback, you can control the maximum size of the data buffered from the network in advance. If the maximum buffer size is not configured, the player will use the default buffer policy to guarantee a smooth playback experience.



```
FTXVodPlayConfig config = FTXVodPlayConfig();  
config.maxBufferSize = 10; // The maximum buffer size during playback in MB  
_controller.setPlayConfig(config); // Pass in `config` to `controller`
```

2. Video predownloading

You can download part of the video content in advance without creating a player instance, so as to start playing back the video faster when using the player. This helps deliver a better playback experience.

Before using the playback service, make sure that [video cache](#) has been set.

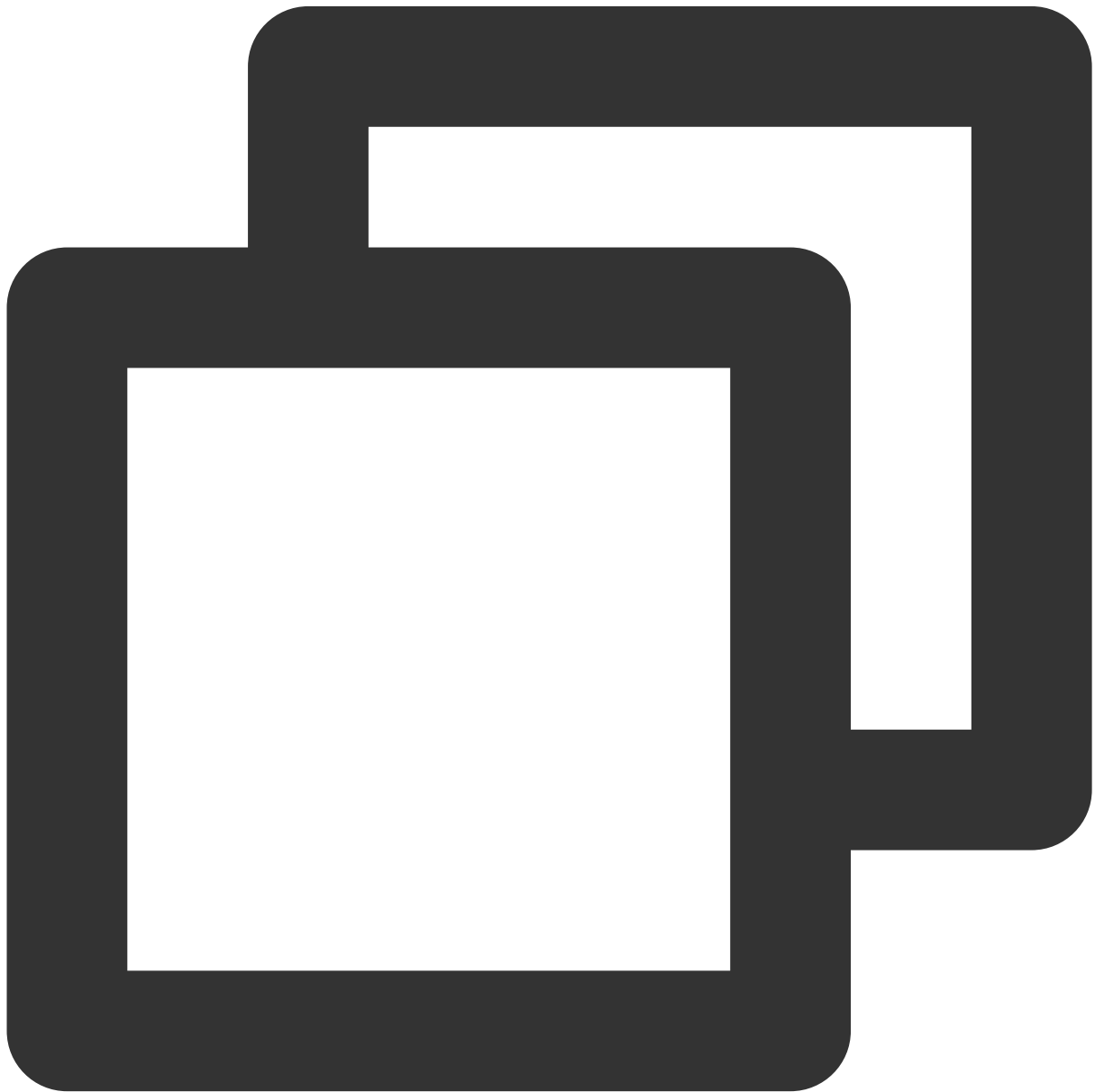
Sample:

Note:

1. `TXPlayerGlobalSetting` is the global cache setting API, and the original `TXVodConfig` API has been deprecated.
2. The global cache directory and size settings have a higher priority than those configured in `TXVodConfig` of the player.

Download via media URL

Download via media FileId

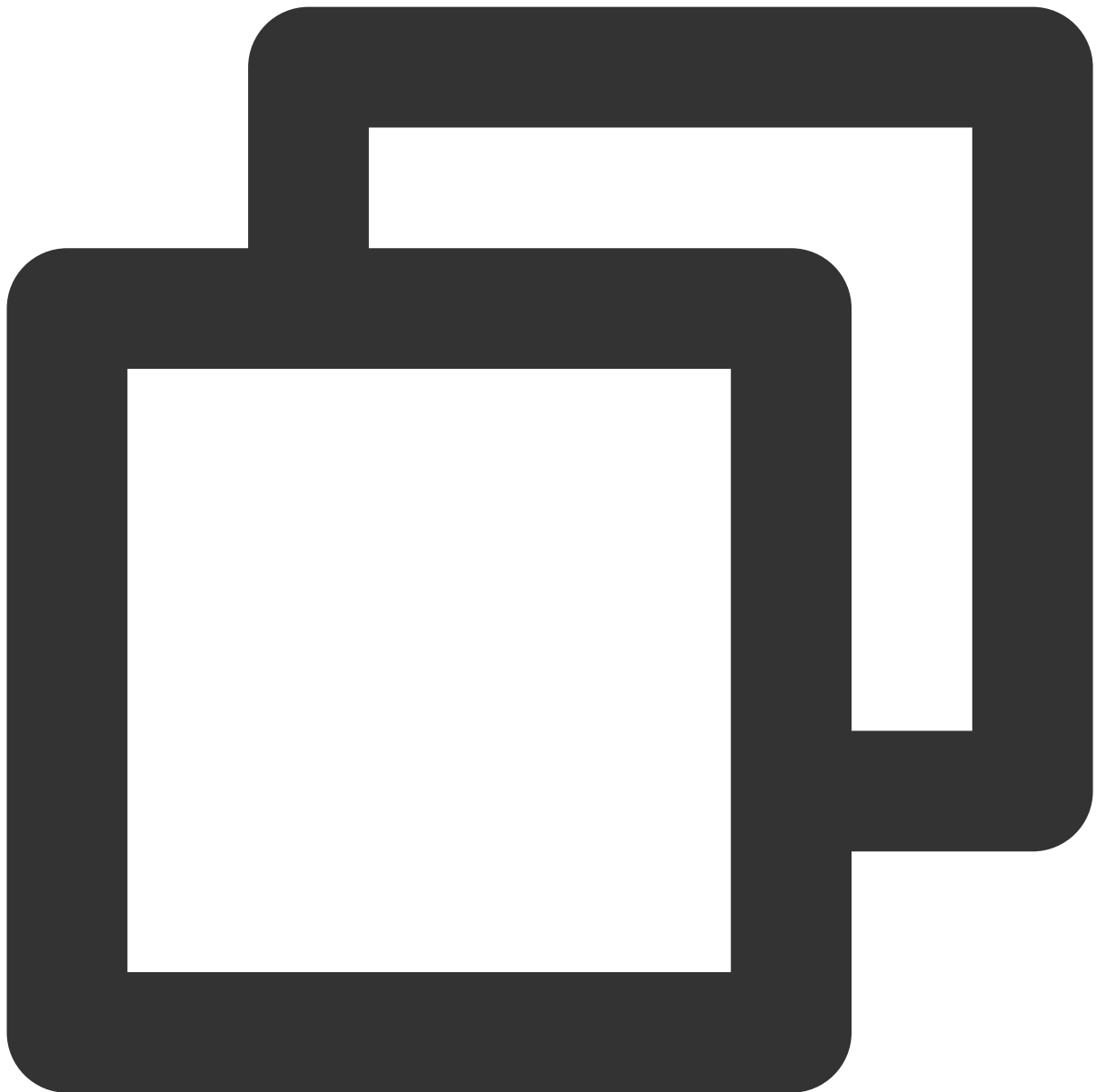


```
// Set the global cache directory and cache size of the playback engine
```

```
SuperPlayerPlugin.setGlobalMaxCacheSize(200);
// The cache path is set to the application's sandbox directory by default. You only
// On Android, videos will be cached to the `Android/data/your-pkg-name/files/testCache`
// On iOS, videos will be cached to the `Documents/testCache` directory in the sandbox
SuperPlayerPlugin.setGlobalCacheFolderPath("postfixPath");

String palyurl = "http://****";
// Start predownloading
int taskId = await TXVodDownloadController.instance.startPreLoad(palyurl, 3, 1920*1080,
    onCompleteListener: (int taskId, String url) {
        print('taskId=${taskId} ,url=${url}');
    }, onErrorListener: (int taskId, String url, int code, String msg) {
        print('taskId=${taskId} ,url=${url}, code=${code} , msg=${msg}');
    }
);

// Cancel predownloading
TXVodDownloadController.instance.stopPreLoad(taskId);
```



```
// Set the global cache directory and cache size of the playback engine
SuperPlayerPlugin.setGlobalMaxCacheSize(200);
// The cache path is set to the application's sandbox directory by default. You only need to set it if you want to use a different directory.
// On Android, videos will be cached to the `Android/data/your-pkg-name/files/testCache` directory.
// On iOS, videos will be cached to the `Documents/testCache` directory in the sandbox.
SuperPlayerPlugin.setGlobalCacheFolderPath("postfixPath");

int retTaskId = -1;
TXVodDownloadController.instance.startPreload(TXPlayInfoParams(appId: 0, fileId: "yourFileId", url: "yourUrl", params: {}),
    onStartListener: (taskId, fileId, url, params) {
        // TXVodDownloadController will call this block for callback taskId and video info
    })
```

```
        retTaskId = taskId;
    },
    onCompleteListener: (taskId, url) {
        // preDownload complete
    },
    onErrorListener: (taskId, url, code, msg) {
        // preDownload error
    });

// Cancel predownloading
TXVodDownloadController.instance.stopPreLoad(retTaskId);
```

3. Video download

Video download allows users to download online videos and watch them offline. In addition, the Player SDK provides the local encryption feature, so that downloaded local files are still encrypted and can be decrypted and played back only in the specified player. This feature can effectively prevent downloaded videos from being distributed without authorization and protect the video security.

As HLS streaming media cannot be directly saved locally, you cannot download them and play back them as local files. You can use the video download scheme based on `TXVodDownloadController` to implement offline HLS playback.

Note:

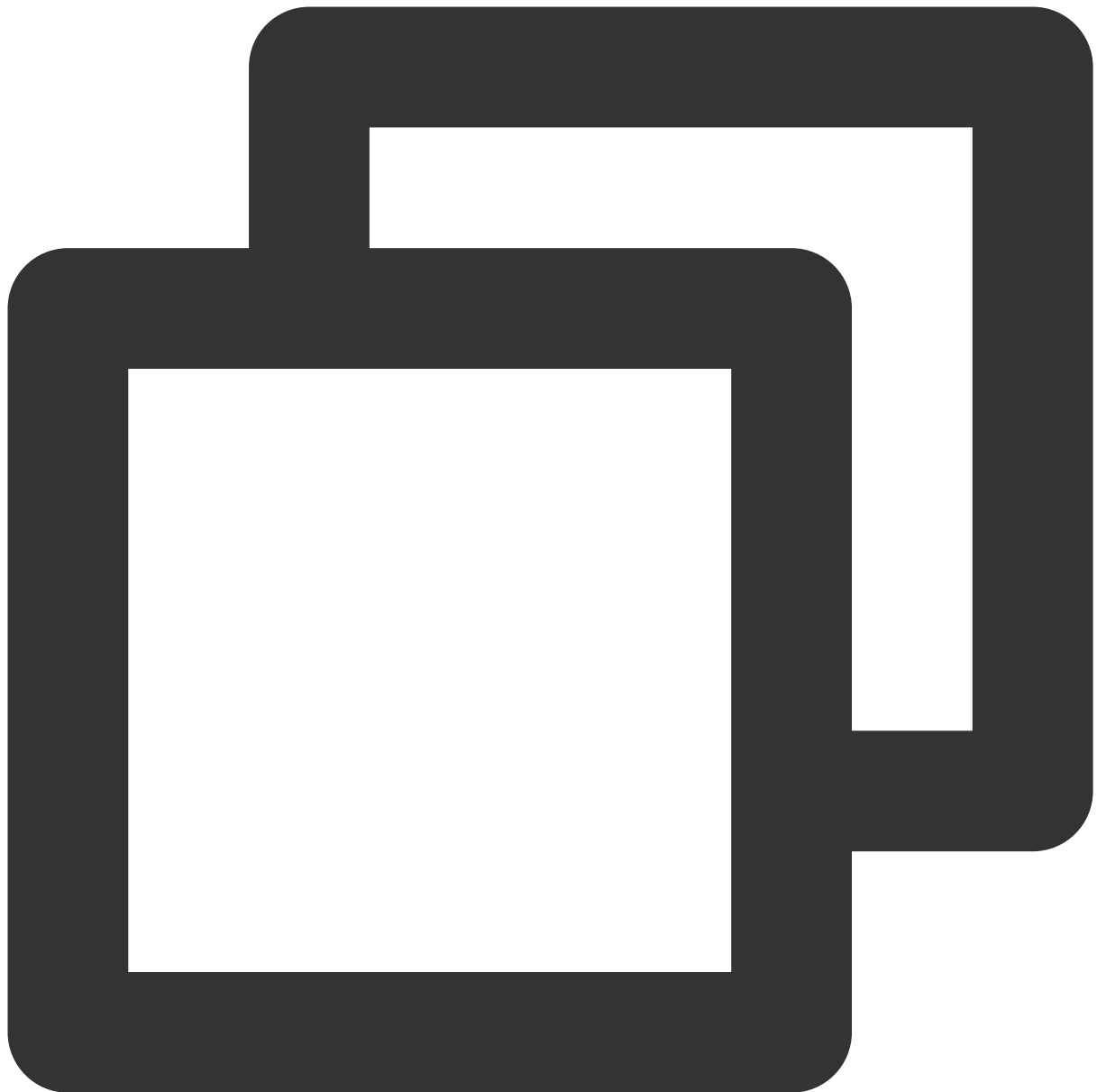
Currently, `TXVodDownloadController` can cache only non-nested HLS files but not MP4 and FLV files.

The Player SDK already supports playing back local MP4 and FLV files.

Step 1. Make preparations

`TXVodDownloadController` is designed as a singleton; therefore, you cannot create multiple download objects.

It is used as follows:



```
// The cache path is set to the application's sandbox directory by default. You only need to set it if you want to cache videos to a specific directory.  
// On Android, videos will be cached to the `Android/data/your-pkg-name/files/testCache` directory.  
// On iOS, videos will be cached to the `Documents/testCache` directory in the sandbox.  
SuperPlayerPlugin.setGlobalCacheFolderPath("postfixPath");
```

Step 2. Start the download

You can start the download through [Fileid](#) or [URL](#) as follows:

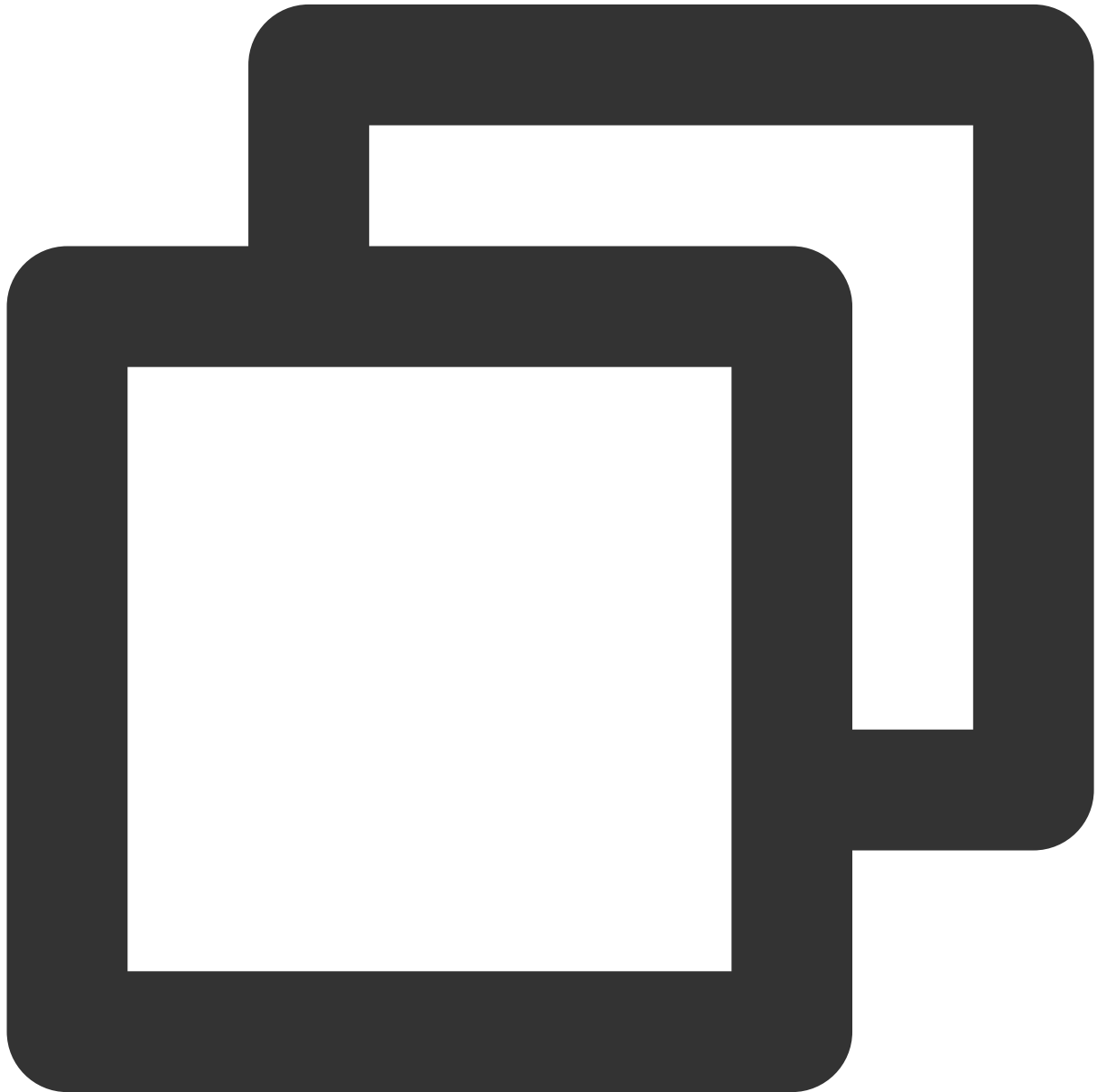
Through Fileid

Through URL

For download through `Fileid` , you need to pass in `AppID` , `Fileid` , and `qualityId` at least. For signed videos, you also need to pass in `pSign` . If no specific value is passed in to `userName` , it will be `default` by default.

Note:

You can download encrypted videos only through `Fileid` and must enter the `psign` parameter.

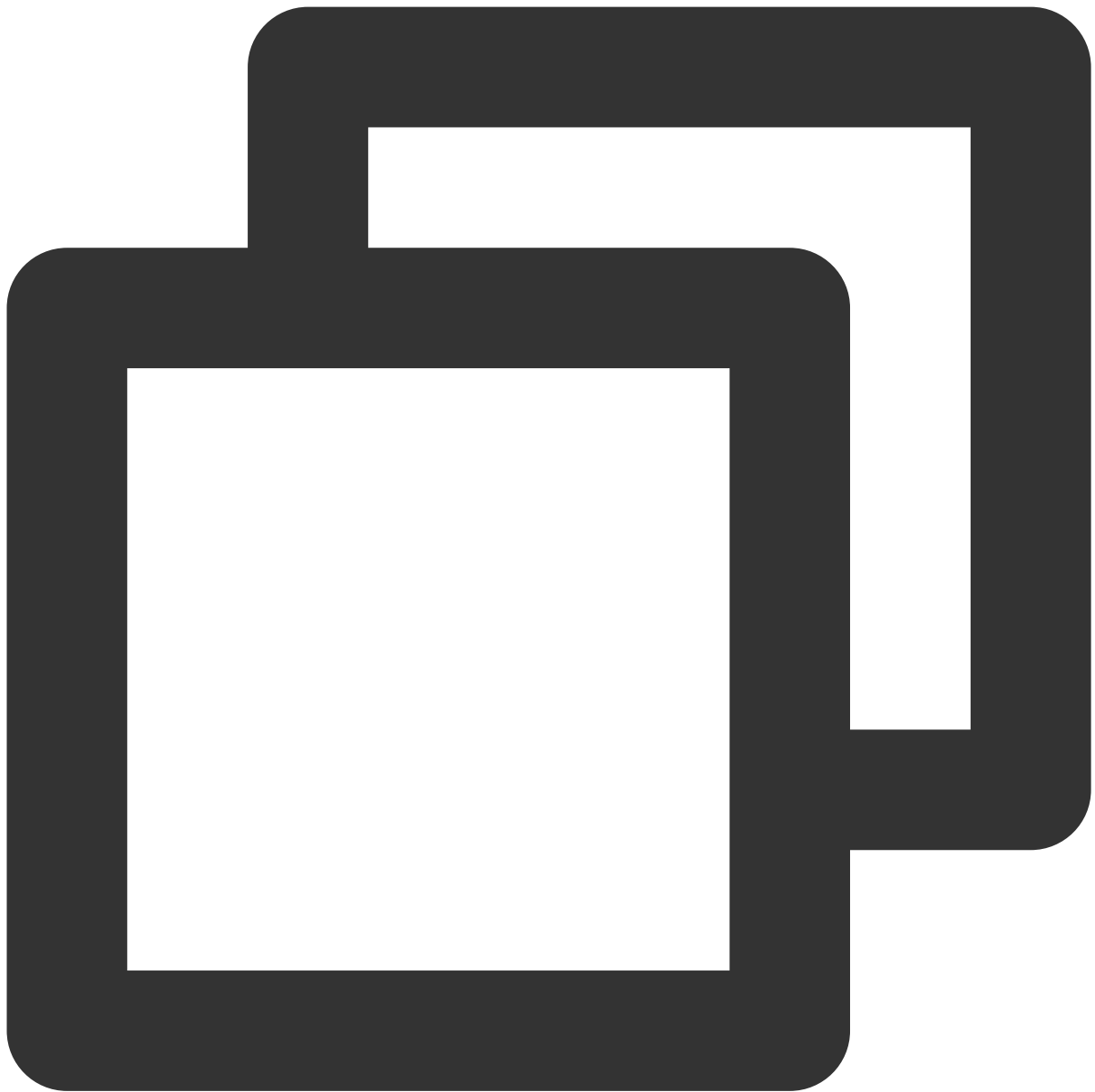


```
// QUALITY_240P 240p
// QUALITY_360P 360P
// QUALITY_480P 480p
// QUALITY_540P 540p
```



```
// QUALITY_720P 720p
// QUALITY_1080P 1080p
// QUALITY_2K 2k
// QUALITY_4K 4k
// The quality parameter can be customized to take the minimum value of the resolut
// (for example, for a resolution of 1280*720, if you want to download a stream of
// you can pass in QUALITY_720P for the quality parameter). The player SDK will sel
// a resolution less than or equal to the passed-in resolution for downloading.
// Using quality ID to download
DownloadHelper.instance.startDownload(videoModel, qualityId);
// Using mediaInfo to download
DownloadHelper.instance.startDownloadOrg(mediaInfo);
```

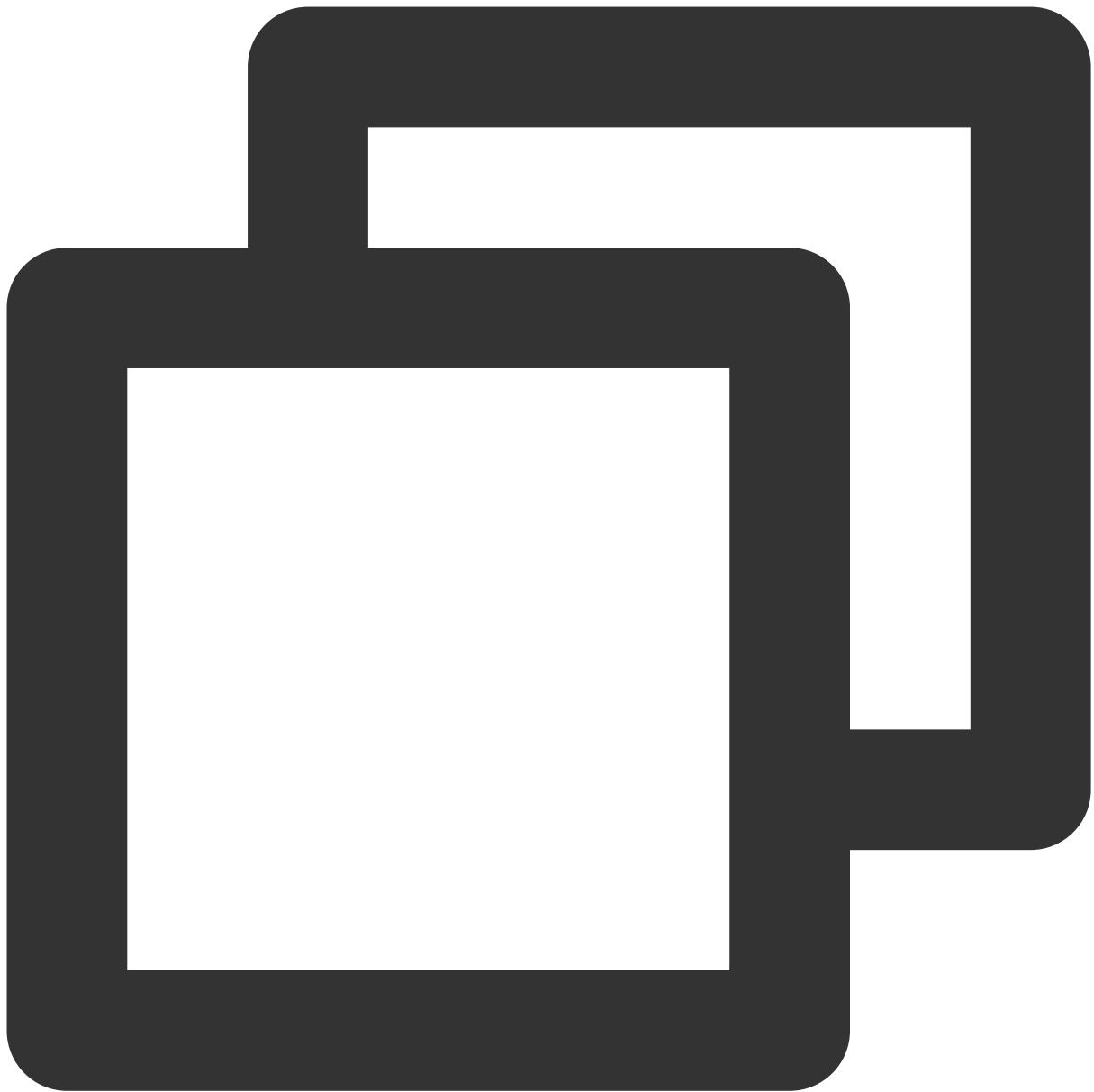
You need to pass in the download URL at least. Only the non-nested HLS, i.e., single-bitstream HLS, is supported. If no specific value is passed in to `userName`, it will be `default` by default.



```
TXVodDownloadMedialnfo medialnfo = TXVodDownloadMedialnfo();  
medialnfo.url = "http://1500005830.vod2.myqcloud.com/43843ec0vodtranscq1500005830/0  
TXVodDownloadController.instance.startDonwload(medialnfo);
```

Step 3. Receive the task information

Before receiving the task information, you need to set the callback listener first.



```
TXVodDownloadController.instance.setDownloadObserver((event, info) {  
  
    }, (errorCode, errorMsg, info) {  
  
    });
```

You may receive the following task events:

Event	Description
EVENT_DOWNLOAD_START	The task started, that is, the SDK started the download.

EVENT_DOWNLOAD_PROGRESS	The task progress. During download, the SDK will frequently call back this API. You can use <code>mediaInfo.getProgress()</code> to get the current progress.
EVENT_DOWNLOAD_STOP	The task stopped. When you call <code>stopDownload</code> to stop the download, if this message is received, the download is stopped successfully.
EVENT_DOWNLOAD_FINISH	Download was completed. If this callback is received, the entire file has been downloaded, and the downloaded file can be played back by <code>TXVodPlayer</code> .

If the `downloadOnErrorListener` method is called back, a download error occurred. If the network is disconnected during download, this API will be called back and the download task will stop.

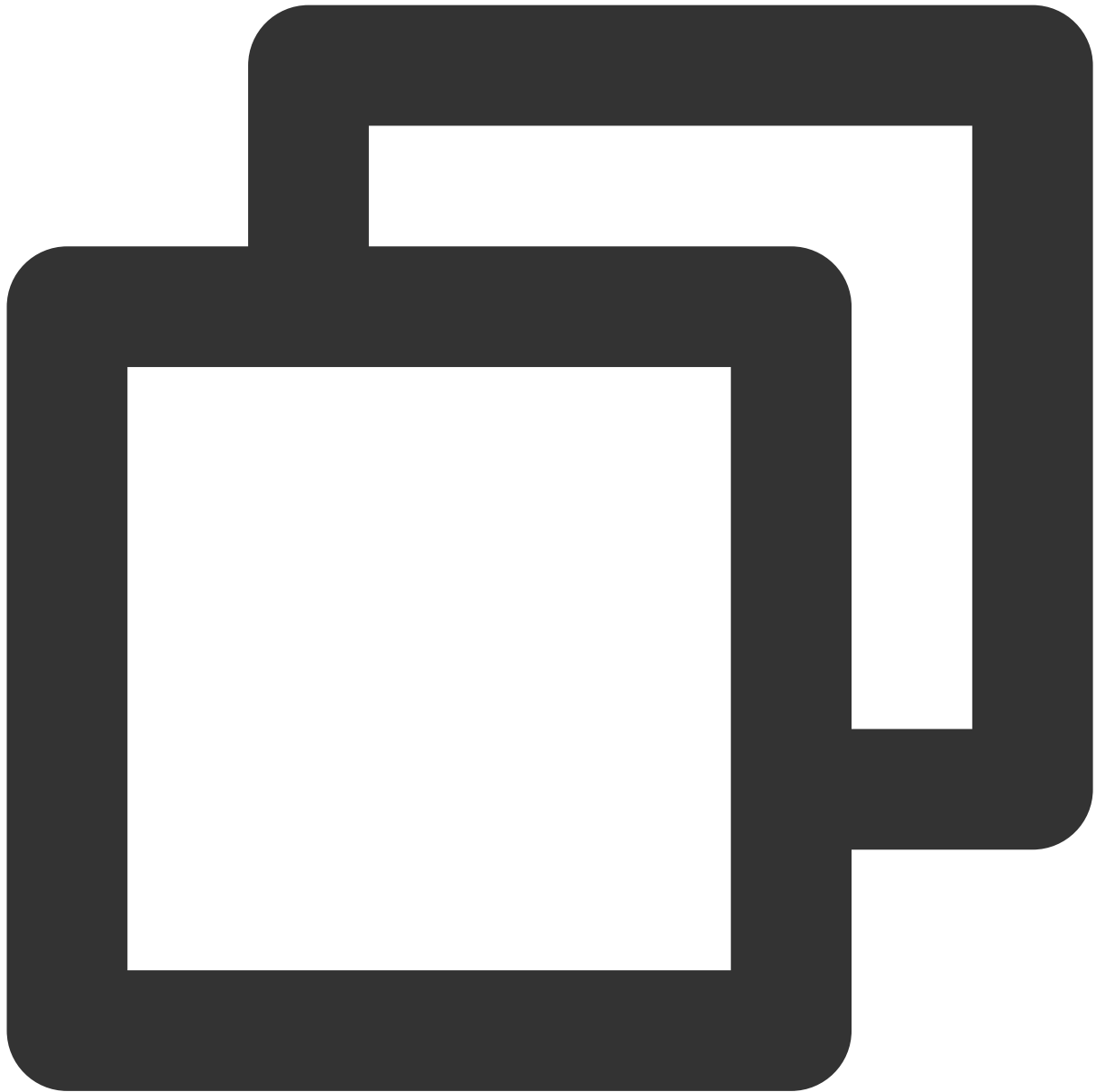
As the downloader can download multiple files at a time, the callback API carries the `TXVodDownloadMediaInfo` object. You can access the URL or `dataSource` to determine the download source and get other information such as download progress and file size.

Step 4. Stop the download

You can call the `TXVodDownloadController.instance.stopDownload()` method to stop the download. The parameter is the `TXVodDownloadMediaInfo` object passed in when download starts. **The SDK supports checkpoint restart.** If the download directory is not changed, when you resume downloading a file, the download will start from the point where it stopped.

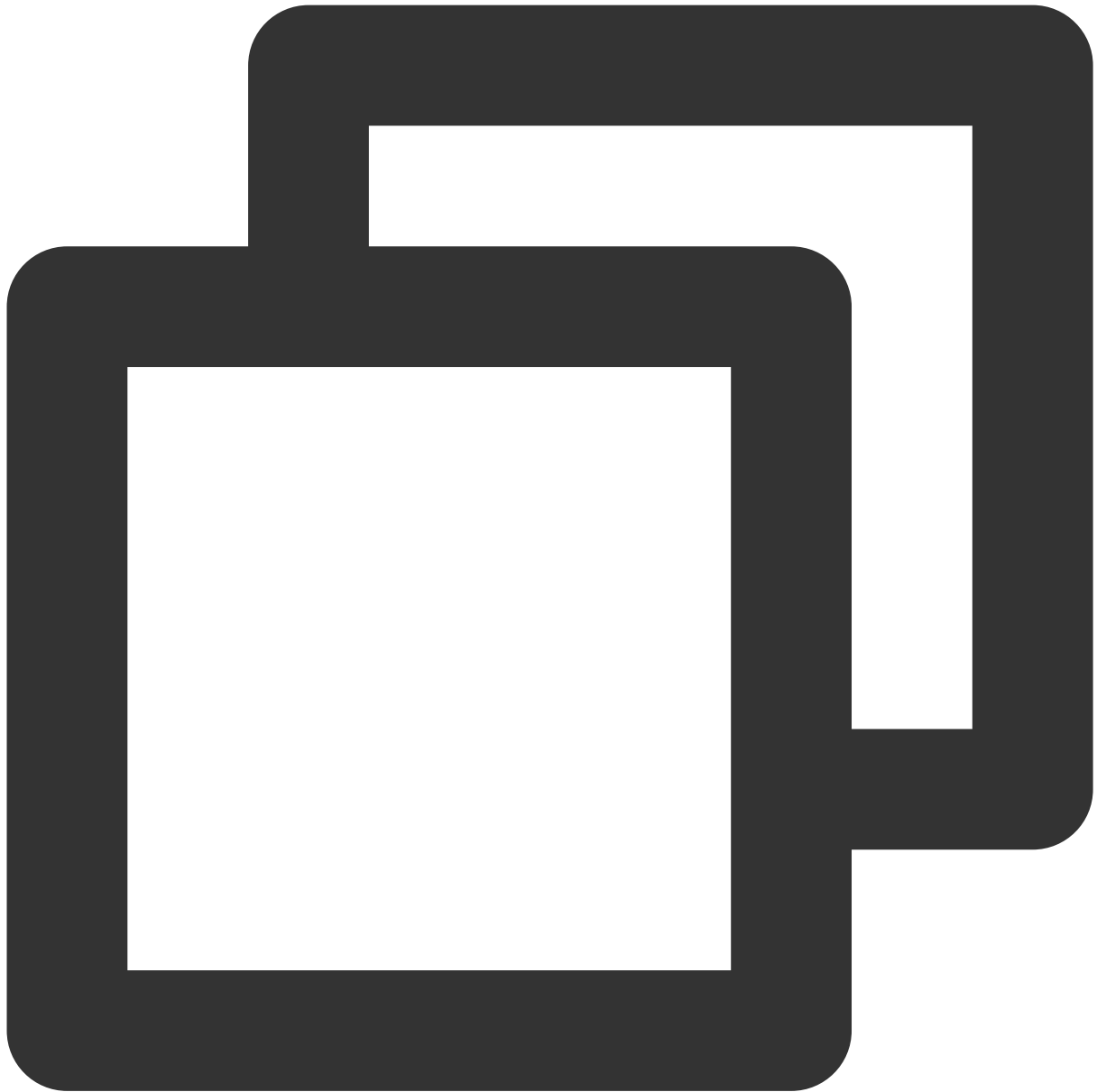
Step 5. Manage downloads

You can get the download lists of all accounts or the specified account.

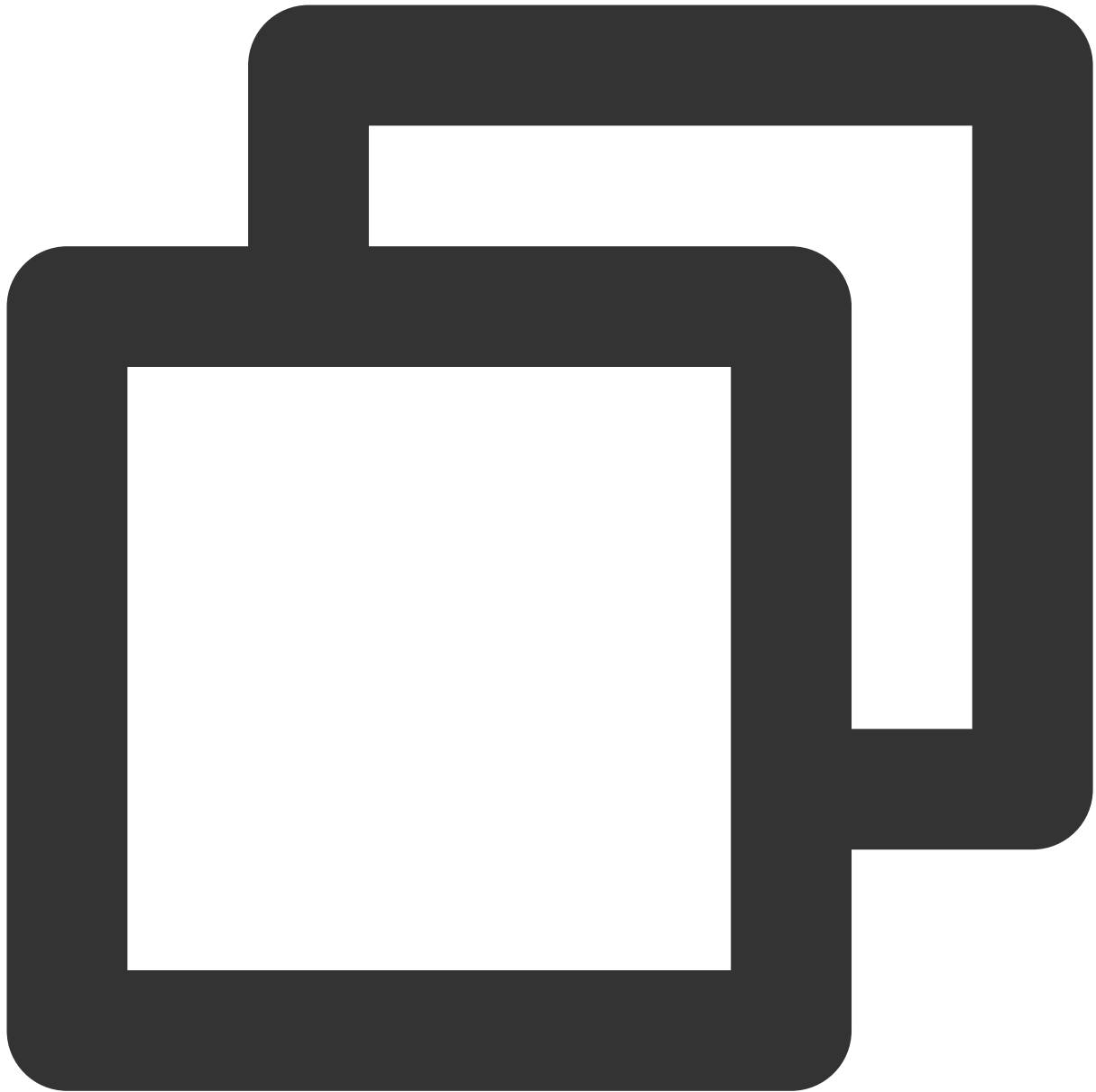


```
// Get the download lists of all users
// You can distinguish between the download lists of different users by `userName`
List<TXVodDownloadMediaInfo> downloadInfoList = await TXVodDownloadController.insta
```

To get the download information of a `Fileid` , such as the current download status and progress, you need to pass in `AppID` , `Fileid` , and `qualityId` .



```
// Get the download information of a video
TXVodDownloadMedialInfo downloadInfo = await TXVodDownloadController.instance.getDownloadInfo(
int? duration = downloadInfo.duration; // Get the total duration
int? playableDuration = downloadInfo.playableDuration; // Get the playable duration
double? progress = downloadInfo.progress; // Get the download progress
String? playPath = downloadInfo.playPath; // Get the offline playback path, which can be used for offline playback
int? downloadState = downloadInfo.downloadState; // Get the download status. For more information, see the TXVodDownloadState enum.
```

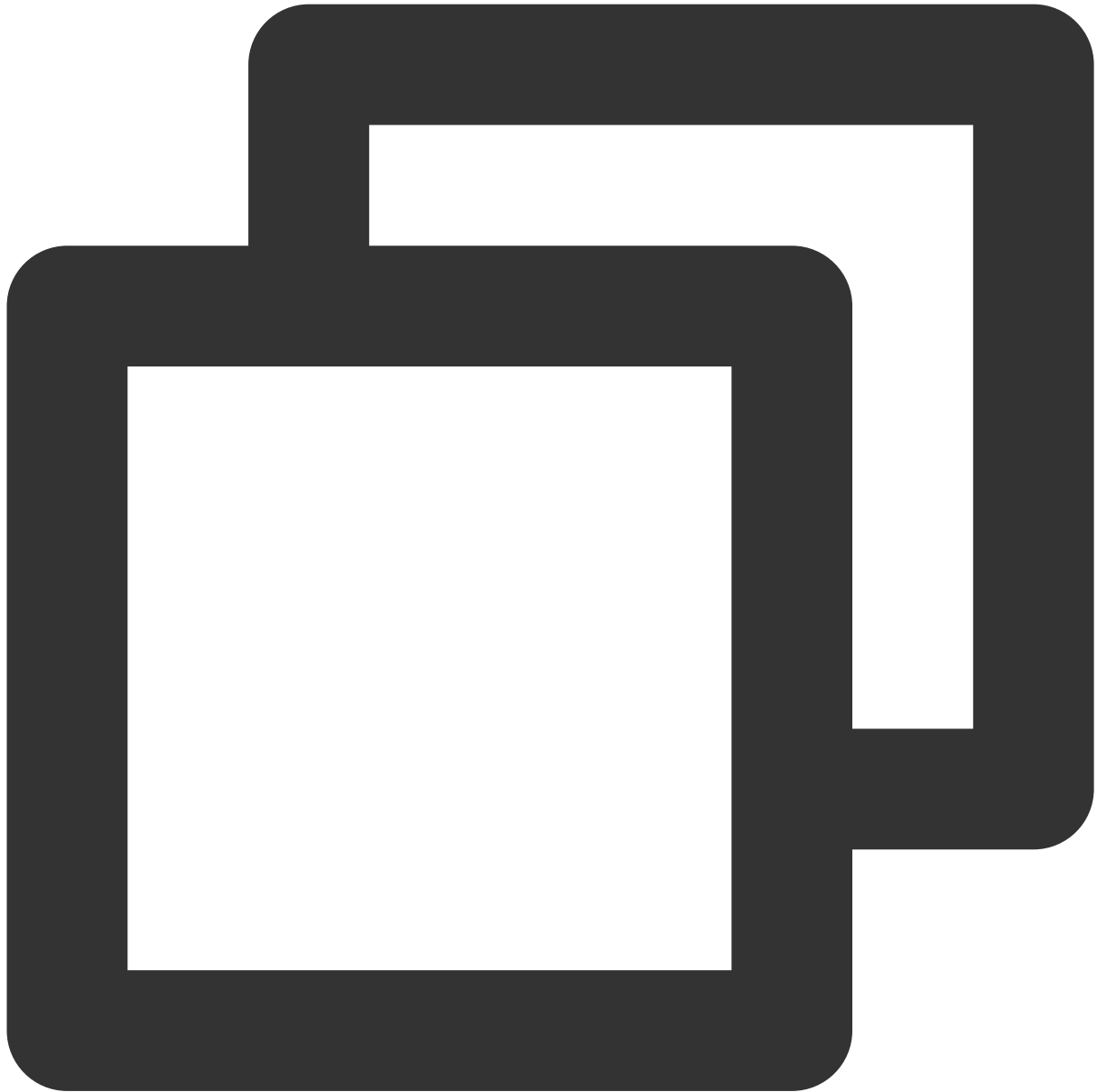


```
// Delete the download information
bool result = await TXVodDownloadController.instance.deleteDownloadMediaInfo(mediaId)
```

4. Encrypted playback

The video encryption solution is used in scenarios where the video copyright needs to be protected, such as online education. To encrypt your video resources, you need to alter the player and encrypt and transcode video sources. For more information, see [Media Encryption and Copyright Protection Overview](#).

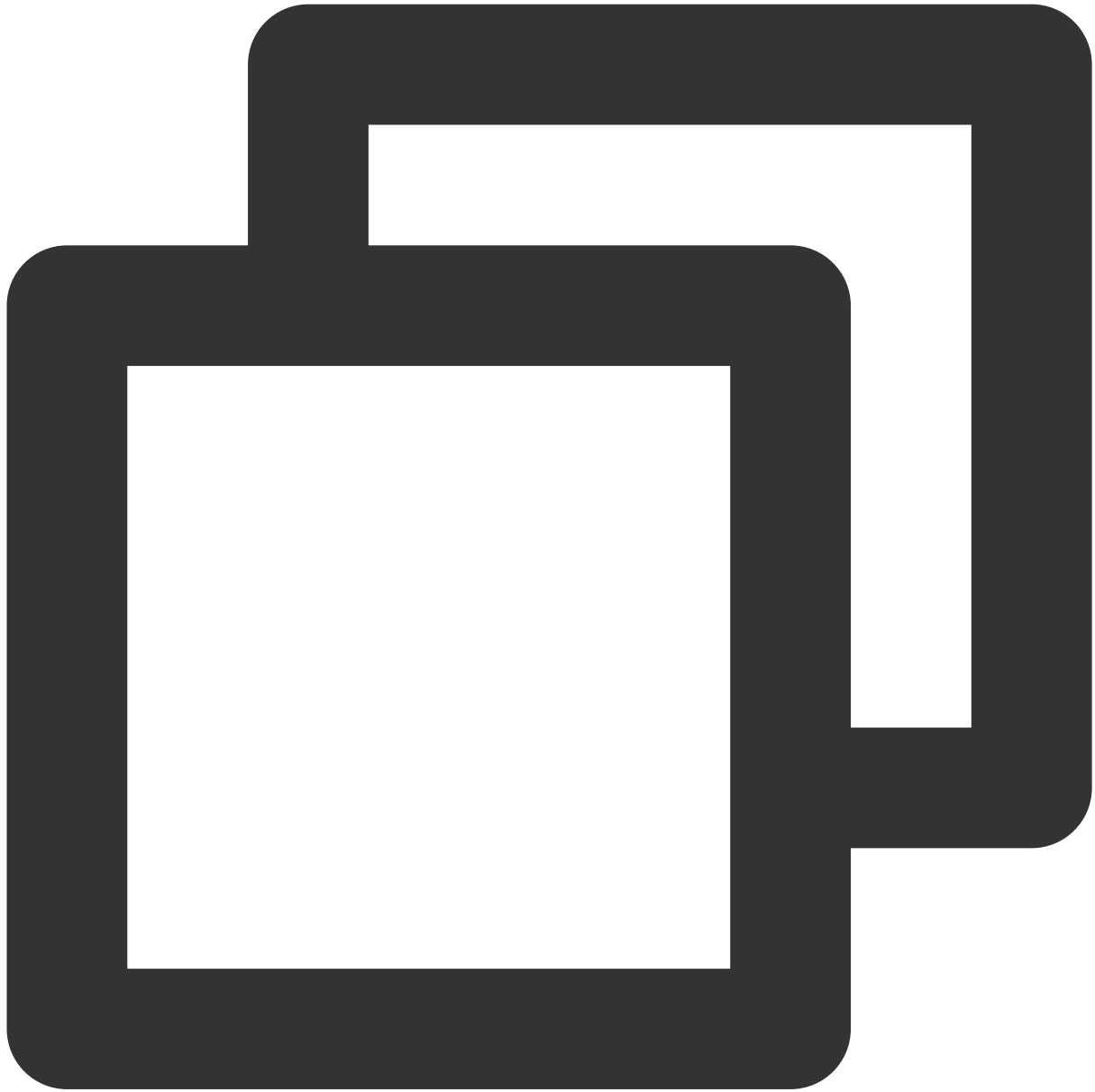
After you get the `appId` as well as the encrypted video's `fileId` and `psign` in the Tencent Cloud console, you can play back the video as follows:



```
// `psign` is a player signature. For more information on the signature and how to  
TXPlayInfoParams params = TXPlayInfoParams(appId: 1252463788,  
      fileId: "4564972819220421305", psign: "psignxxxxxxx");  
_controller.startVodPlayWithParams(params);
```

5. Player configuration

Before calling `statPlay`, you can call `setConfig` to configure the player parameters, such as player connection timeout period, progress callback interval, and maximum number of cached files. `TXVodPlayConfig` allows you to configure detailed parameters. For more information, see [Basic Configuration API](#). Below is the configuration sample code:

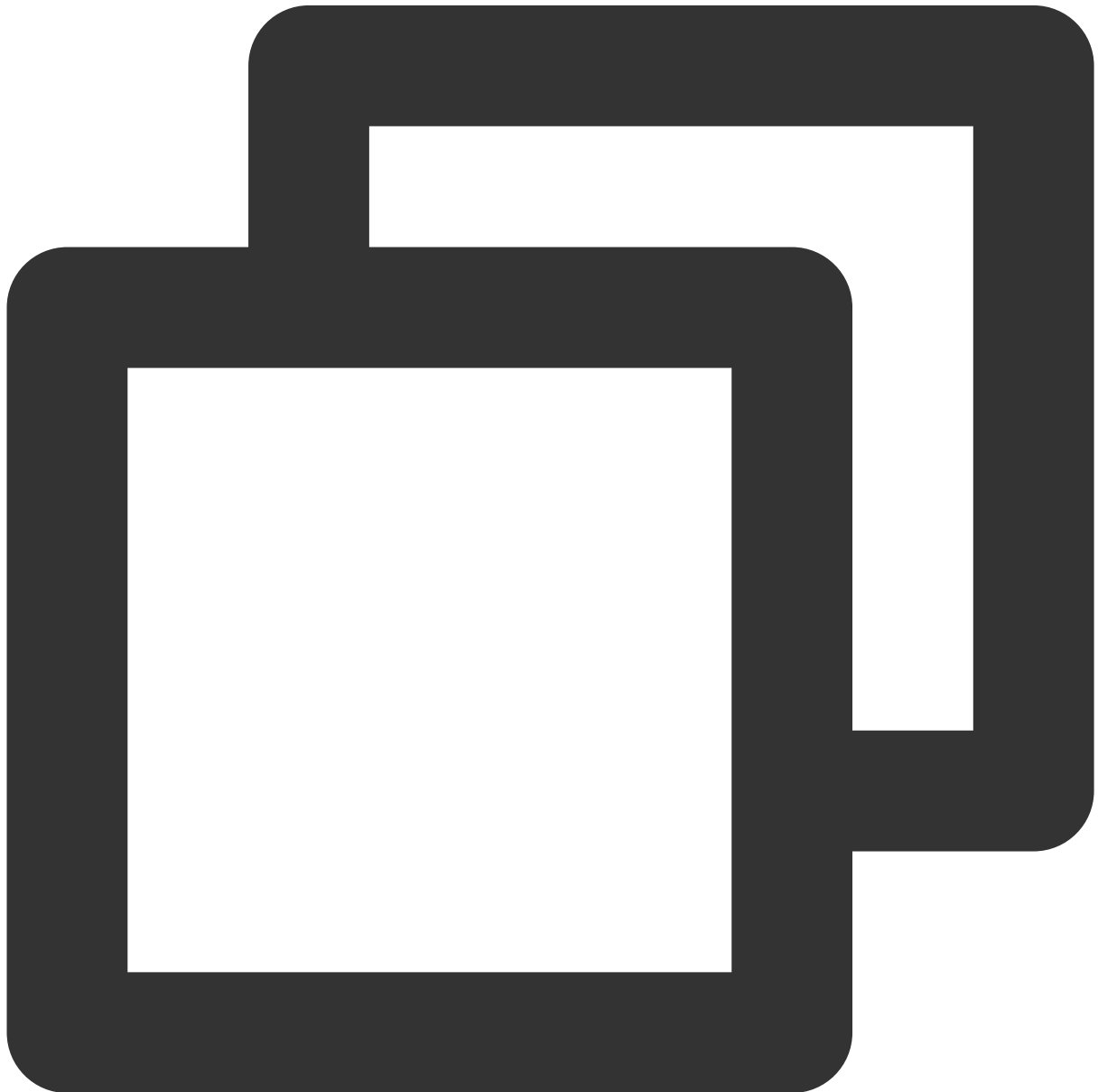


```
FTXVodPlayConfig config = FTXVodPlayConfig();  
// If `preferredResolution` is not configured, the 720x1280 resolution stream will  
config.preferredResolution = 720 * 1280;  
config.enableAccurateSeek = true; // Set whether to enable accurate seek. Default  
config.progressInterval = 200; // Set the progress callback interval in millisecond  
config.maxBufferSize = 50; // Set the maximum preloading buffer size in MB
```

```
_controller.setPlayConfig(config);
```

Specifying resolution when playback starts

When playing back an HLS multi-bitrate video source, if you know the video stream resolution information in advance, you can specify the preferred resolution before playback starts, and the player will select and play back the stream at or below the preferred resolution. In this way, after playback starts, you don't need to call `setBitrateIndex` to switch to the required bitstream.



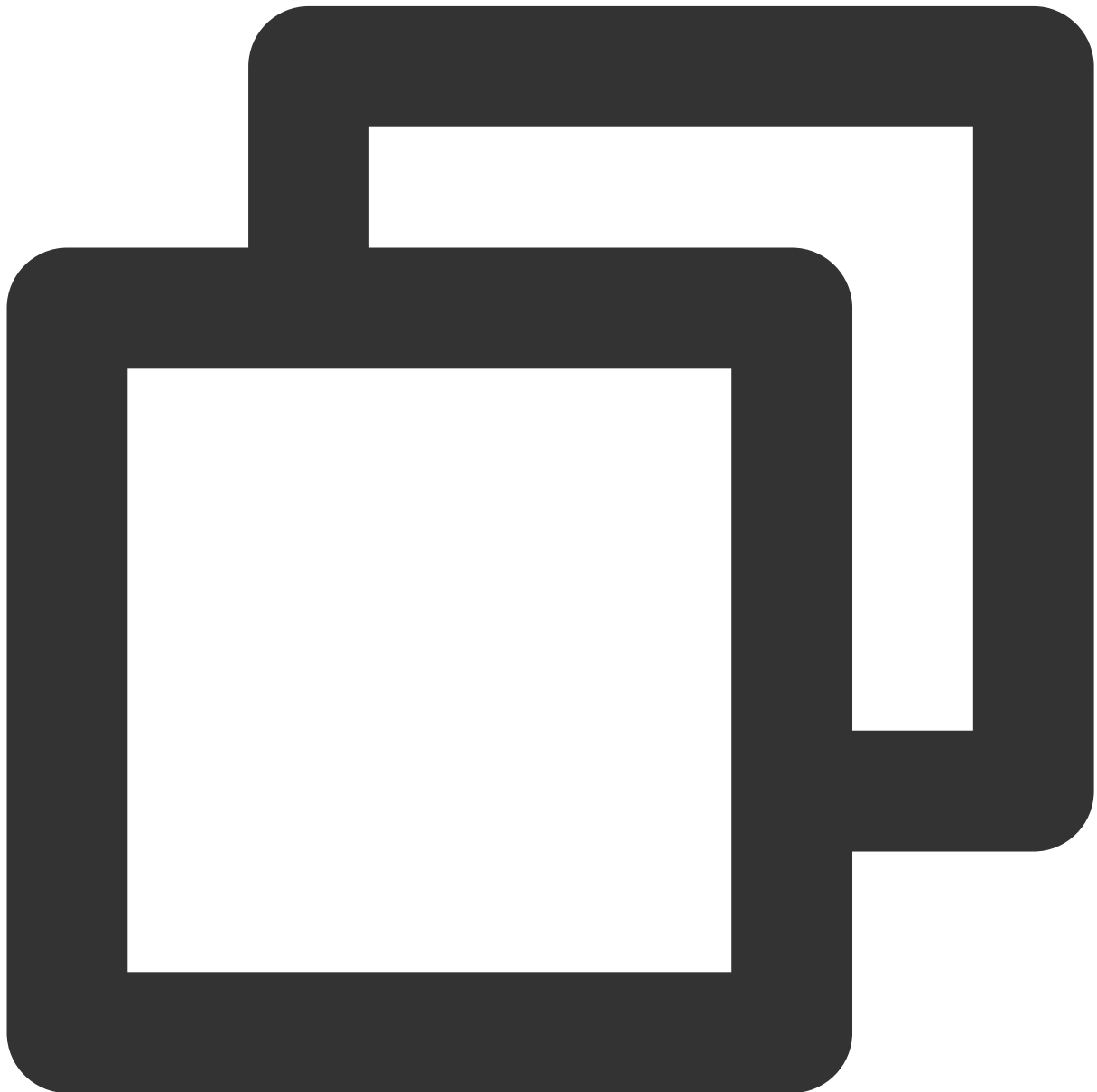
```
FTXVodPlayConfig config = FTXVodPlayConfig();  
// The parameter passed in is the product of the video width and height. You can p
```

```
config.preferredResolution = 720 * 1280;  
_controller.setPlayConfig(config);
```

Specify media type before broadcasting

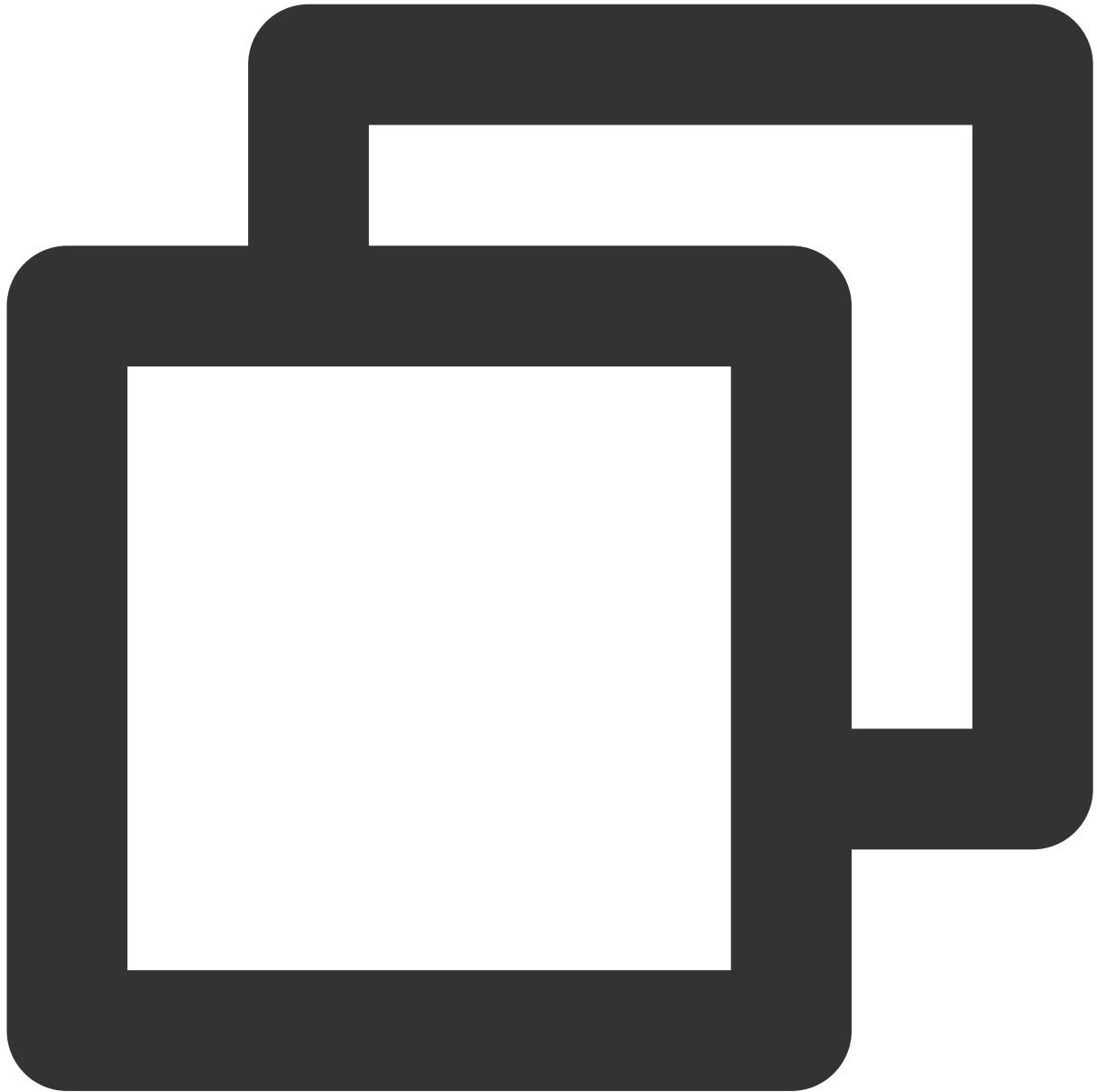
When the type of media asset to be played is known in advance, the playback speed can be enhanced by configuring

`TXVodPlayConfig#mediaType` to reduce the internal playback type detection of the player SDK.



```
FTXVodPlayConfig config = FTXVodPlayConfig();  
config.mediaType = TXVodPlayEvent.MEDIA_TYPE_FILE_VOD;    // Used to improve MP4 pla  
config.mediaType = TXVodPlayEvent.MEDIA_TYPE_HLS_VOD;    // Used to improve HLS pla  
_controller.setPlayConfig(config);
```

Setting playback progress callback interval



```
FTXVodPlayConfig config = FTXVodPlayConfig();  
config.progressInterval = 200; // Set the progress callback interval in milliseconds  
_controller.setPlayConfig(config);
```

Player Event Listening

You can listen on the player's playback events through `onPlayerEventBroadcast` of `TXVodPlayerController` to sync information to your application.

Playback event notifications (`onPlayerEventBroadcast`)

Event ID	Code	Description
PLAY_EVT_PLAY_BEGIN	2004	Video playback started.
PLAY_EVT_PLAY_PROGRESS	2005	The video playback progress (including the current playback progress, loading progress, and total video duration).
PLAY_EVT_PLAY_LOADING	2007	The video is being loaded. The <code>LOADING_END</code> event will be reported if video playback resumes.
PLAY_EVT_VOD_LOADING_END	2014	Video loading ended, and video playback resumed.
VOD_PLAY_EVT_SEEK_COMPLETE	2019	Seeking was completed. The seeking feature is supported by v10.3 or later.

Stop events

Event ID	Code	Description
PLAY_EVT_PLAY_END	2006	Video playback ended.
PLAY_ERR_NET_DISCONNECT	-2301	The network was disconnected and could not be reconnected after multiple retries. You can restart the player to perform more connection retries.
PLAY_ERR_HLS_KEY	-2305	Failed to get the HLS decryption key.

Warning events

You can ignore the following events, which are only used to notify you of some internal events of the SDK.

Event ID	Code	Description
PLAY_WARNING_VIDEO_DECODE_FAIL	2101	Failed to decode the current video frame.
PLAY_WARNING_AUDIO_DECODE_FAIL	2102	Failed to decode the current audio frame.
PLAY_WARNING_RECONNECT	2103	The network was disconnected, and automatic reconnection was performed (the <code>PLAY_ERR_NET_DISCONNECT</code> event will be thrown after three failed attempts).

PLAY_WARNING_HW_ACCELERATION_FAIL	2106	Failed to start the hardware decoder, and the software decoder was used instead.
-----------------------------------	------	--

Connection events

The following server connection events are mainly used to measure and collect the server connection time:

Event ID	Code	Description
PLAY_EVT_VOD_PLAY_PREPARED	2013	The player has been prepared and can start playback. If <code>autoPlay</code> is set to <code>false</code> , you need to call <code>resume</code> after receiving this event to start playback.
PLAY_EVT_RCV_FIRST_I_FRAME	2003	The network received the first renderable video data packet (IDR).

Image quality events

The following events are used to get image change information:

Event ID	Code	Description
PLAY_EVT_CHANGE_RESOLUTION	2009	The video resolution changed.
PLAY_EVT_CHANGE_ROTATION	2011	The MP4 video was rotated.

Video information events

Event ID	Code	Description
PLAY_EVT_GET_PLAYINFO_SUCC	2010	Obtained the information of the file played back successfully.

If you play back a video through `fileId` and the playback request succeeds (called API:

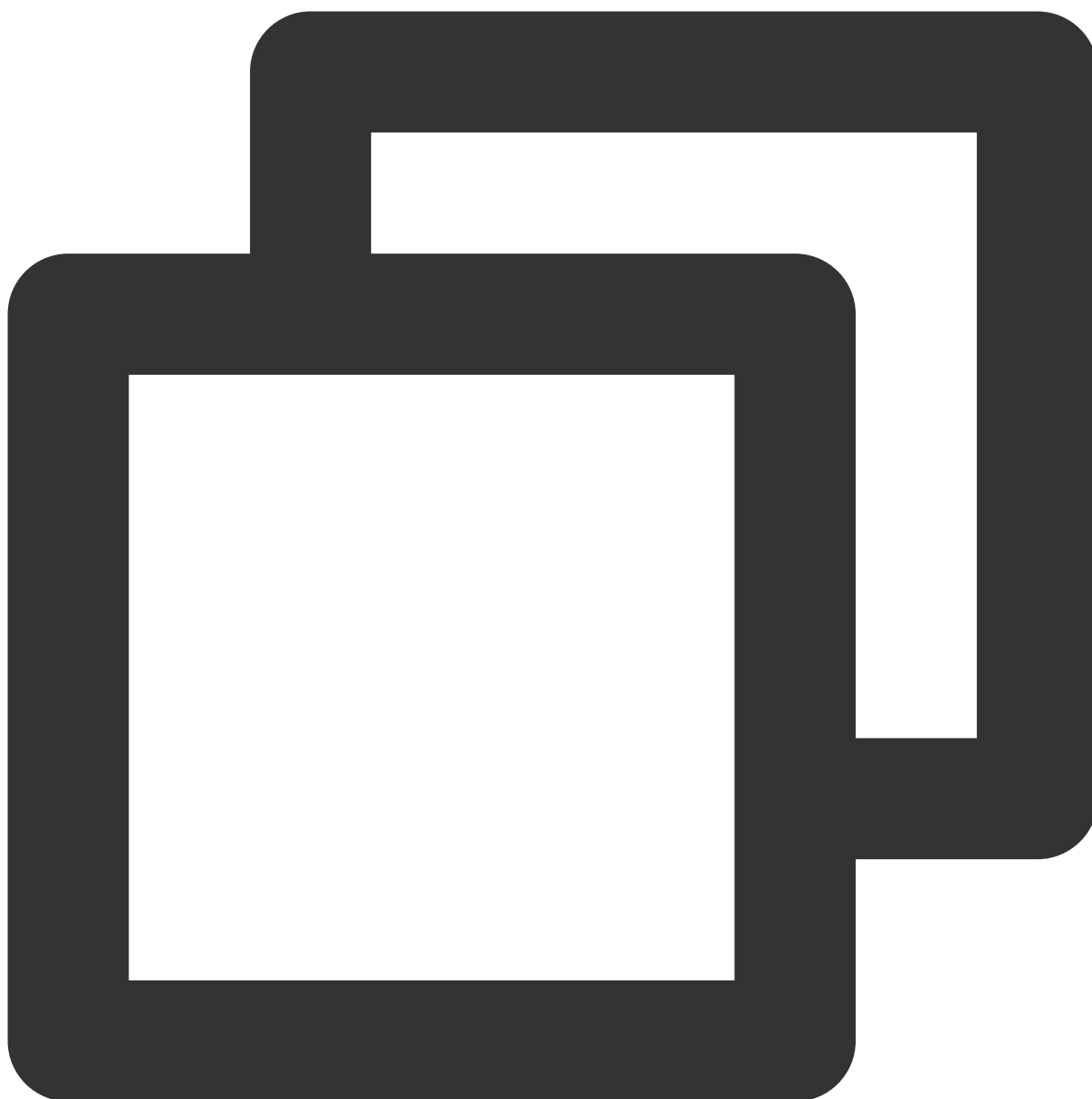
`startVodPlay(TXPlayerAuthBuilder authBuilder)`, the SDK will notify the upper layer of some request information, and you can parse `param` to get the video information after receiving the

`TXLiveConstants.PLAY_EVT_GET_PLAYINFO_SUCC` event.

Video Information	Description
EVT_PLAY_COVER_URL	Video thumbnail URL
EVT_PLAY_URL	Video playback address
EVT_PLAY_DURATION	Video duration

EVT_TIME	Event occurrence time
EVT_UTC_TIME	UTC time
EVT_DESCRIPTION	Event description
EVT_PLAY_NAME	Video name
EVT_IMAGESPRIT_WEBVTTURL	The download URL of the image sprite WebVTT file, which is supported by v10.2 or later.
EVT_IMAGESPRIT_IMAGEURL_LIST	The download URL of the image sprite image, which is supported by v10.2 or later.
EVT_DRM_TYPE	The encryption type, which is supported by v10.2 or later.

Below is the sample code for using `onPlayerEventBroadcast` to get the video playback information:



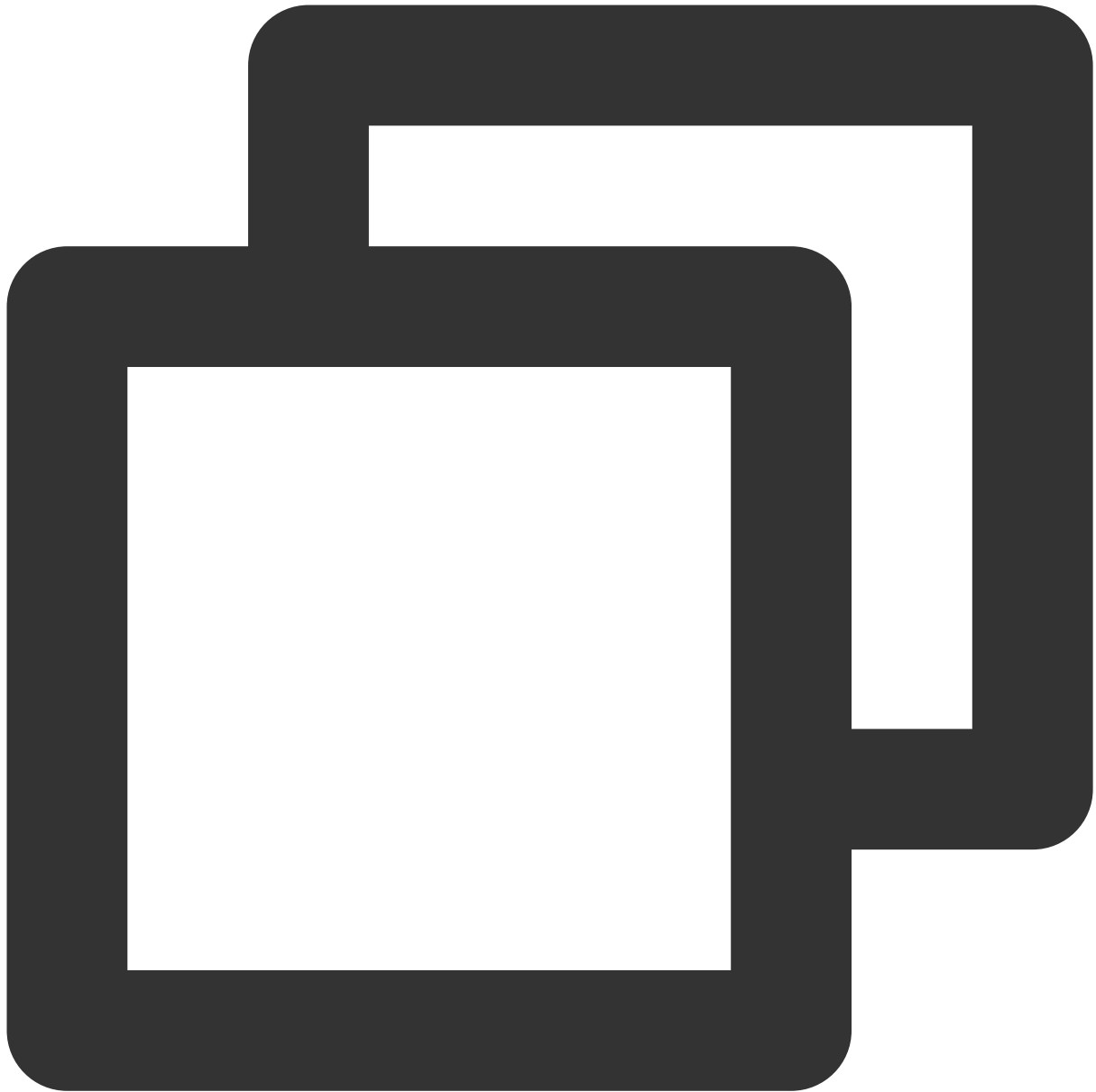
```
_controller.onPlayerEventBroadcast.listen((event) async {  
  if (event["event"] == TXVodPlayEvent.PLAY_EVT_PLAY_BEGIN || event["event"] == TXV  
  // code ...  
} else if (event["event"] == TXVodPlayEvent.PLAY_EVT_PLAY_PROGRESS) {  
  // code ...  
}  
});
```

Playback status feedback (`onPlayerNetStatusBroadcast`)

The status feedback is triggered once every 0.5 seconds to provide real-time feedback on the current status of the pusher. It can act as a dashboard to inform you of what is happening inside the SDK so you can better understand the current video playback status.

Parameter	Description
NET_STATUS_CPU_USAGE	Current instantaneous CPU utilization
NET_STATUS_VIDEO_WIDTH	Video resolution - width
NET_STATUS_VIDEO_HEIGHT	Video resolution - height
NET_STATUS_NET_SPEED	Current network data reception speed
NET_STATUS_VIDEO_FPS	Current video frame rate of streaming media
NET_STATUS_VIDEO_BITRATE	Current video bitrate in Kbps of streaming media
NET_STATUS_AUDIO_BITRATE	Current audio bitrate in Kbps of streaming media
NET_STATUS_VIDEO_CACHE	Buffer (jitterbuffer) size. If the current buffer length is 0, lag will occur soon.
NET_STATUS_SERVER_IP	Connected server IP

Below is the sample code of using `onNetStatus` to get the video playback information:



```
_controller.onPlayerNetStatusBroadcast.listen((event) async {  
  int videoWidth = event[TXVodNetEvent.NET_STATUS_VIDEO_WIDTH];  
});
```

Video playback status feedback

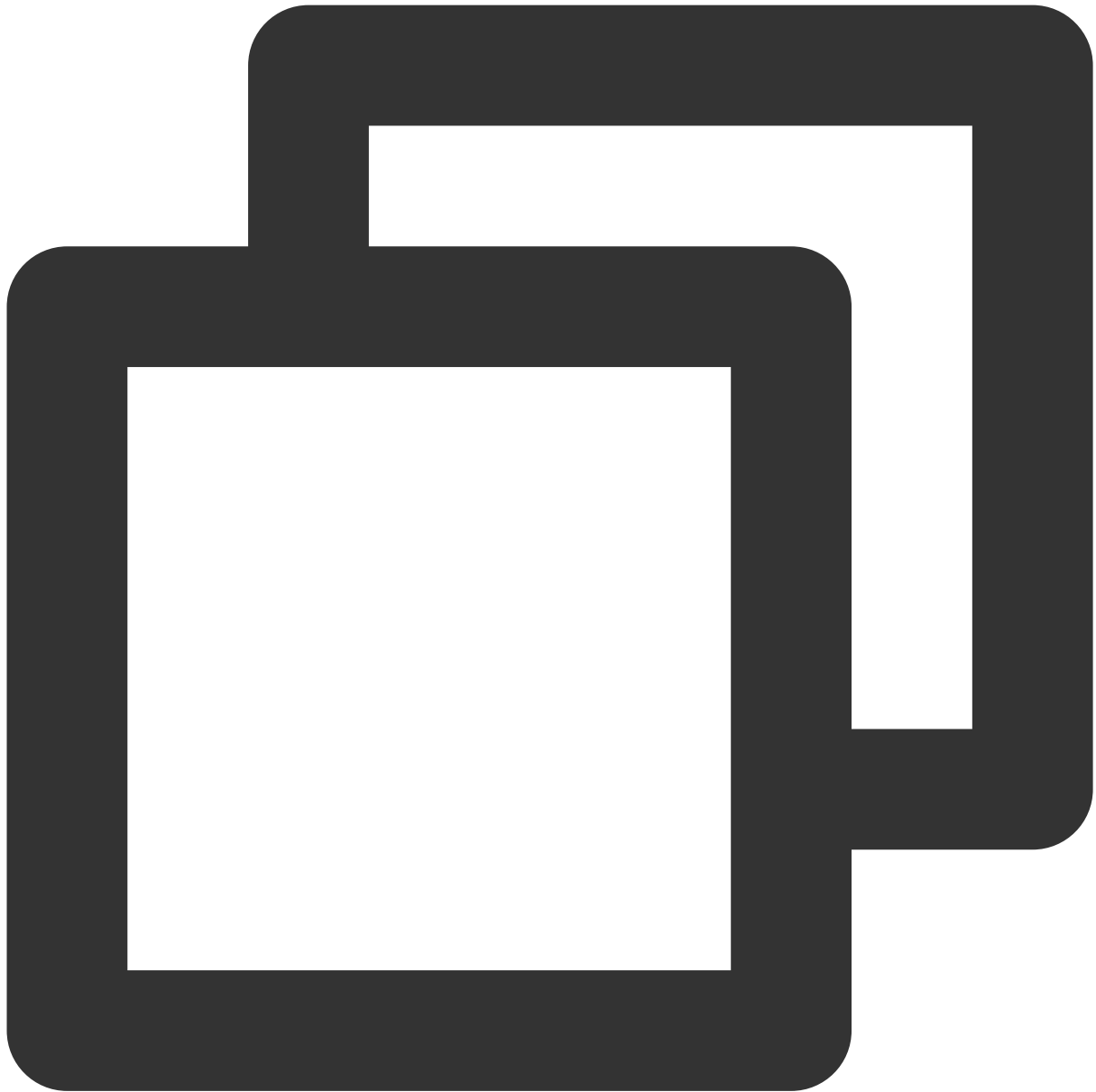
The video playback status will be notified every time the playback status changes.

The enumeration class `TXPlayerState` is used to transfer the event.

Status	Description

paused	The playback was paused
failed	The playback failed
buffering	Buffering
playing	Playing back
stopped	The playback was stopped
disposed	The control was released

Below is the sample code for using `onPlayerState` to get the video playback status:

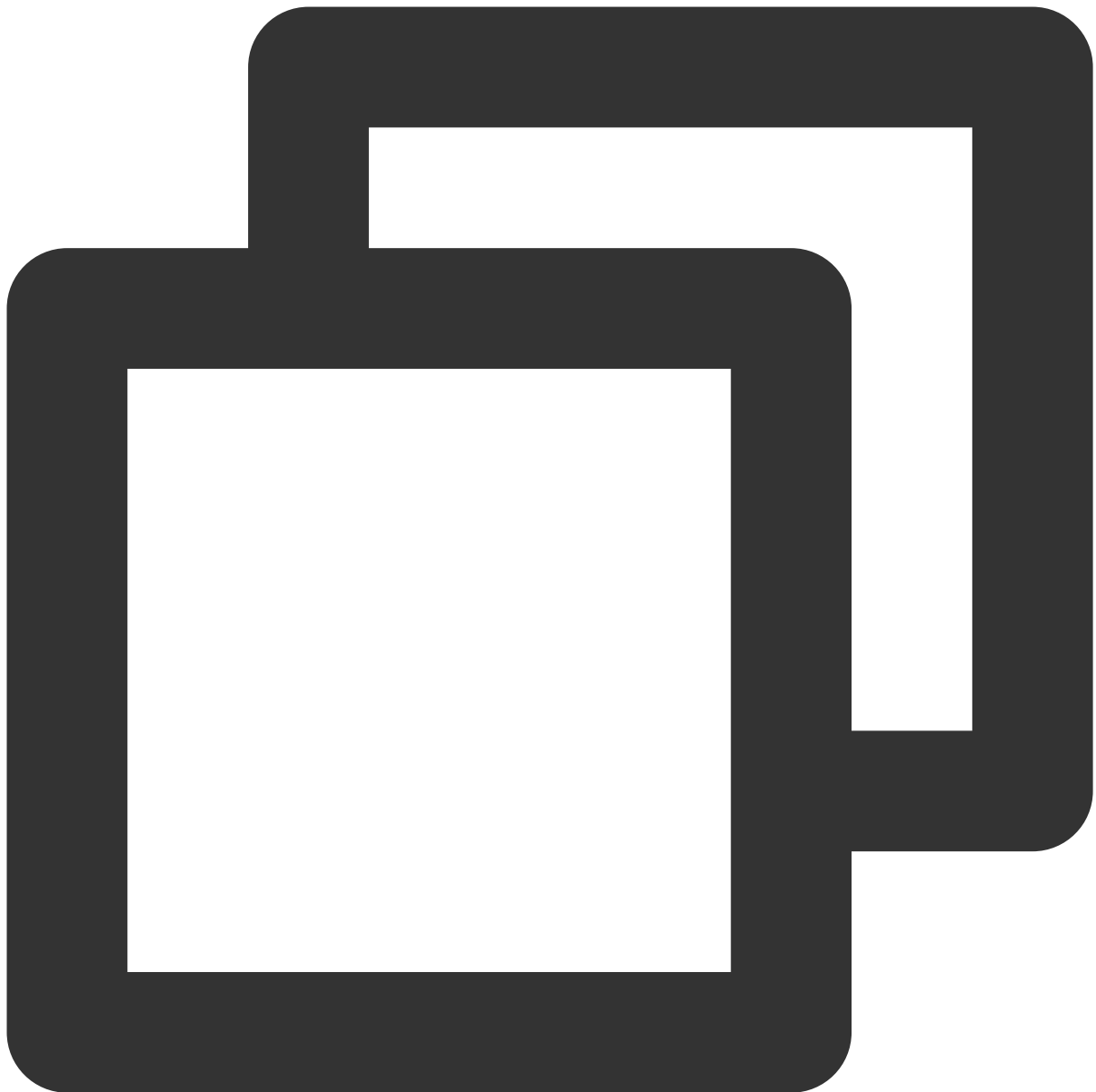


```
_controller.onPlayerState.listen((val) { });
```

System volume level listening

To help you monitor the video playback volume level, the SDK encapsulates the volume level change notification into an event at the Flutter layer. You can directly use `SuperPlayerPlugin` to listen on the volume level change of the current device.

Below is the sample code for using `onEventBroadcast` to get the volume level status of the device:



```
SuperPlayerPlugin.instance.onEventBroadcast.listen((event) {  
    int eventCode = event["event"];  
});
```

The relevant events are as described below:

Status	Code	Description
EVENT_VOLUME_CHANGED	1	The volume level changed.
EVENT_AUDIO_FOCUS_PAUSE	2	The volume level output and playback focus were lost. This

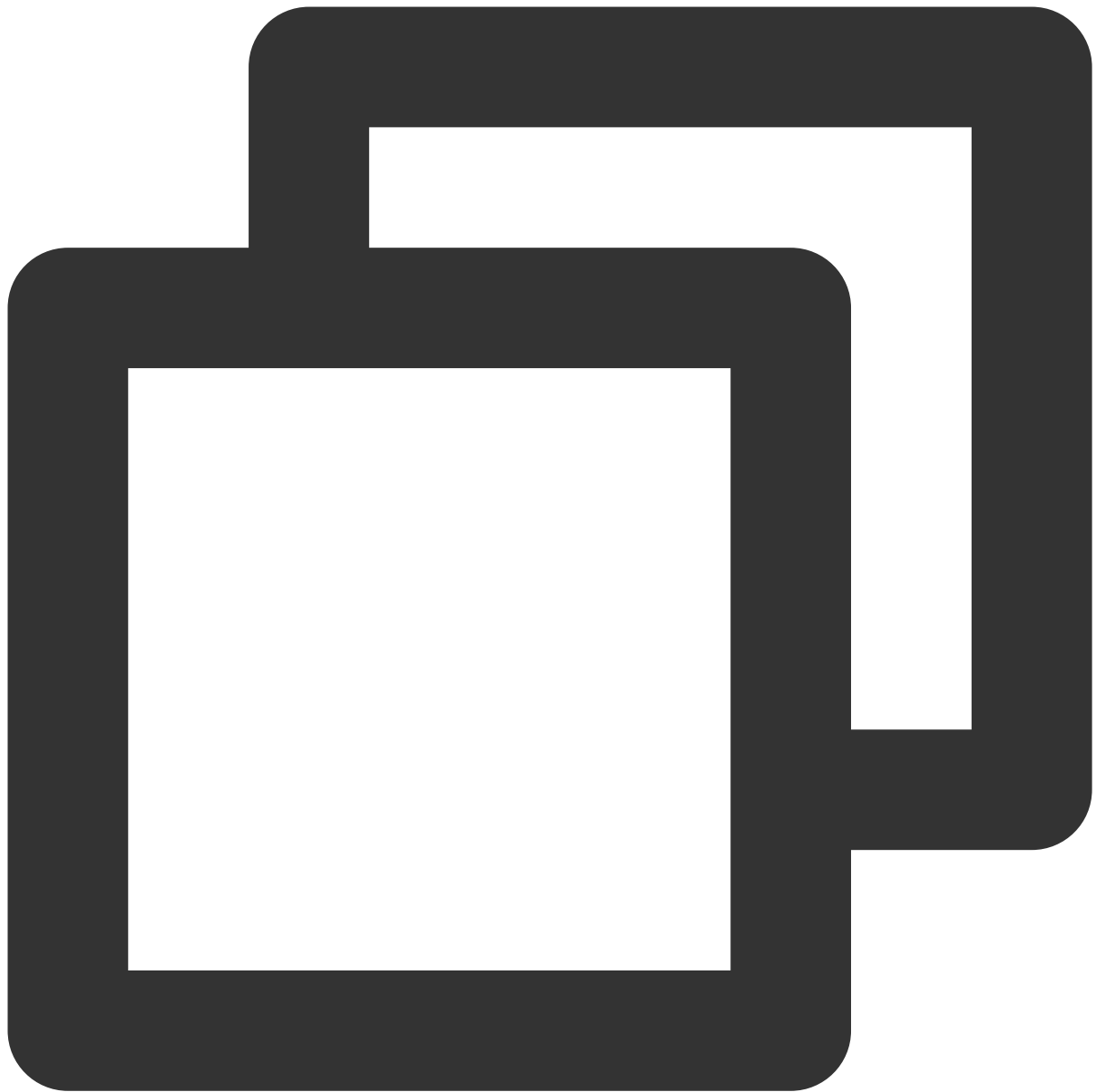
		event is applicable only to Android.
EVENT_AUDIO_FOCUS_PLAY	3	Obtained the volume level output focus successfully. This event is applicable only to Android.

PiP event listening

As PiP used by the SDK is based on the PiP capabilities of the system, after you enter the PiP mode, a series of notifications are provided to help you adjust the UI accordingly.

Status	Code	Description
EVENT_PIP_MODE_ALREADY_ENTER	1	The player has entered the PiP mode.
EVENT_PIP_MODE_ALREADY_EXIT	2	The player has exited the PiP mode.
EVENT_PIP_MODE_REQUEST_START	3	The player requests to enter the PiP mode.
EVENT_PIP_MODE_UI_STATE_CHANGED	4	The PiP UI status changed. This event takes effect only on Android 31 or later.
EVENT_IOS_PIP_MODE_RESTORE_UI	5	The UI was reset. This event takes effect only on iOS.
EVENT_IOS_PIP_MODE_WILL_EXIT	6	The player will exit the PiP mode. This event takes effect only on iOS.

Below is the sample code for using `onExtraEventBroadcast` to listen on PiP events:



```
SuperPlayerPlugin.instance.onExtraEventBroadcast.listen((event) {  
    int eventCode = event["event"];  
});
```

Advanced Features

Web Advanced Features

Security Check Plugin (TCPlayerSafeCheckPlugin)

Last updated : 2024-04-11 16:18:08

The TCPlayerSafeCheckPlugin is used to check if the playback environment and status are normal, ensuring playback safety. It should be used in conjunction with TCPlayer.

Use Conditions

Currently, the Web Player SDK version 5.0.0 and above support the use of the VR playback plugin.

VR playback requires access to [Player Premium Version License \(Web\)](#) for use.

In the process of long-term maintenance of the player, various types of attacks have been encountered. Against behaviors where video resources can be stolen using third-party tools, this plugin has implemented targeted prevention in the following three aspects:

1. MSE Environment Detection

Some browser plugins or scripts can hijack the current playback environment by modifying the Media Source Extensions API (MSE) to intercept playback data, ultimately enabling video download. This plugin can detect and prevent such attacks.

2. Security Structure Inspection

Third-party tools or scripts can modify the player's structure, removing playback markers, watermarks, etc., and enabling screen recording. This plugin monitors whether the player's structure has been tampered with. If such behavior is detected, playback is immediately halted.

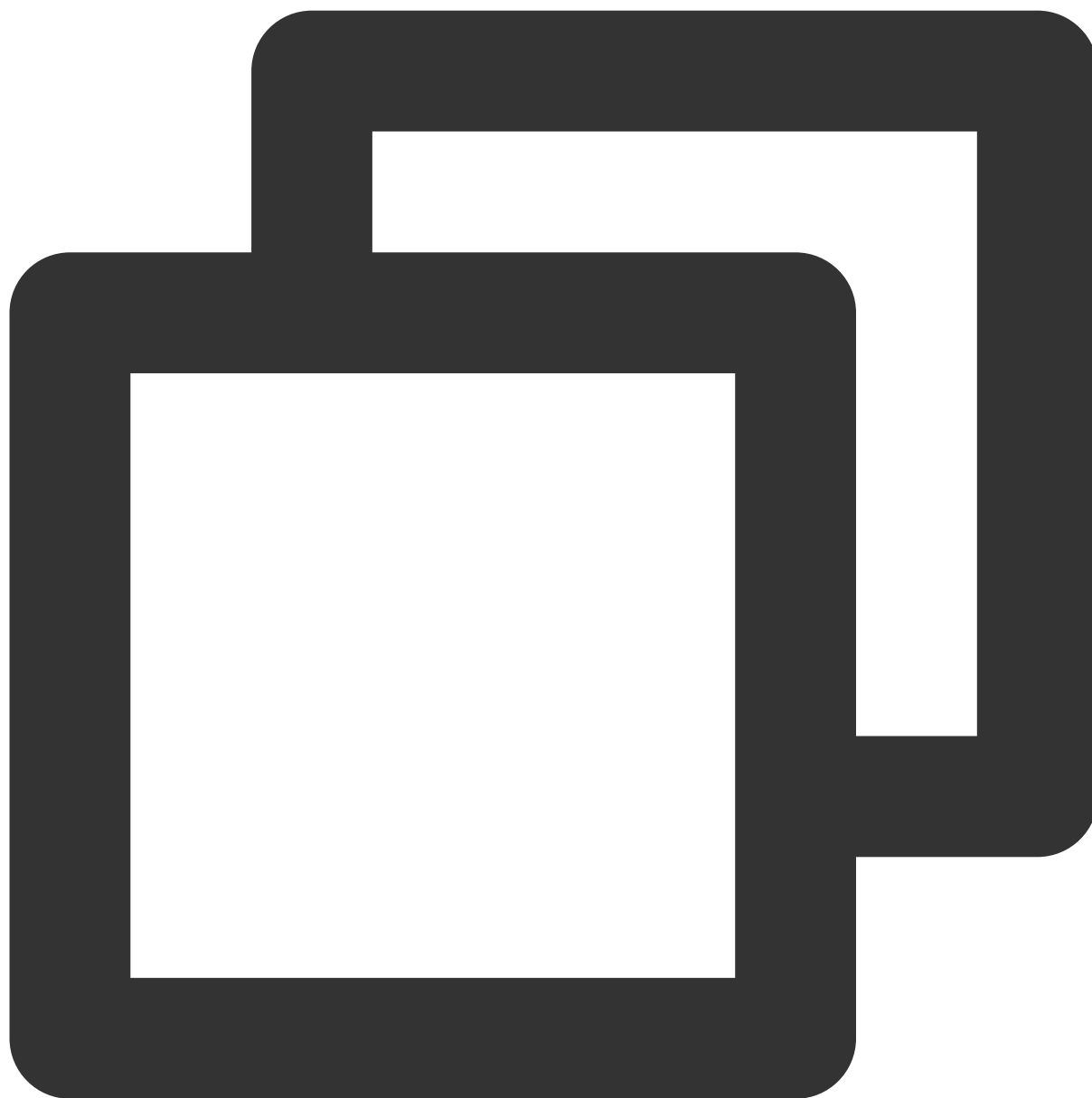
3. API Response Integrity Verification

During the use of the player, it is necessary to interact with the Video on Demand server. If the interface data is modified, it will affect the normal playback behavior. This plugin can detect and prevent such types of attacks.

Use Method

For integration with TCPlayer, refer to [TCPlayer Integration Guide](#) and [API Documentation](#).

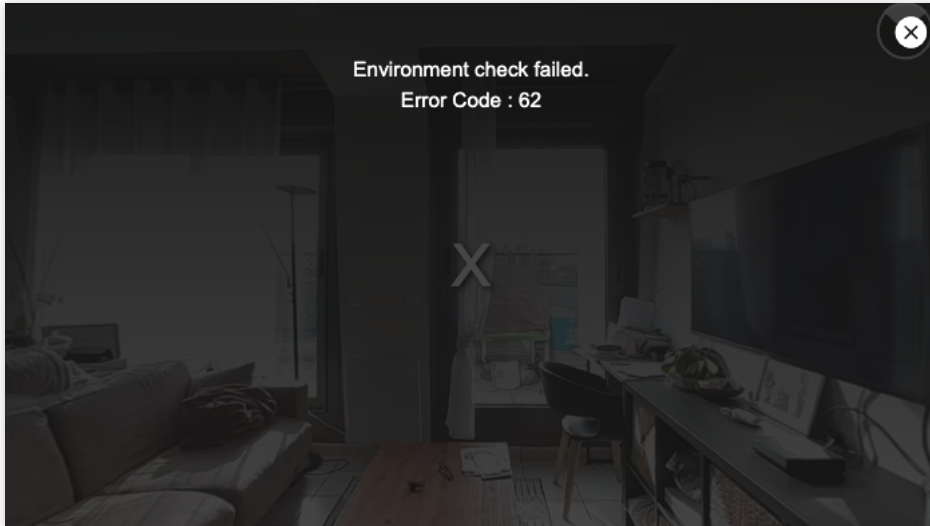
When creating a player instance, you can enable security check capabilities by claiming plugins. Once enabled, the player will automatically load and use this plugin:



```
const player = TCPlayer('player-container-id', {  
  plugins: {  
    SafeCheck: true,  
  }  
});
```

Effect

After enabling the plugin, the player will automatically check if the environment is safe. If an attack is detected, playback will be automatically terminated, and a corresponding prompt will be displayed, as shown below:



The error codes prompted by the plugin are as follows:

Error code	Description
60	Security structure check exception
61	API response integrity exception
62	MSE environment detection exception

VR Playback Plugin (TCPlayerVRPlugin)

Last updated : 2024-04-11 16:18:08

The TCPlayerVRPlugin can be used for VR panoramic video playback. During playback, you can change the viewing angle through gyroscope rotation or gesture operations. It offers various properties and methods to control playback performance and supports both PC and mobile platforms.

Use Conditions

Currently, the Web Player SDK version 5.0.0 and above support the use of the VR playback plugin.

VR playback requires access to [Player Premium Version License \(Web\)](#) for use.

Connection Method

For the player initialization process, see [TCPlayer Integration Guide](#) and [API Documentation](#).

When initializing the player instance, you can enable VR playback by claiming plugins. Once enabled, the player will automatically load and use this plugin:



```
const player = TCPlayer('player-container-id', { // player-container-id is the play
  plugins: {
    VR: {
      isEnabledController: true,
      ...
    },
  }
});
```

VR Plugin Property Description

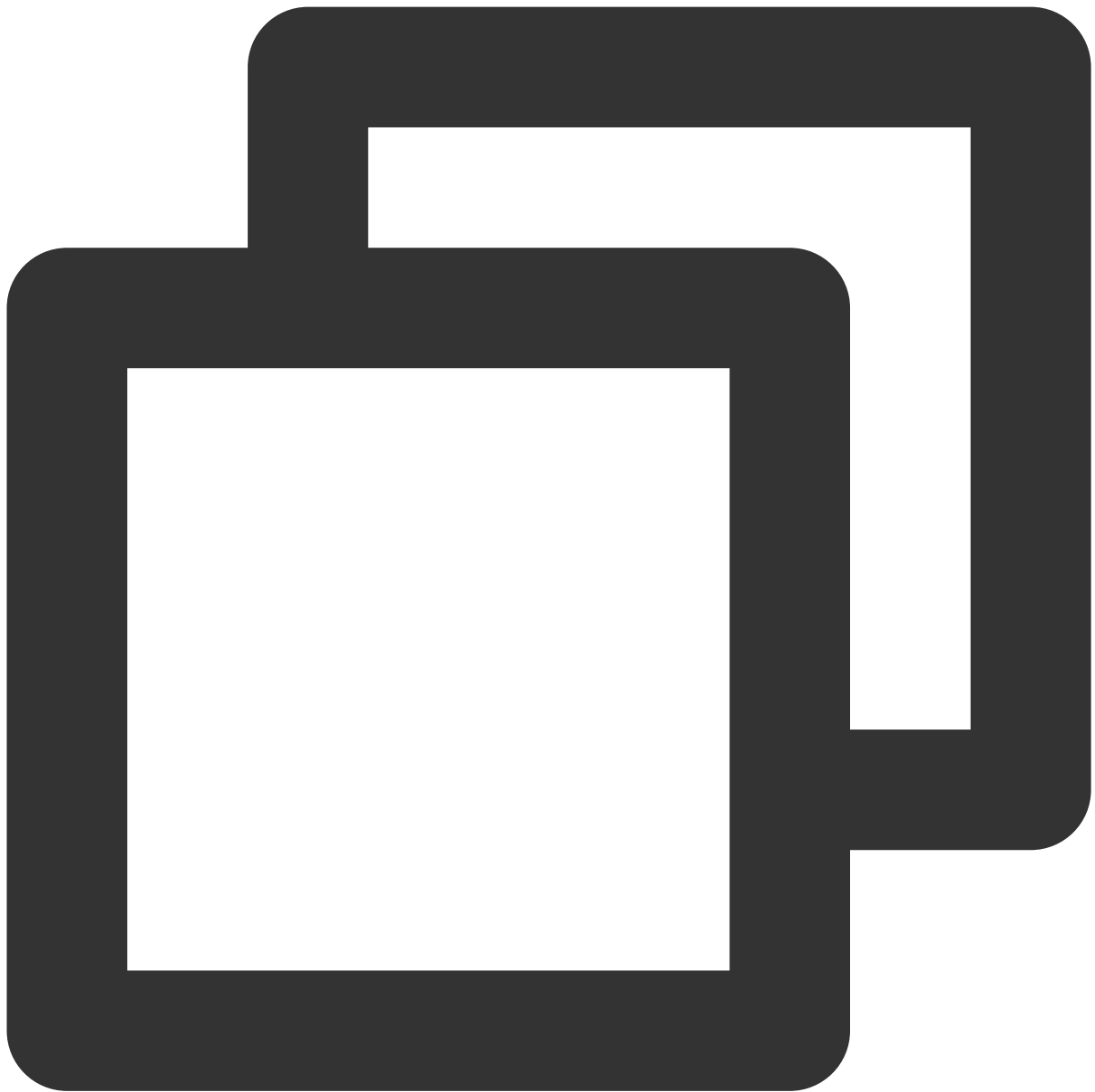
Name	Description	Default Value
isEnabledController	Enable VR Controller	true
isEnabledZoom	Allow Image Scaling	true
yaw	Initialize left and right viewing angles, in degrees	0
pitch	Initialize vertical viewing angles, in degrees	0
fov	Initialize the field of view, in degrees	65
yawRange	Limit the range of view movement	[-180, 180]
pitchRange	Limit the range of view movement	[-90, 90]
fovRange	Limit the range of view movement	[30, 110]

VR Plugin Method Description

After the VR plugin is initialized, it generates an instance. After instantiation, it enters the VR pattern to play videos. The VR instance can be found on the player instance, and related methods can be called through the VR instance:

- lookAt

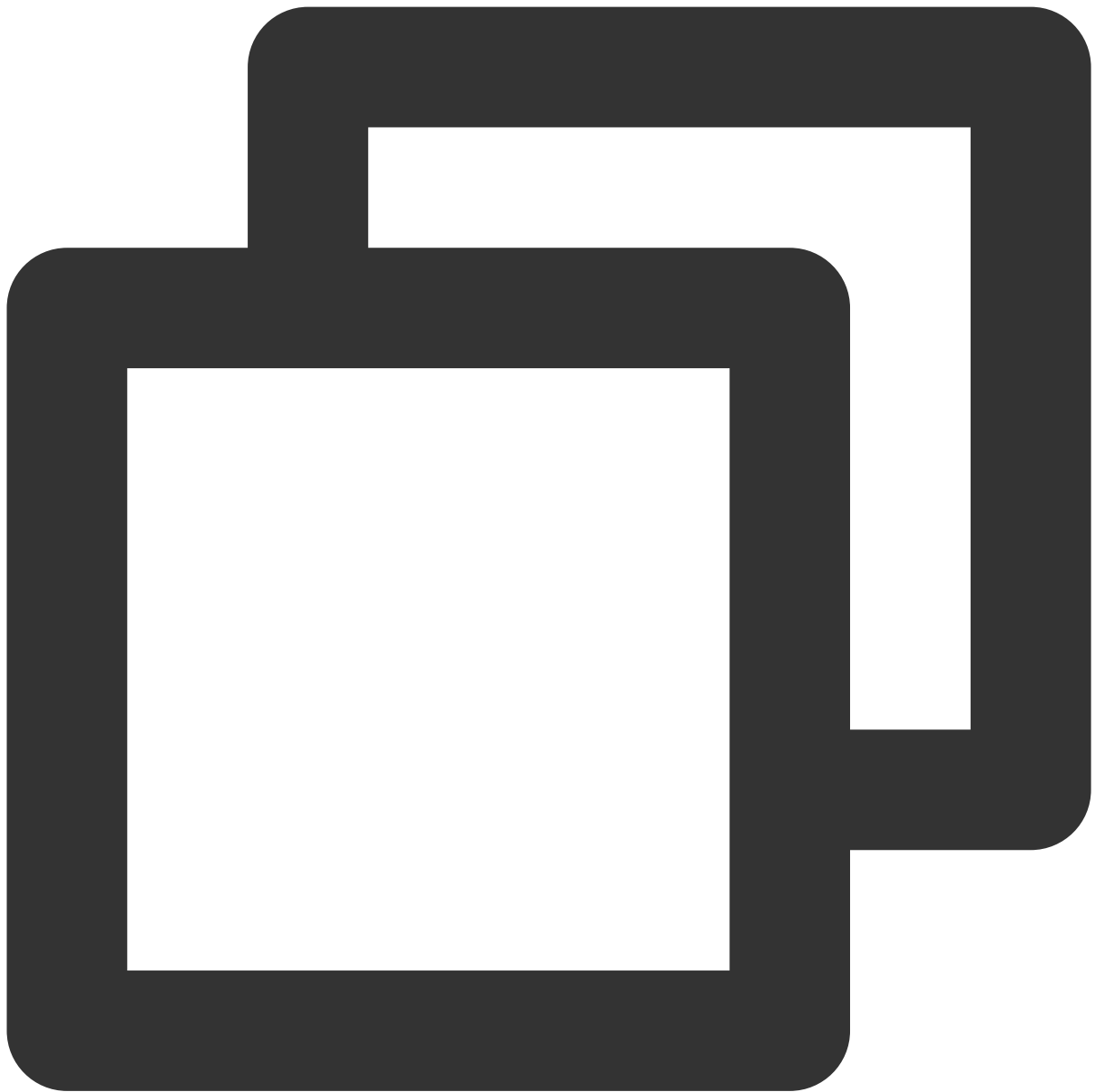
Move to a specific angle of view through animation over a period of time.



```
player.plugins['VR'].lookAt({ yaw: 30 }, 1000);
```

- setGyroMode

If your device has motion sensors (gyroscope, accelerometer), you can change the viewing angle through the device's motion. This method can be set to `'VR' | 'none' | 'yawPitch'`.



```
player.plugins['VR'].setGyroMode('none');
```

- enableSensor

Access permission to use motion sensors. Typically, on Android devices, motion sensors are enabled by default, while on iOS 13+, manual access permission is required through user interaction.



```
player.plugins['VR'].enableSensor();
```

Note:

1. In a browser hijacking environment, it is impossible to support the playback of VR videos.
2. After initialization, the Android player will default to the VR pattern and activate the gyroscope.
3. On the iOS side, performance may vary depending on the system version:
 - 3.1 For system versions 13+, you need to manually click on the page to trigger user interaction and access permissions before the gyroscope can be activated.

3.2 For system versions 12.2 to 13, you need to go into the system Settings to manually enable the motion sensor. The usual path to do this is Settings > Safari > Motion & Orientation Access. After enabling the sensor, refresh the page to activate it.

Sample code

Click [here](#) to see the sample code.

Advanced Mobile Features

Picture-in-Picture Component (TUIPIP)

iOS

Last updated : 2024-04-17 11:49:14

Introduction

Application scenarios

Advanced Picture-in-Picture (PIP) is an upgraded version of the [basic PIP](#), mainly used for encrypted video PIP, offline playback PIP, and seamless switching from foreground to PIP scenes. It optimizes the implementation and logic, and achieves a true "instant switch" effect without long waiting times.

Advantages of Advanced PIP:

Encrypted video PIP: integrated with the existing player for encrypted playback, realizing PIP playback based on encrypted templates without the need to switch player types.

Offline playback PIP: supports local video PIP playback, including ordinary videos, encrypted videos, etc.

"Instant switch" effect: no need to click the PIP button to switch, just go to the background and PIP will start immediately, achieving a true "instant switch".

Requirements

System version: iOS \geq 14.0, iPad \geq 9.0 .

Hardware devices: iPhone 8 and above.

SDK version: 11.4 or above.

Integration Steps

Upgrade SDK version and configure resources

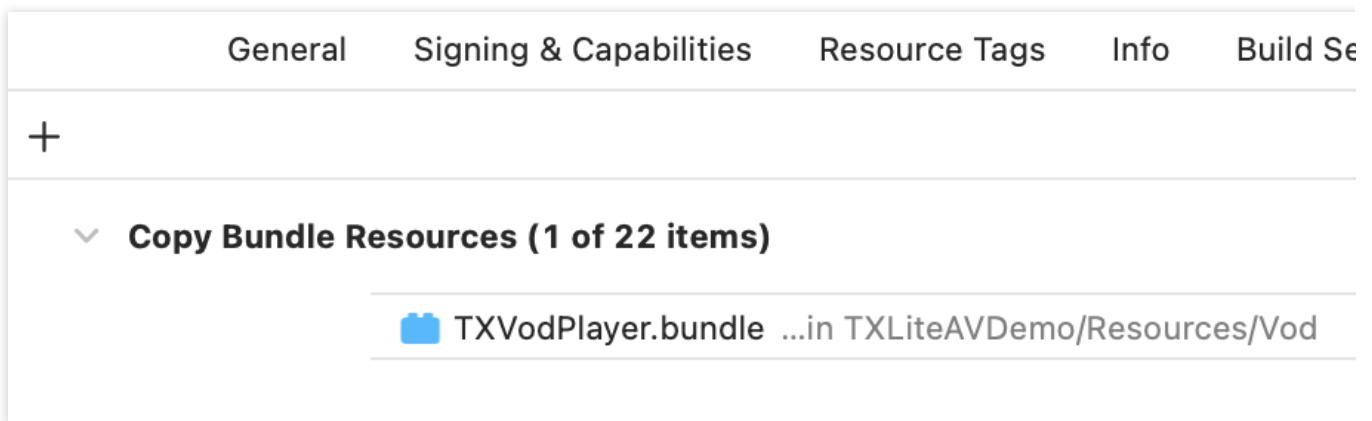
1. Upgrade SDK version:

Advanced Picture-in-Picture requires the use of the SDK. Before using the advanced Picture-in-Picture version, the SDK version needs to be upgraded to version 11.3 or above for the advanced version, or version 11.4 or above for the basic version, otherwise it cannot be used. At the same time, [the basic](#) and advanced versions of Picture-in-Picture

can coexist with compatibility and no functional conflicts. If you want to upgrade the SDK version, please refer to [the SDK integration guide](#).

2. Introduce bundle resources

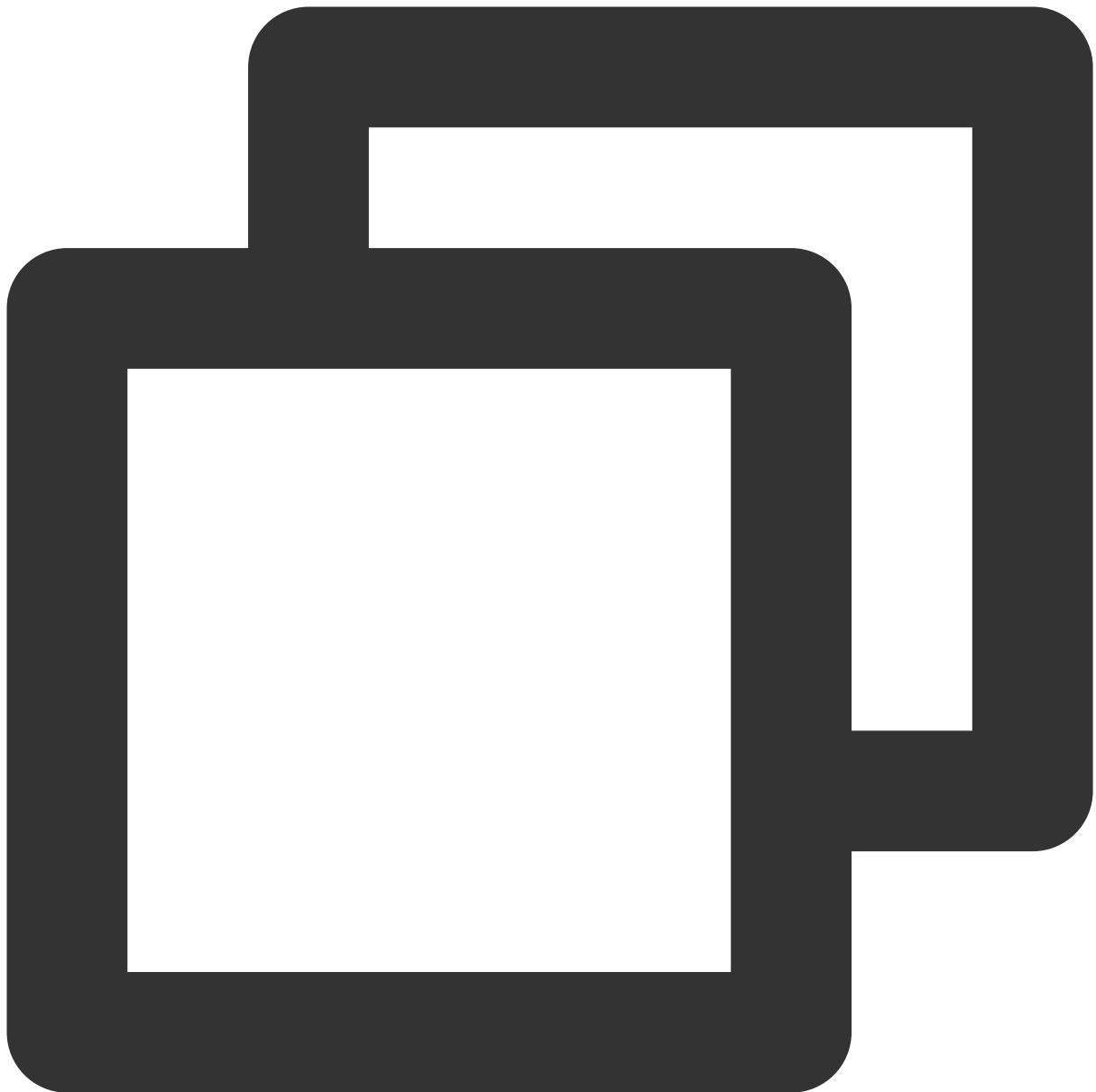
Because the SDK needs to use resources from TXVodPlayer.bundle, [the bundle file needs to be downloaded](#) and introduced into the project before compilation. Please do not modify the bundle or the names of the resources used inside, as doing so may cause seamless switching of picture-in-picture to fail.



3. Activate the premium version license for the player

The advanced picture-in-picture version requires the mobile player premium version license. You can refer to the [mobile player license guide](#) to obtain it. If you have obtained the corresponding License, you can go to [Tencent Cloud Cube Console > License Management > Mobile License](#) to obtain the corresponding LicenseURL and LicenseKey. If you do not apply for the Player Advanced Package License, entering Picture-in-Picture will be invalid.

After obtaining the License information, before calling the relevant interface of the SDK, initialize the License through the following interface. It is recommended to make the following settings in - [AppDelegate application:didFinishLaunchingWithOptions:]:

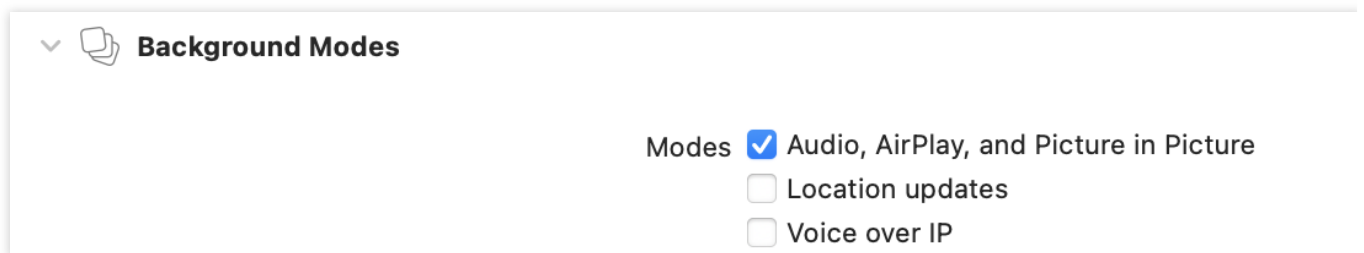


```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {  
    NSString * const licenceURL = @"<your license Url>";  
    NSString * const licenceKey = @"<your license key>";  
  
    //TXLiveBase is in "TXLiveBase.h"  
    [TXLiveBase setLicenceURL:licenceURL key:licenceKey];  
    NSLog(@"SDK Version = %@", [TXLiveBase getSDKVersionStr]);  
}
```

Quick access to picture-in-picture function

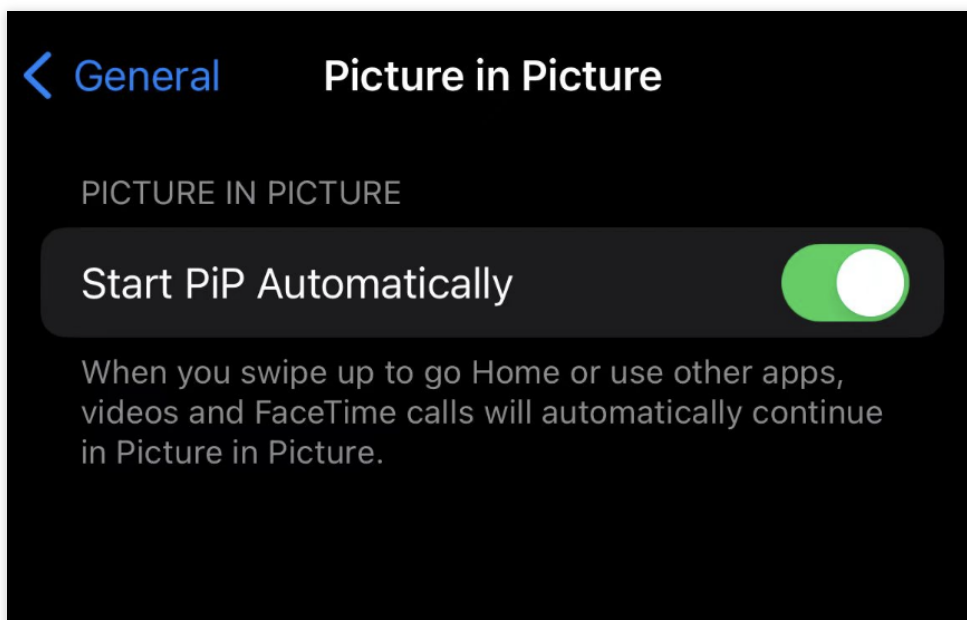
1. Permission granted

Picture-in-picture (PictureInPicture) has been launched in iOS 9, but it was only available on the iPad before. To use picture-in-picture, the iPhone needs to be updated to iOS 14. Currently, Tencent Cloud Player can support in-app and out-of-app picture-in-picture capabilities, which greatly meets the needs of users. You need to enable background mode before use. The steps are: Select the corresponding Target > Signing & Capabilities > Background Modes in XCode and check "Audio, AirPlay, and Picture in Picture".



2. Set configuration options

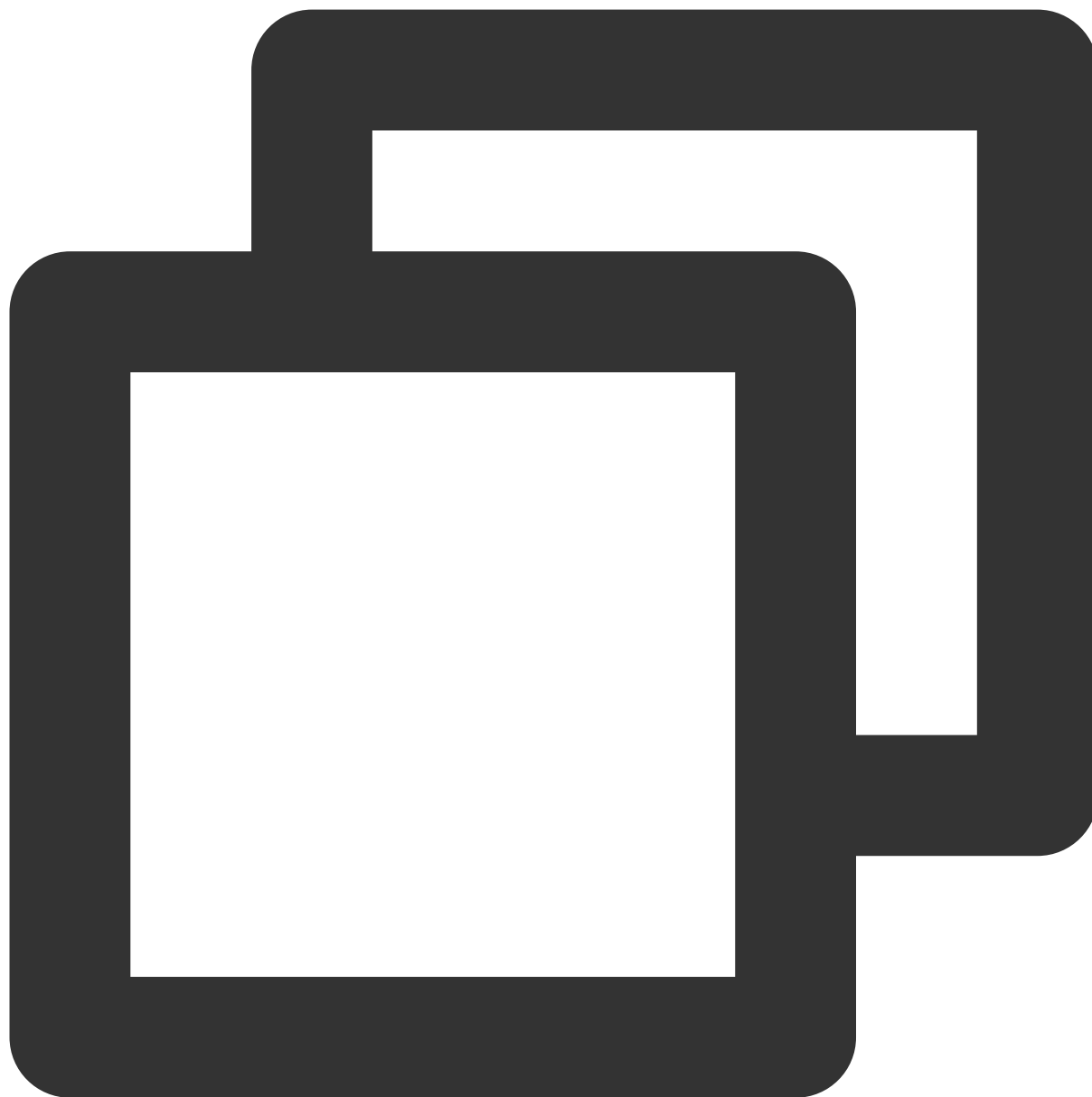
In order to use the automatic picture-in-picture function, you need to turn on the automatic picture-in-picture button in the settings. The specific path is to select on iPhone or iPad: Settings > General > Picture-in-Picture > Automatically turn on Picture-in-Picture, select to turn it on.



3. Set proxy

In order to facilitate monitoring of the picture-in-picture status, vodDelegate needs to be set to implement the picture-in-picture related callbacks in TXVodPlayListener. You can perform related business operations based on various

status and error messages in the callback, such as continuing to play, pausing or exiting picture-in-picture, etc.



```
/**
 * Picture-in-picture status callback
 *
 */
- (void)onPlayer:(TXVodPlayer *)player pictureInPictureStateDidChange:(TX_VOD_PLAYE

/**
 * Picture-in-picture error message callback
 *
```

```
* /  
- (void)onPlayer:(TXVodPlayer *)player pictureInPictureErrorDidOccur:(TX_VOD_PLAYER
```

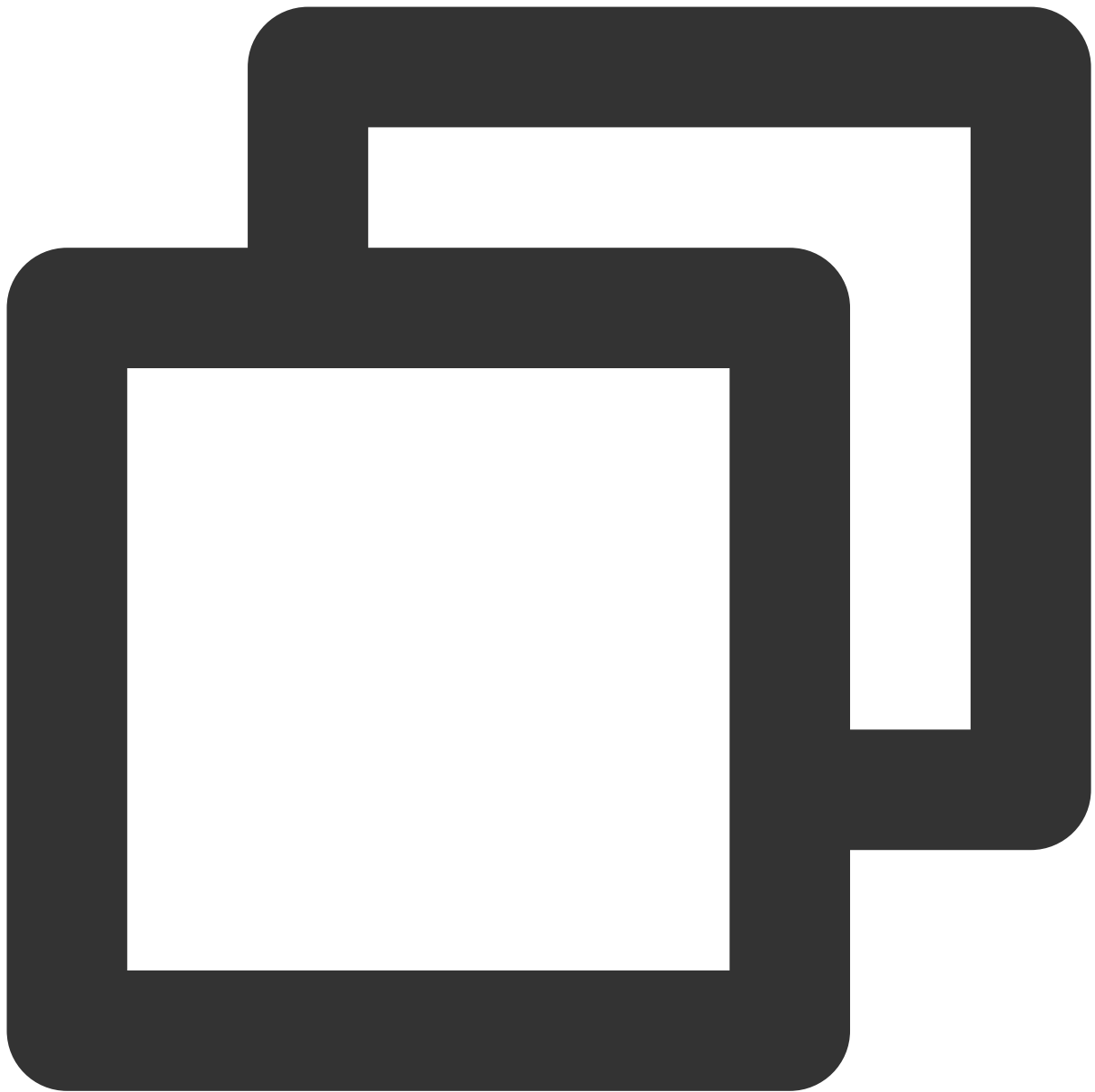
4. Code example using picture-in-picture capability

Note :

To use the automatic picture-in-picture function, make sure the player is in the playing state. If the player is paused or stopped, the automatic picture-in-picture function cannot be used.

The `isSupportSeamlessPictureInPicture` interface can only be used after the application loads the advanced version License. At the same time, this interface can only determine whether the device itself supports automatic switching of picture-in-picture. Due to system limitations, it cannot determine the user's setting permission for automatic picture-in-picture, and needs to be guided by itself.

Before playing, set whether to allow "automatic switching of picture-in-picture function".



```
// 1. Before playing, set whether the "automatic switching Picture-In-Picture funct
// YES means allowed, NO means not allowed, the default is NO
[TXVodPlayer setPictureInPictureSeamlessEnabled:YES];

// 2. Enter picture-in-picture
if (![TXVodPlayer isSupportPictureInPicture]) {
    //The device does not support picture-in-picture and exit directly.
    return;
}
```



```
// Manually call to enter picture-in-picture
[_vodPlayer enterPictureInPicture];

// 3. Exit the background operation. If the device supports seamless switching of p
// Note: The isSupportSeamlessPictureInPicture interface can only be used after the
// Whether automatic switching of picture-in-picture is supported? Due to system li
if ([self.vodplayer isSupportSeamlessPictureInPicture]) {
    // No processing
} else {
    // Pause playback
    [self.vodplayer pause];
}

// 4. Exit picture-in-picture
[_vodPlayer exitPictureInPicture];
```

TUIPlayerShortVideo

iOS

Last updated : 2024-06-17 17:06:27

Component Introduction

TUIPlayerShortVideo component is a short video component launched by Tencent Cloud with excellent performance, supporting ultra-fast first frame and smooth sliding of videos, and providing high-quality playback experience.

First frame opens in seconds: First frame time is one of the core indicators of short video applications, which directly affects the user's viewing experience. Short video components use technologies such as pre-playback, pre-download, player reuse and precise traffic control to achieve a high-quality playback experience with extremely fast first frame and smooth sliding, thereby increasing user playback volume and retention time.

Excellent performance: Through the optimization of player reuse and loading strategies, memory and CPU consumption are always kept at a low level while ensuring excellent smoothness.

Quick integration: The component encapsulates complex playback operations, provides a default playback UI, and supports both FileId and URL playback, which can be quickly integrated into your project at low cost.

Effect comparison

From the example video below you can see the difference before and after implementing the best short video strategy. There is an obvious first frame lag before optimization.

After optimization, the playback is smooth and the average playback time after optimization reaches 10 milliseconds - 30 milliseconds.

Not optimized for short videos	Optimized short video

TUIPlayerKit Download

TUIPlayerKit SDK and Demo can be downloaded by [clicking here](#).

Integration Guide

1. Dependencies

The SDKs that TUIPlayerShortVideo depends on are :

TUIPlayerCore

TXLiteAVSDK \geq 11.4

SDWebImage

Masonry

2. Environmental requirements

System version : \geq iOS 9.0

Development Environment : \geq Xcode 14.0 (It is recommended to use the latest version)

3. Integrated TUIPlayerCore

Unzip the downloaded TUIPlayerKit resource package, add the TUIPlayerCore.xcframework component SDK to the appropriate location of the Xcode Project in your project, select the appropriate target, and check Do Not Embed.

4. Integrated TUIPlayerShortVideo

Unzip the downloaded TUIPlayerKit resource package, add the TUIPlayerShortVideo.xcframework component SDK to the appropriate location of your Xcode Project, select the appropriate target, and check Do Not Embed.

5. Integrated TXLiteAVSDK

For TXLiteAVSDK integration methods, please refer to [TXLiteAVSDK Integration Guide](#).

6. Integrated SDWebImage

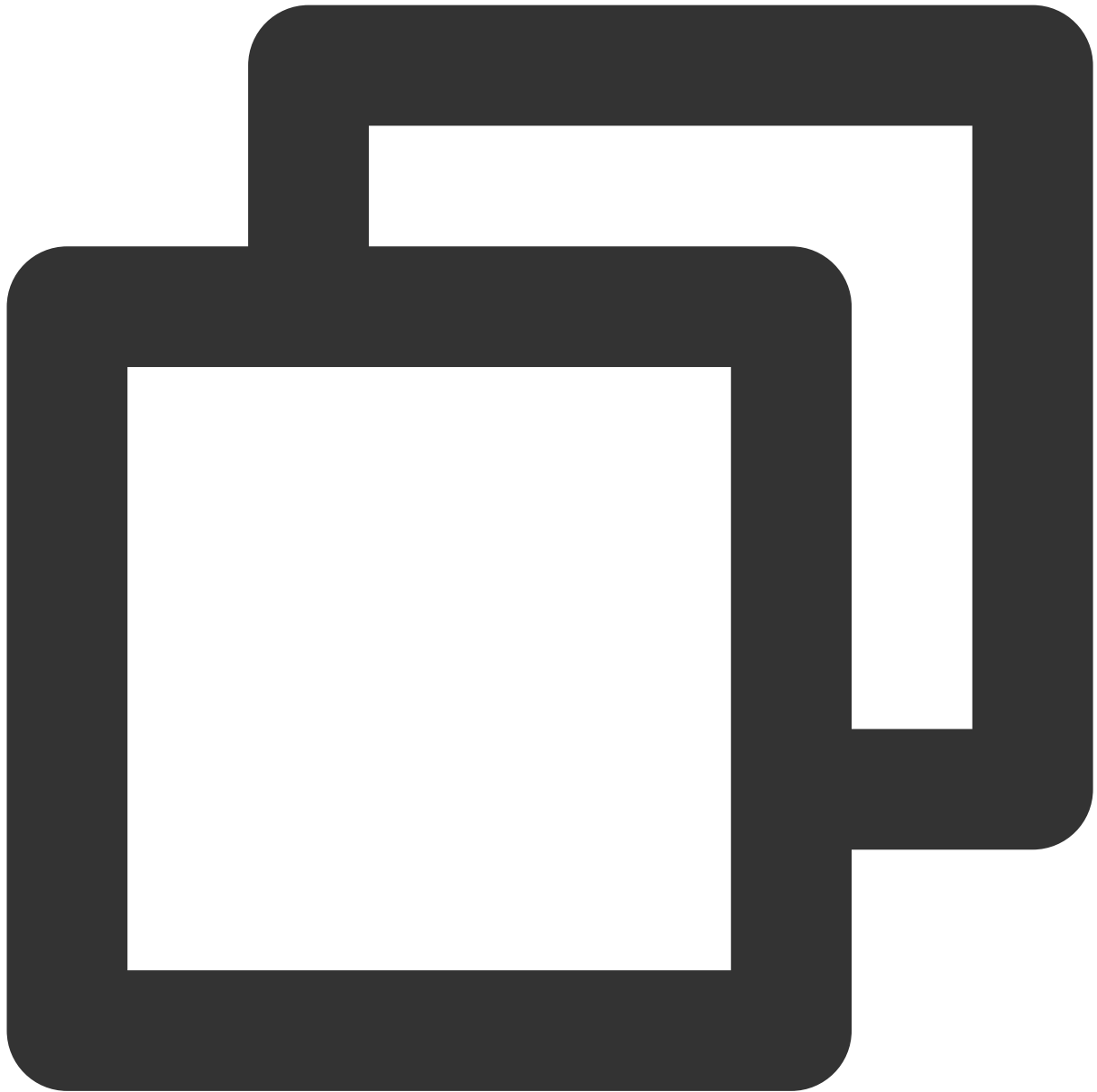
For downloading and integrating SDWebImage, please refer to the [GitHub instructions](#).

7. Integrated Masonry

For downloading and integrating Masonry, please refer to the [GitHub instructions](#).

8. Pod Integration

If your project supports pod, you can also integrate it through the spec file we provide, as follows:



```
pod 'TUIPlayerShortVideo' ,:path => '../.../SDK/TUIPlayerShortVideoSDK/'  
pod 'TUIPlayerCore' ,:path => '../.../SDK/TUIPlayerCoreSDK/'
```

Attention :

Please configure Path according to your own project file path.

Remote Pod integration is not currently supported.

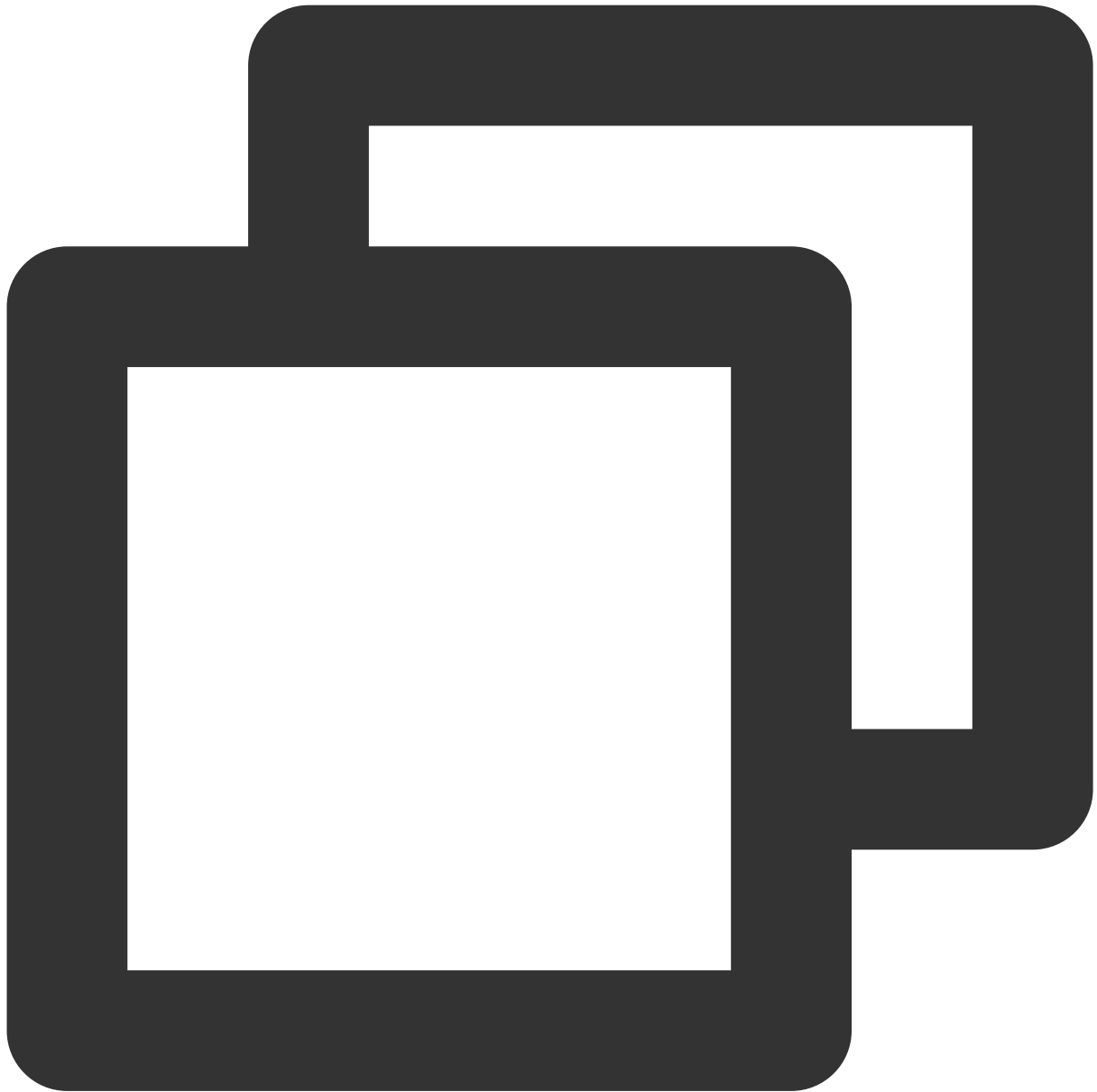
Interface Instructions

1. Quick access

1.1. Configure Player Premium License

The use of TUIPlayer Kit components requires the use of [the Mobile Player Premium License](#), which you can obtain by referring to the Mobile Player License Guide. If you have already obtained the corresponding license, you can go to [Tencent Cloud Visual Cube Console > License Management > Mobile License](#) to obtain the corresponding LicenseURL and LicenseKey. If you do not apply for the Mobile Player Premium License, video playback failures, black screens, etc. will occur.

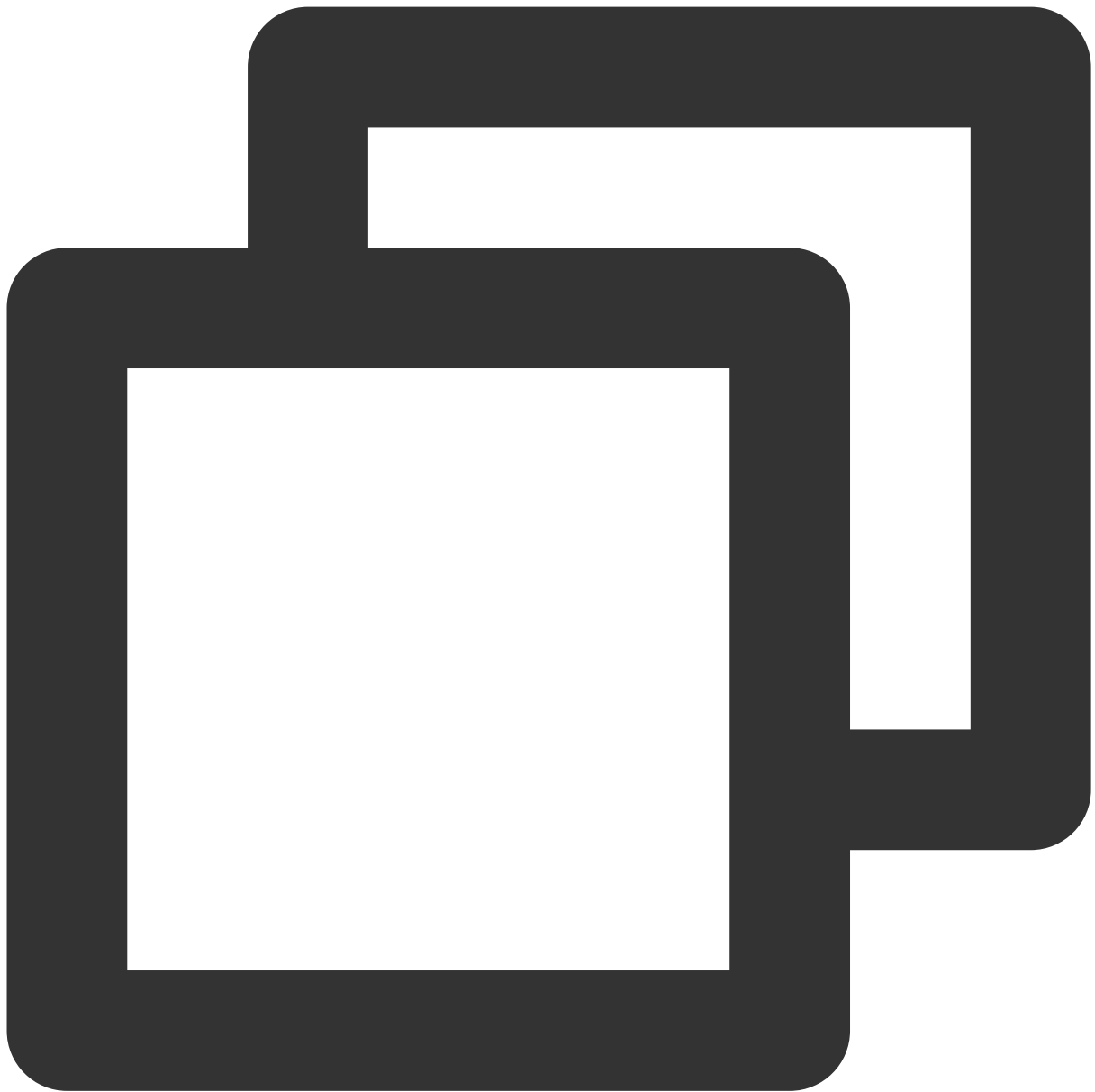
Before calling related functions, configure Licence in your project. It is recommended to reference the TUIPlayerCore module in `- [AppDelegate application:didFinishLaunchingWithOptions:]` make the following configuration :



```
NSString * const licenceURL = @"<Obtained licenseUrl>";
NSString * const licenceKey = @"<The key obtained>";
[TXLiveBase setLicenceURL:licenceUrl key:licenceKey];
[[TXLiveBase sharedInstance] setDelegate:self];
```

1.2. Play

Initialize TUIShortVideoView, as follows:



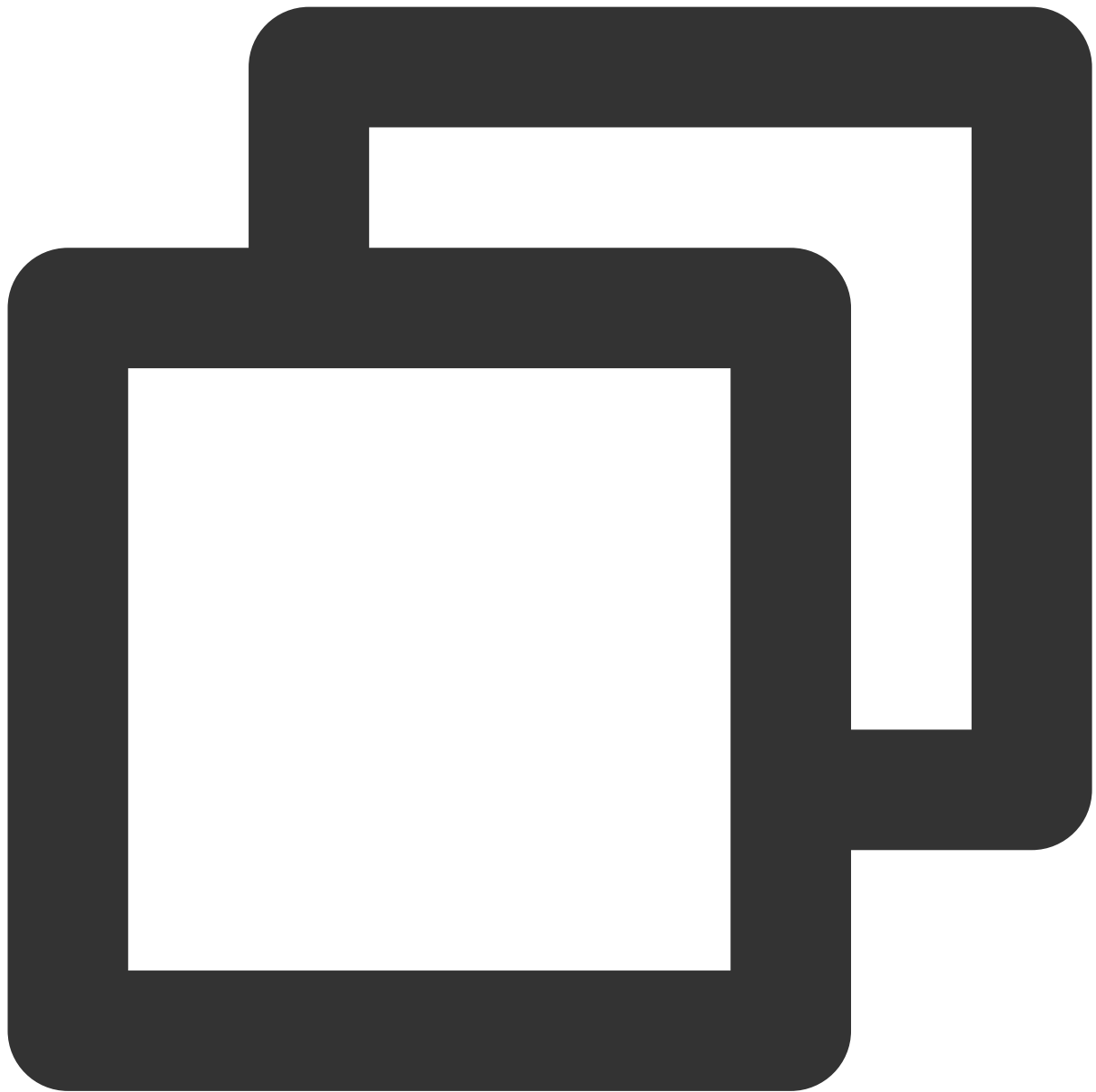
```
- (TUIShortVideoView *)videoView {  
  
    if (!_videoView) {  
        ///Setting up a custom UI  
        TUIPlayerShortVideoUIManager *uiManager = [[TUIPlayerShortVideoUIManager al  
        [uiManager setControlViewClass: TUIPlayerShortVideoControlView.class];  
        [uiManager setControlViewClass: TUIPSControlLiveView.class viewType:TUI_ITE  
        [uiManager setControlViewClass: TUIPSControlCustomView.class viewType:TUI_I  
        [uiManager setLoadingView:[[TUIPSDLoadingView alloc] init]];  
    }  
    return _videoView;  
}
```

```
_videoView = [[TUIShortVideoView alloc] initWithUIManager:uiManager];
_videoView.delegate = self;
_videoView.customCallbackDelegate = self;
//_videoView.isAutoPlay = NO;

// Set your playback strategy
TUIPlayerVodStrategyModel *model = [[TUIPlayerVodStrategyModel alloc] init]
model.mPreloadConcurrentCount = 1;
model.preDownloadSize = 1;
model.enableAutoBitrate = NO;

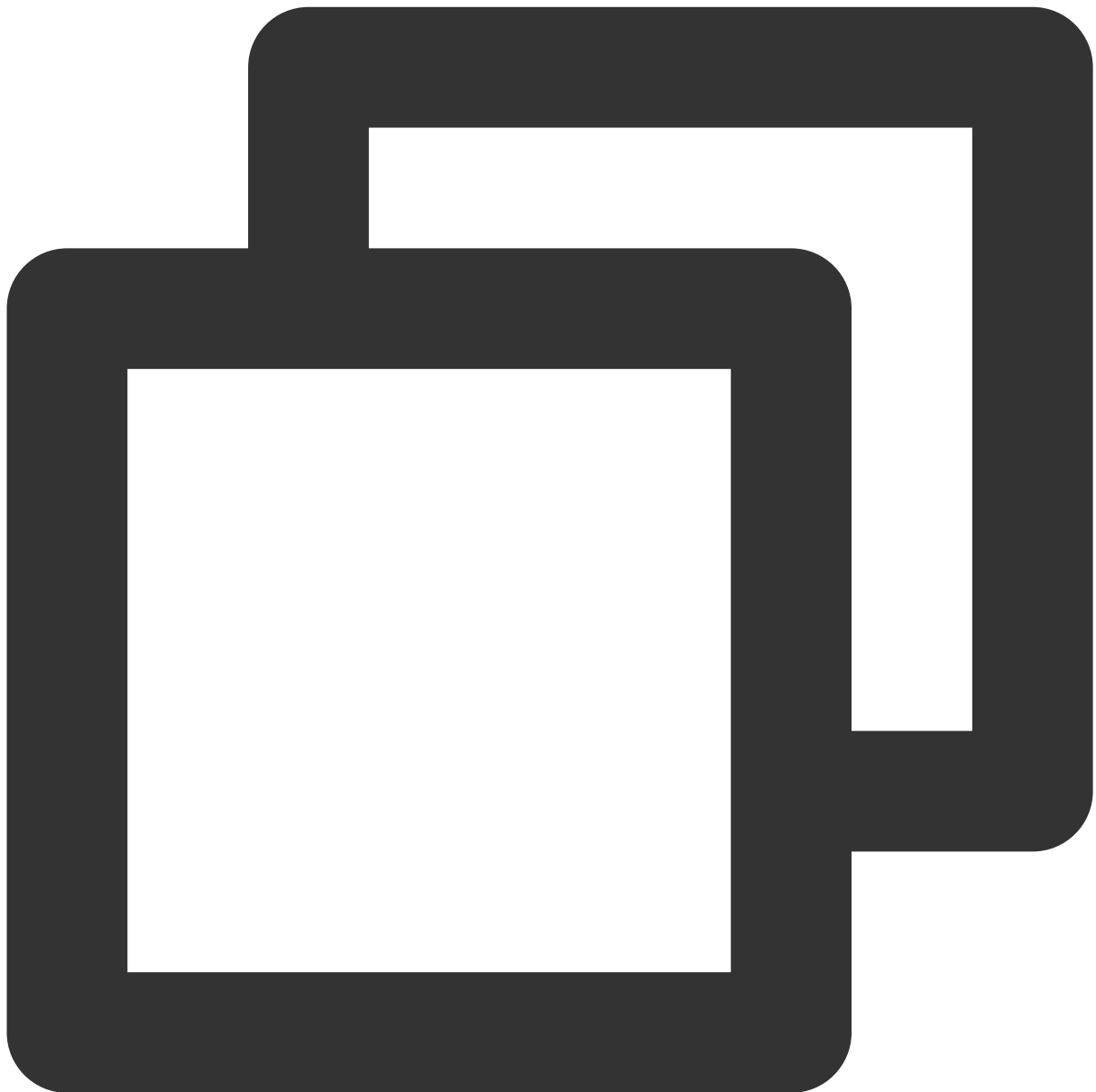
// live strategy
TUIPlayerLiveStrategyModel *liveStrategyModel = [[TUIPlayerLiveStrategyModel alloc] init]
[_videoView setShortVideoLiveStrategyModel:liveStrategyModel];
}
return _videoView;
}
```

Add an instance of TUIShortVideoView to the View you want to present, as shown in the following code:



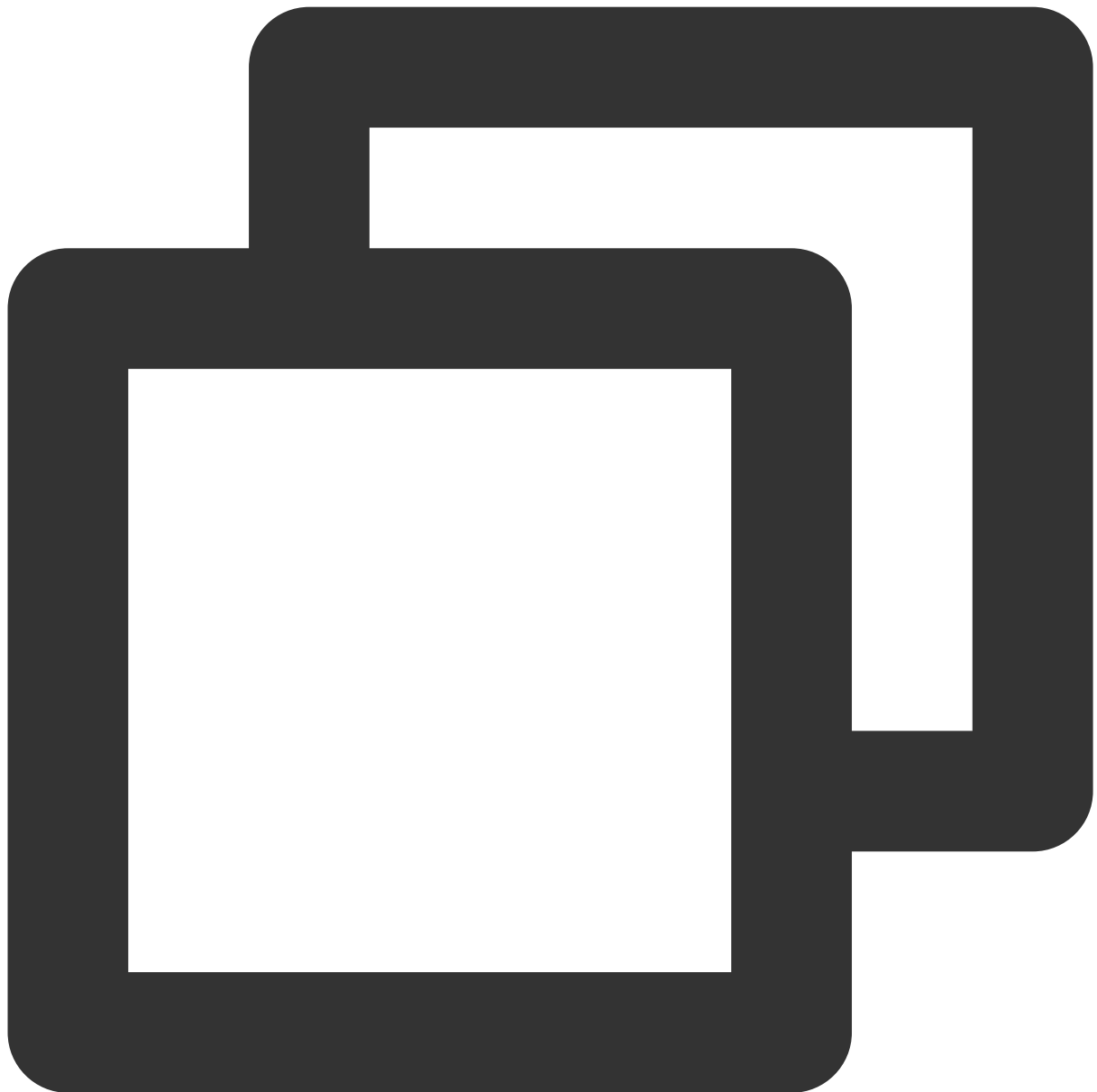
```
videoView.frame = self.view.bounds;  
[self.view addSubview:self.videoView];
```

Then add your videos array:



```
TUIPlayerVideoModel *model1 = [[TUIPlayerVideoModel alloc] init]; ///Video Data
TUIPlayerLiveModel *model2 = [[TUIPlayerLiveModel alloc] init]; ///Live data
TUIPlayerDataModel *model3 = [[TUIPlayerDataModel alloc] init]; ///Custom Data
/// Here, you can decide the amount of data per page based on your business situation
NSArray *videos1 = @[model1,model2,model3];
[self.videoView setShortVideoModels:videos1];
```

After the first set of videos is played, you need to continue to insert your second set of video data in the `TUIShortVideoViewDelegate` delegate method:



```
TUIPlayerVideoModel *model1 = [[TUIPlayerVideoModel alloc] init]; ///Video Data
TUIPlayerLiveModel *model2 = [[TUIPlayerLiveModel alloc] init]; ///Live data
TUIPlayerDataModel *model3 = [[TUIPlayerDataModel alloc] init]; ///Custom Data
/// Here, you can decide the amount of data per page based on your business situation
NSArray *videos2 = @[model1,model2,model3];
-(void)onReachLast {
    ///Here you can make a data index record and continue to insert your 3rd 4th 5th
    [self.videoView appendShortVideoModels:videos2];
}
```

1.3. TUIShortVideoView

The main interfaces of TUIShortVideoView are as follows:

Parameter name	Implication
isAutoPlay	Whether to automatically play the first video when loading for the first time, default is YES
videos	Read-only property, get the data currently in the video list
currentVideoModel	The video model currently playing
currentVideoIndex	Index of the video currently playing
currentPlayerStatus	The current player's playback status
isPlaying	Is the current player playing
delegate	delegate
refreshControl	Set the pull-down refresh control
initWithUIManager	Initialization
setShortVideoStrategyModel	Set the live broadcast strategy
setShortVideoLiveStrategyModel	Set the live broadcast strategy
setShortVideoModels	Setting up a data source for the first time
appendShortVideoModels	Add video data source
removeAllVideoModels	Delete all video data
setPlaymode	Video playback mode, single loop or list loop, the former is the default
pause	Pause
resume	Resume
destoryPlayer	Destroy the player
didScrollToCellWithIndex	Jump to the video with the specified index
startLoading	Display loading image
stopLoading	Hide loading icon
currentPlayerSupportedBitrates	The bitrate supported by the currently playing video

bitrateIndex	Get the bitrate index of the current playback
switchResolution:index:	Switch resolution
pausePreload	Pause preloading
resumePreload	Resume preload
getDataManager	Get Data Manager
getVodStrategyManager	Get the On-Demand Policy Manager
getLiveStrategyManager	Get the Live Strategy Manager

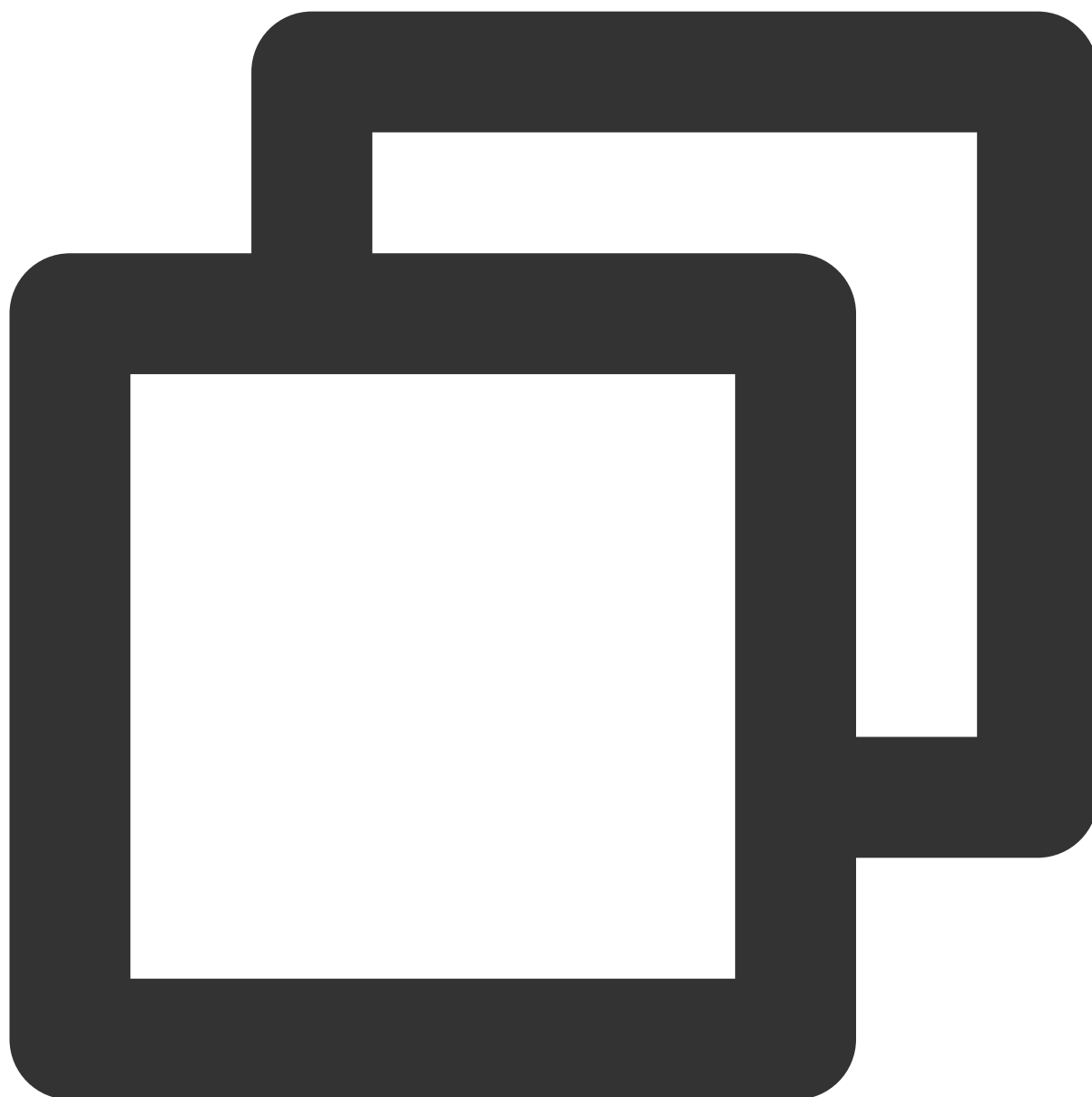
2. Global Configuration

You can set some global configurations in TUIPlayerCore via the TUIPlayerConfig model.

The main parameters of TUIPlayerConfig are shown in the table below:

Parameter name	Implication
enableLog	Whether to allow printing logs, the default is NO

Then configure globally through TUIPlayerCore:



```
TUIPlayerConfig *config = [TUIPlayerConfig new];
config.enableLog = YES;
[[TUIPlayerCore sharedInstance] setPlayerConfig:config];
```

3. Player policy configuration

3.1. VOD Playback Policy Settings

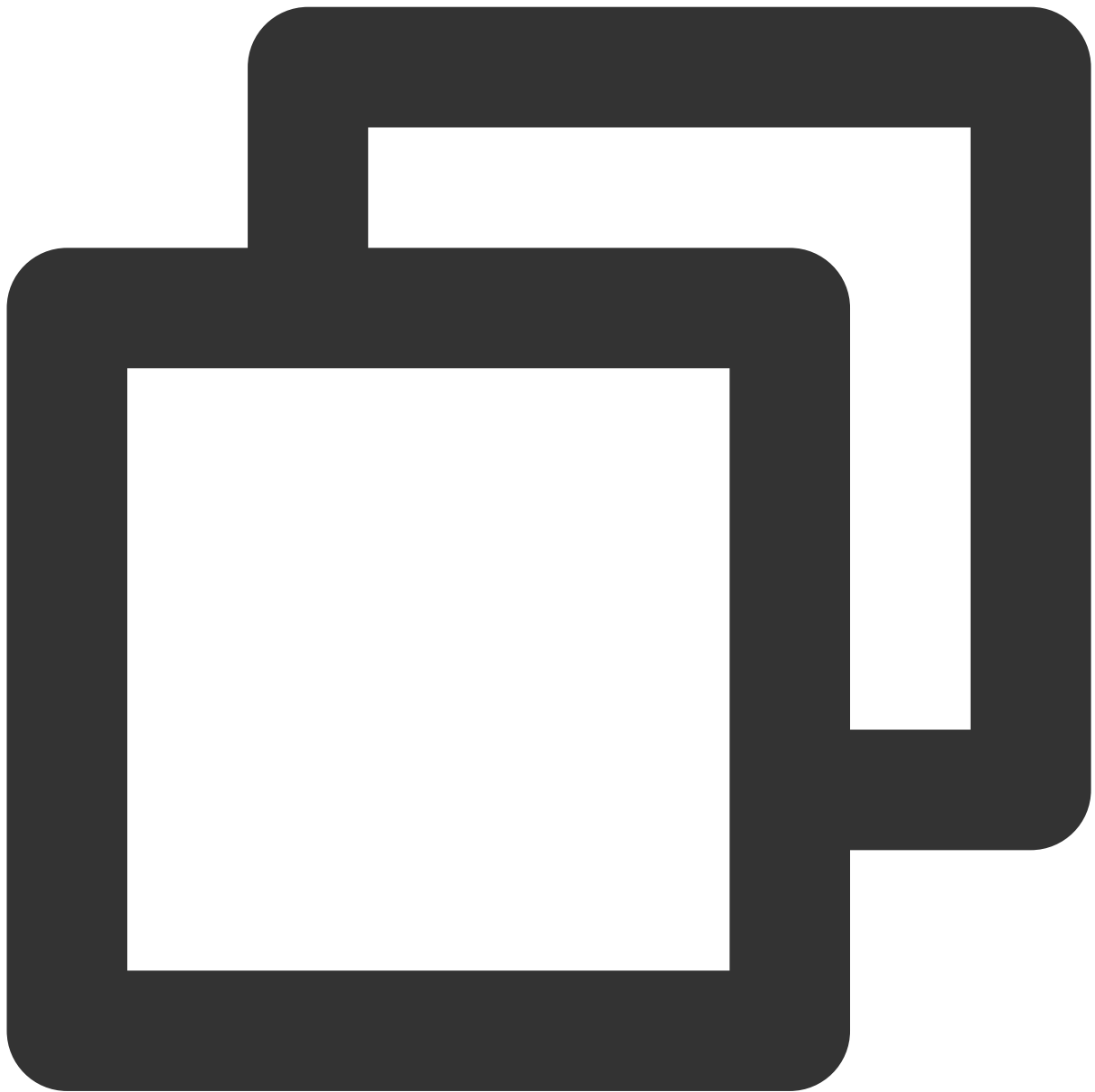
You can use the `TUIPlayerVodStrategyModel` model to configure the on-demand playback strategy.

The main parameters of `TUIPlayerVodStrategyModel` are shown in the following table:

--	--

Parameter name	Implication
mPreloadConcurrentCount	The number of video caches, default is 3
mPreloadBufferSizeInMB	Pre-play size, in MB, default 0.5MB
preferredResolution	Preferred resolution, default 720 * 1280
progressInterval	The progress bar callback interval, in milliseconds, default is 500ms
renderMode	Canvas fill style, the default image adapts to the screen to keep the picture intact
extInfoMap	Additional parameters, reserved
enableAutoBitrate	Whether to enable adaptive bitrate, default is NO
mediaType	Set the media type
maxBufferSize	Maximum preload size, in MB, default 10MB, this setting will affect playableDuration, the larger the setting, the more pre-cached
mResumeModel	Resume mode, default value is TUI_RESUM_MODEL_NONE
preDownloadSize	Pre-download size, in MB, default 1MB
enableAccurateSeek	Whether to seek accurately, the default is YES. After turning on accurate seek, the seek time will be 200ms longer on average
audioNormalization	<p>Volume balance. Loudness range: -70~0 (LUFS). This configuration requires LiteAVSDK 11.7 and above.</p> <p>The following constants are for reference:</p> <p>Off: AUDIO_NORMALIZATION_OFF (TXVodPlayConfig.h)</p> <p>On (standard loudness): AUDIO_NORMALIZATION_STANDARD (TXVodPlayConfig.h)</p> <p>On (low loudness): AUDIO_NORMALIZATION_LOW (TXVodPlayConfig.h)</p> <p>On (high loudness): AUDIO_NORMALIZATION_HIGH (TXVodPlayConfig.h)</p> <p>The default value is AUDIO_NORMALIZATION_OFF.</p>
isLastPrePlay	Whether to keep the last pre-play, the default is NO
subtitleRenderModel	Subtitle style

Then configure the player strategy :



```
TUIPlayerStrategyModel *model = [[TUIPlayerStrategyModel alloc] init];
model.mPreloadConcurrentCount = 1;
model.preDownloadSize = 1;
model.enableAutoBitrate = NO;
model.mRenderMode = TUI_RENDER_MODE_FILL_SCREEN;
model.mResumeModel = TUI_RESUM_MODEL_LAST;
[_videoView setShortVideoStrategyModel:model];
```

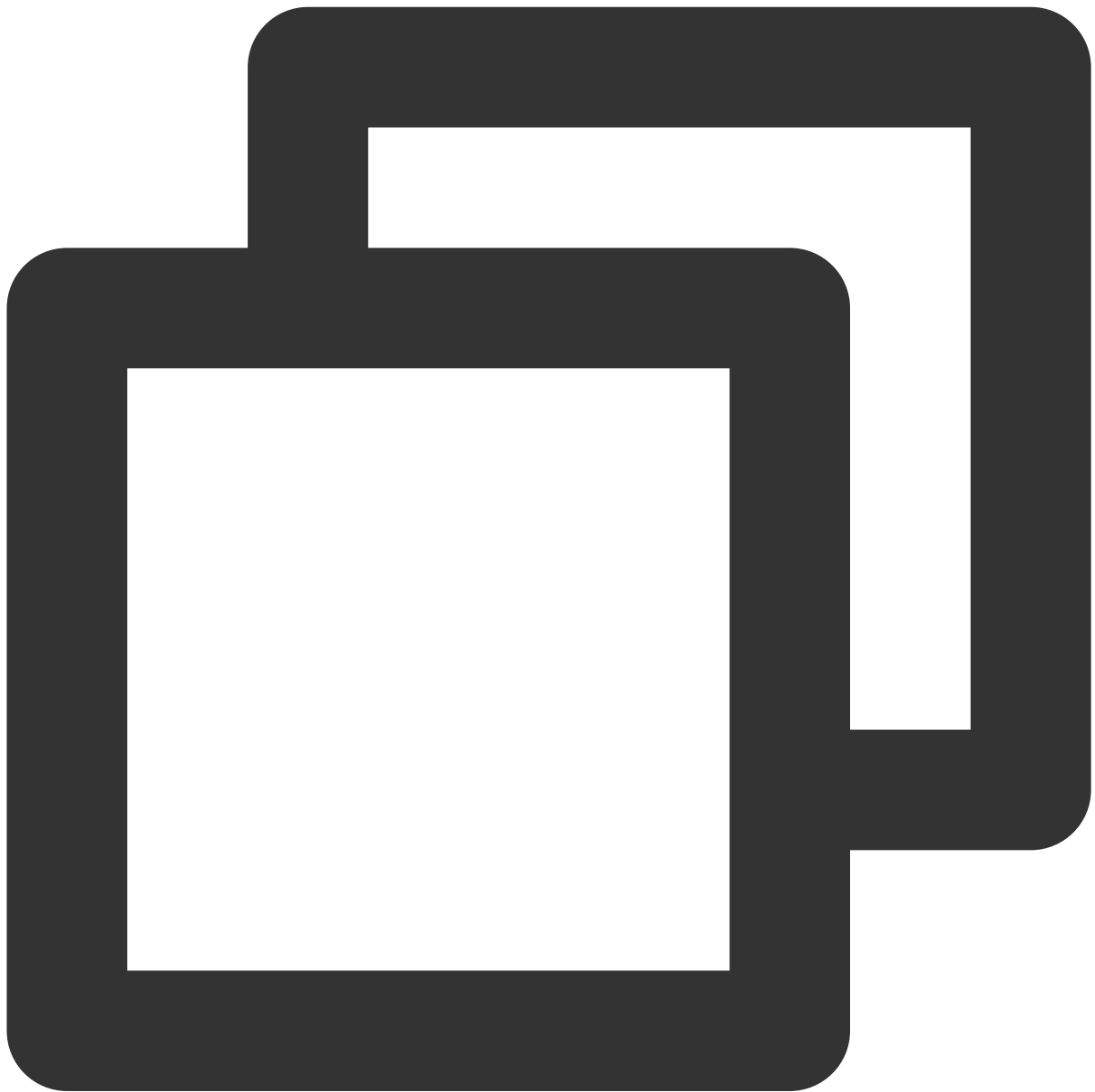
3.2. Live broadcast strategy settings

You can use the `TUIPlayerLiveStrategyModel` model to configure the on-demand playback strategy.

The main parameters of `TUIPlayerLiveStrategyModel` are shown in the following table:

Parameter name	Implication
<code>isLastPrePlay</code>	Whether to keep the last pre-play, the default is NO
<code>mRenderMode</code>	Canvas fill style, default <code>V2TXLiveFillModeFill</code>
<code>enablePictureInPicture</code>	YES: Enable the PIP function; NO: Disable the PIP function. Default value: NO.
<code>volume</code>	The volume of the player, ranging from 0 to 100. Default value: 100.
<code>maxAutoAdjustCacheTime</code>	The maximum time for automatic adjustment of the player cache, in seconds. The value must be greater than 0. The default value is 5.
<code>minAutoAdjustCacheTime</code>	The minimum time for automatic adjustment of the player cache, in seconds. The value must be greater than 0. The default value is 1.
<code>isShowDebugView</code>	Whether to display the debug overlay of player status information. Default value: NO.

Then configure the player strategy :

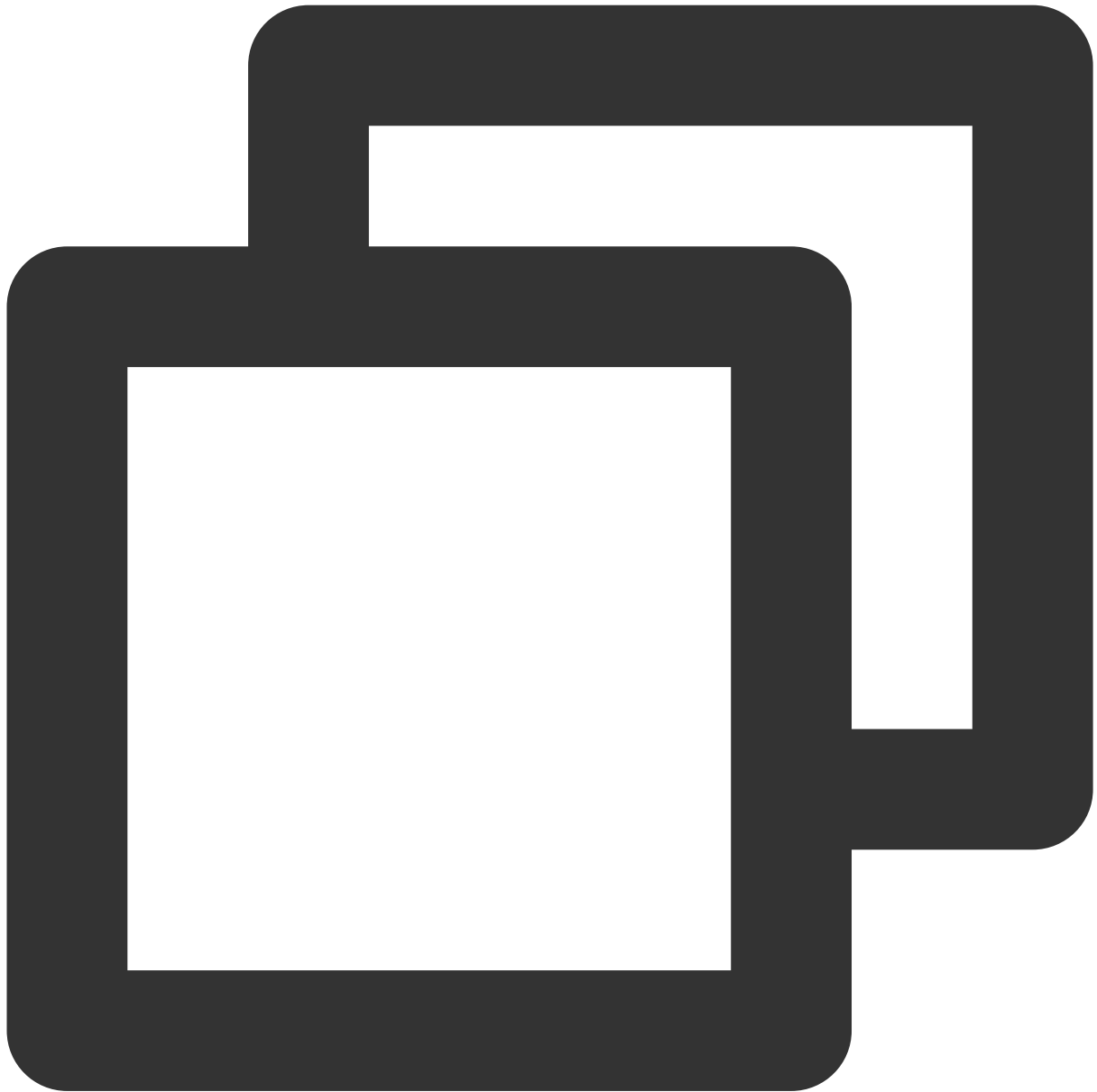


```
TUIPlayerLiveStrategyModel *liveStrategyModel = [[TUIPlayerLiveStrategyModel alloc]
[_videoView setShortVideoLiveStrategyModel:liveStrategyModel];
```

3.3. Dynamic policy adjustment

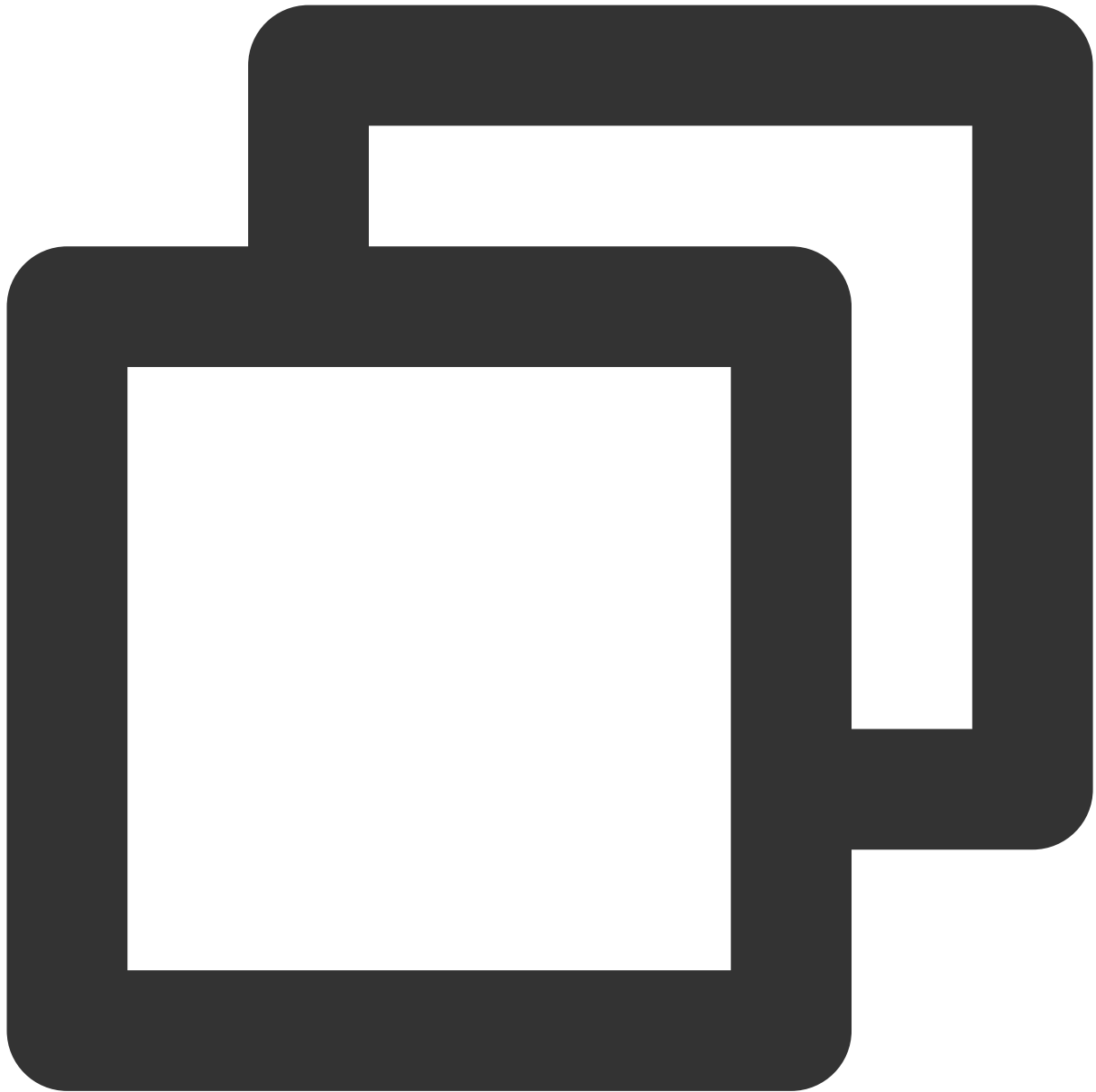
Both on-demand and live broadcast strategies support dynamic adjustment. The steps are as follows: :

- 1、Get the live broadcast & on-demand strategy management class through TUIShortVideoView.



```
TUIPlayerVodStrategyManager *VodStrategyManager = [_videoView getVodStrategyManager  
TUIPlayerVodStrategyManager *LiveStrategyManager = [_videoView getLiveStrategyManag
```

2、Adjust playback strategies through VodStrategyManager and LiveStrategyManager.



```
[VodStrategyManager setRenderMode:TUI_RENDER_MODE_FILL_EDGE];  
[LiveStrategyManager setRenderMode:V2TXLiveFillModeFill];
```

4.Data Management

4.1. Data Model

The original data model of TUIShortVideoView includes:

Parameter name	Implication
----------------	-------------

TUIPlayerDataModel	Basic data types
TUIPlayerVideoModel	Video data type, inherited from TUIPlayerDataModel
TUIPlayerLiveModel	Vive data type, inherited from TUIPlayerDataModel

TUIPlayerDataModel

Parameter name	Implication
modelType	Model Type
extInfo	Business data
onExtInfoChangedBlock	ExtInfo The block where the data has changed
extInfoChangeNotify	Notify extInfo that data has changed
asVodModel	Force conversion to TUIPlayerVideoModel type
asLiveModel	Force conversion to TUIPlayerLiveModel type

TUIPlayerVideoModel

Parameter name	Implication
videoUrl	Video URL
coverPictureUrl	Cover picture url
duration	duration
appId	appid
fileId	fileId
pSign	Signature String
subtitles	Subtitle information
config	Separate configuration of video, see TUIPlayerVideoConfig for details

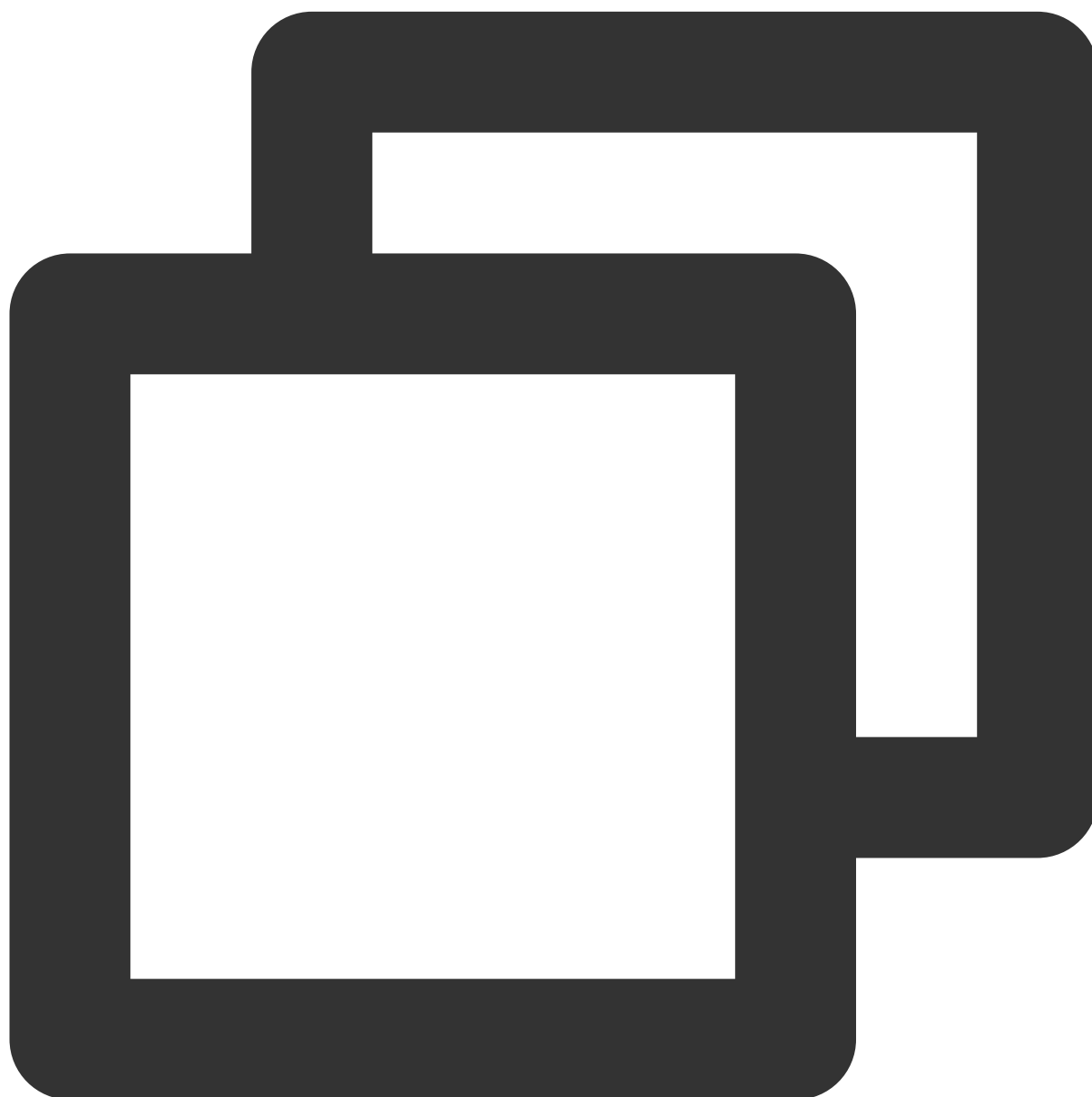
TUIPlayerLiveModel

Parameter name	Implication
liveUrl	Live URL

coverPictureUrl	cover picture url
-----------------	-------------------

4.2. Model Construction

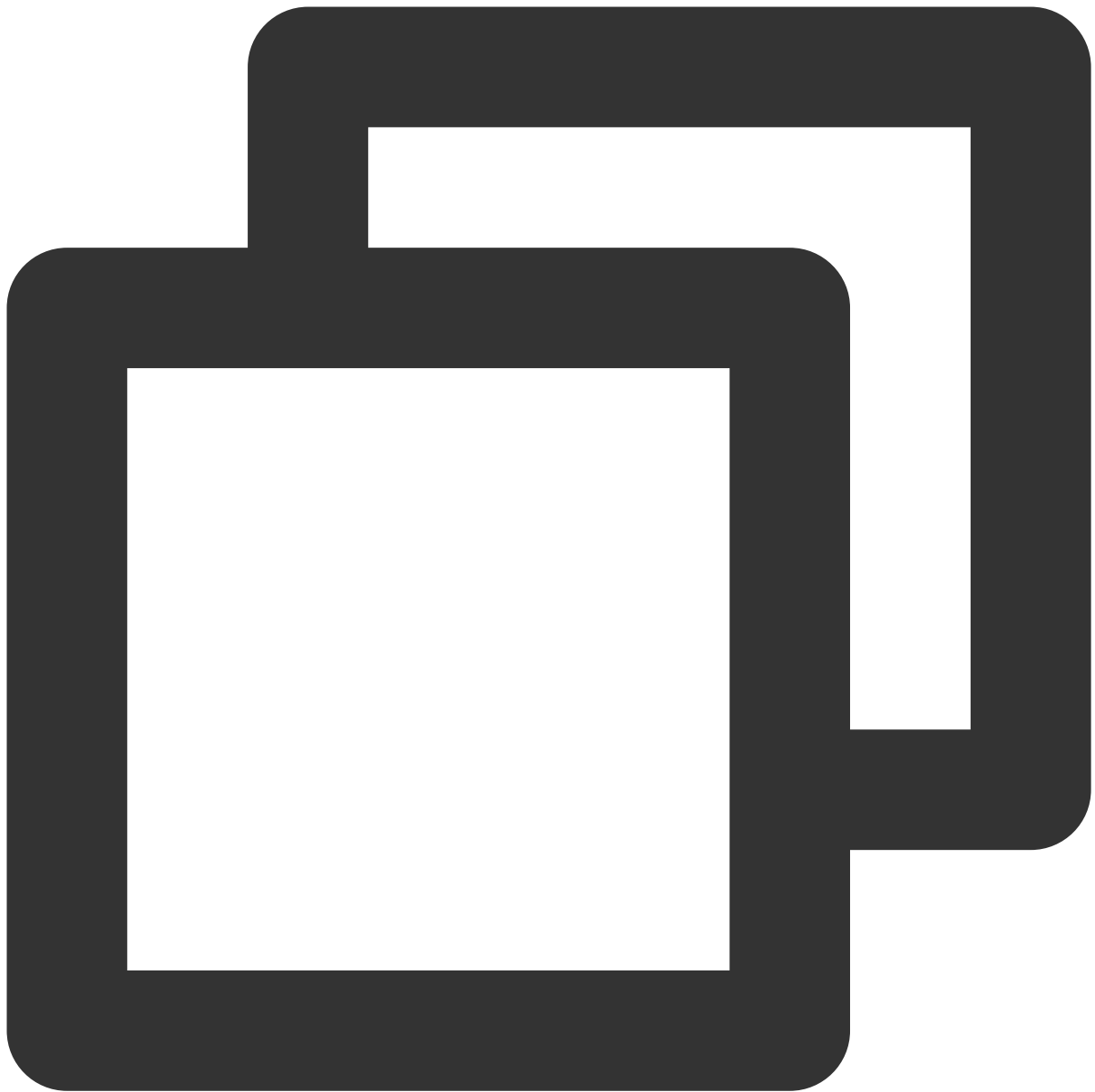
Build a set of on-demand data models



```
TUIPlayerVideoModel *model = [[TUIPlayerVideoModel alloc] init];
model.videoUrl = @"xxxxx";
model.coverPictureUrl = @"xxxxx";
model.duration = @"xxxxx";
```

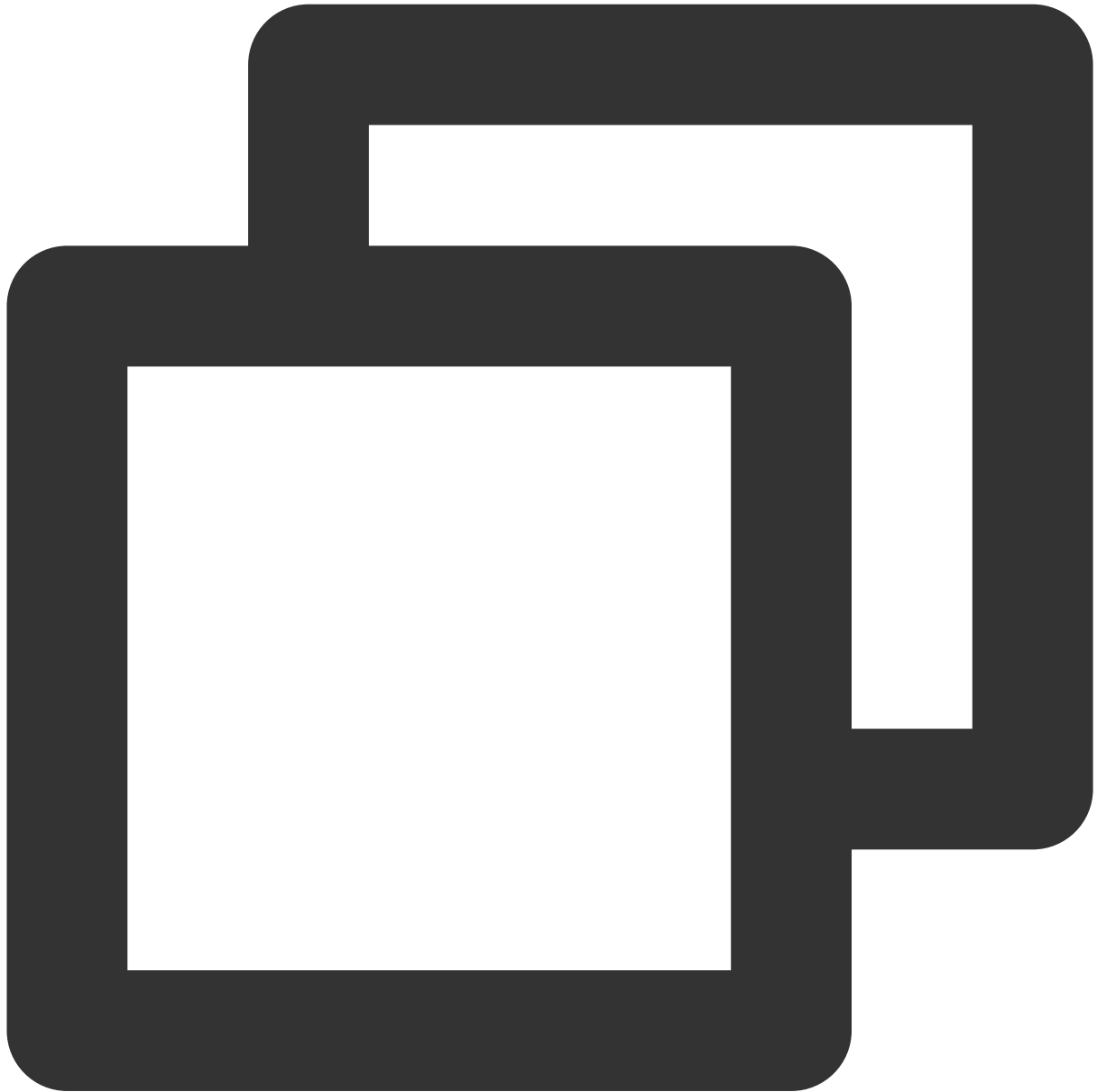
```
model.appId = @"xxxx";
model.fileId = @"xxxx";
model.pSign = @"xxxx";
NSDictionary *extr = @{
    @"name":@"@Mars",
    @"titile":@"This is a vod broadcast interface",
    @"des":@"This is a vod broadcast interface"
};
model.extInfo = extr;
[modelArray addObject:model];
```

Build a set of live data models



```
TUIPlayerLiveModel *model = [[TUIPlayerLiveModel alloc] init];
model.liveUrl = @"xxxx";
model.coverPictureUrl = @"xxxx";
NSDictionary *extr = @{
    @"name":@"@Mars",
    @"liveTitile":@"This is a live broadcast interface",
    @"liveDes":@"This is a live broadcast interface"
};
model.extInfo = extr;
```


Build a set of other types of data models



```
/// 1 Carousel
TUIPlayerDataModel *model = [[TUIPlayerDataModel alloc] init];
NSDictionary *extr = @{
    @"images":@"xxxx",
    @"url":@"https://cloud.tencent.com",
    @"titile":@"This is a picture carousel display interface",
    @"des":@"This is a picture carousel display interface",
    @"name":@"@Mars",
    @"type":@"imageCycle"
```

```
};
model.extInfo = extr;
[modelArray insertObject:model atIndex:1];

/// 2 Graphic Ads
TUIPlayerDataModel *model1 = [[TUIPlayerDataModel alloc] init];
NSDictionary *extr1 = @{
    @"adUrl":@"https://cloud.tencent.com",
    @"adUrl":@"https://cloud.tencent.com/document/product",
    @"adTitile":@"This is a web display interface",
    @"adDes":@"This is a web display interface",
    @"name":@"@Mars",
    @"type":@"ad"
};
model1.extInfo = extr1;
[modelArray insertObject:model1 atIndex:1];
```

Attention :

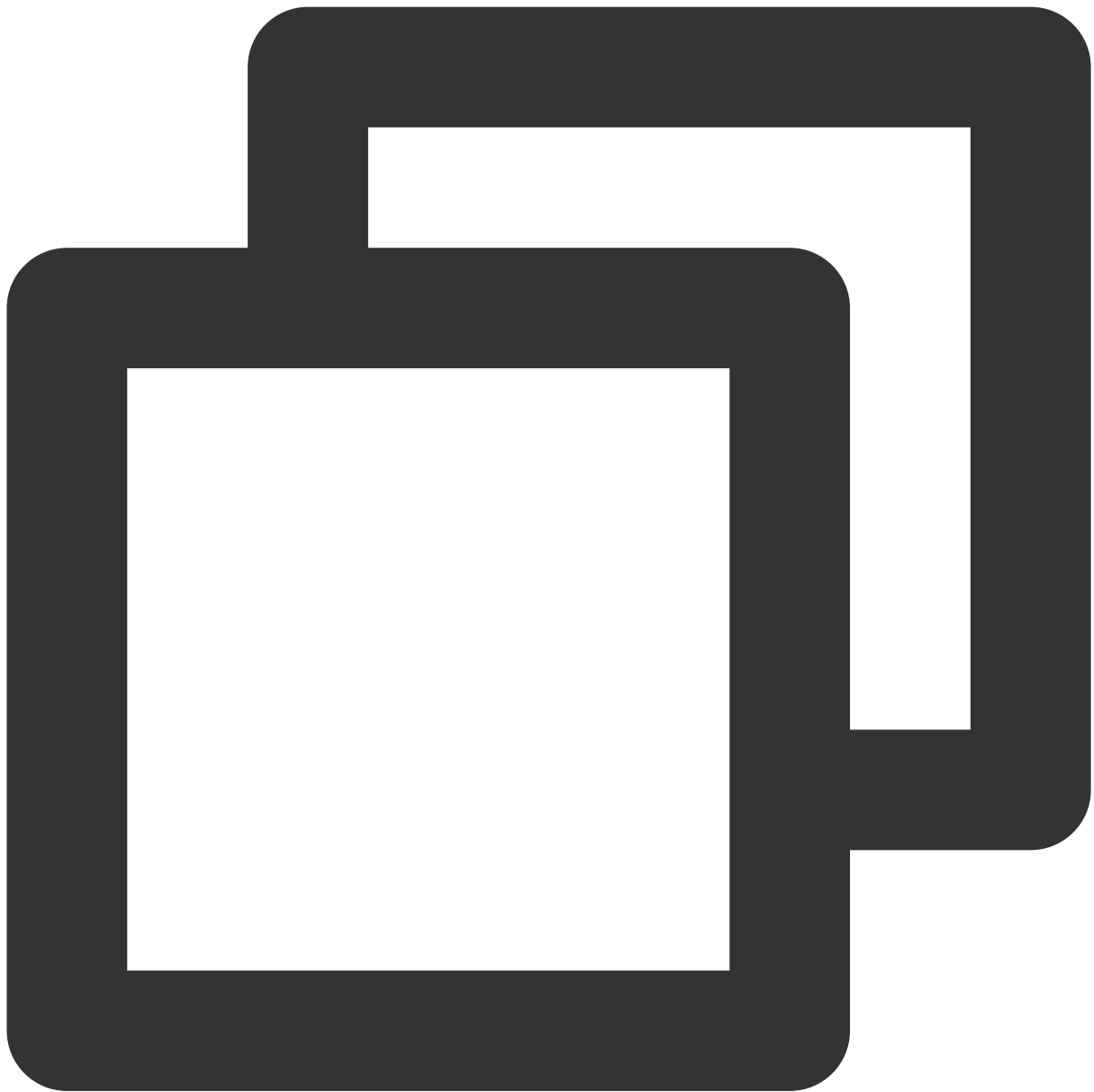
TUIPlayerDataModel is a large class that applies to all non-on-demand and live data types.

Users can use extInfo to perform more detailed classification. For example, in the figure above, two types of data, "carousel" and "graphic advertisement", are constructed through TUIPlayerDataModel, which can be classified by extInfo/type.

extInfo is a flexible word, and users can design the data structure they need at will.

4.3. Dynamic adjustment of data

TUIShortVideoView provides a data management class TUIShortVideoDataManager for external data operations. Its main function is to perform basic operations such as adding, deleting, modifying, and checking the data in the current player list. See the following demonstration code:



```
///1、Delete the data and view at index 1
[[self.videoView getDataManager] removeData:1];
///2、Add a set of data to index 9
TUIPlayerVideoModel *model = [[TUIPlayerVideoModel alloc] init];
model.viewType = TUI_ITEM_VIEW_TYPE_CUSTOM;
[[self.videoView getDataManager] addData:model index:9];
```

A more detailed interface description is as follows:

Parameter name	Implication

removeData	Remove data by index
removeRangeData	Remove data by range
removeDataByIndex	Remove data by index array
addData:index	Add data by index
addRangeData:startIndex	Add data from a certain index according to the model array
replaceData:index	Replace data by index
replaceRangeData:startIndex	Replace data from a certain index in the model array
getDataByPageIndex	Read data at a certain index
getCurrentDataCount	Get the total number of data in the current playlist
getCurrentIndex	Get the data index of the current playback interface
getCurrentModel	Get the data model of the current playback interface

Explanation :

The UI interface is automatically refreshed after the DataManager interface is called.

If the current playback interface is not operated, there will be no refresh.

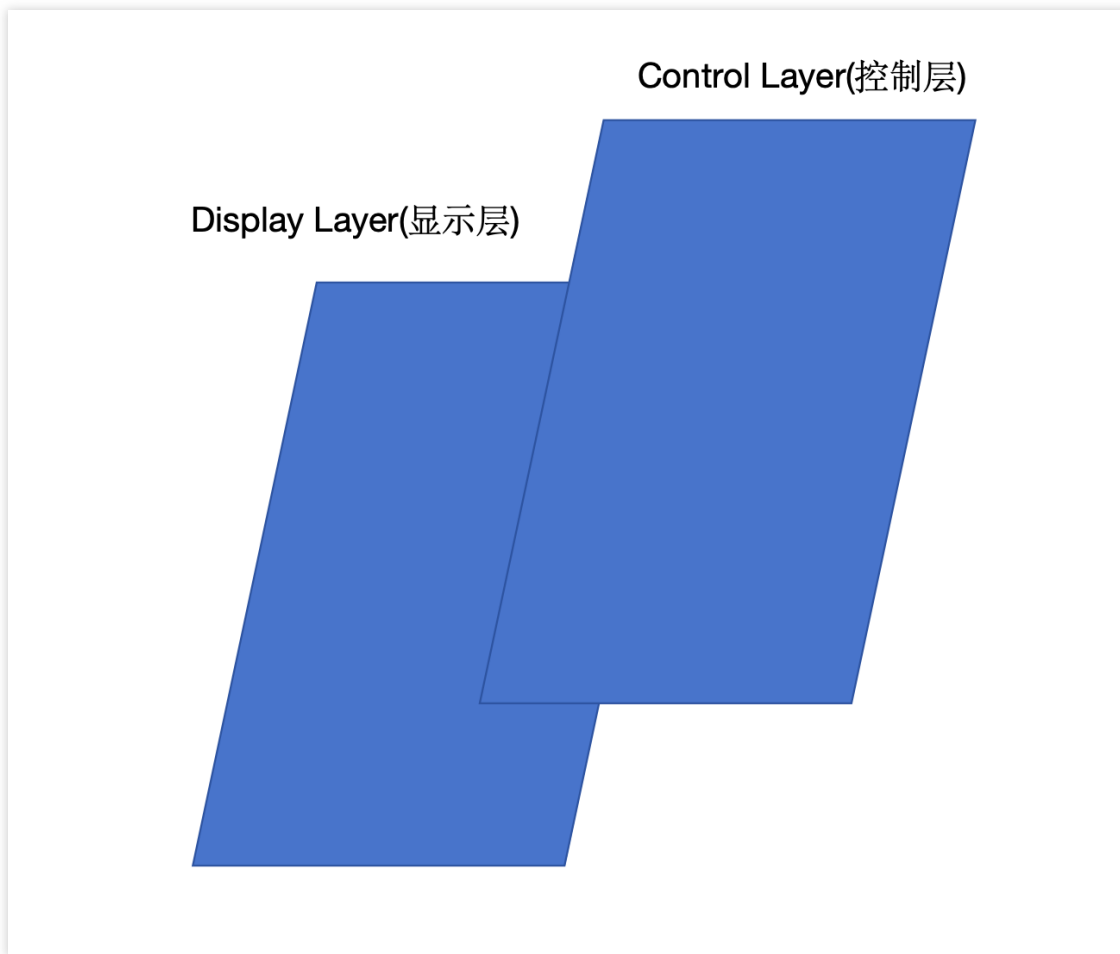
Operating the current interface will refresh the current interface.

If the current playback interface is deleted, the next one will be played automatically. If there is no data for the next one (it has reached the end), the previous one will be played.

5. Custom UI Layers

5.1. Hierarchy

The hierarchical structure of TUIPlayerShortVideo is as follows:



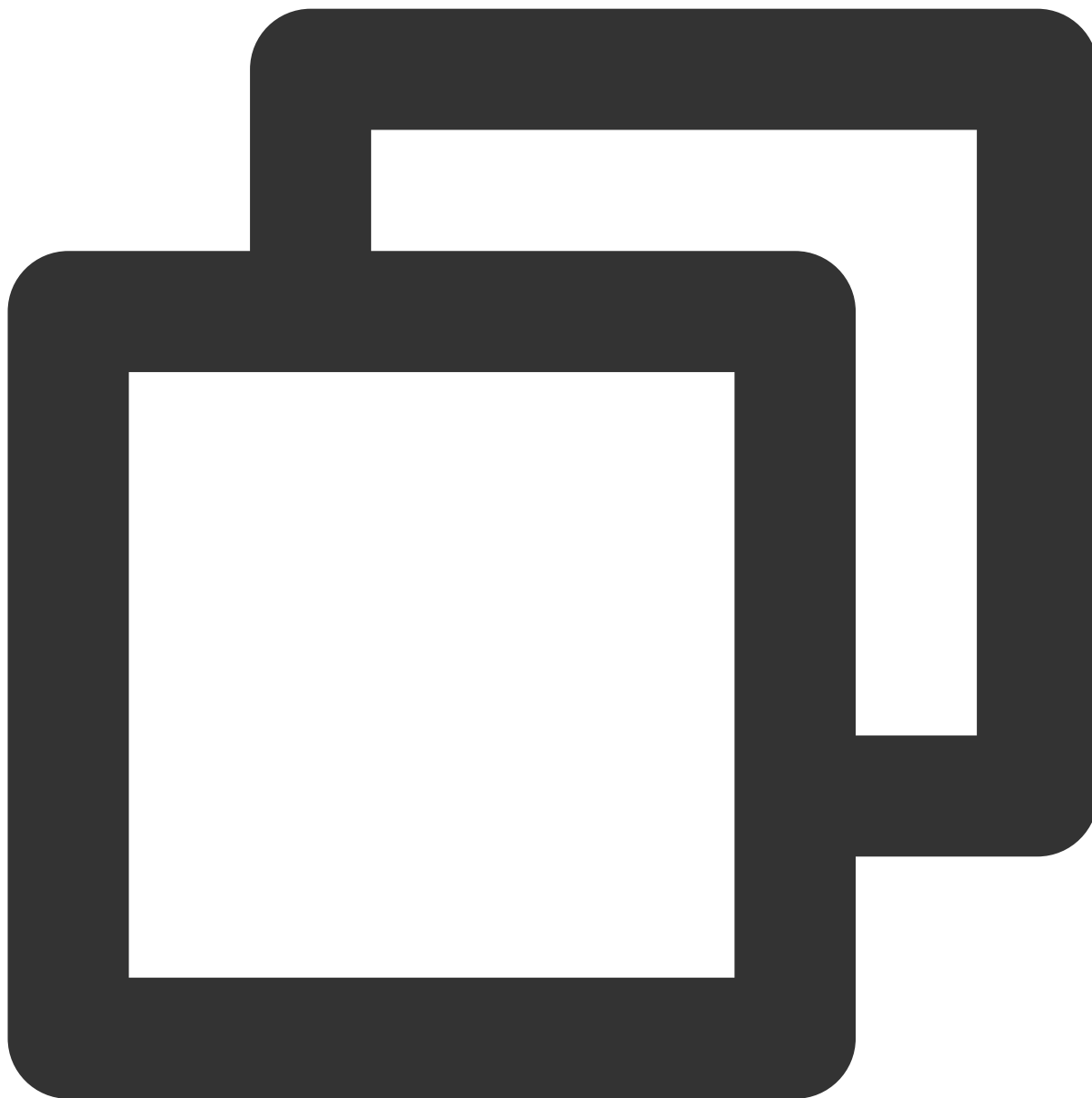
It is divided into a display layer and a control layer, and the two are combined in a stacked manner.

The display layer is responsible for content display, on-demand, live broadcast, advertising promotion pages, etc. This layer is managed internally by the SDK.

The control layer is responsible for interaction, likes, comments, etc. This layer is left to the user to achieve a high degree of customization.

5.2. TUIPlayerShortVideoUIManager

You can use the TUIPlayerShortVideoUIManager interface and the protocol control layer interface to implement your custom UI. See the following code:



```
TUIPlayerShortVideoUIManager *uiManager = [[TUIPlayerShortVideoUIManager alloc] ini
[uiManager setControlViewClass: TUIPSControlView.class];
[uiManager setLoadingView:[[TUIPSLoadingView alloc] init]];
[uiManager setBackgroundView:[UIView new]];
_videoView = [[TUIShortVideoView alloc] initWithUIManager:uiManager];
```

The above code customizes the video control layer (progress bar, time, etc.) named TUIPSControlView and the loading control named TUIPSLoadingView through TUIPlayerShortVideoUIManager.

The interface of TUIPlayerShortVideoUIManager is shown in the following table:

Parameter name	Implication
----------------	-------------

setLoadingView	Setting up the loading graph
setBackgroundView	Set the background image
setErrorView	Setting the error interface
setControlViewClass	Set the video control layer * @param ViewClass control layer class, ViewClass is the video control View you have encapsulated, including controls such as progress bar, time label, etc. * It will be covered on the video window as a whole, and its size is consistent with the video window
setControlViewClass :viewType	Set up different types of video control layers
getLoadingView	Get the loading image View instance
getBackgroundView	Get the background image View instance
getErrorView	Get the error interface View instance
getControlViewClass	Get the video control interface View class
getControlViewClassWithViewType	Get different types of video control interface classes

The playback layer currently supports two types:

TUI_ITEM_VIEW_TYPE_VOD ///video

TUI_ITEM_VIEW_TYPE_LIVE ///live

TUI_ITEM_VIEW_TYPE_CUSTOM /// Custom type (such as advertising page)

The corresponding control layer protocol also supports two types:

TUIPlayerShortVideoControl ///Video Control Layer Protocol

TUIPlayerShortVideoLiveControl ///Live broadcast control layer protocol

TUIPlayerShortVideoCustomControl ///Custom control layer protocol

explanation:

All non-VOD and live interfaces are presented with TUI_ITEM_VIEW_TYPE_VOD and TUIPlayerShortVideoCustomControl. Custom is a large category, and the specific subdivisions need to be defined by the user on this whiteboard. As mentioned in the TUIPlayerDataModel model construction above, more fine-grained divisions can be made through extInfo/type or other fields under extInfo.

The specific interface description of TUIPlayerShortVideoControl protocol is as follows:

Parameter name	Implication
delegate	A reverse proxy for interaction between the control layer and the playback layer

model	The currently playing video model
currentPlayerStatus	The current player's playback status
showCenterView	Display center view
hideCenterView	Hide center view
showLoadingView	Display loading graph
hiddenLoadingView	Hide loading image
setDurationTime	Total video time
setCurrentTime	Current playback time
setProgress	Progress bar progress
showSlider	Show progress bar
hideSlider	Hide progress bar
reloadControlData	Triggering a view refresh
getPlayer	Get the player object
onPlayEvent	Get player events
getVideoLayerRect	Get the changes of the video rendering area
getVideoWidget	Get the video rendering layer object

The specific interface description of TUIPlayerShortVideoLiveControl protocol is as follows:

Parameter name	Implication
delegate	A reverse proxy for interaction between the control layer and the playback layer
model	Current playback data model
reloadControlData	Triggering a view refresh
getPlayer	Get the player object
getVideoLayerRect	Get the video layer area
getVideoWidget	Get the video rendering layer


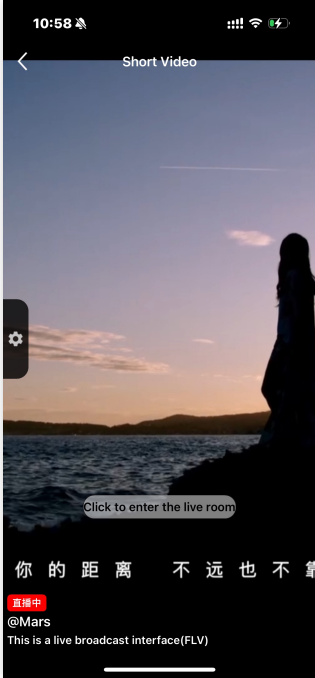
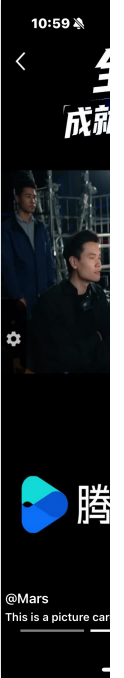
The specific interface description of TUIPlayerShortVideoCustomControl protocol is as follows:

Parameter name	Implication
delegate	A reverse proxy for interaction between the control layer and the playback layer
model	Current playback data model
reloadControlData	Triggering a view refresh

Attention :

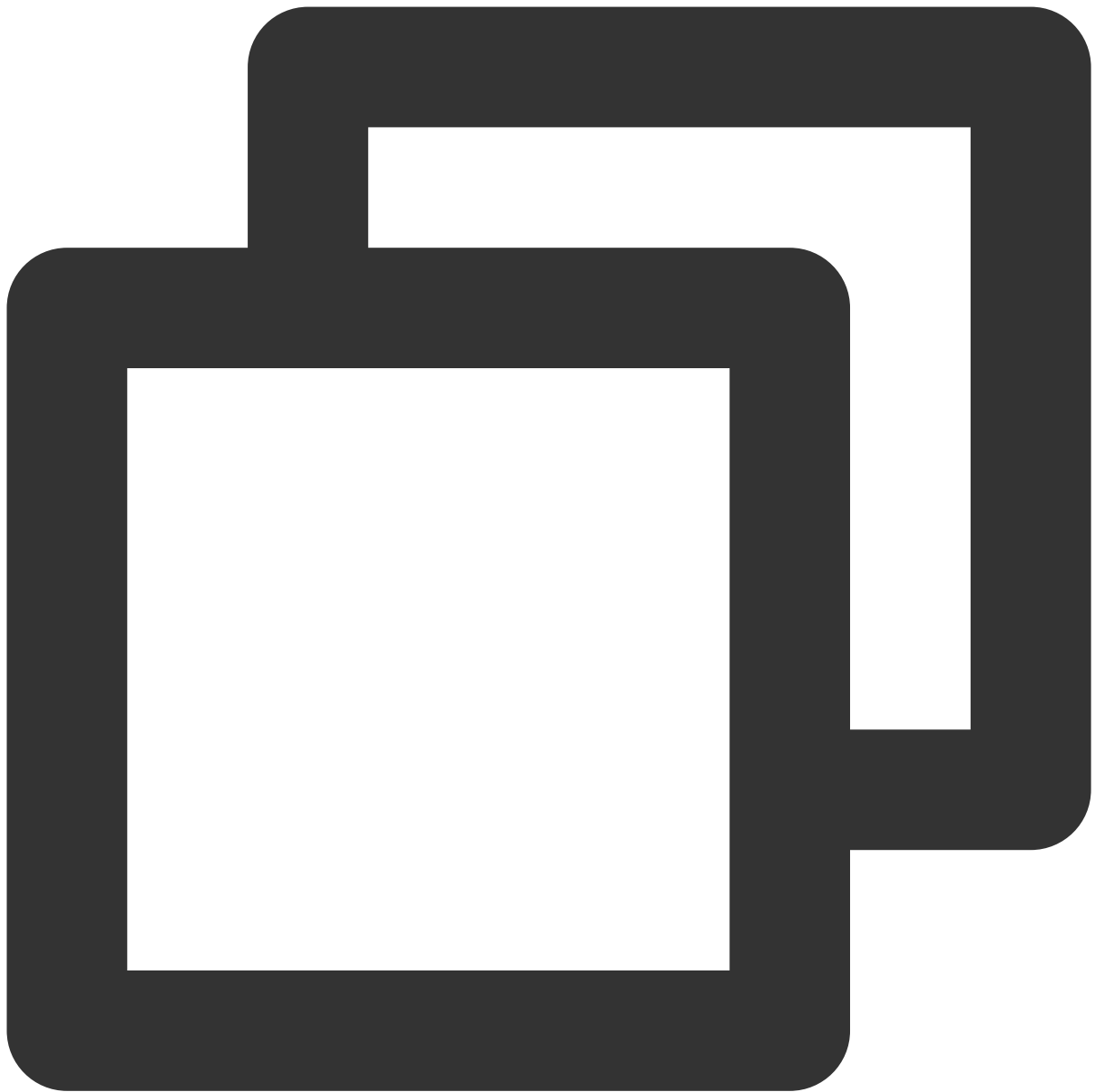
The custom control layer View passed in needs to comply with the relevant protocols, otherwise the compilation will fail.

5.3. Example

Type	video	live	Custom (slidesh
example			

5.3.1. Define UI styles under different styles

vod style (TUIPlayerShortVideoControl)

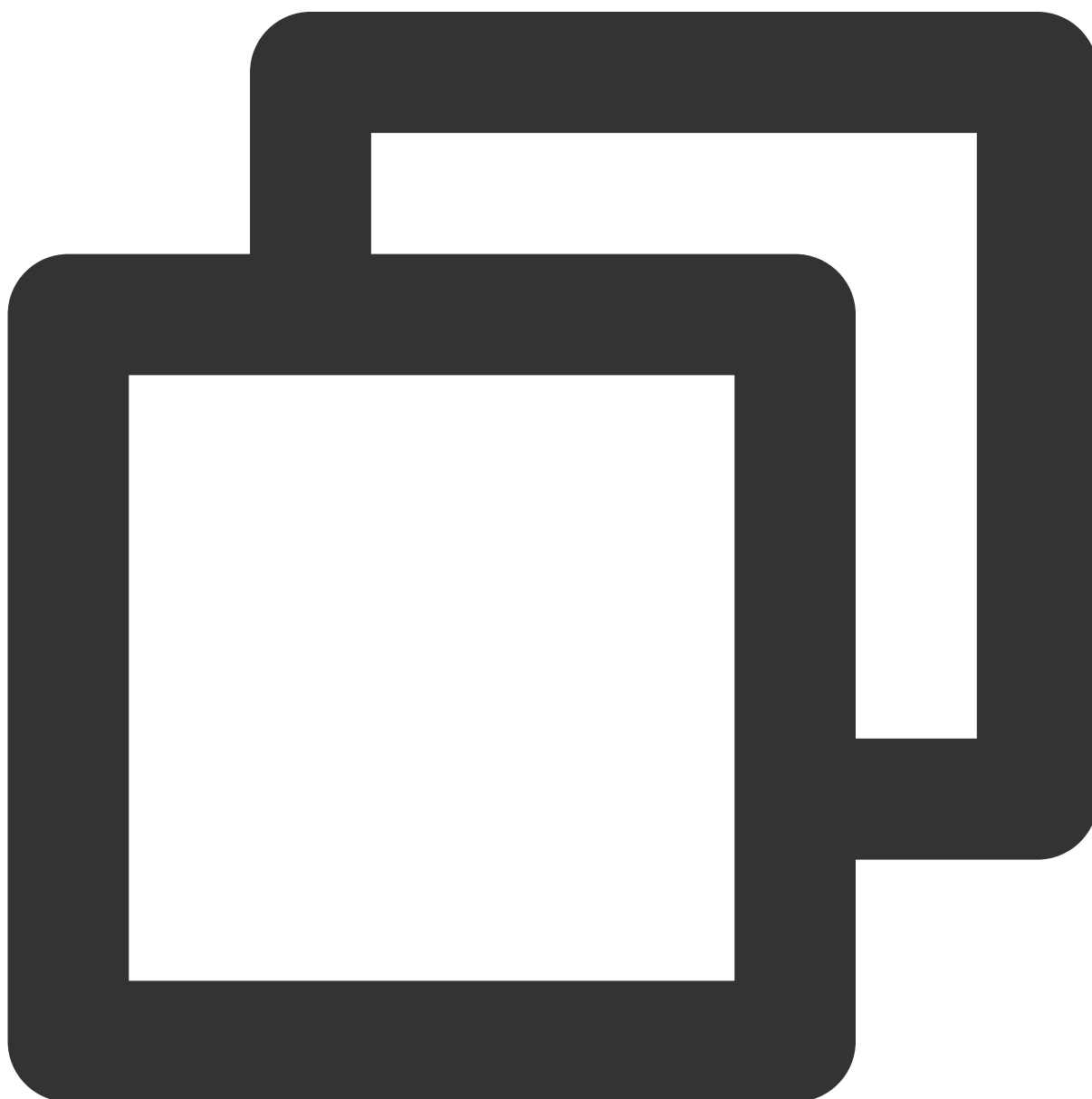


```
@interface TUIPSControlView : UIView<TUIPlayerShortVideoControl>
@property (nonatomic, strong) TUIPlayerVideoModel *videoModel
@end
@implementation TUIPSControlView

-(instancetype)initWithFrame:(CGRect)frame {
    if ([super initWithFrame:frame]){
        /// UI layout code
    }
    return self;
}
```

```
}  
  
-(void)setModel:(TUIPlayerVideoModel *)model {  
    _model = model;  
    /// data  
}  
  
@end
```

Live broadcast style (TUIPlayerShortVideoLiveControl)



```
@interface TUIPSControlLiveView : UIView<TUIPlayerShortVideoLiveControl>
```

```
@property (nonatomic, strong) TUIPlayerLiveModel *videoModel
@end

@implementation TUIPSControlLiveView
-(instancetype)initWithFrame:(CGRect)frame {
    if ([super initWithFrame:frame]){
        /// UI layout code
    }
    return self;
}

-(void)setModel:(TUIPlayerLiveModel *)model {
    _model = model;
    /// data
}
@end
```

Other styles such as carousel & graphic ads (TUIPlayerShortVideoCustomControl)



```
@interface TUIPSControlCustomView : UIView<TUIPlayerShortVideoCustomControl>
@property (nonatomic, strong) TUIPlayerDataModel *videoModel
@end
@implementation TUIPSControlCustomView
-(instancetype)initWithFrame:(CGRect)frame {
    if ([super initWithFrame:frame]){
        /// UI layout code
    }
    return self;
}
```

```
-(void)setModel:(TUIPlayerDataModel *)model {
    _model = model;
    /// data

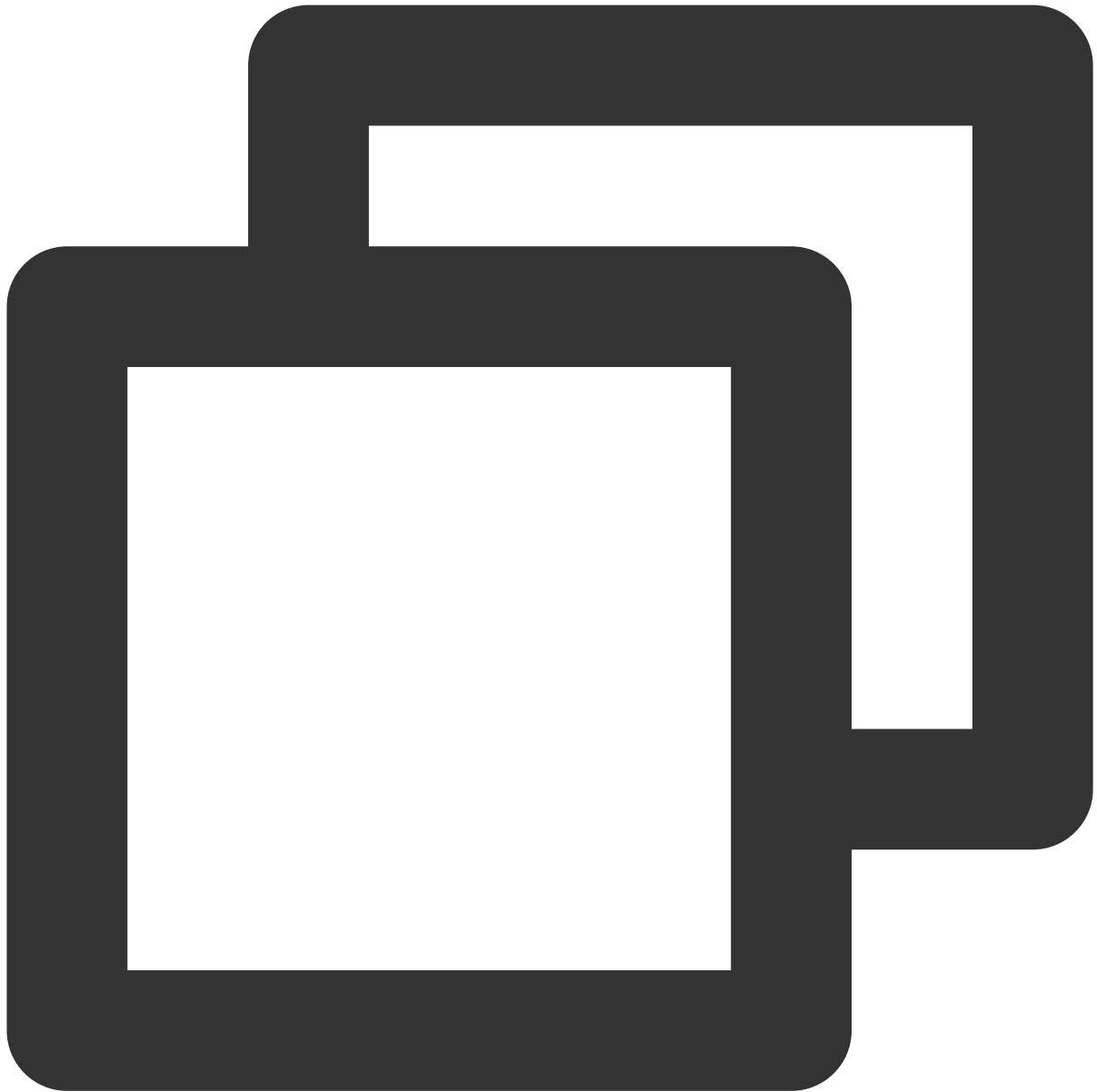
    NSDictionary *dic = model.extInfo;
    NSString *adTitile = [dic objectForKey:@"adTitile"];
    NSString *adDes = [dic objectForKey:@"adDes"];
    NSString *adUrl = [dic objectForKey:@"adUrl"];
    NSString *name = [dic objectForKey:@"name"];
    NSString *type = [dic objectForKey:@"type"];

    if ([type isEqualToString:@"ad"]) {    ///Graphic Ads
        self.webView.hidden = NO;
        self.cycleScrollView.hidden = YES;
        self.desLabel.textColor = [UIColor blackColor];
        self.nameLabel.textColor = [UIColor blackColor];
        [self.webView loadRequest:[NSURLRequest requestWithURL:[NSURL URLWithString
    } else if ([type isEqualToString:@"imageCycle"]) {    ///Carousel
        self.webView.hidden = YES;
        self.cycleScrollView.hidden = NO;
        self.desLabel.textColor = [UIColor whiteColor];
        self.nameLabel.textColor = [UIColor whiteColor];
        NSString *imagesStr = [dic objectForKey:@"images"];
        NSArray *imagesArray = [imagesStr componentsSeparatedByString:@"<:>"];
        self.cycleScrollView.imageURLStringsGroup = imagesArray;
    }

}

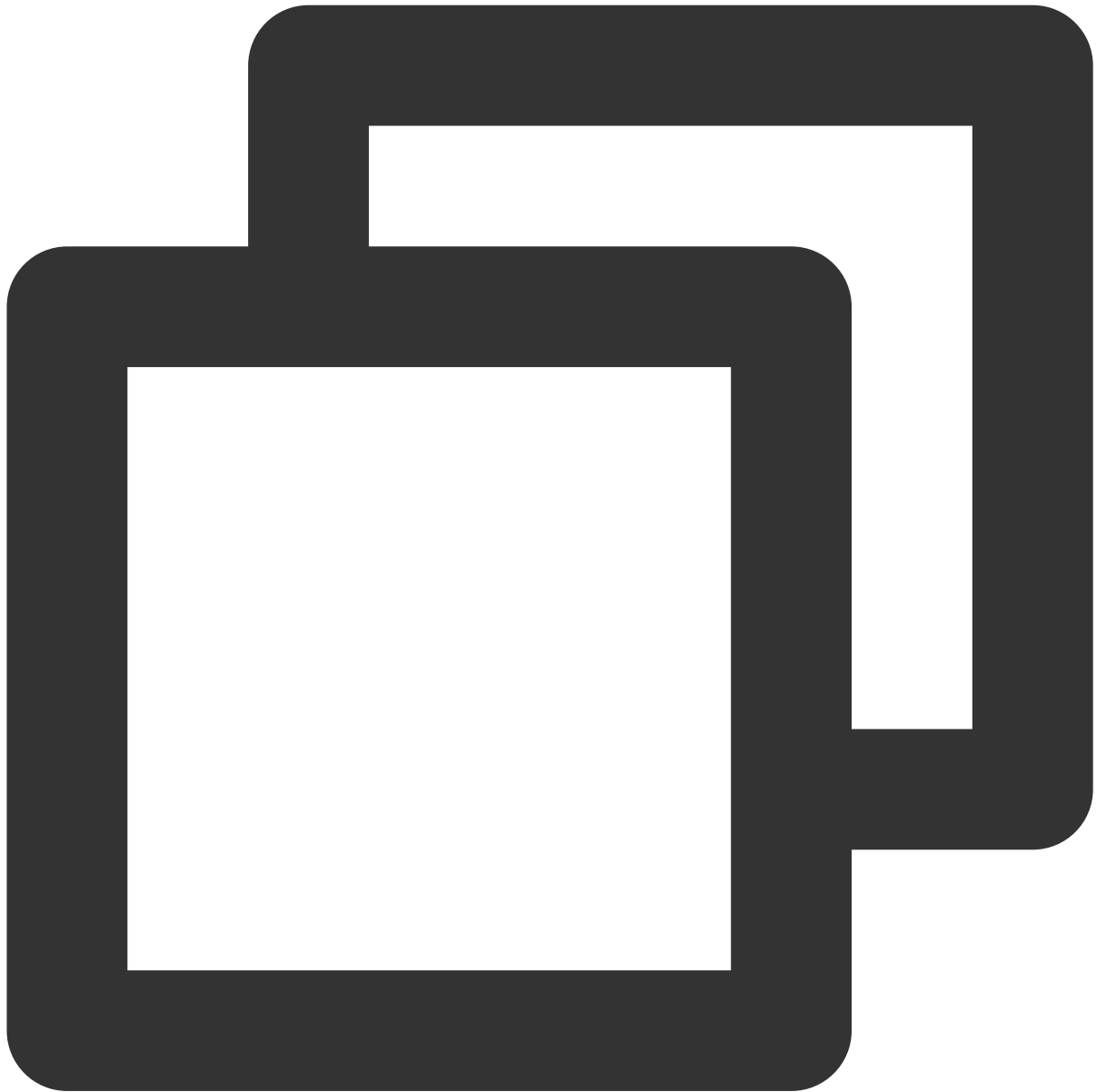
@end
```

5.3.2. Register the created style through TUIPlayerShortVideoUIManager



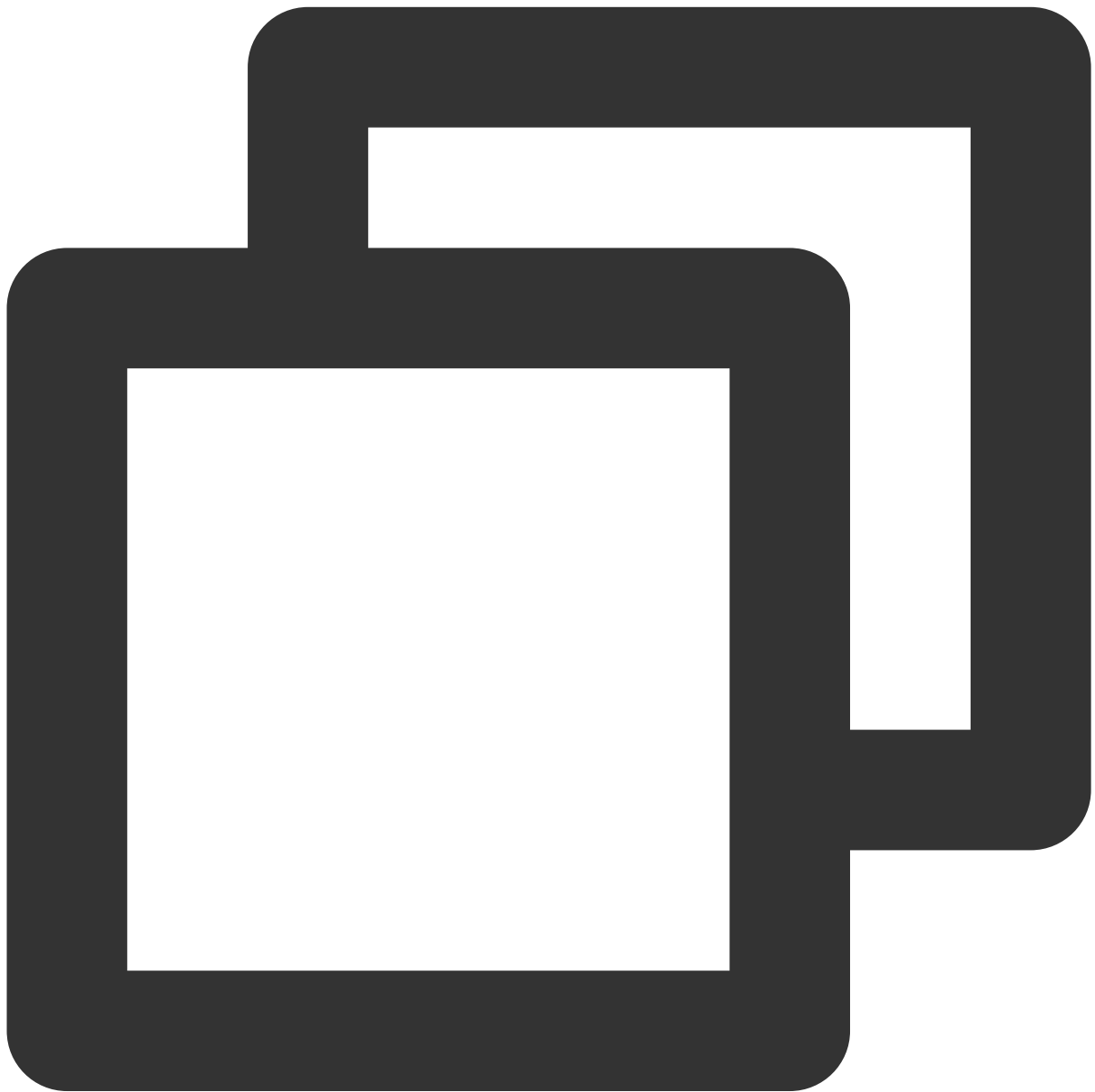
```
TUIPlayerShortVideoUIManager *uiManager = [[TUIPlayerShortVideoUIManager alloc] ini  
[uiManager setControlViewClass: TUIPSControlView.class viewType:TUI_ITEM_VIEW_TYPE_  
[uiManager setControlViewClass: TUIPSControlLiveView.class viewType:TUI_ITEM_VIEW_T  
[uiManager setControlViewClass: TUIPSControlCustomView.class viewType:TUI_ITEM_VIEW
```

5.3.2. Initialize TUIShortVideoView through TUIPlayerShortVideoUIManager



```
_videoView = [[TUIShortVideoView alloc] initWithUIManager:uiManager];
```

5.3.3. Use `setShortVideoStrategyModel` and `setShortVideoLiveStrategyModel` to set the strategies for video on demand and live streaming.



```
// Set your playback strategy
TUIPlayerVodStrategyModel *model = [[TUIPlayerVodStrategyModel alloc] init];
model.mPreloadConcurrentCount = 1;
model.preDownloadSize = 1;
model.enableAutoBitrate = NO;
[_videoView setShortVideoStrategyModel:model];

// live strategy
TUIPlayerLiveStrategyModel *liveStrategyModel = [[TUIPlayerLiveStrategyModel alloc] i
[_videoView setShortVideoLiveStrategyModel:liveStrategyModel];
```

5.3.4. The relationship between UI and data

TUIPSControlView & TUIPSControlLiveView & TUIPSControlCustomView can be understood as preset templates. When TUIShortVideoView is initialized, various types of templates have been preset. When the corresponding data type is slipped, the current template will be displayed.

Type	Data model	UI Templates
Vod	TUIPlayerVideoModel	TUIPSControlView
Live	TUIPlayerLiveModel	TUIPSControlLiveView
Custom types (carousel, graphic ads, etc.)	TUIPlayerDataModel	TUIPSControlCustomView

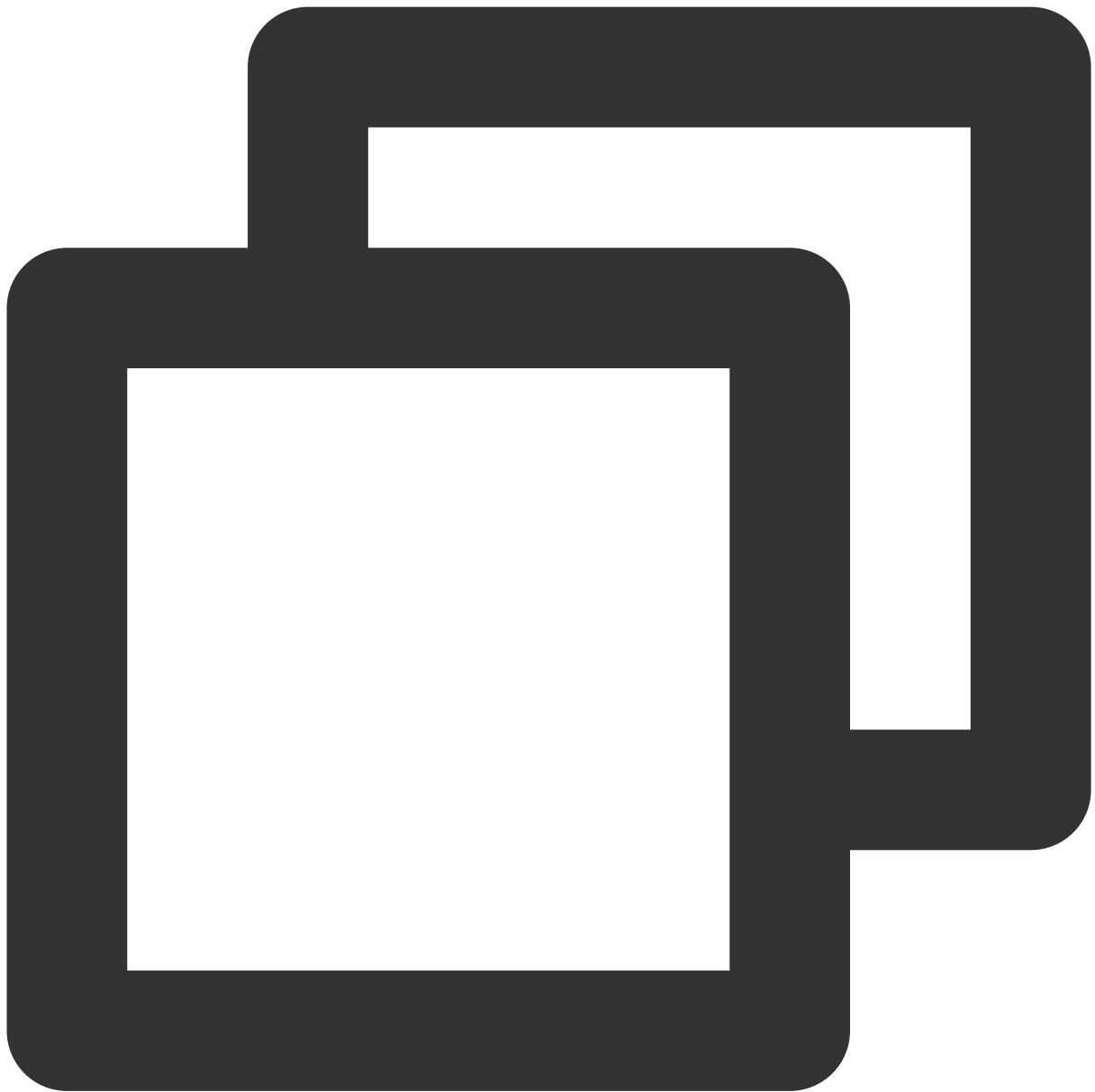
UI templates are pre-set

The UI style is displayed according to the driver of the corresponding data type.

5.3.4. Interaction between UI template and TUIShortVideoView

The custom UI template interacts with TUIShortVideoView through the corresponding protocol. TUIShortVideoView passes messages to TUIPSControlView & TUIPSControlLiveView & TUIPSControlCustomView through the protocol methods of TUIPlayerShortVideoControl & TUIPlayerShortVideoLiveControl & TUIPlayerShortVideoCustomControl.

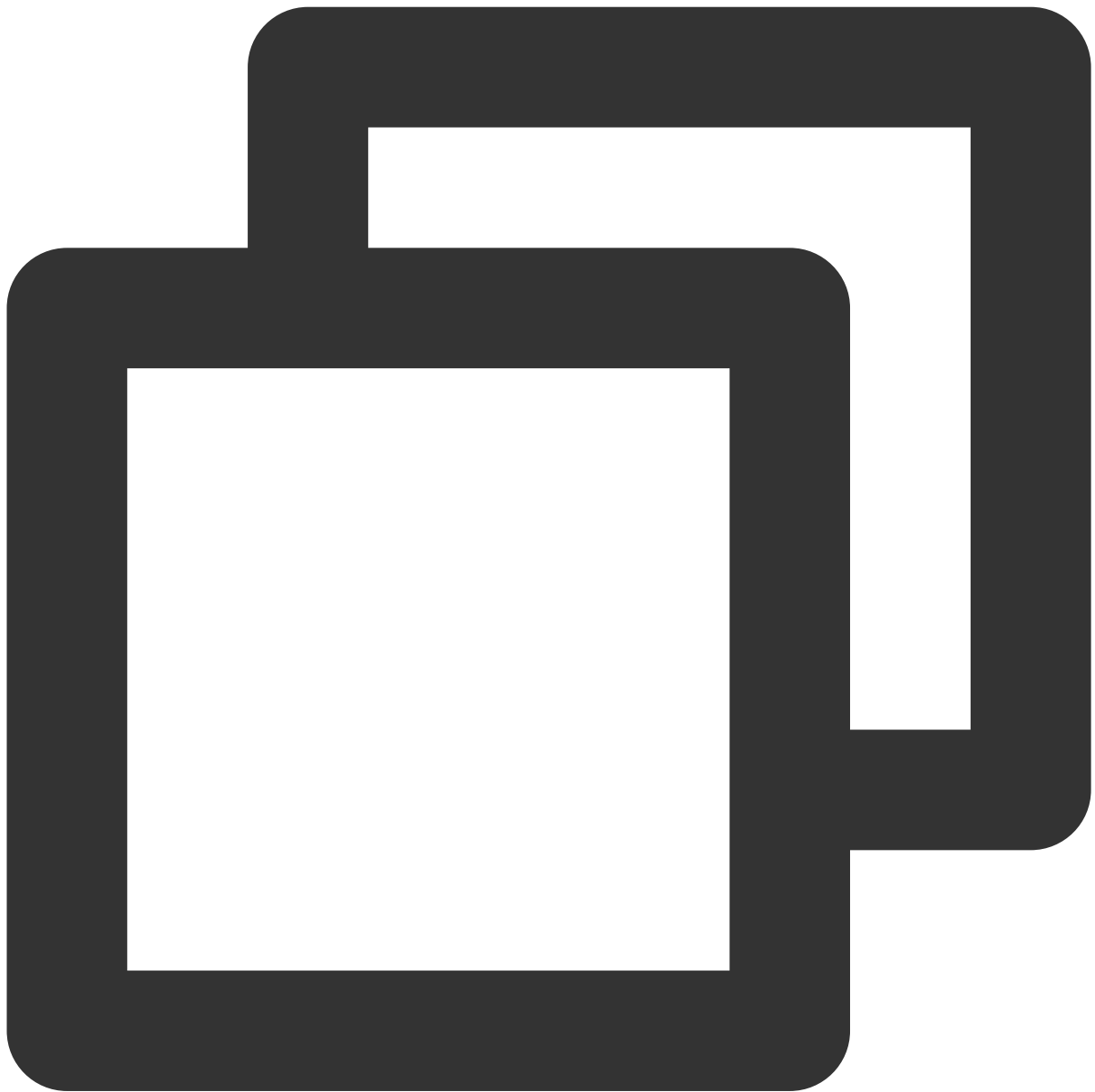
As VOD:



```
-(void)setModel:(TUIPlayerVideoModel *)model {  
  
    if ([_model observationInfo]) {  
  
        [_model removeObserver:self forKeyPath:@"preloadState"];  
  
    }  
    _model = model;  
    [model addObserver:self forKeyPath:@"preloadState" options:NSKeyValueObservingO
```

```
NSDictionary *dic = model.extInfo;
NSString *iconUrl = [dic objectForKey:@"iconUrl"];
NSString *advertise = [dic objectForKey:@"advertise"];
NSString *name = [dic objectForKey:@"name"];
NSString *title = [dic objectForKey:@"title"];
NSString *topic = [dic objectForKey:@"topic"];
self.iconImageView.image = [UIImage imageNamed:iconUrl];
[self.adButton setTitle:advertise forState:UIControlStateNormal];
self.nameLabel.text= name;
self.themeLabel.text = topic;
self.desLabel.text = title;
[self updatePreloadState];
[self updateLickCount];
model.onExtInfoChangedBlock = ^(id _Nonnull extInfo) {
    [self updateLickCount];
};
}
```

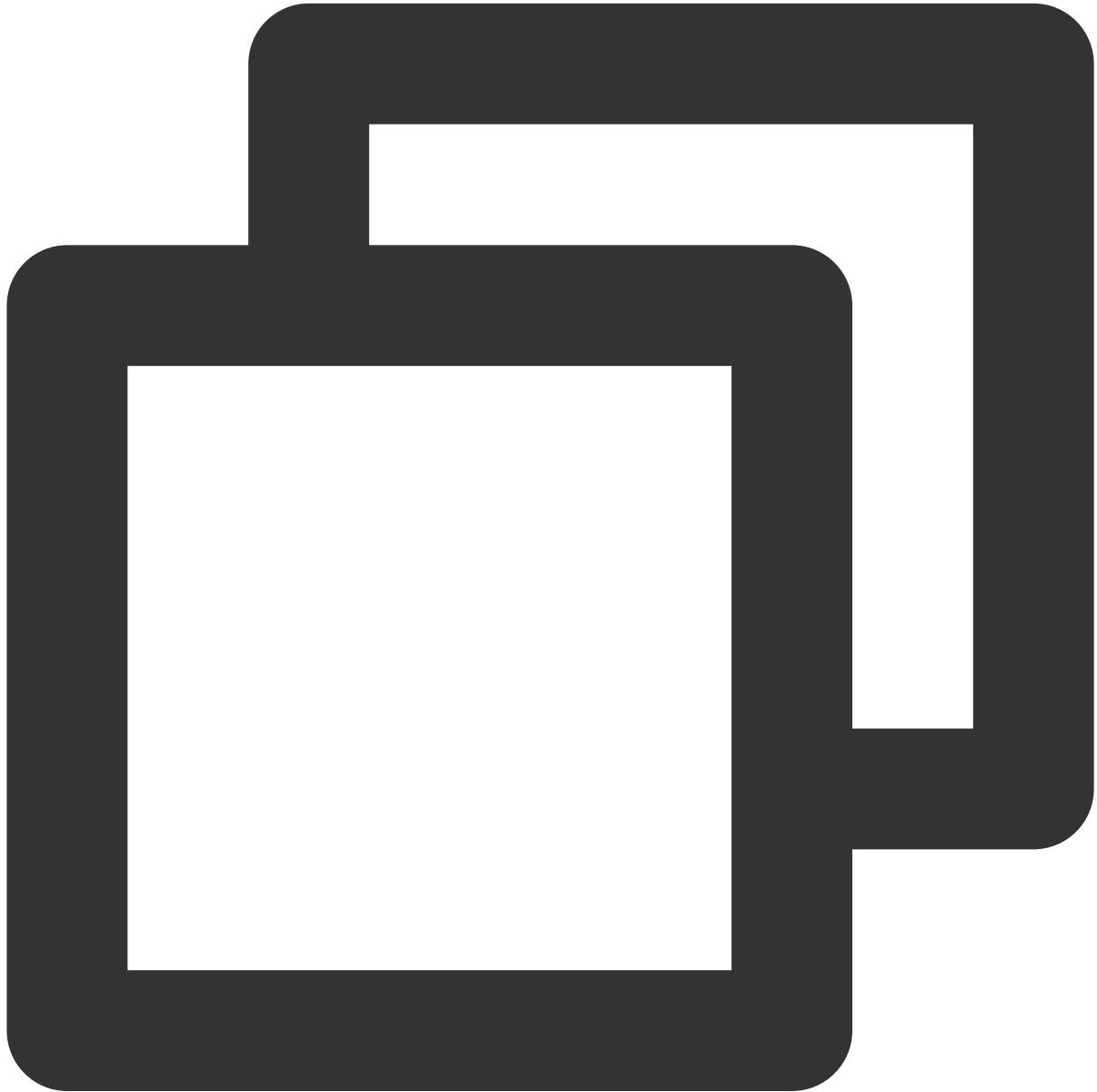
Live :



```
-(void)setModel:(TUIPlayerLiveModel *)model {  
  
    _model = model;  
    NSDictionary *dic = model.extInfo;  
    NSString *adTitile = [dic objectForKey:@"liveTitile"];  
    NSString *adDes = [dic objectForKey:@"liveDes"];  
    NSString *name = [dic objectForKey:@"name"];  
  
    self.nameLabel.text = name;  
    self.desLabel.text = adTitile;
```

```
}
```

Custom (carousel, pictures and text, etc.)

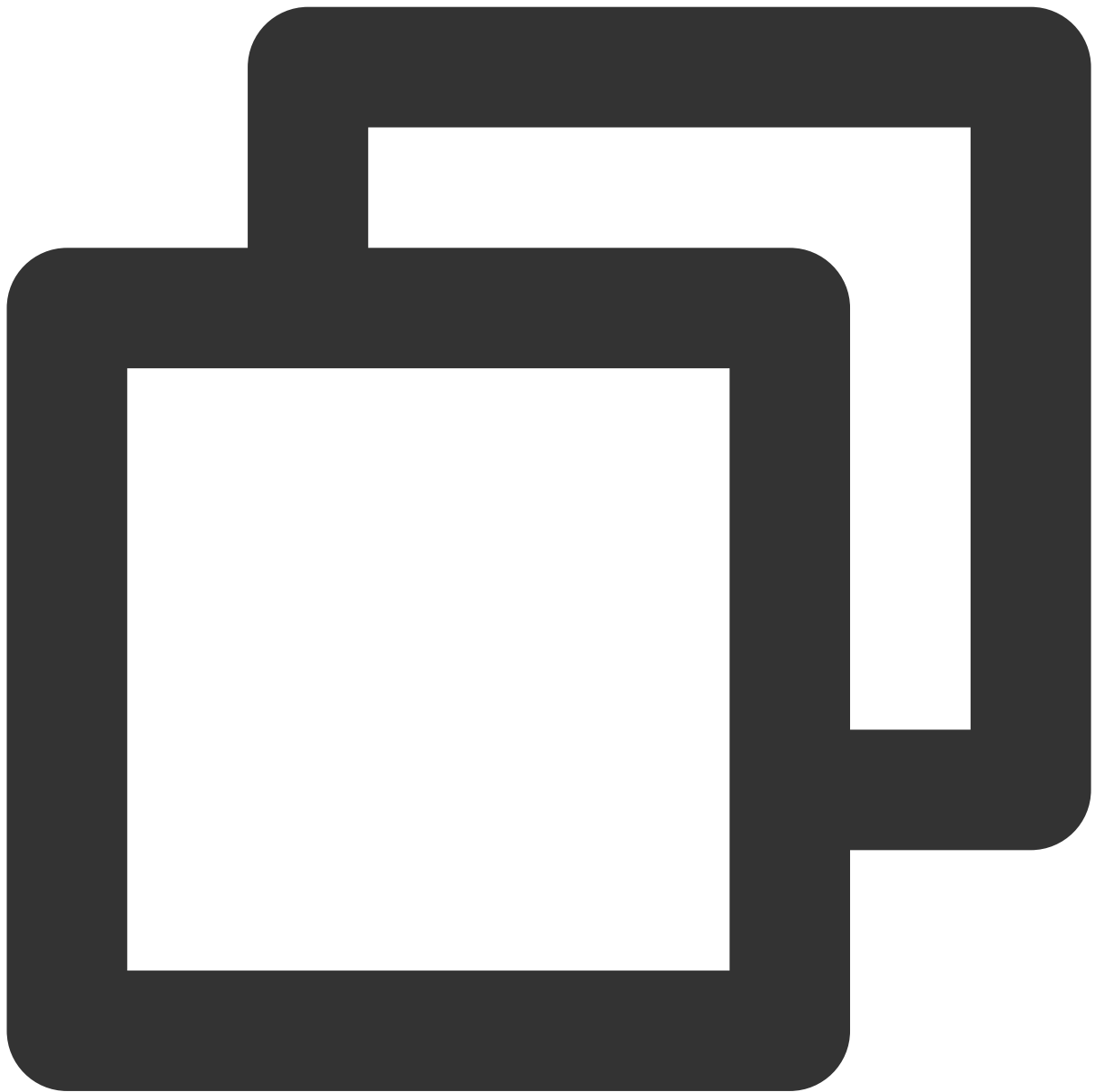


```
-(void)setModel:(TUIPlayerDataModel *)model {  
  
    _model = model;  
    NSDictionary *dic = model.extInfo;  
    NSString *adTitile = [dic objectForKey:@"adTitile"];  
    NSString *adDes = [dic objectForKey:@"adDes"];  
    NSString *adUrl = [dic objectForKey:@"adUrl"];
```

```
NSString *name = [dic objectForKey:@"name"];
NSString *type = [dic objectForKey:@"type"];
self.desLabel.text = adTitile;
self.nameLabel.text = name;
if ([type isEqualToString:@"web"]) {
    self.webView.hidden = NO;
    self.cycleScrollView.hidden = YES;
    self.desLabel.textColor = [UIColor blackColor];
    self.nameLabel.textColor = [UIColor blackColor];
    [self.webView loadRequest:[NSURLRequest requestWithURL:[NSURL URLWithString
} else if ([type isEqualToString:@"imageCycle"]) {
    self.webView.hidden = YES;
    self.cycleScrollView.hidden = NO;
    self.desLabel.textColor = [UIColor whiteColor];
    self.nameLabel.textColor = [UIColor whiteColor];
    NSString *imagesStr = [dic objectForKey:@"images"];
    NSArray *imagesArray = [imagesStr componentsSeparatedByString:@"<:>"];
    self.cycleScrollView.imageURLStringsGroup = imagesArray;
}
}
```

TUIPSControlView & TUIPSControlLiveView & TUIPSControlCustomView pass messages to TUIShortVideoView through the delegate of TUIPlayerShortVideoControl & TUIPlayerShortVideoLiveControl & TUIPlayerShortVideoCustomControl.

As VOD :



```
@protocol TUIPlayerShortVideoControlDelegate <NSObject>
```

```
/**
 * Pause
 */
- (void)pause;
/**
 * Resume
 */
- (void)resume;
```



```
/**
 * Sliding scroll bar processing
 * @param time Slide distance
 */
- (void)seekToTime:(float)time;

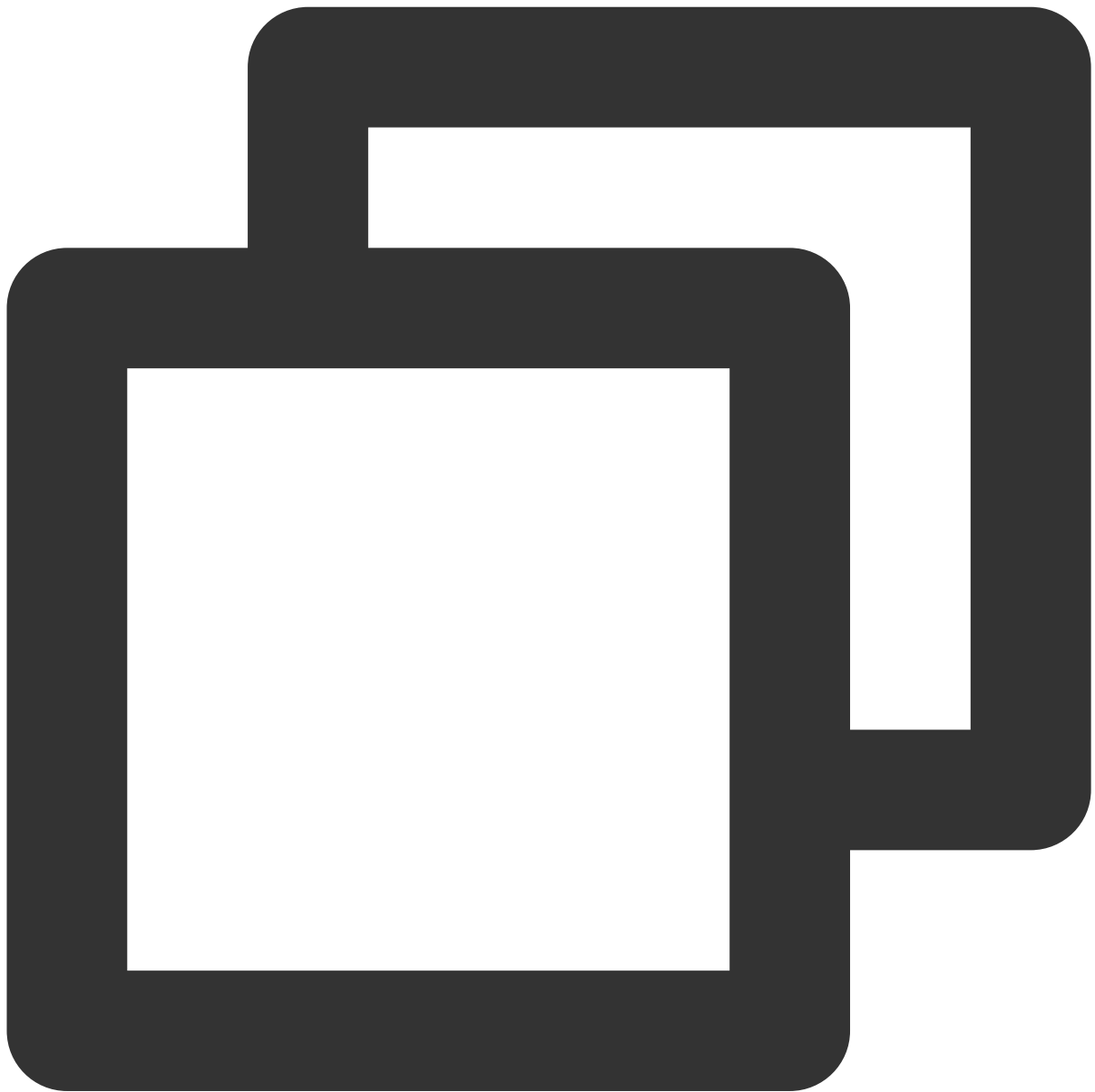
/**
 * Is it playing
 */
- (BOOL)isPlaying;

/**
 * Reset video playback container
 * Used for scenarios where the video playback container needs to be reset after be
 */
- (void)resetVideoWeigetContainer;

@optional
/**
 * Custom callback events
 */
- (void)customCallbackEvent:(id)info;
@end

/////transfer
if (self.delegate && [self.delegate respondsToSelector:@selector(pause)]) {
    [self.delegate pause];
}
```

Live



```
@protocol TUIPlayerShortVideoLiveControlDelegate <NSObject>
```

```
/**
 * pause
 */
- (void)pause;
```

```
/**
 * resume
 */
```

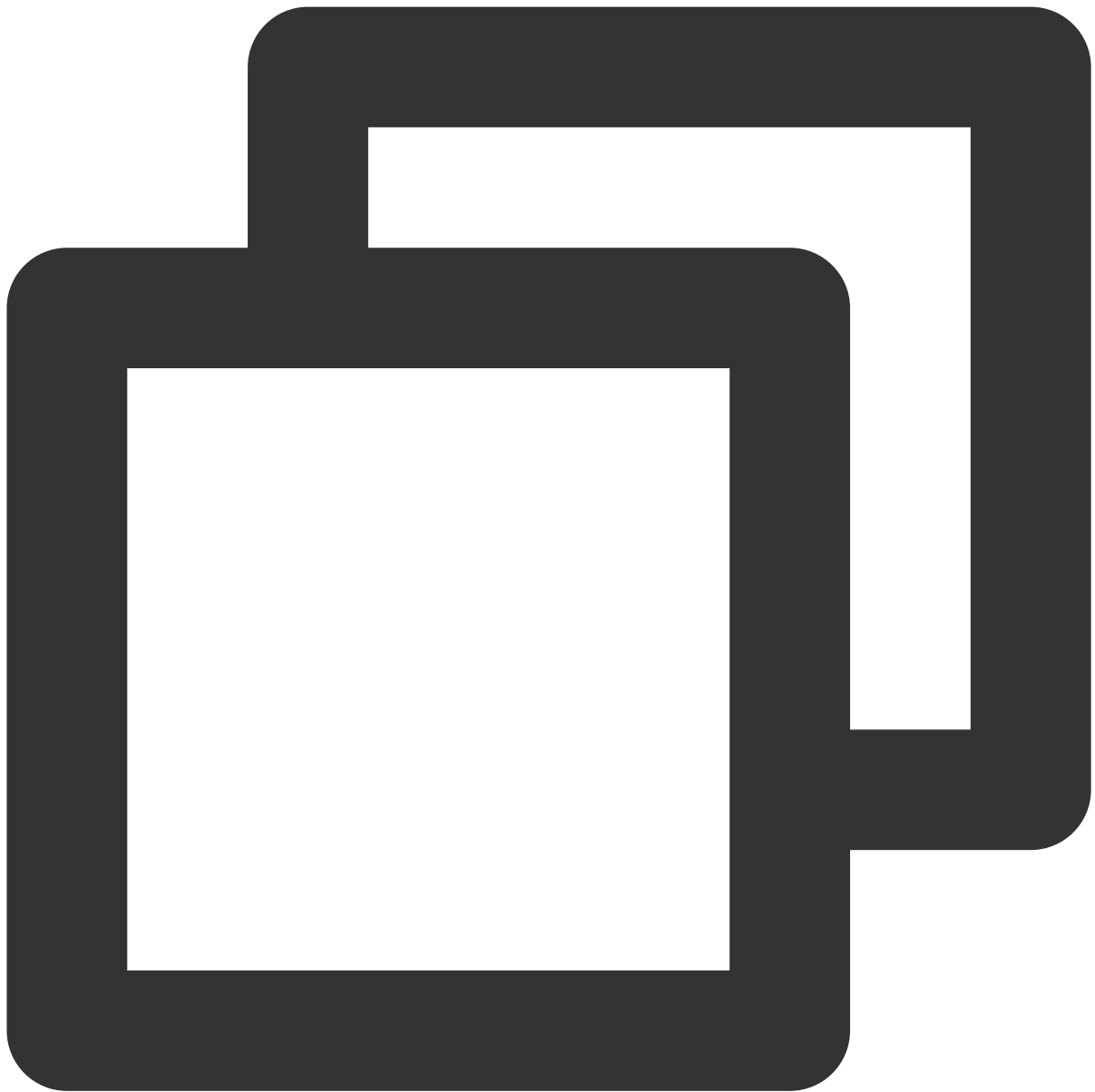
```
- (void)resume;

/**
 * Reset video playback container
 * Used for scenarios where the video playback container needs to be reset after be
 */
- (void)resetVideoWeigetContainer;

@optional
/**
 * Custom callback events
 */
- (void)customCallbackEvent:(id)info;
@end

/////transfer
if (self.delegate && [self.delegate respondsToSelector:@selector(pause)]) {
    [self.delegate pause];
}
```

Custom (carousel, pictures and text, etc.)



```
@protocol TUIPlayerShortVideoCustomControlDelegate <NSObject>
```

```
@optional
```

```
/**
```

```
 * Custom callback events
```

```
 */
```

```
- (void)customCallbackEvent:(id)info;
```

```
@end
```

```
/////transfer
```

```
if (self.delegate && [self.delegate respondsToSelector:@selector(customCallbackEven
    [self.delegate customCallbackEvent:@"test"];
}
```

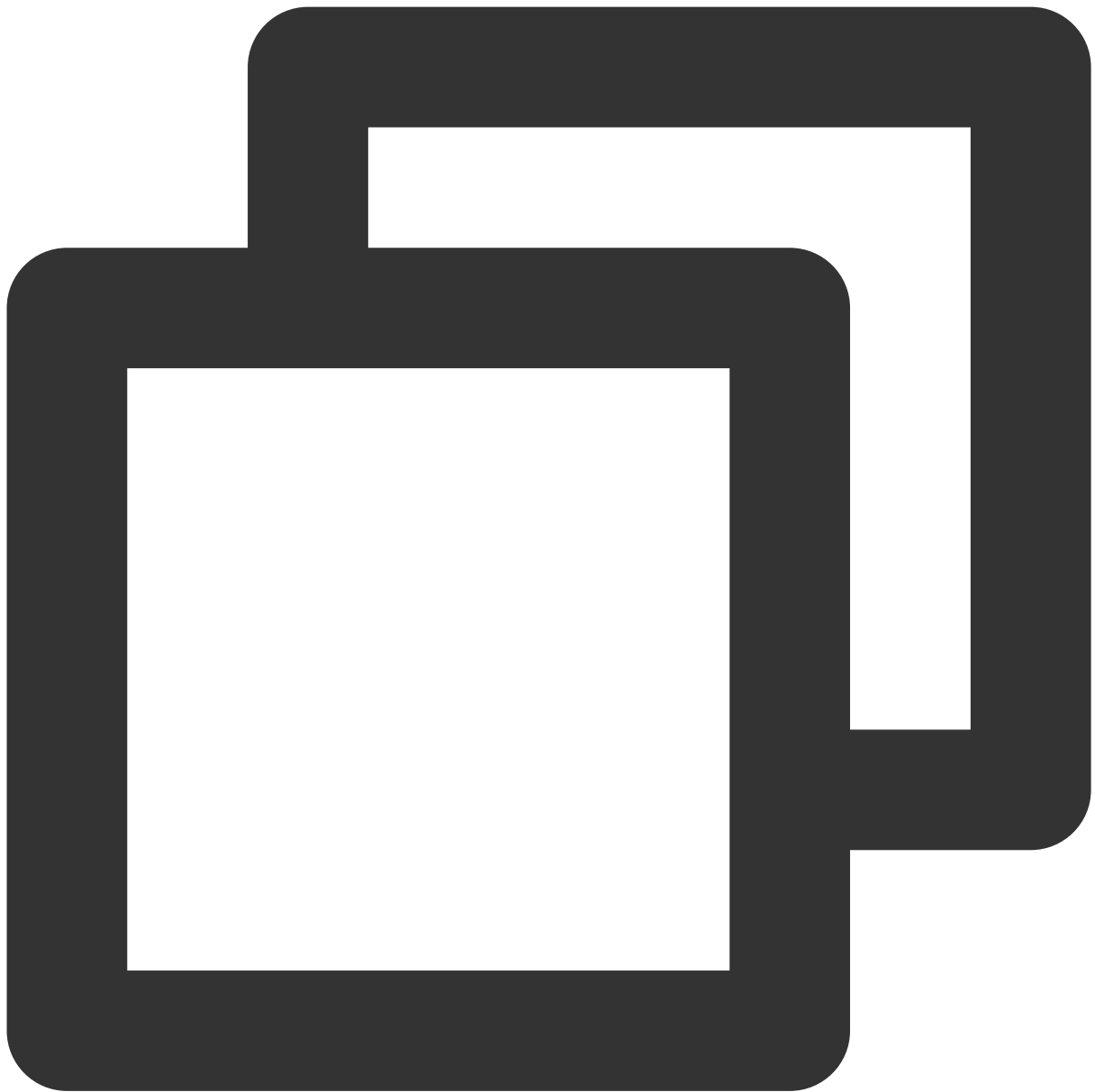
explanation :

See Demo for the complete example.

Advanced Features

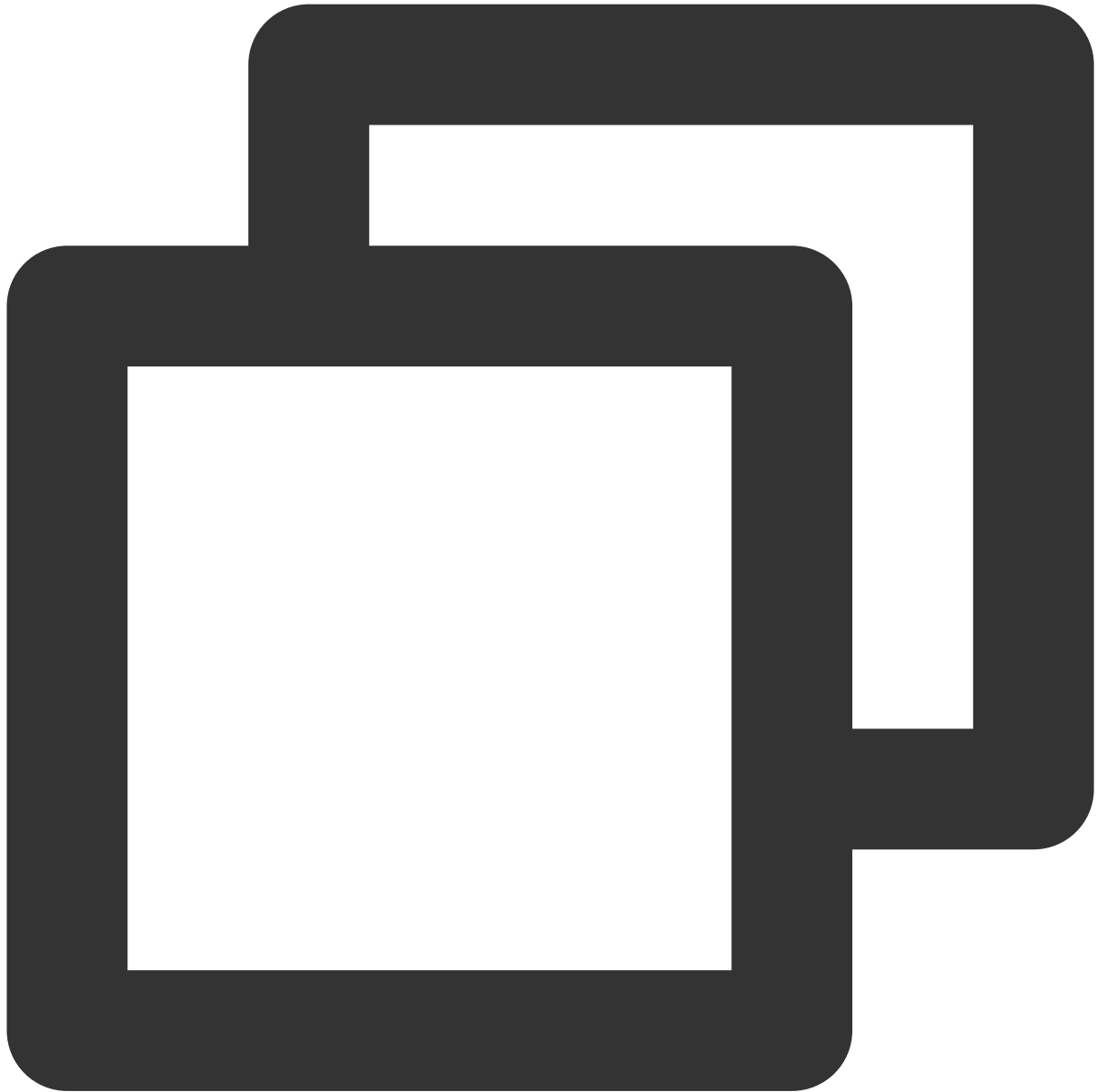
Business notification message to the page layer

TUI provides a message interface for users to notify the current layer of data in real time. After obtaining the video object through the data operation object, the notification can be made. The example is as follows:



```
/// Get Data Manager
TUIShortVideoDataManager *dataManager = [self.videoView getDataManager];
///Get the data model
TUIPlayerDataModel *model = [dataManager getDataByPageIndex:1];
///Modify the data model
model.extInfo = @{@"key":@"value"}
///Notify data model changes
[model extInfoChangeNotify];
```

The notification is then received in the `onExtInfoChanged` callback of the UI control layer, so that the UI of the current page can be modified. The example is as follows:



```
model.onExtInfoChangedBlock = ^(id _Nonnull extInfo) {  
    [self updateLickCount];  
};
```

Attention :

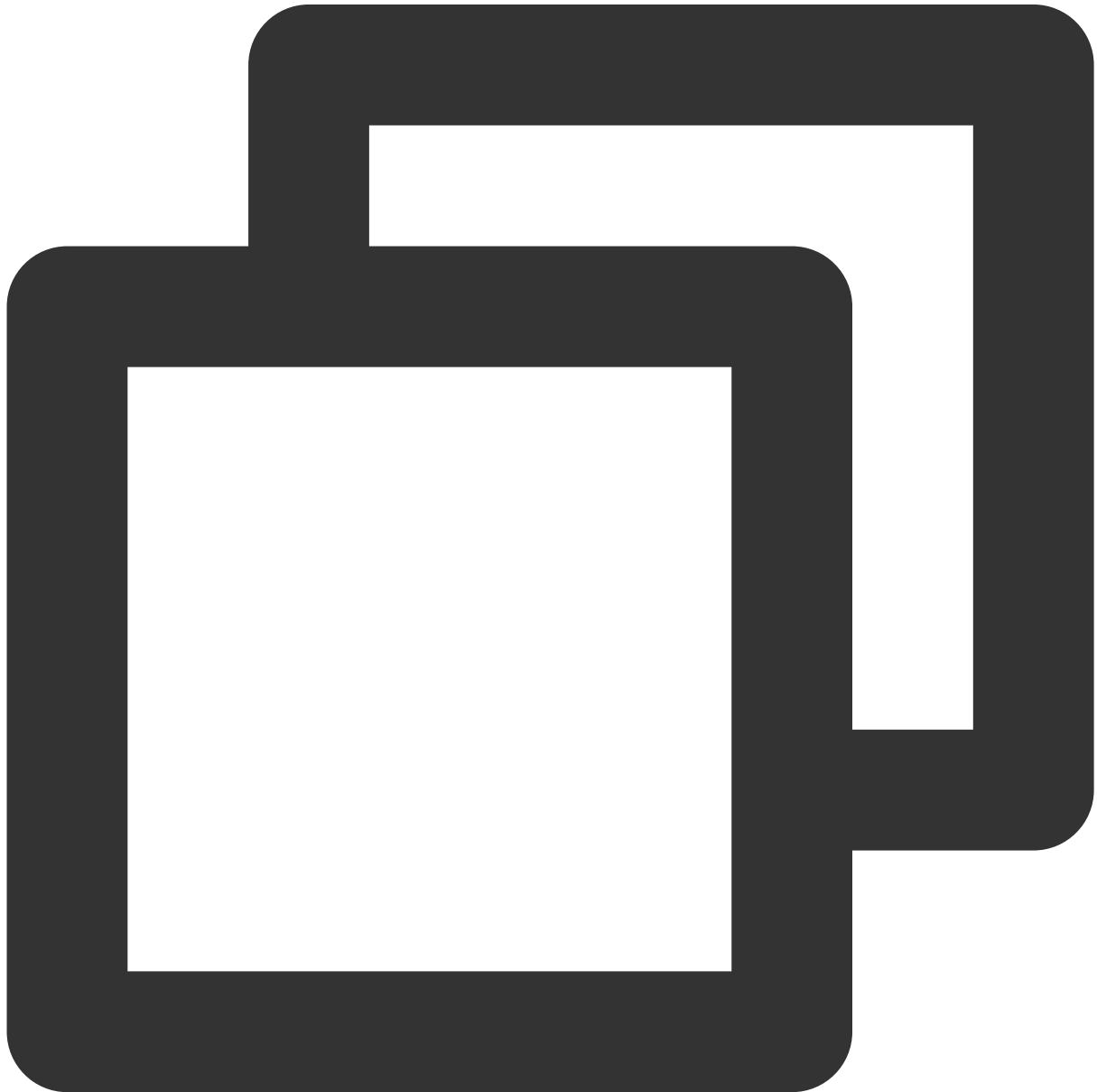
This function is only valid for the `extInfo` field.

Volume balance on demand

The player supports automatic volume adjustment when playing audio, so that the volume of all audio is consistent. This can avoid the problem of some audio being too loud or too quiet, and provide a better listening experience. By setting the volume balance, the loudness range is: -70~0 (LUFS), and custom values are also supported.

Attention :

Supported by Player Premium 11.7.



```
/// Volume balance. Loudness range: -70~0 (LUFS). This configuration requires LiteAV
```



```
/// The following constants are for reference
/// Off: AUDIO_NORMALIZATION_OFF (TXVodPlayConfig.h)
/// On (standard loudness): AUDIO_NORMALIZATION_STANDARD (TXVodPlayConfig.h)
/// On (low loudness): AUDIO_NORMALIZATION_LOW (TXVodPlayConfig.h)
/// On (high loudness): AUDIO_NORMALIZATION_HIGH (TXVodPlayConfig.h)
/// The default value is AUDIO_NORMALIZATION_OFF.

TUIPlayerVodStrategyModel *model = [[TUIPlayerVodStrategyModel alloc] init];
model.audioNormalization = AUDIO_NORMALIZATION_STANDARD;

[_videoView setShortVideoStrategyModel:model];
```

Android

Last updated : 2024-06-17 17:49:53

Component Introduction

The TUIPlayerShortVideo component is an excellent-performance short video component launched by Tencent Cloud, which supports ultra-fast first frame display and smooth sliding, providing a high-quality playback experience.

Instant First Frame: The time to the first frame is one of the core indicators for short video applications, directly affecting the user's viewing experience. The short video component achieves ultra-fast first frame and smooth sliding playback through technologies such as pre-playing, pre-downloading, player reuse, and precise traffic control, thereby enhancing user playback volume and dwell time.

Excellent Performance: Through player reuse and optimization of loading strategies, while ensuring excellent smoothness, memory and CPU consumption are always kept at a low level.

Rapid Integration: The component encapsulates complex playback operations, provides a default playback UI, and supports both FileId and Url playback, allowing for low-cost and rapid integration into your project.

Effect Comparison

The following video demonstrates the comparative differences in short video usage under the same environment, before and after optimization.

Before optimization, there is a noticeable lag when starting the video playback.

After optimization, a seamless startup experience can be achieved, with the average startup duration after optimization reaching 10 milliseconds to 30 milliseconds.

Unoptimized Short Video	Optimized Short Video

TUIPlayerKit Download

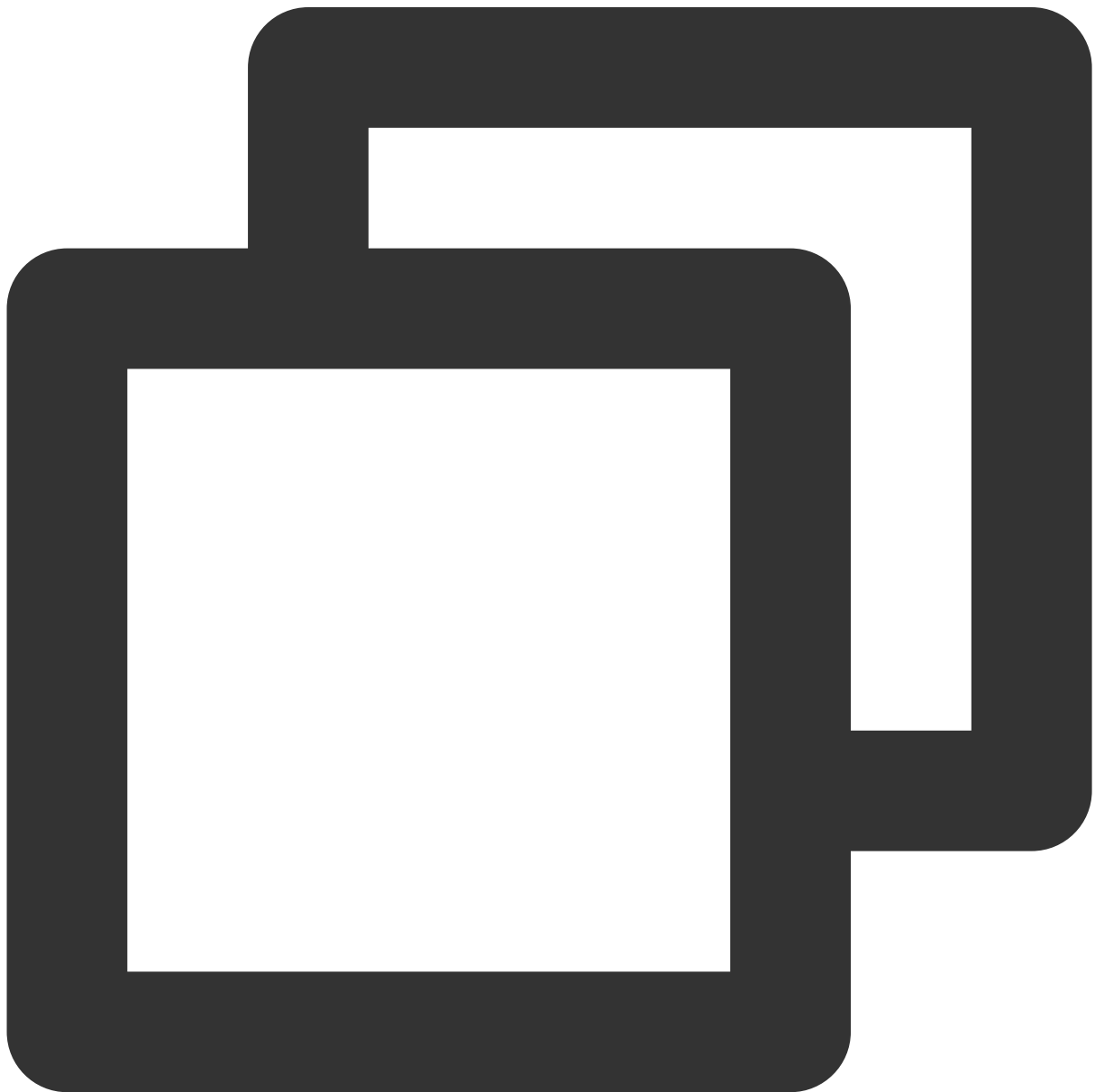
The TUIPlayerKit SDK and Demo can be downloaded by [clicking here](#).

Integrate the TUIPlayerShortVideo Component

Environment Preparation

Minimum Android system version required: Android SDK ≥ 19

Add the dependencies required for short videos:



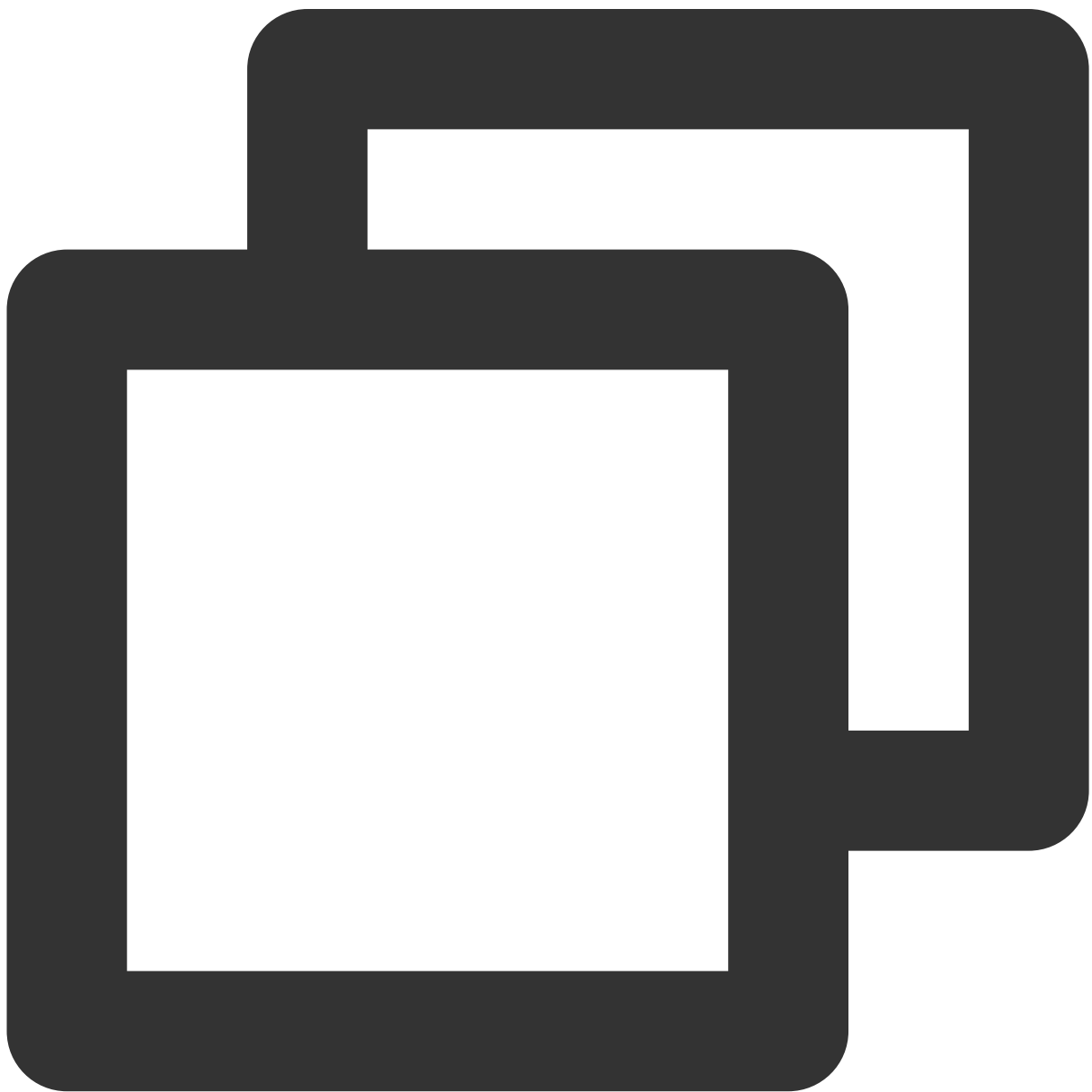
```
// If you are using the professional version of the SDK,
```

```
// use: api 'com.tencent.liteav:LiteAVSDK_Professional:latest.release'  
api 'com.tencent.liteav:LiteAVSDK_Player:latest.release'  
implementation (name:'tuoplayercore-release_x.x.x', ext:'aar')  
implementation (name:'tuoplayershortvideo-release_x.x.x', ext:'aar')  
implementation 'androidx.appcompat:appcompat:1.0.0'  
implementation 'androidx.viewpager2:viewpager2:1.0.0'
```

Note :

Where the `x.x.x` in `tuoplayercore-release` and `tuoplayershortvideo-release` represents the version number, note that the version numbers of the two aar files must match.

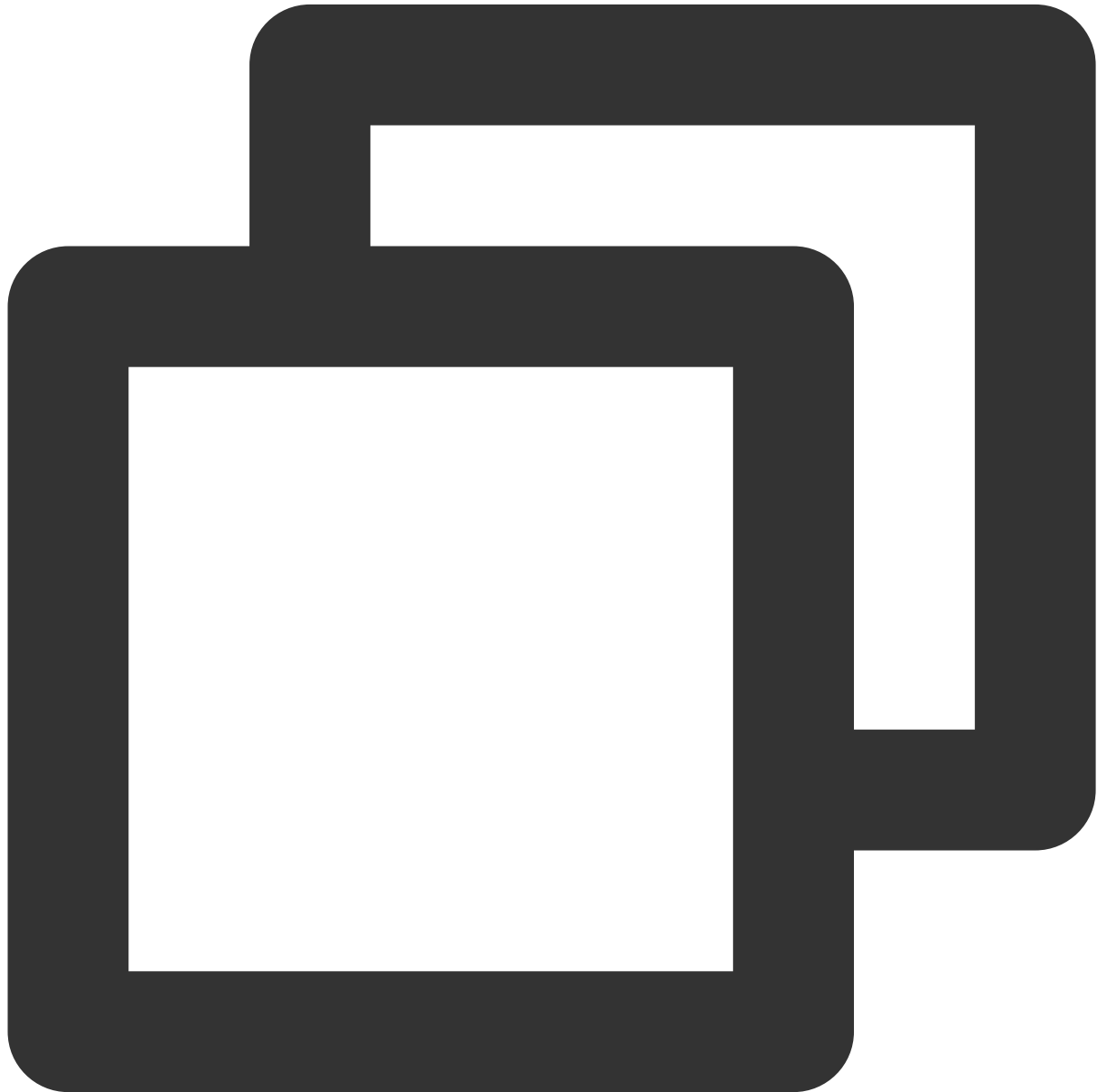
Permissions Required by the SDK:



```
<uses-permission android:name="android.permission.INTERNET" />
```

Set ProGuard rules:

In the proguard-rules.pro file, add the relevant classes to the list of classes not to be obfuscated:



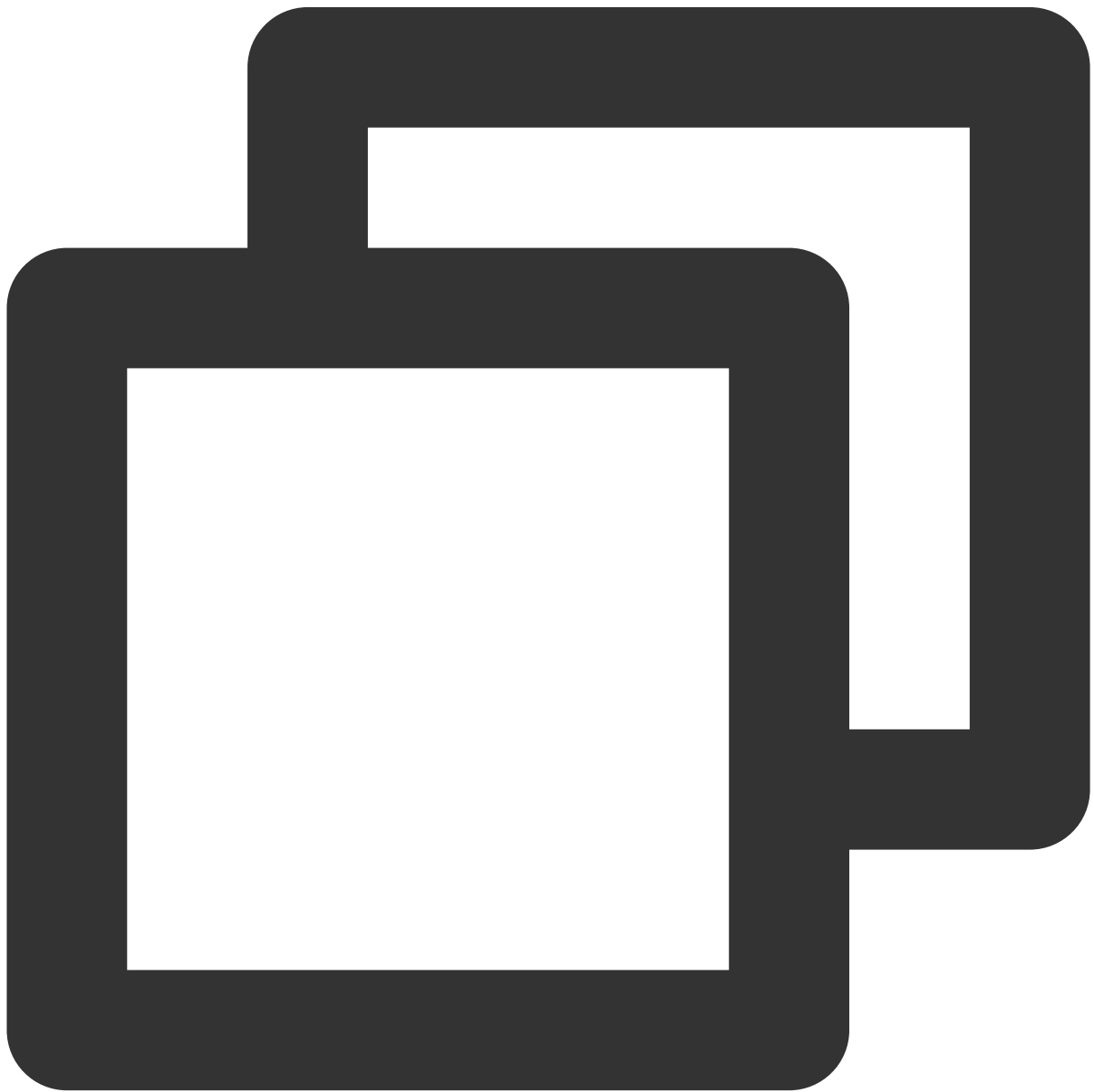
```
-keep class com.tencent.** { *; }
```

Apply for the Advanced Player License

To use the TUIPlayer Kit component, you need to use the Advanced Mobile Player License. You can refer to [the advanced version of the mobile player License](#) to obtain it. If you have already obtained the corresponding License, you can go to [Tencent Cloud Visual Cube Console > License Management > Mobile License](#) to get the corresponding LicenseURL and LicenseKey. If you have not applied for the Advanced Mobile Player License, issues such as video playback failure and black screen may occur.

Set Up License

The short video component needs to have a License set up before it can be used.

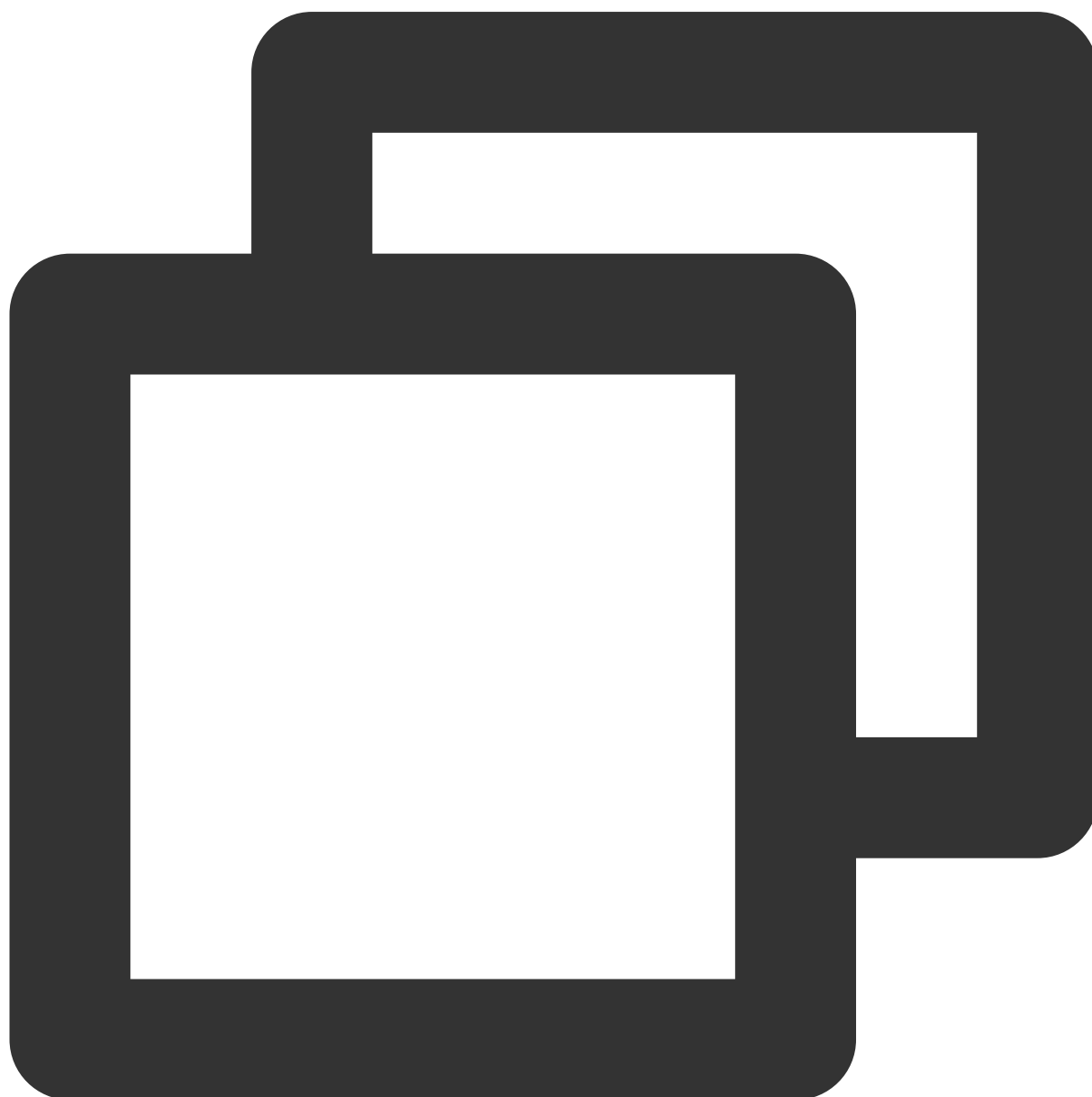


```
TUIPlayerConfig config = new TUIPlayerConfig.Builder()
```

```
.enableLog(true)
.licenseKey("Your license key")
.licenseUrl("Your license url")
.build();
TUIPlayerCore.init(context, config);
```

In your layout file

add the short video UI component.

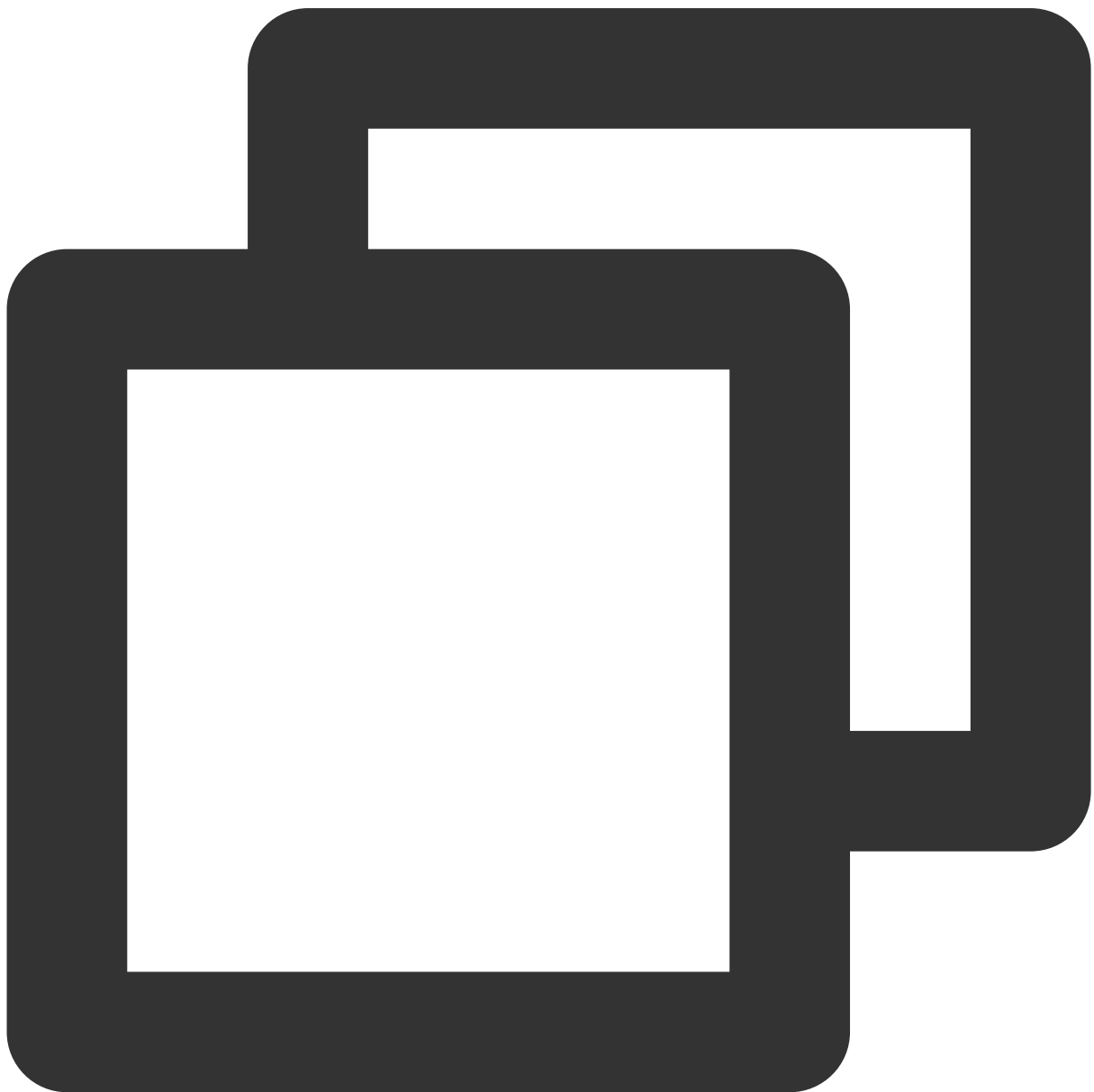


```
<com.tencent.qcloud.tuiplayer.shortvideo.ui.view.TUIShortVideoView
```

```
android:id="@+id/my_video_view"  
android:layout_height="match_parent"  
android:layout_width="match_parent"/>
```

Set up the lifecycle

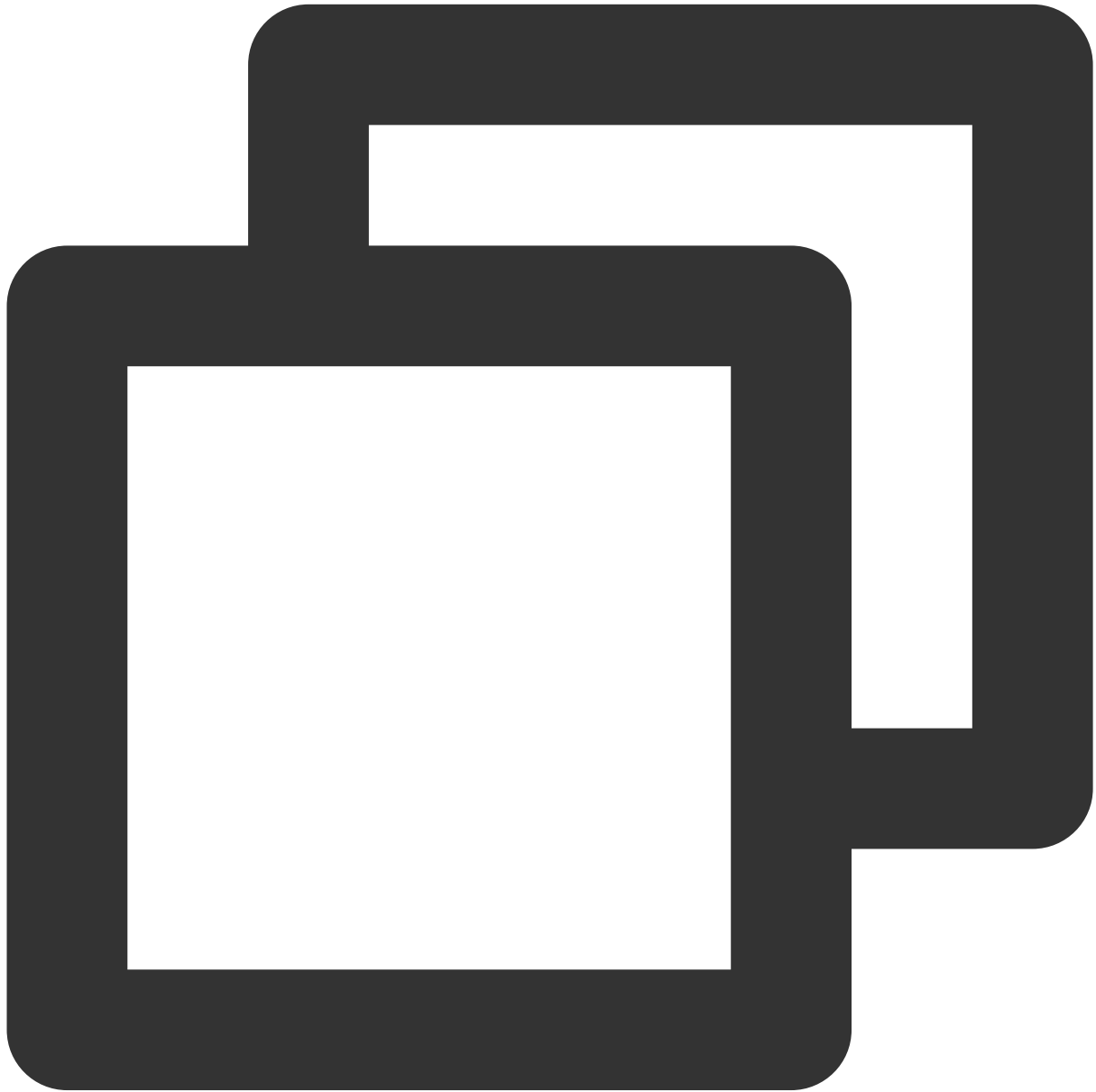
After setting up the lifecycle, the component will automatically pause, resume playback, and release itself based on the current Activity lifecycle. For example, when the app goes to the background, the short video will pause playback automatically. When you return to the app, the video will continue playing. You can also choose not to set this lifecycle and control the short video according to your business needs.




```
mSuperShortVideoView.setActivityLifecycle(getLifecycle());
```

Configure listening

The TUIShortVideoView listener offers multiple callbacks, as illustrated in the code below:



```
mSuperShortVideoView.setListener(new TUIShortVideoListener() {  
    @Override  
    public void onPageChanged(int index, TUIVideoSource videoSource) {  
        if (index >= mSuperShortVideoView.getCurrentDataCount() - 1) {  
            // append next page data  
        }  
    }  
});
```

```

        mSuperShortVideoView.appendModels(data);
    }
}

@Override
public void onCreateVodLayer(TUIVodLayerManager layerManger, int viewType) {
    // add your vod layer to here
    layerManger.addLayer(new TUICoverLayer());
}

@Override
public void onCreateLiveLayer(TUILiveLayerManager layerManager, int viewType) {
    // add your live layer to here
}

@Override
public void onCreateCustomLayer(TUICustomLayerManager layerManager, int viewType) {
    // add your custom layer to here
}

@Override
public void onNetStatus(TUIVideoSource model, Bundle bundle) {
}
});

```

Whenever the page position changes, the `onPageChanged` method will be called back, where you can implement capabilities similar to paginated loading.

When the list creates its layout, it will call back the `onCreateVodLayer`, `onCreateLiveLayer`, or `onCreateCustomLayer` methods based on the type of data you add. Specifically, if the data is of type `TUIVideoSource` when setting models, `onCreateVodLayer` will be called back; if it's of type `TUILiveSource`, `onCreateLiveLayer` will be called back; and if it's a custom data type implemented by inheriting from `TUIPlaySource`, `onCreateCustomLayer` will be called back.

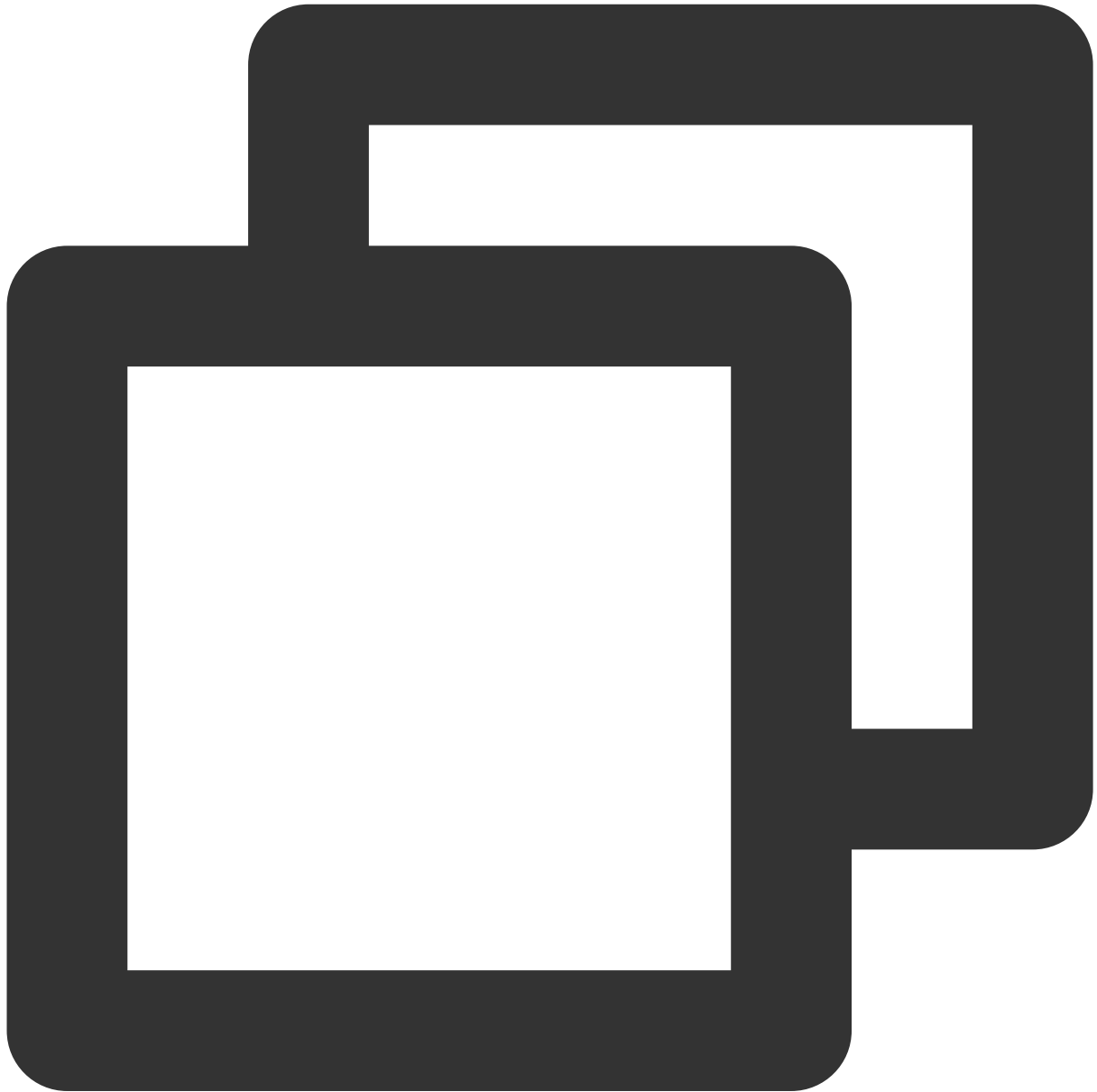
Here, the `extViewType` from `TUIPlayerSource` will also be called back, which can be used for the business to distinguish different layer groups based on the viewType. The creation of layers will be discussed in the section on custom layers.

After the video starts playing, the network status of the currently playing video will be called back through `onNetStatus`. For details on the callback, please refer to [here](#).

Populate data

Using `setModels` can set the data and clear the original data. The video will also restart playback from the first video of the newly set data source. Using `appendModels` can append data, which is used for pagination

operations. After filling the data, it will automatically start playing from the first video. If automatic playback is not needed, you can call `setAutoPlay` on the first video and set it to `false`.



```
// vod
TUIVideoSource videoSource = new TUIVideoSource();
videoSource.setCoverPictureURL(model.placeholderImage);
// Fill in the fileId. Only one of fileId and url needs to be filled in.
videoSource.setAppId(model.appid);
videoSource.setPSign(model.pSign);
videoSource.setFileId(model.fileid);
// Fill in the fileId url
```

```
videoSource.setVideoURL(model.videoURL);
shortVideoData.add(videoSource);

// live
TUILiveSource liveSource = new TUILiveSource();
// live url
liveSource.setUrl(liveUrl);
liveSource.setCoverPictureUrl(coverUrl);
shortVideoData.add(liveSource);

// Custom data. DemoImgSource inherits from TUIPlaySource, providing custom data.
// Here, different data can be customized according to business requirements.
DemoImgSource imgSource = new DemoImgSource("imgUrl");
shortVideoData.add(imgSource);

// set data
mSuperShortVideoView.setModels(shortVideoData);

// For pagination operations, you can choose to append data.
mSuperShortVideoView.appendModels(shortVideoData);
```

Custom Layer

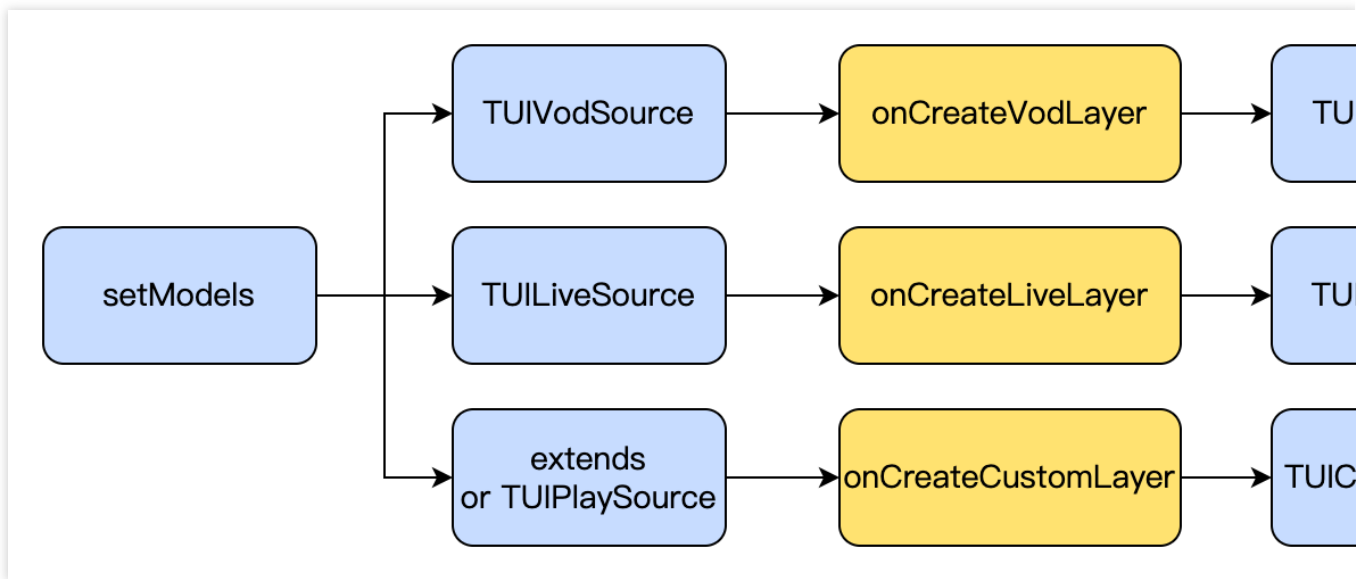
I. Introduction

1. Layer Categories

If it is necessary to customize the UI for TUI short videos, it is required to use the layer capabilities of the short videos. Android TUI short videos adopt a layer management approach, providing each short video page with the ability to customize UI. Through the layer manager, each page can be object-managed, better handling the interaction between video UI and player and video components.

Currently, there are three types of pages: on-demand, live broadcast, and custom pages. The corresponding layers for these three pages are `TUIVodLayer` , `TUILiveLayer` , and `TUICustomLayer` , respectively. Different layers can be inherited according to requirements. Different layer base classes provide interfaces and callbacks that fit their scenarios.

The corresponding relationship is shown in the figure below:

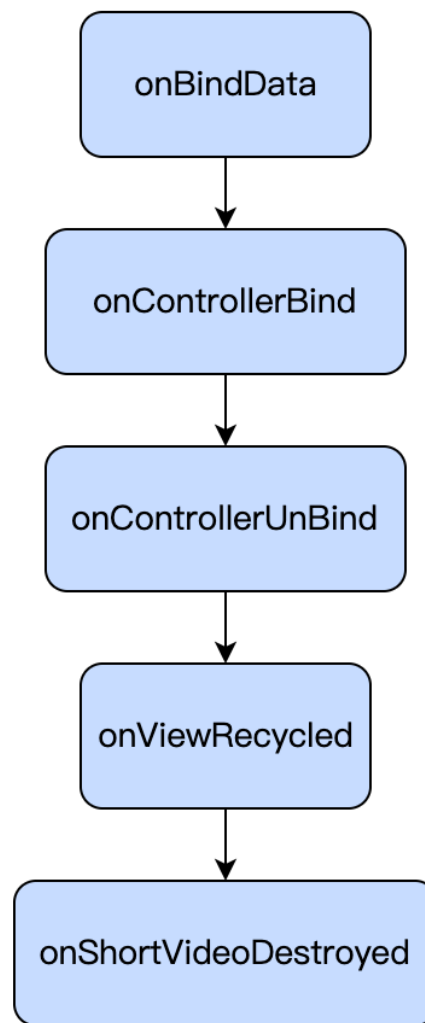


The display and hiding of layers will directly add and remove Views, without causing excessive interface rendering. Layers determine the display order of the interface based on the order they are added, with those added first appearing on the top layer and prioritized for display, while those added later are on the bottom layer and will be covered by those added before.

Due to the page reuse mechanism in the short video list, when there is business data-related UI display in the layer, it is necessary to reset the interface UI or set new values when binding data in `onBindData`.

2. Layer Lifecycle

The lifecycle of the three types of Layers is shown in the figure below:



The meanings of the lifecycle are as follows:

LifeCycle Name	Description
onBindData	Indicates that the current Layer has been bound to data. In this lifecycle, some static UI data initialization work can be done.
onControllerBind	This page is already the one currently displayed in the short video list. Except for the custom page <code>TUICustomLayer</code>, calling <code>getPlayer()</code> and <code>getController()</code> at this time will no longer return null , allowing operations on the player and page container.
onControllerUnBind	The page has been swiped away, and after this lifecycle, it will no longer be possible to obtain the player and videoView. This lifecycle can be used to

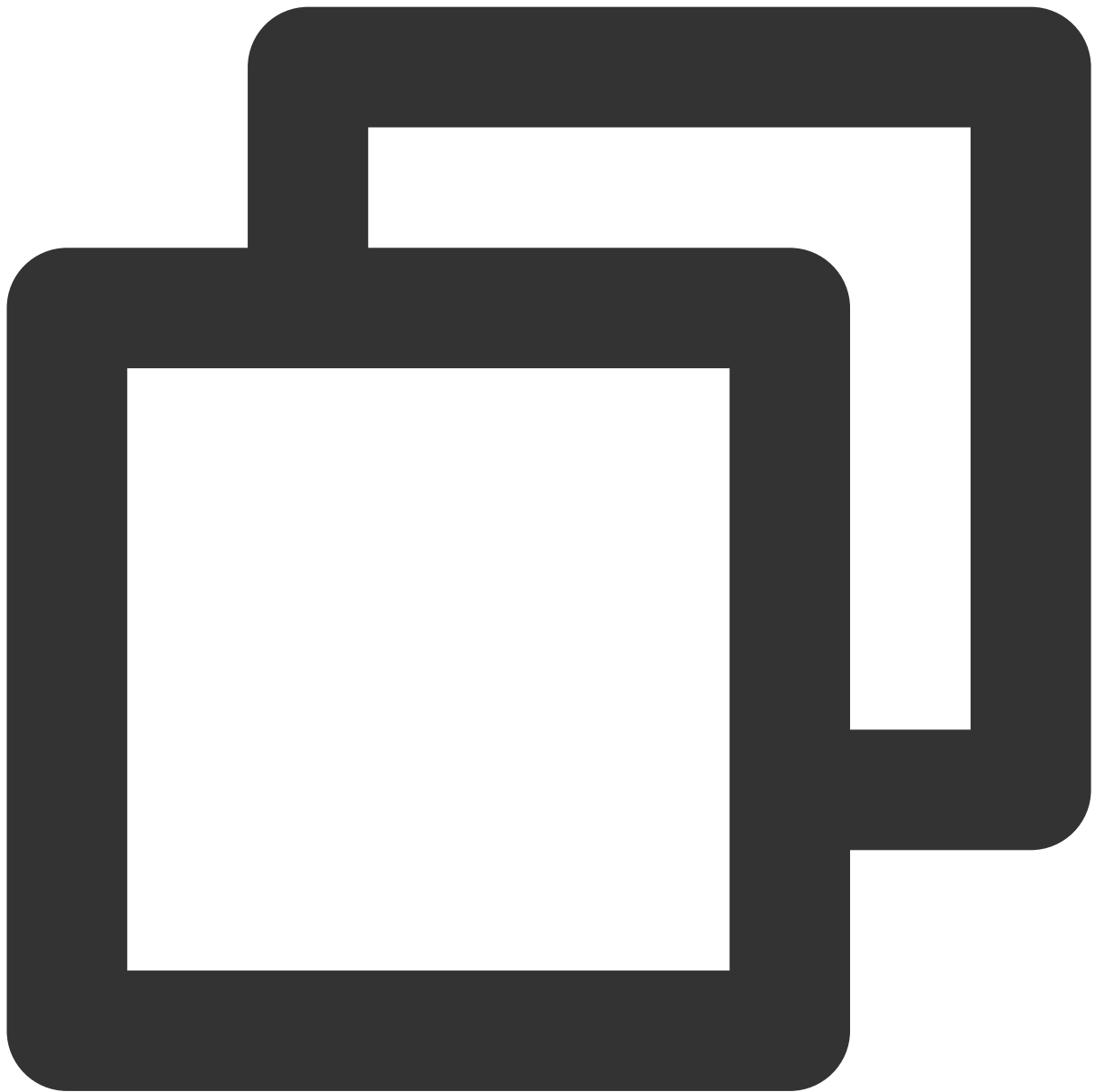
	perform resource recycling and interface resetting tasks.
onViewRecycled	The page has been recycled and will be used with other data and players. It is recommended to reset all data on the interface and recycle related resources in this lifecycle.
onShortVideoDestroyed	The TUI component has been destroyed, meaning the TUIShortVideoView's release method has been called.

II. Creating a Custom Layer

1. Create custom layer layouts

To create a custom layer, taking the on-demand layer as an example, you need to inherit from `TUIVodLayer` and then implement the layer you need.

Taking the video details layer as an example, you first need to implement the `createView` and `tag` methods. `createView` is the method for creating the layer view, and `tag` is a string label used by the business side to distinguish layers. `createView` will be called when the layer is added to the `LayerManager`.



```
@Override
public View onCreateView(ViewGroup parent) {
    LayoutInflater inflater = LayoutInflater.from(parent.getContext());
    View view = inflater.inflate(R.layout.player_video_info_layer, parent, false);
    mSeekBar = view.findViewById(R.id.vsb_tui_video_progress);
    mTvProgress = view.findViewById(R.id.tv_tui_progress_time);
    mIvPause = view.findViewById(R.id.iv_tui_pause);
    mSeekBar.setOnClickListener(this);
    return view;
}
```



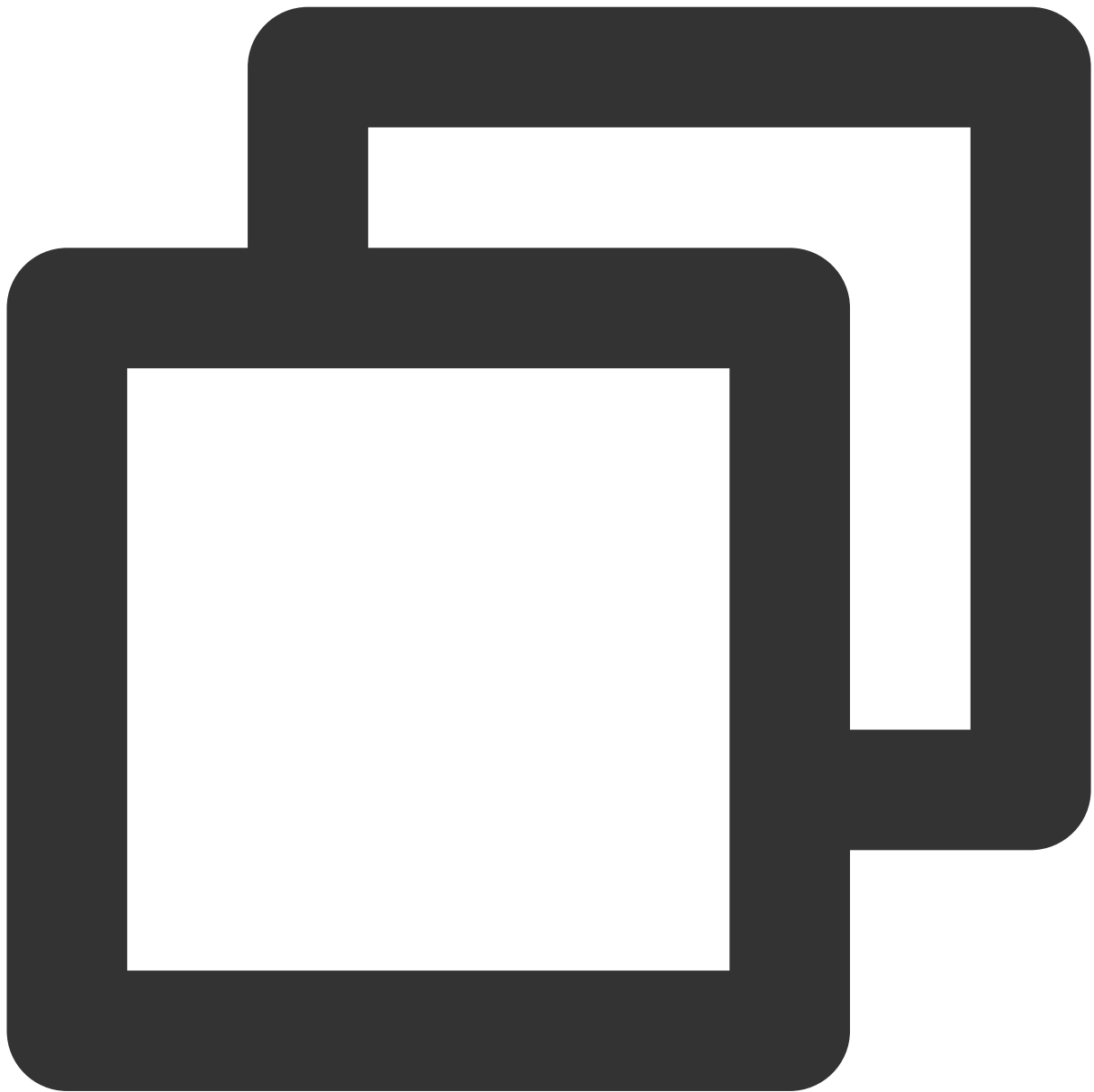
```
@Override
public String tag() {
    return "TUIVideoInfoLayer";
}
```

In `createView`, a `View` is created and returned. Here, you can use `LayoutInflater` to load a layout from XML, or you can create the layout directly using code.

2. Display Layout

After the `View` is created, it needs to be displayed at the appropriate time. `TUIBaseLayer` provides a rich set of event callbacks. For detailed information, see [Layer Callbacks](#).

The video details layer can display the layout once it has obtained the data. Therefore, display the layer in `onBindData`.

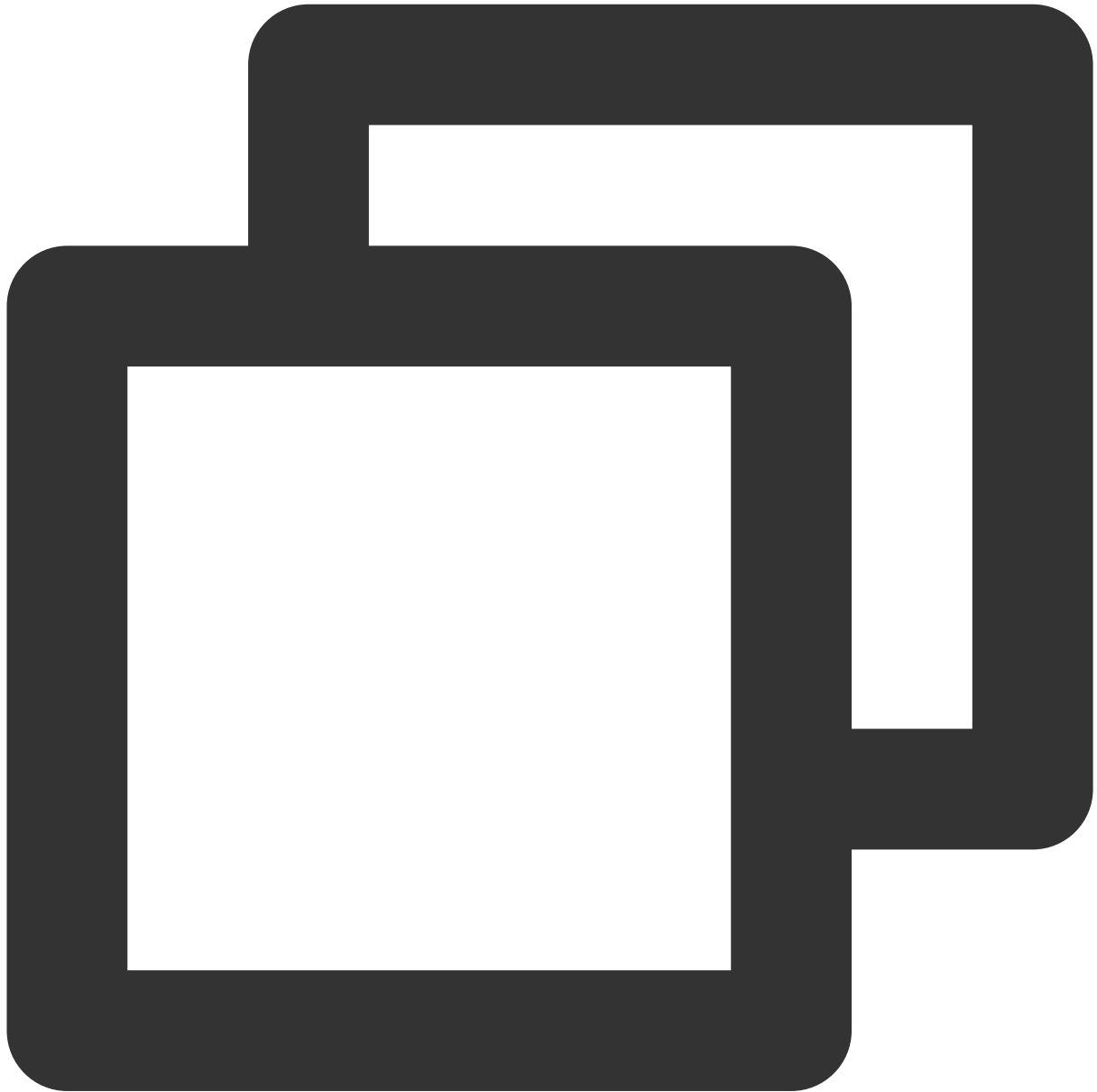


```
@Override
public void onBindData(TUIVideoSource videoSource) {
    show();
}
```

3. Operating your own components

You can also operate on components you have created in other events. Taking the on-demand layer as an example, you need to declare your component as a member variable first, assign a value in `onCreateView`, and then handle

player events such as the display and hiding of the pause button, as well as the callback for playback progress. See the following code.



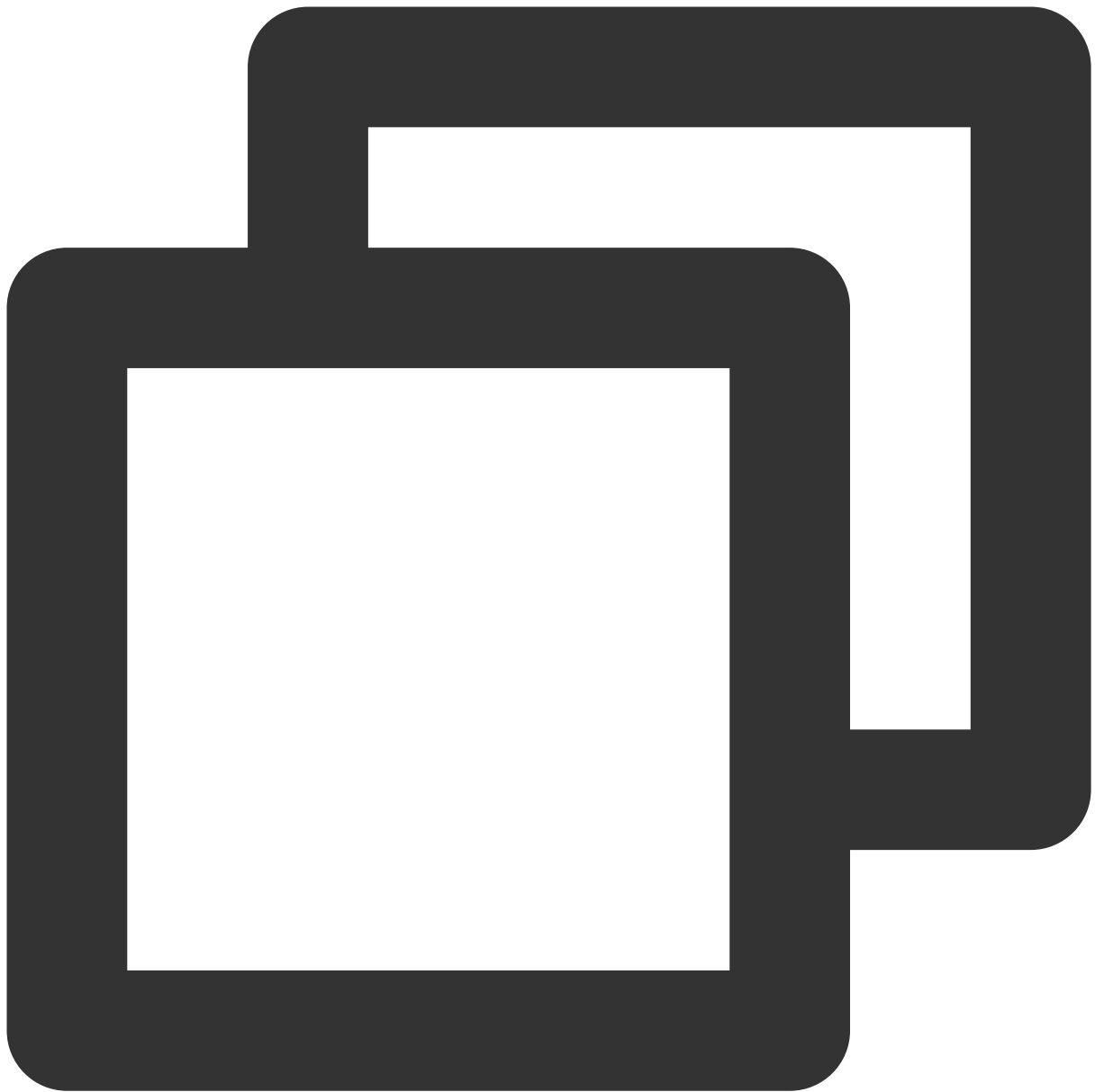
```
@Override
public void onPlayBegin() {
    super.onPlayBegin();
    if (null != mIvPause) {
        mIvPause.setVisibility(View.GONE);
    }
}
```

```
@Override
public void onPlayPause() {
    super.onPlayPause();
    if (null != mIvPause) {
        mIvPause.setVisibility(View.VISIBLE);
    }
}

@Override
public void onPlayProgress(long current, long duration, long playable) {
    videoDuration = duration;
    if (null != mSeekBar) {
        // ensure a refresh at every percentage point
        int progressInt = (int) (((1.0F * current) / duration) * 100);
        if (lastProgressInt != progressInt) {
            setProgress(progressInt / 100F);
            lastProgressInt = progressInt;
        }
    }
}
```

4. Controlling the player

In addition to receiving events from the player, you can also control the player. For example, call the player to perform a seek operation.

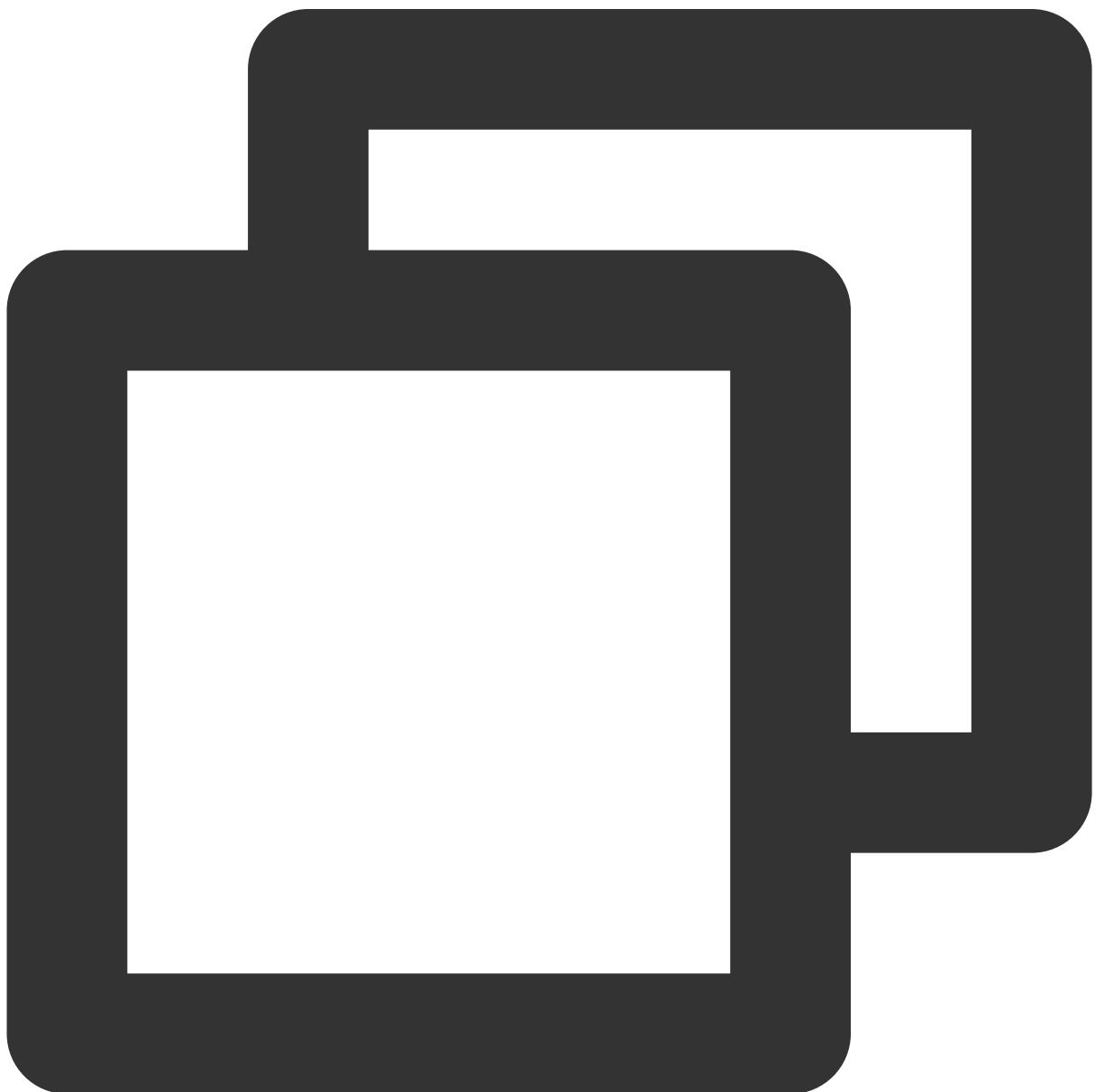


```
@Override
public void onDragDone(VideoSeekBar seekBar) {
    TUIPlayerController controller = getPlayerController();
    if (null != controller && videoDuration > 0) {
        controller.seekTo((int) ((videoDuration * seekBar.getBarProgress()) / 1000))
    }
    if (null != mTvProgress) {
        mTvProgress.setVisibility(View.GONE);
    }
}
```

Currently, in `TUIBaseLayer`, you can obtain the `VideoView` object of the current page through `getVideoView`, obtain the playback controller of the current video through `getPlayerController` (only available when the current page is the video currently playing in the short video list), and get the current player object through `getPlayer`. Since the player and video view may be released or reused during scrolling, these three objects might be null when obtained, so it is necessary to check for null values.

5. Release when the layer is recycled

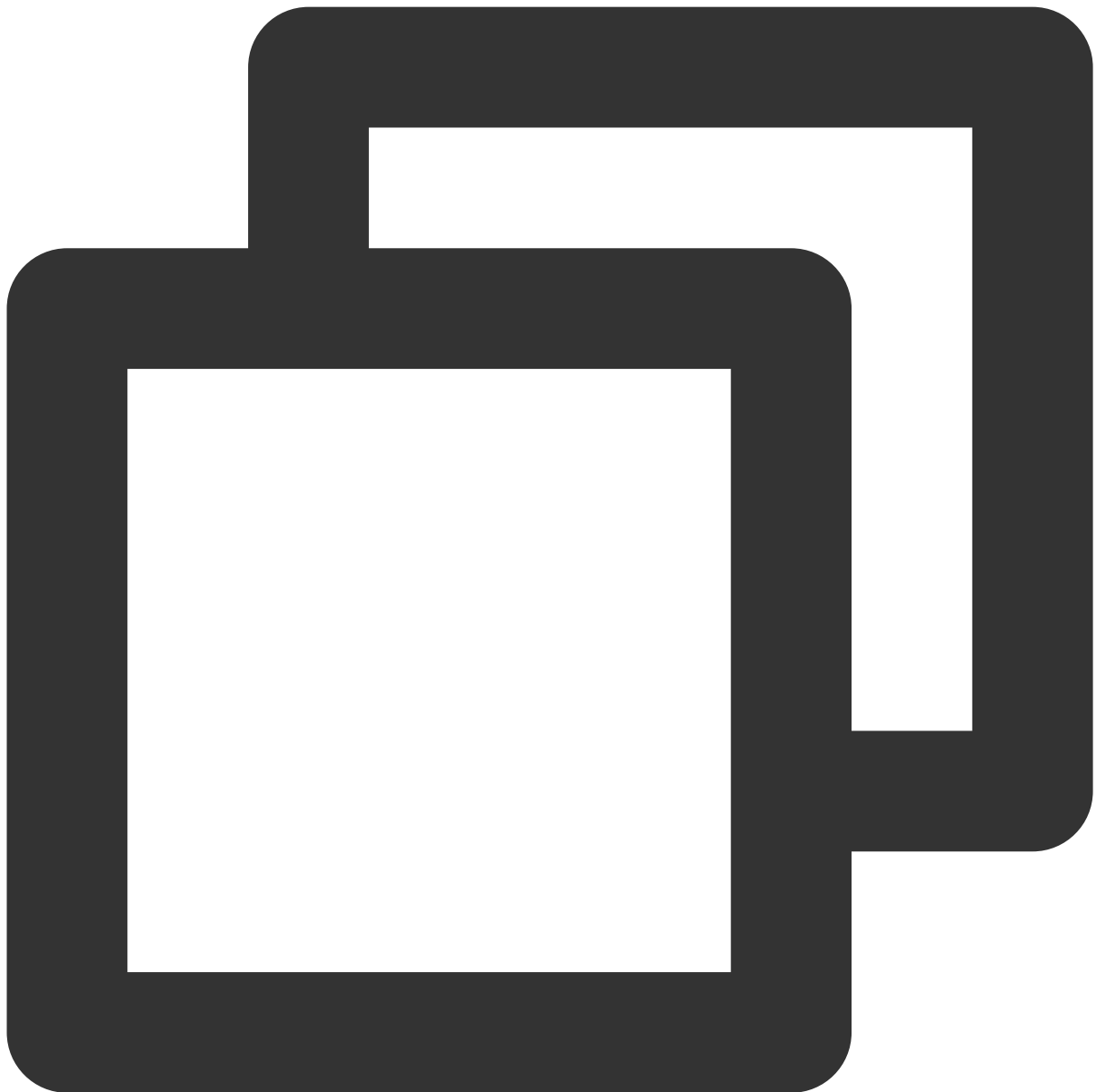
When the layer is recycled, some release operations need to be performed. This prevents external objects from holding onto the layer, causing memory leaks.



```
@Override
public void onViewRecycled(TUIBaseVideoView videoView) {
    // release your resource
}
```

6. Listening for whether the current layer is scrolled to

If you need to listen for whether the current page is the currently playing video, you can listen to the controller. When `onControllerBind` is triggered, the layer is bound by the controller, indicating that the page of the layer is about to be displayed and start playing. When `onControllerUnBind` is triggered, the controller is unbound, indicating that the page has been swiped away.

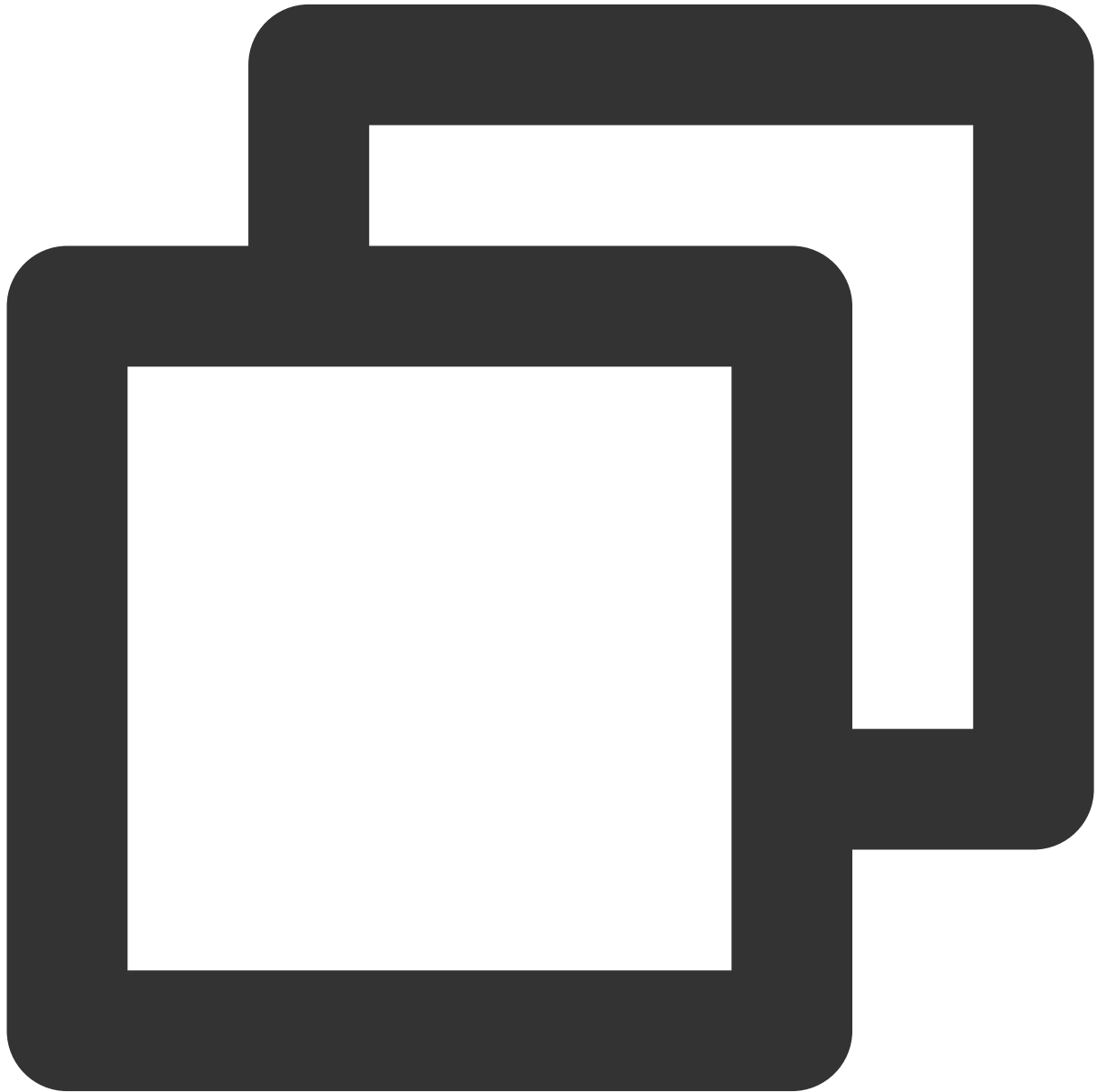


```
@Override
public void onControllerUnBind(TUIPlayerController controller) {
    super.onControllerUnBind(controller);
    show();
}
```

The above code is executed after the page is swiped away and the controller is unbound. To prevent the screen from going black when the page is swiped back later, it triggers the display of the cover image.

7. Vod playback obtains video information through the onRecFileVideoInfo callback.

When a filed video source is set, the layer will callback the video information through `onRecFileVideoInfo`. See the following code:



```
@Override
public void onRecFileVideoInfo(TUIFileVideoInfo params) {
    if(isShowing()) {
        TUIBaseVideoView videoView = getVideoView();
        if (null != videoView && null != params) {
            String coverUrl = params.getCoverUrl();
            if (!TextUtils.isEmpty(coverUrl)) {
                ImageView imageView = getView();
```

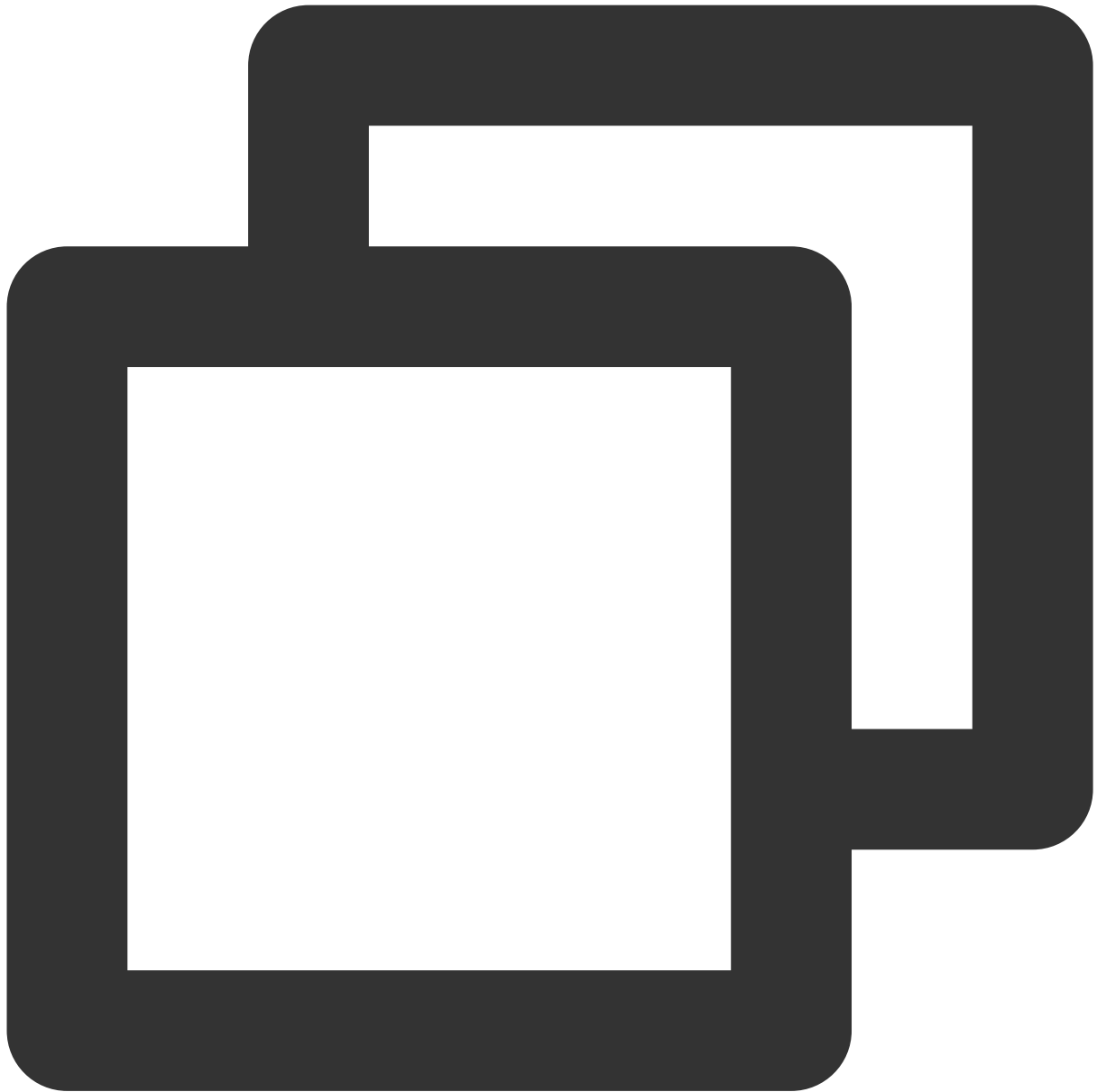
```
        Glide.with(videoView).load(coverUrl)
            .centerCrop()
            .into(imageView);
        coverUrlFromServer = coverUrl;
    }
}
}
```

This method will be called back when playing only using fileID. It will return information such as the video URL link, cover image, duration, and sprite image.

It is recommended to pass the short video component for playback through the URL as much as possible, and pre-assign the cover image URL in advance, which can improve the loading performance of short videos.

8. Determine if the first frame of the video has arrived through the onRcvFirstIframe method

Usage example:

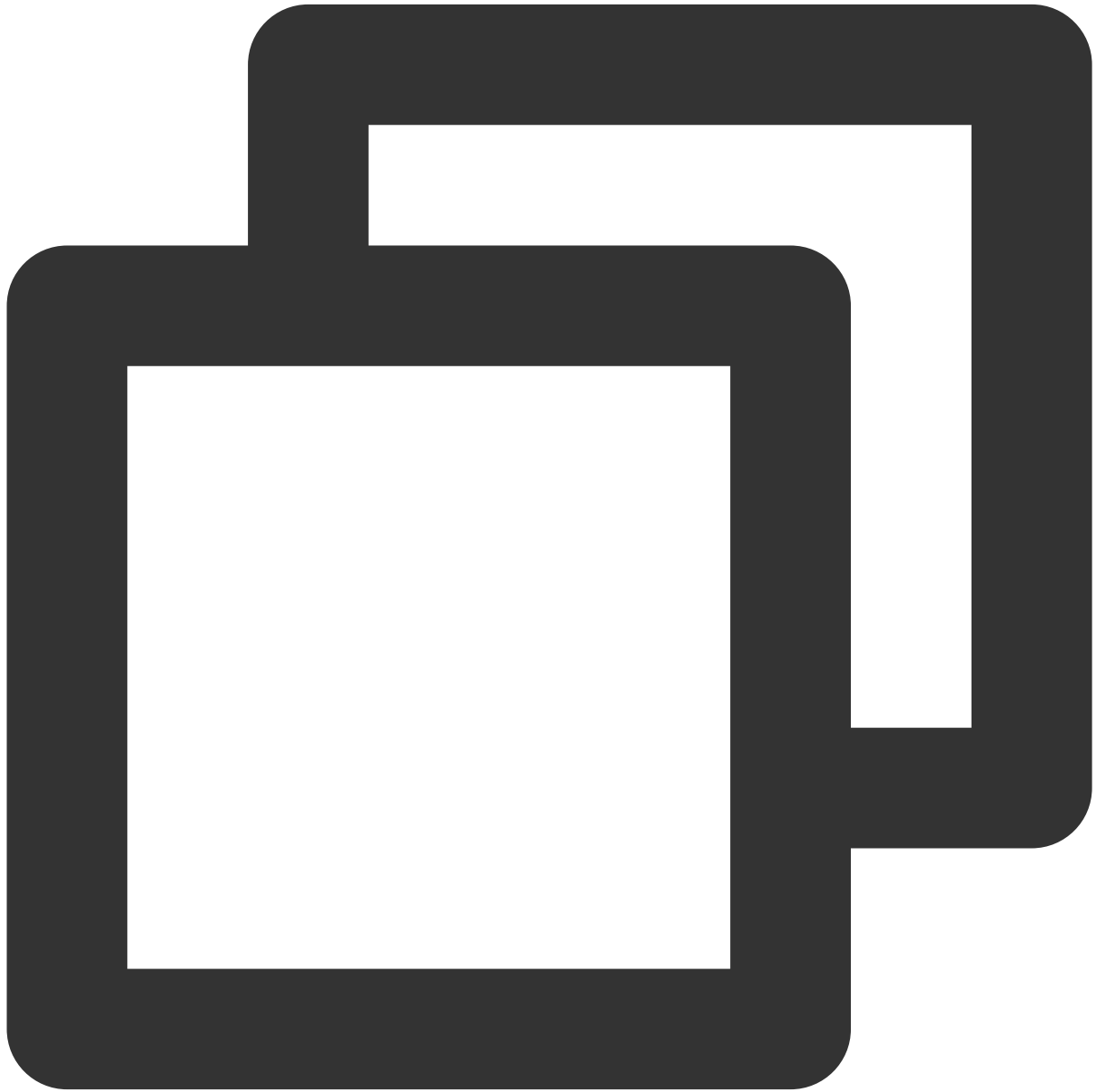


```
@Override
public void onRcvFirstIframe() {
    hidden();
}
```

For example, in scenarios such as cover images, you need to hide the cover image after receiving the first frame event.

III. Managing Layers

After integrating the short video component `TUIShortVideoView`, setting up a listener with `TUIShortVideoView` will callback the item creation method `onCreateItemLayer` at the appropriate time, allowing you to add or manage custom layers.



```
mSuperShortVideoView.setListener(new TUIShortVideoListener() {  
  
    // .....  
  
    @Override  
    public void onCreateVodLayer(TUIVodLayerManager layerManger, int viewType) {  
        layerManger.addLayer(new TUIVideoInfoLayer(mShortVideoView, ShortVideoFragmen
```

```

        layerManger.addLayer(new TUICoverLayer());
        layerManger.addLayer(new TUILoadingLayer());
        layerManger.addLayer(new TUIErrorLayer());
    }

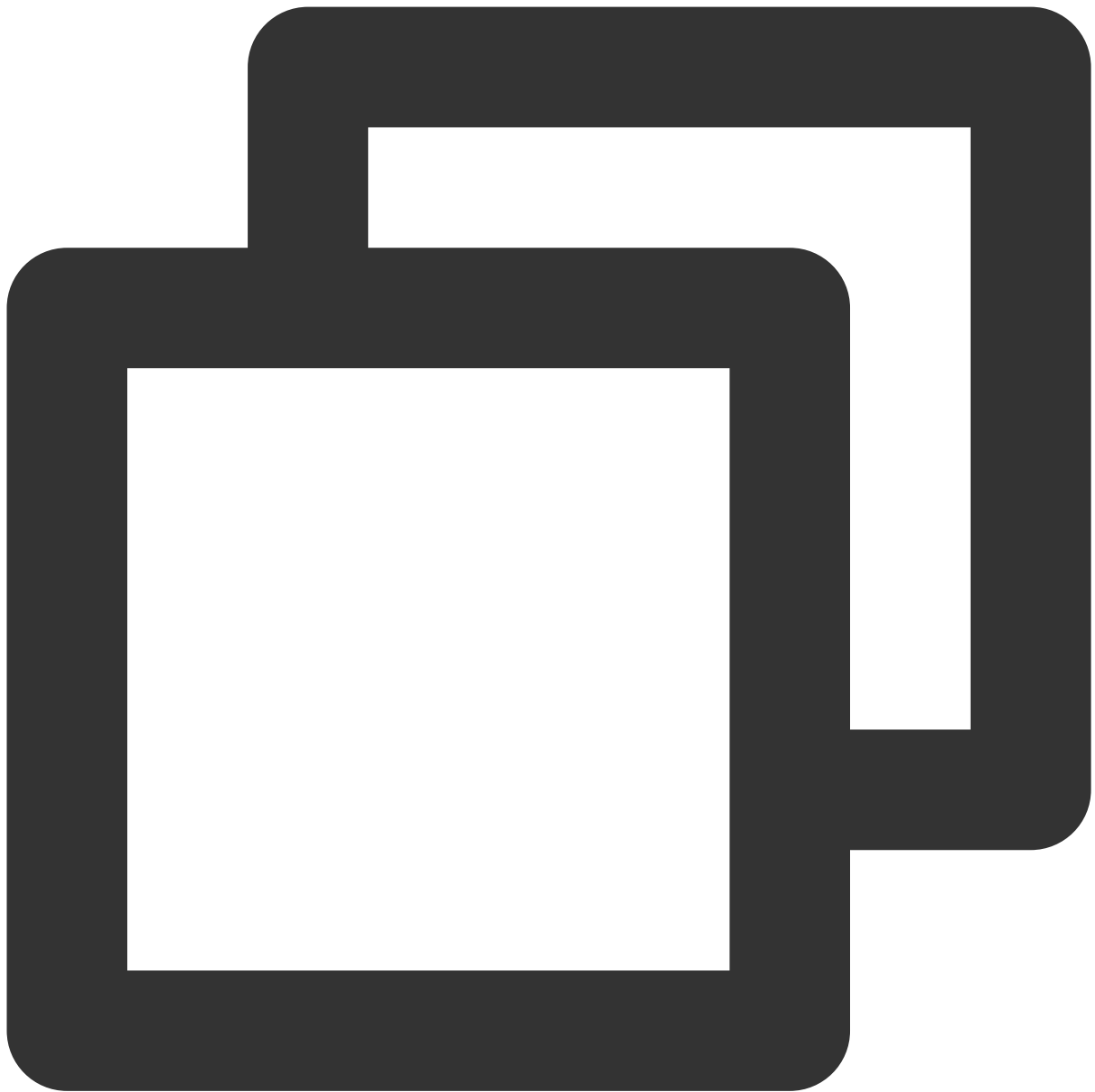
    @Override
    public void onCreateLiveLayer(TUILiveLayerManager layerManager, int viewType) {
        layerManager.addLayer(new TUILiveEntranceLayer(mShortVideoView, ShortVideoFra
        layerManager.addLayer(new TUILiveLoadingLayer());
        layerManager.addLayer(new TUILiveErrorLayer());
    }

    @Override
    public void onCreateCustomLayer(TUICustomLayerManager layerManager, int viewType)
        if (viewType == SVDemoConstants.CustomSourceType.SINGLE_IMG_TYPE) {
            layerManager.addLayer(new PicDisplayLayer());
        }
    }
}
});

```

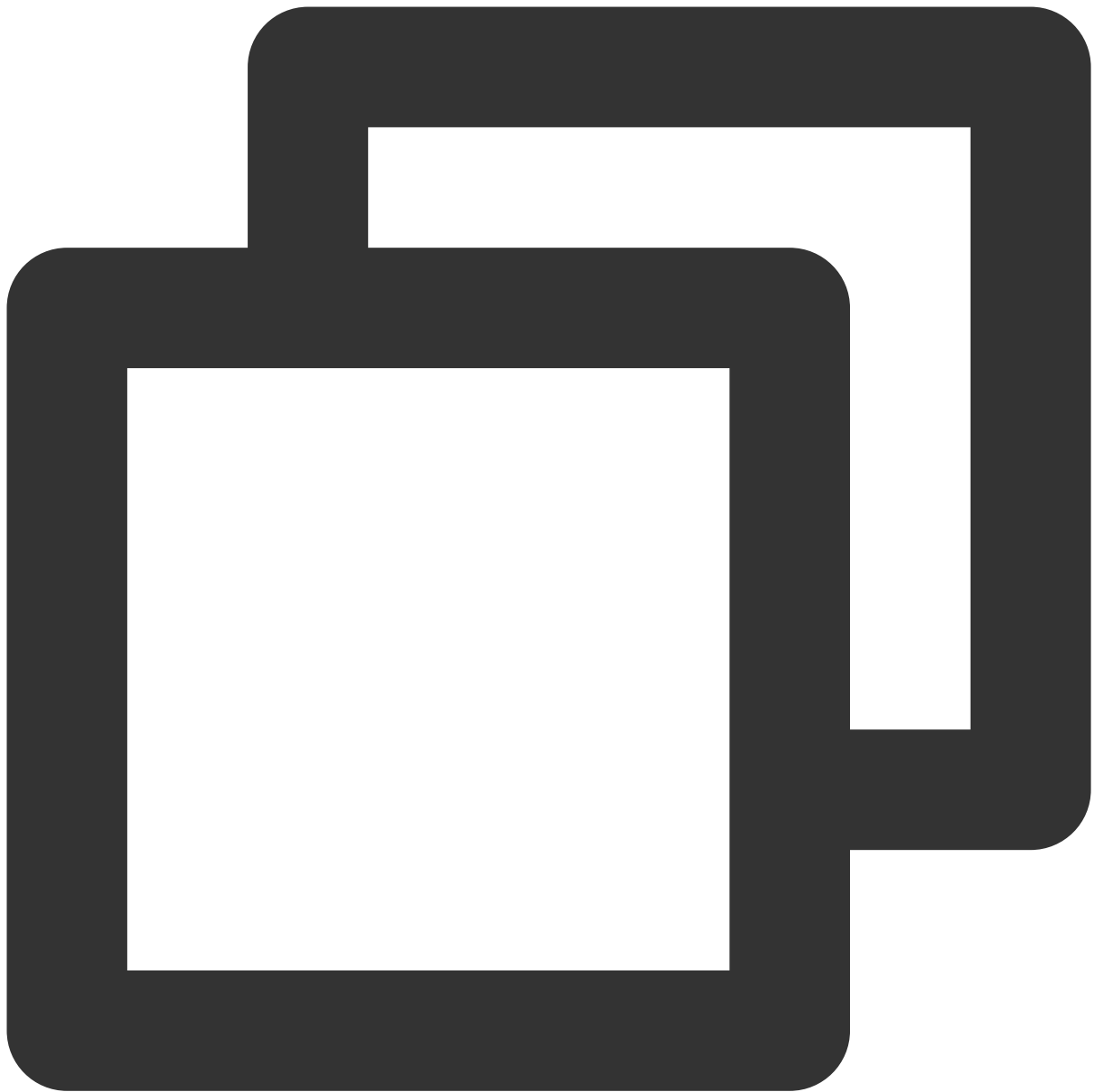
onCreateItemLayer has two parameters: layerManager, which is the layer manager that can add, remove, and query layers. The method of adding is shown in the figure above. `viewType` is the video type of the current page. If you have customized `extViewType` in `TUIPlayerSource`, the `viewType` here will be what you defined. If not defined, it will return `ITEM_TYPE_VOD`, `ITEM_TYPE_LIVE`, or `ITEM_TYPE_CUSTOM` according to the page type.

If no layer is needed, you can remove the layer. **After removal, the `unbindLayerManager` method will be called back in the layer.**



```
layerManger.removeLayer(layer);
```

If you need to obtain the layer hierarchy for interactive operations on layers, you can get the layer hierarchy through the following methods:

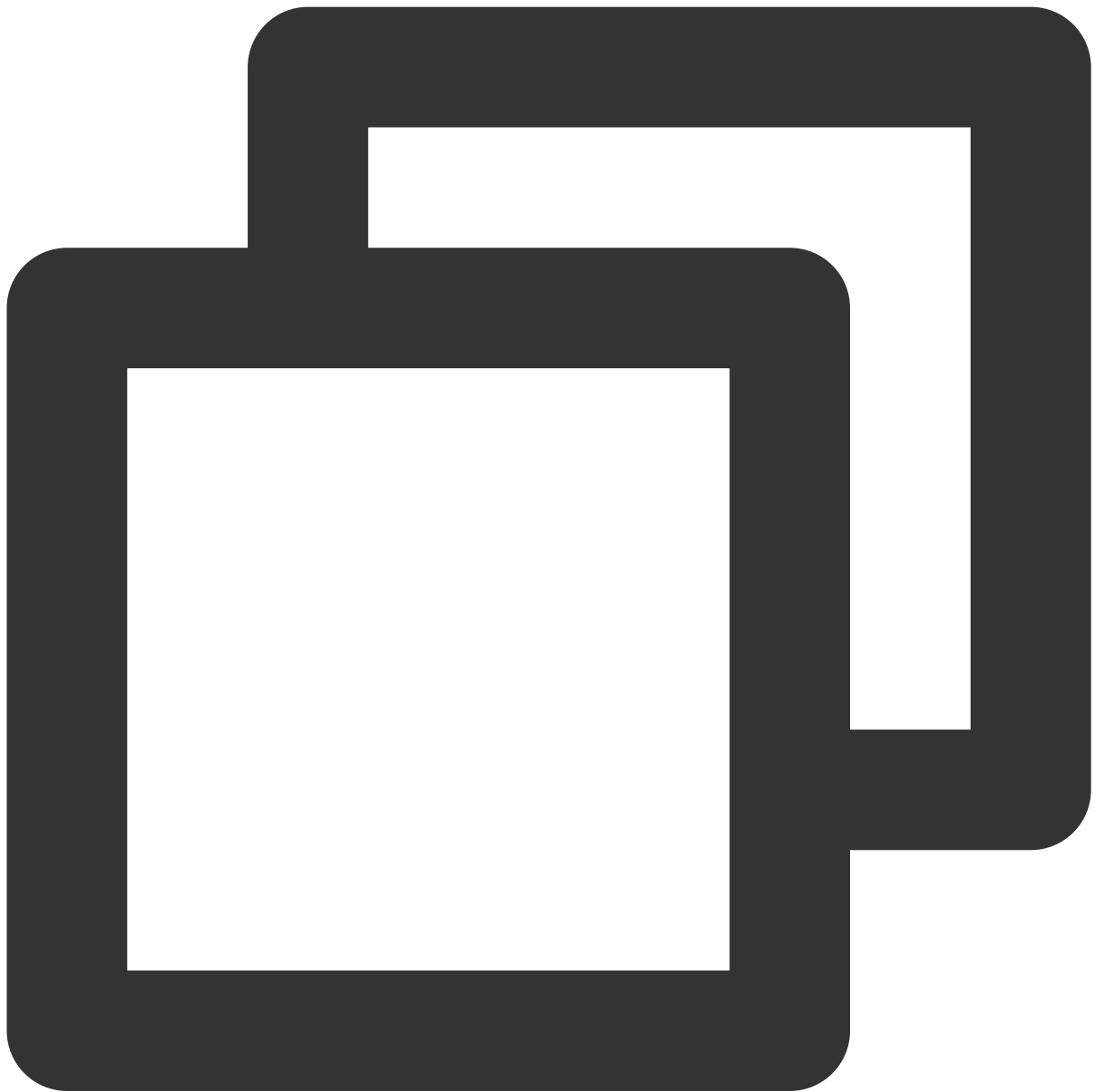


```
layerManger.indexOfLayer(layer);
```

IV. Creating an Image Display Page Using Custom Layers

1. Implement your own custom data

Taking displaying images as an example, create data with image links.



```
public class DemoImgSource extends TUIPlaySource {  
  
    private String mImgUrl;  
  
    public DemoImgSource(String imgUrl) {  
        mImgUrl = imgUrl;  
        // You can specify different viewType parameters to distinguish between typ  
        setExtViewType(SVDemoConstants.CustomSourceType.SINGLE_IMG_TYPE);  
    }  
  
    public String getImgUrl() {
```

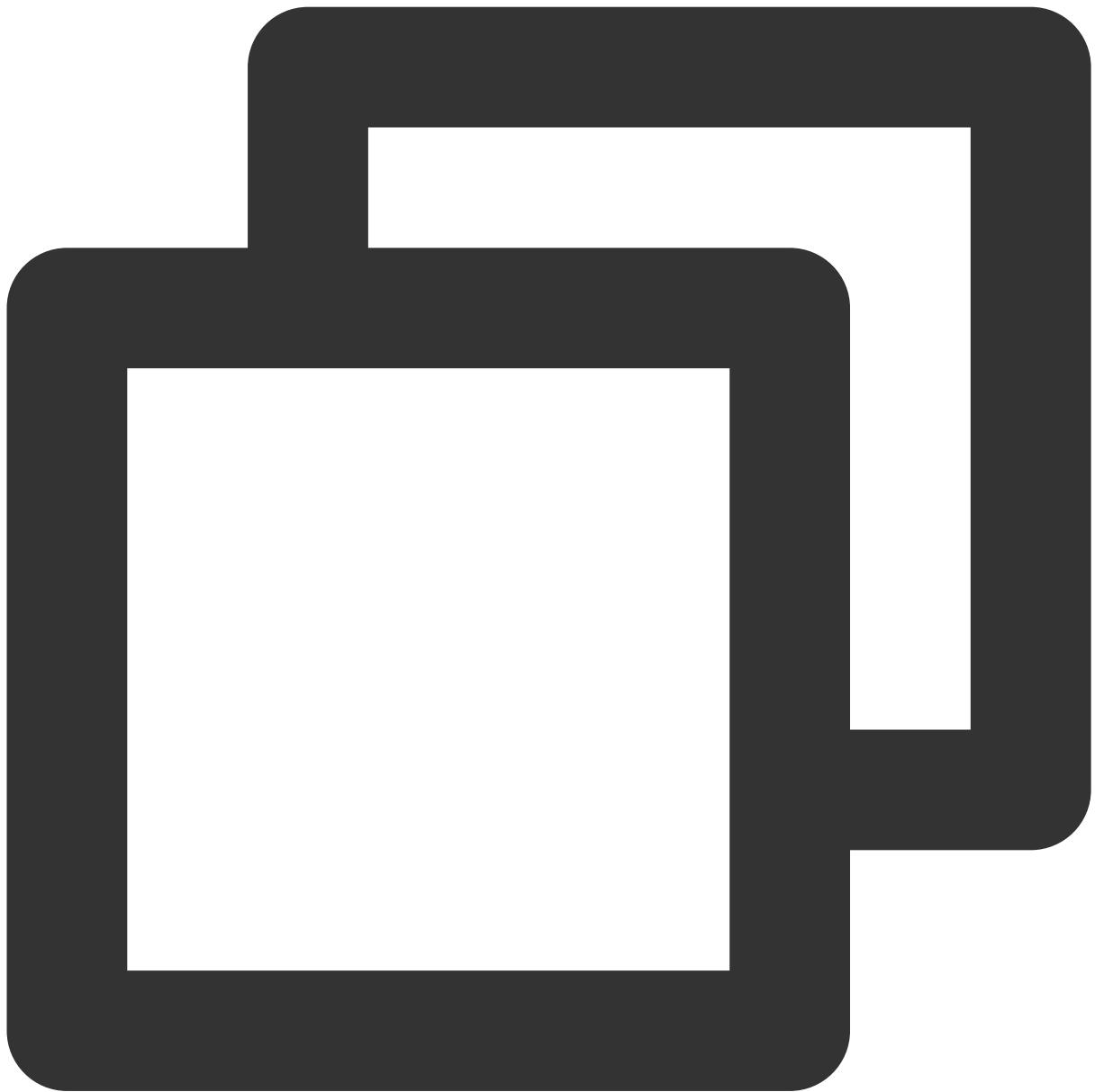


```
        return mImgUrl;
    }

    public void setImgUrl(String imgUrl) {
        this.mImgUrl = imgUrl;
    }
}
```

2. Implement the UI of a custom page

After implementing the data, it is necessary to customize the UI of your own custom page. Taking displaying images as an example, you need to inherit from `TUICustomLayer` to implement the layer.



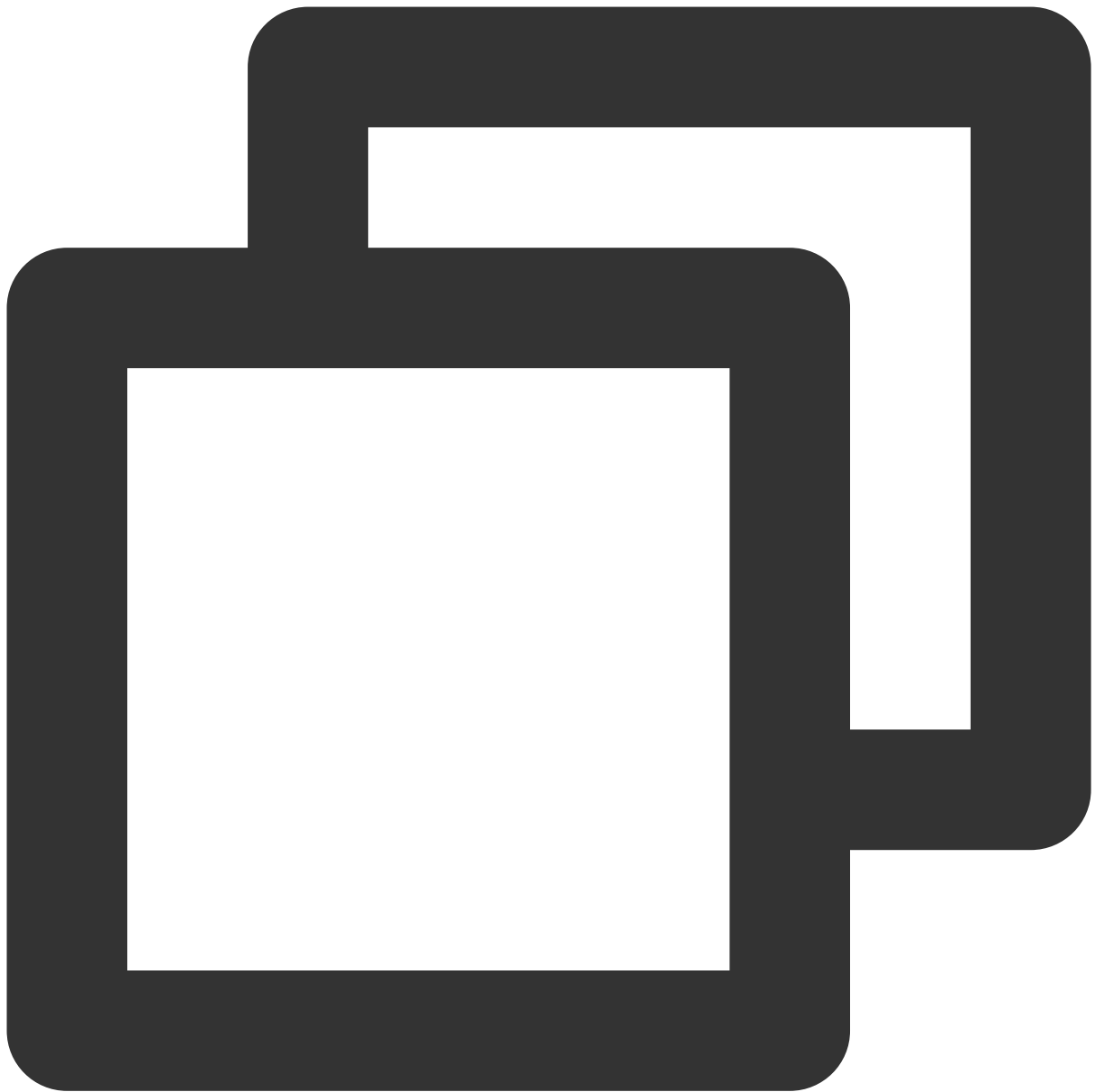
```
public class PicDisplayLayer extends TUICustomLayer {  
  
    private ImageView mDisplayImgView;  
  
    @Override  
    public View onCreateView(ViewGroup parent) {  
        // Constructing a Page view  
        LayoutInflater inflater = LayoutInflater.from(parent.getContext());  
        View view = inflater.inflate(R.layout.tuiplayer_img_display_layer, parent,  
            mDisplayImgView = view.findViewById(R.id.iv_img_display);  
        return view;  
    }  
}
```

```
}

@Override
public void onBindData(TUIPlaySource videoSource) {
    super.onBindData(videoSource);
    // Data is bound to the page, allowing access to the corresponding data source
    if (videoSource.getExtViewType() == SVDemoConstants.CustomSourceType.SINGLE) {
        DemoImgSource source = (DemoImgSource) videoSource;
        Glide.with(mDisplayImgView).load(source.getImgUrl())
            .into(mDisplayImgView);
    }
}

@Override
public String tag() {
    return "PicDisplayLayer";
}
}
```

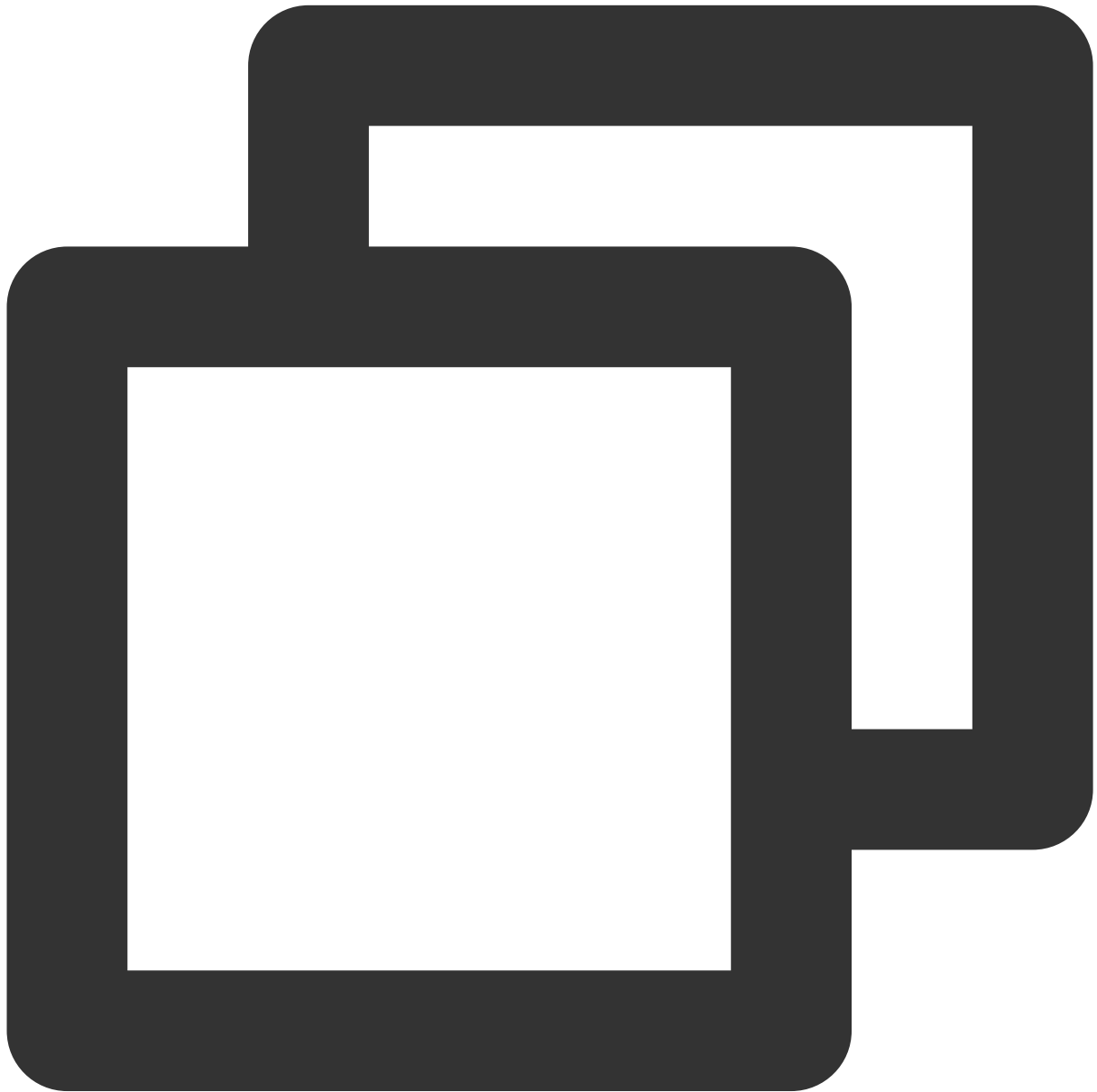
Add your own layer into the TUI short video callback



```
mSuperShortVideoView.setListener(new TUIShortVideoListener() {  
  
    // .....  
  
    @Override  
    public void onCreateCustomLayer(TUICustomLayerManager layerManager, int viewType)  
        // custom layer  
        if (viewType == SVDemoConstants.CustomSourceType.SINGLE_IMG_TYPE) {  
            layerManager.addLayer(new PicDisplayLayer());  
        }  
    }  
}
```

```
});
```

3. Populate data into TUI short video



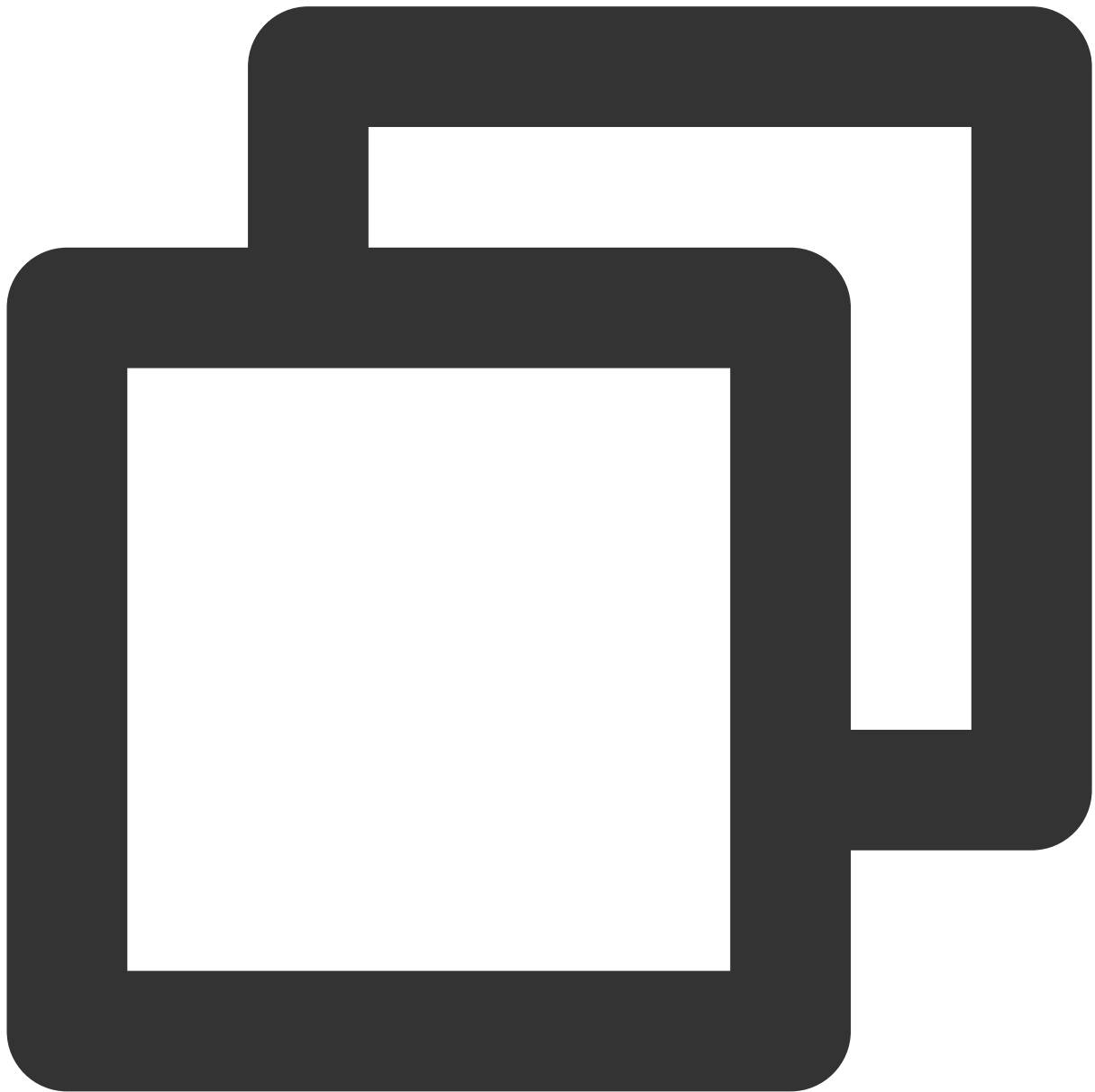
```
// Customize data, DemoImgSource inherits from TUIPlaySource, customize data,  
// different data can be customized here according to business needs  
DemoImgSource imgSource = new DemoImgSource("imgUrl");  
shortVideoData.add(imgSource);  
  
// fill data  
mSuperShortVideoView.setModels(shortVideoData);
```

Subsequently, the custom page will be displayed at the corresponding page position in the short video list, according to the position you added in the list.

TUI short video interface

1. Configure License

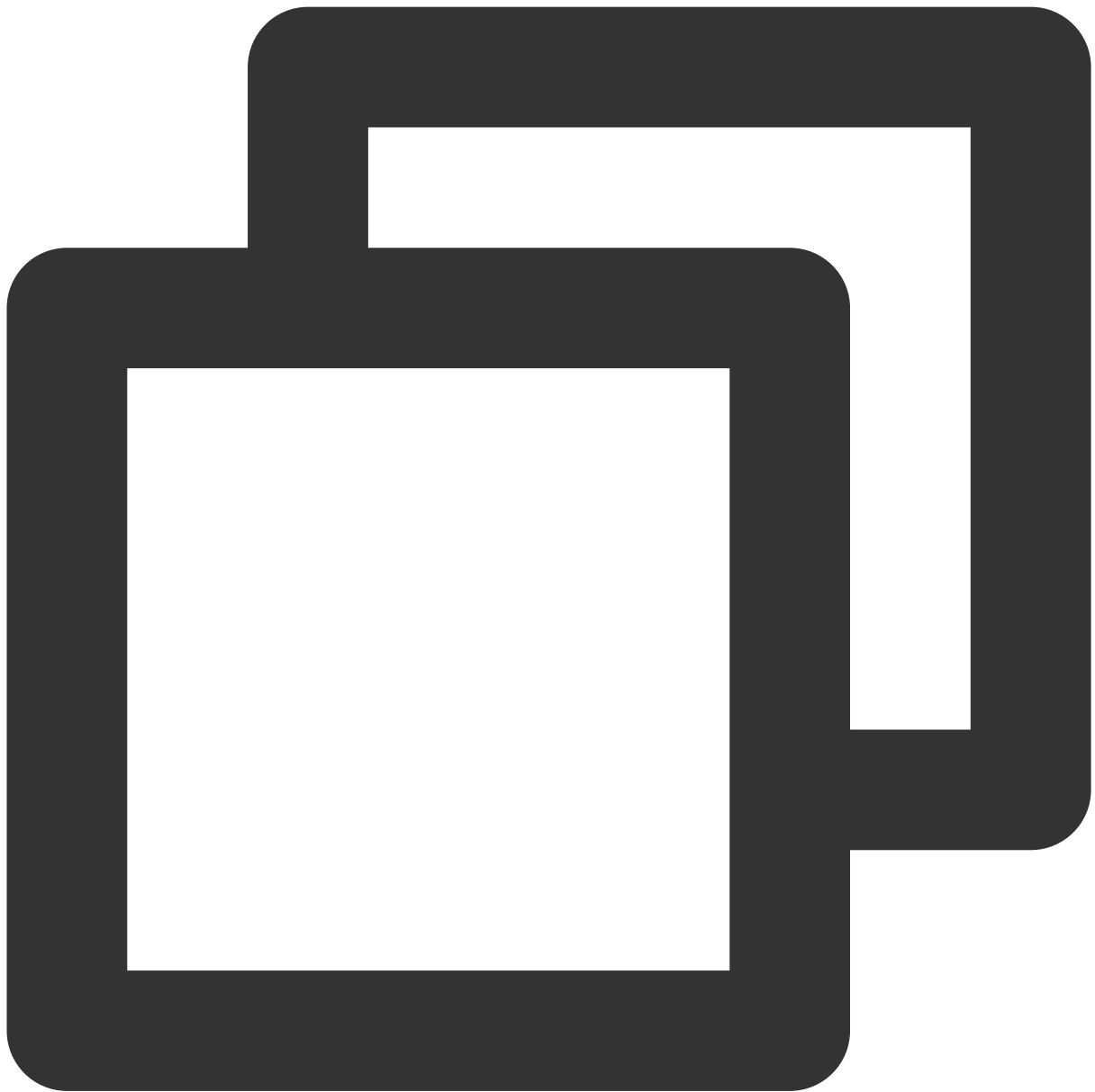
To use the TUI component, you need to configure the corresponding premium license. An example is as follows:



```
TUIPlayerConfig config = new TUIPlayerConfig.Builder()
    .enableLog(true)
    .licenseKey(LICENCE_KEY)
    .licenseUrl(LICENCE_URL)
    .build();
TUIPlayerCore.init(getApplicationContext(), config);
```

2. Set up lifecycle listening

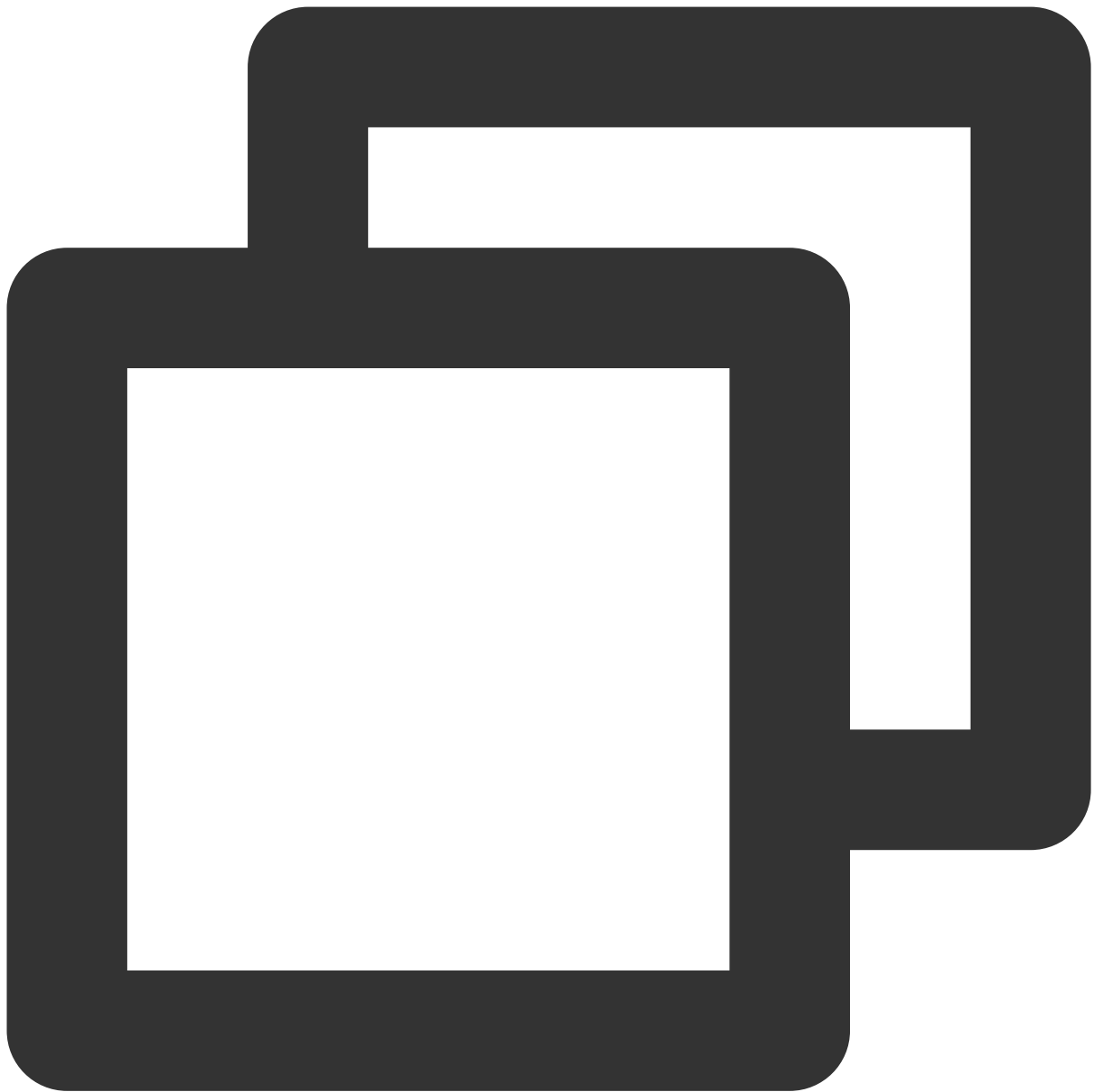
Used for lifecycle control of TUIShortVideoView. Internally, it automatically pauses, plays, and destroys the list videos according to the lifeCycle status. This interface can be unset, and the business can take over the call.



```
mSuperShortVideoView.setActivityLifecycle(getLifecycle());
```

3. Set up short video listening

Used to listen to events from `TUIShortVideoView`, including the timing of loading paginated data, and the callback during page creation, where layers can be added.



```
mSuperShortVideoView.setListener(new TUIShortVideoListener() {  
    @Override  
    public void onCreateVodLayer(TUIVodLayerManager layerManger, int viewType) {  
        layerManger.addLayer(new TUIVideoInfoLayer(mShortVideoView, ShortVideoFragm  
        layerManger.addLayer(new TUICoverLayer());  
        layerManger.addLayer(new TUILoadingLayer());  
        layerManger.addLayer(new TUIErrorLayer());  
    }  
  
    @Override  
    public void onCreateLiveLayer(TUILiveLayerManager layerManager, int viewType) {
```

```
        layerManager.addLayer(new TUILiveEntranceLayer(mShortVideoView, ShortVideoF
        layerManager.addLayer(new TUILiveLoadingLayer());
        layerManager.addLayer(new TUILiveErrorLayer());
    }

    @Override
    public void onCreateCustomLayer(TUICustomLayerManager layerManager, int viewType
        if (viewType == SVDemoConstants.CustomSourceType.SINGLE_IMG_TYPE) {
            layerManager.addLayer(new PicDisplayLayer());
        }
    }

    @Override
    public void onPageChanged(int index, TUIPlaySource videoSource) {
        if (index >= mShortVideoView.getCurrentDataCount() - 1) {
            mShortViewRefresh.setRefreshing(true);
            ShortVideoModel.getInstance().loadMore(false);
        }
    }

    @Override
    public void onNetStatus(TUIPlaySource model, Bundle bundle) {
    }
});
```

4. Set the video playback strategy

Set various strategies during the video playback process.

The TUIPlayerVodStrategy parameter.

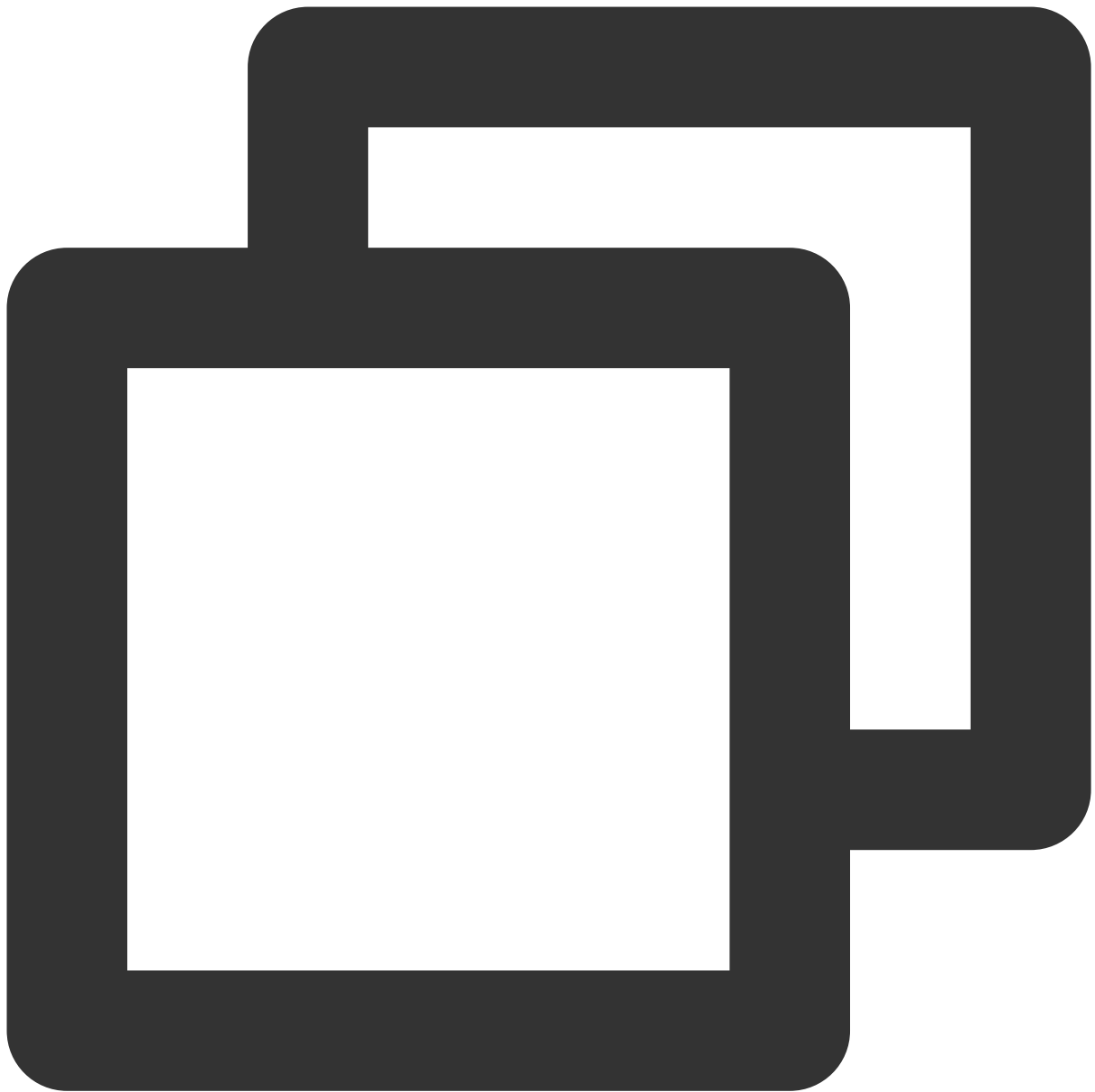
It needs to be constructed using the Builder.

Method	Description
setPreloadCount	Set the maximum concurrent preload quantity, default is 3.
setPreDownloadSize	Set the preload cache size, default is 1MB, unit is MB.
setPreLoadBufferSize	Set the pre-play cache size, default is 0.5MB, unit is MB.
setMaxBufferSize	Set the video cache size during playback, default is 10MB, unit is MB.
setPreferredResolution	Set the preferred resolution for video playback, default is 720 x 1280.
setProgressInterval	Playback progress callback interval, default is 500 milliseconds, unit is milliseconds.
setRenderMode	Render tiling mode, default is 0. In liteavPlayer, 0 represents full screen, 1

	represents rendering according to the actual ratio of the video, which may have black borders.
setExtInfo	Set additional information.
setMediaType	When the media type to be played is known in advance, the media type can be set through this interface to reduce the detection of playback types within the player SDK and improve the startup speed.
enableAutoBitrate	Set whether to enable bitrate adaptation.
setResumeMode	Set the resume mode, which is divided into three modes: TUIConstants.TUIResumeMode.NONE: Do not resume playback. TUIConstants.TUIResumeMode.RESUME_LAST: Resume playback from the last time played. TUIConstants.TUIResumeMode.RESUME_PLAYED: Resume playback of all watched videos.
setDisplayViewFactory	Set a custom video layer, which can be customized by implementing IDisplayViewFactory
setEnableAccurateSeek	Set whether to enable precise seeking. After enabling precise seeking, the accuracy of seeking will be greatly improved, but seeking will take time. After disabling it, the actual seeking time may differ from the expected time, depending on the distribution of key frames in the video, but the seeking time will become shorter.
setAudioNormalization	Set volume equalization, with a loudness range of -70 to 0 (LUFS), and also supports custom values. Note: Supported starting from version 11.7 of the advanced player. Predefined values can be filled in, related constant class TXVodConstants, Off: AUDIO_NORMALIZATION_OFF On: AUDIO_NORMALIZATION_STANDARD (standard) AUDIO_NORMALIZATION_LOW (low) AUDIO_NORMALIZATION_HIGH (high)
setIsRetainPreVod	Whether to keep the previous player to speed up the startup of the previous player

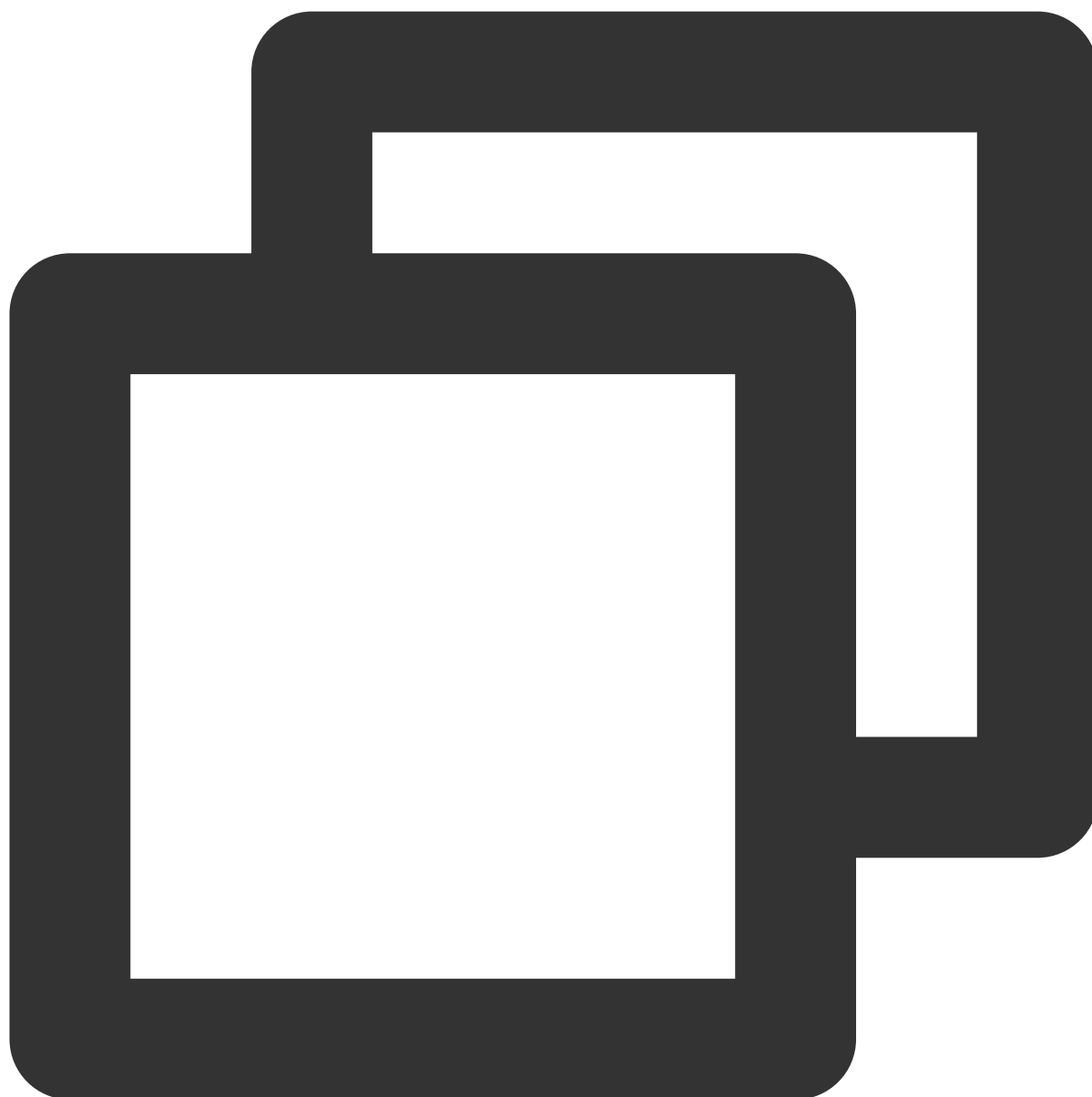
5. Fill in the data

Fill data into TUIShortVideoView:



```
mSuperShortVideoView.setModelList(shortVideoBeanList);
```

Append data:



```
mSuperShortVideoView.appendModels(shortVideoBeanList);
```

TUIVideoSource class

Method	Param Type	
setVideoURL	String	Video link, it is recommended to fill in this field, which will speed up the preloading process.
setCoverPictureUrl	String	Video cover, which will be callback to the layer, and

		handled by the customer.
setAppld	int	Video appld.
setFileId	String	Video fileId.
setPSign	String	Video encryption pSign.
setExtViewType	int	Custom page type, this value will be callback through the second parameter of the Layer creation callback, for the business to distinguish different types of pages.
setExtInfoAndNotify	Object	For business to extend additional parameters on their own, using this method can notify messages to the existing layer in real-time. This method will only be valid after obtaining Source through TUIDataManager.
setVideoConfig	TUIPlayerVideoConfig	Video independent configuration.
setExternalSubtitle	List<TUISubtitleSource>	Set external subtitles, which will be loaded into the on-demand player automatically, and must be supported by the advanced version of the player.
setAutoPlay	boolean	Set whether this video should play automatically.

TUIPlayerVideoConfig class

Method	Param Type	Description
setPreloadBufferSizeInMB	float	Set a separate pre-play cache size for the video, optional.
setPreferredResolution	long	Set a separate playback and preload resolution for the video, optional.
setPreDownloadSize	float	Set a separate pre-download cache size for the video, optional.

TUILiveSource class

Method	Param Type	Description
setUrl	String	Live streaming link
setCoverPictureUrl	String	Video Cover, which will be callback to the layer, and handled by the customer.

setExtViewType	int	Custom page type, this value will be callback through the second parameter of the Layer creation callback, for the business to distinguish different types of pages.
setExtInfoAndNotify	Object	For business to extend additional parameters on their own, using this method can notify messages to the existing layer in real-time. This method will only be valid after obtaining Source through TUIDataManager.
setLiveConfig	TUIPlayerLiveConfig	Independent configuration.
setAutoPlay	boolean	Set whether to play automatically. When this field is set to false for live streaming, there will be no picture at first, and a cover image is needed to cover it.

TUIPlayerLiveConfig class

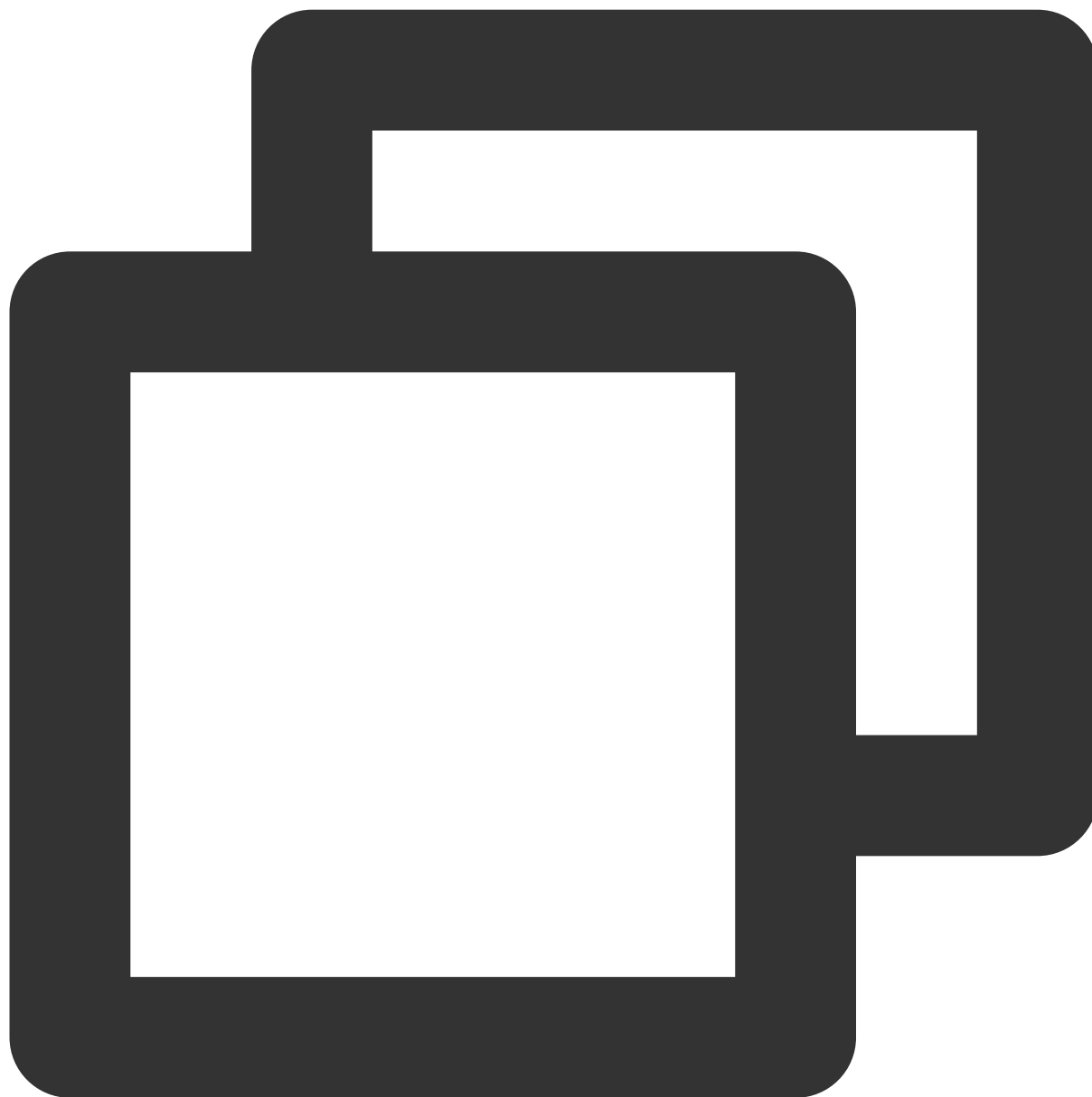
Method	Param Type	Description
setCacheMinTime	float	Minimum time for automatic cache adjustment, the value must be greater than 0. [Default Value]: 1.
setCacheMaxTime	float	Maximum time for automatic cache adjustment, the value must be greater than 0. [Default Value]: 5

TUIPlaySource class

Method	Param Type	Description
setExtViewType	int	Custom page type, this value will be callbacked out through the second parameter of the Layer creation callback, for the business to distinguish different types of pages.
setExtInfoAndNotify	Object	Used for the business to extend additional parameters on their own, this method can notify messages to an existing layer in the interface in real-time. This method will only be valid after being called by a Source obtained through TUIDataManager. 6. Operation list data

TUI Short Video provides data operation interfaces that allow real-time modification of data already added to the list. You can obtain the data operation object by calling the `getDataManager()` method of `TUIShortVideoView`, as shown

below:



```
// Obtain the data operation object
TUIShortVideoDataManager dataManager = mSuperShortVideoView.getDataManager();
```

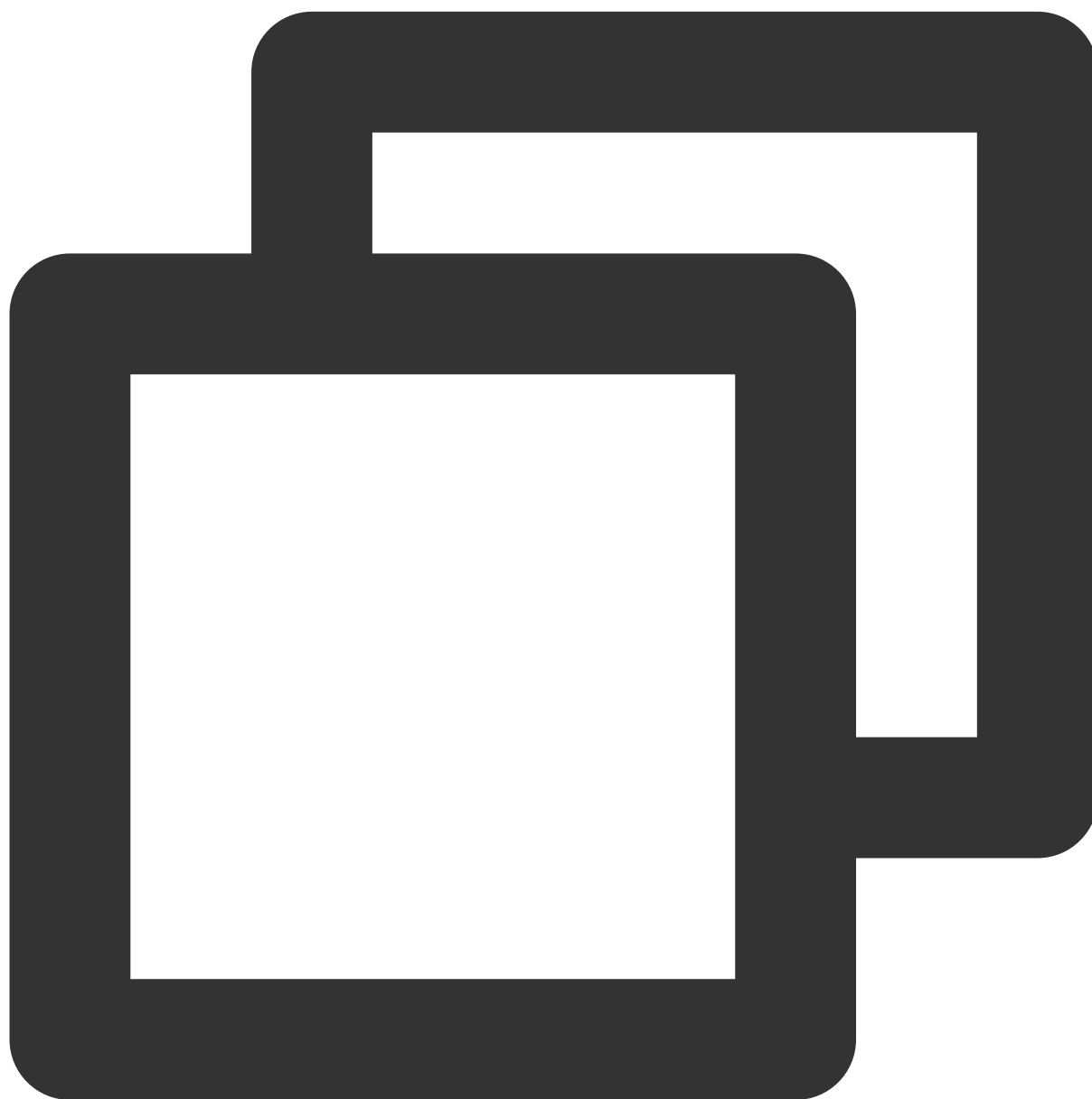
After obtaining the data operation object, you can manipulate the list data in real-time. The interfaces are as follows:

Method	Returned Param	Passed Param	Description
removeData	void	index: The position of the page to be removed	Remove the corresponding page and data

removeRangeData	void	index: The starting position of the page to be removed count: The number to be removed from the starting position, excluding the last digit of count	Remove a range of pages and data
removeDataByIndex	void	removeIndexList: A collection of positions of the pages to be removed	Remove all pages and data within the index collection according to the passed index
addData	void	source: The data to be inserted index: The position where the data is to be inserted	Insert the passed data into the specified position based on the position where the data is to be inserted
addRangeData	void	sources: A collection of data to be inserted startIndex: The starting position for inserting data	Insert the data collection into the specified position based on the passed starting position
replaceData	void	source: The data to be replaced index: The position to be replaced	Replace the data at the specified position with the passed data based on the passed position
replaceRangeData	void	sources: A collection of data to be replaced startIndex: The starting position for replacement	Replace the specified position with the passed data collection based on the passed starting position
getDataByPageIndex	TUIVideoSource	index: Page position	Obtain the page data at the specified position based on the passed position
getCurrentDataCount	int	-	Get the total number of all data in the current list
getCurrentIndex	int	-	Get the position of the currently displayed page
getCurrentModel	TUIVideoSource	-	Get the data of the currently displayed page

7. Obtain the currently playing video resource

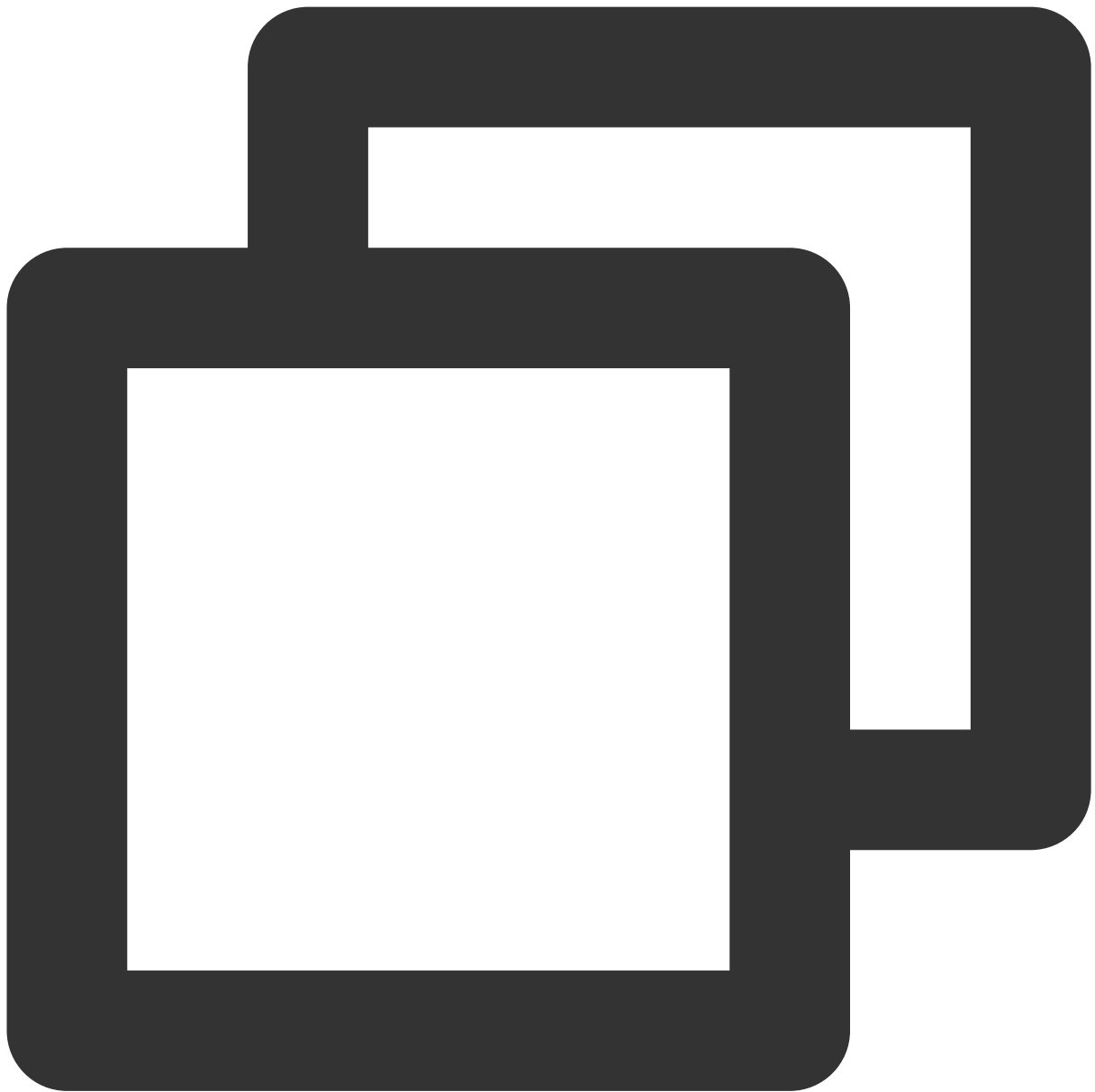
Obtain the currently playing video resource, see the following code for usage:



```
mSuperShortVideoView.getCurrentModel()
```

8. pause

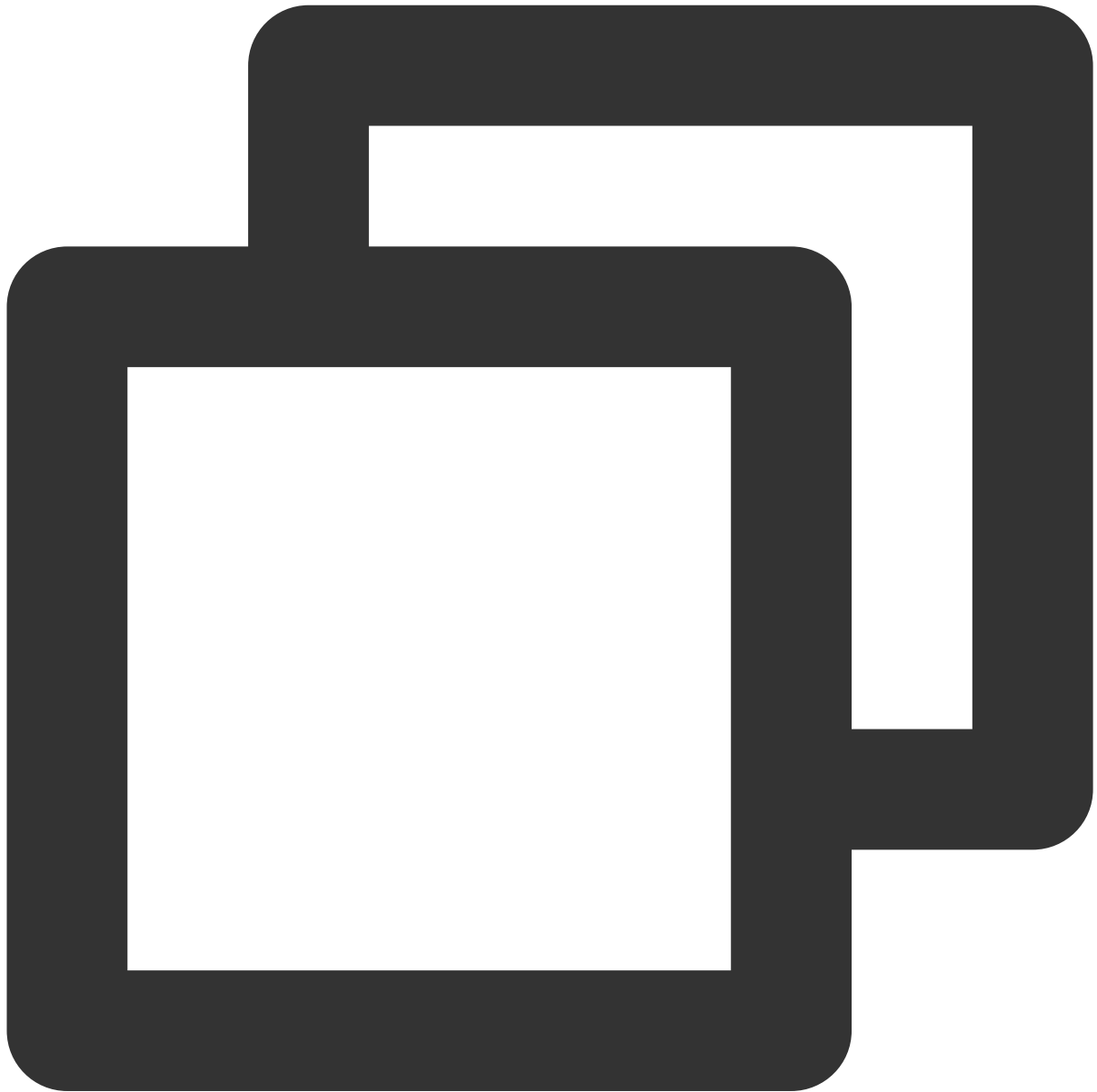
Pause the currently playing video.



```
mSuperShortVideoView.pause()
```

9. Play from a specified position.

Start playing from a specified position. This method can directly jump to the specified position during playback, and does not smooth jump by default. See the following code for usage:



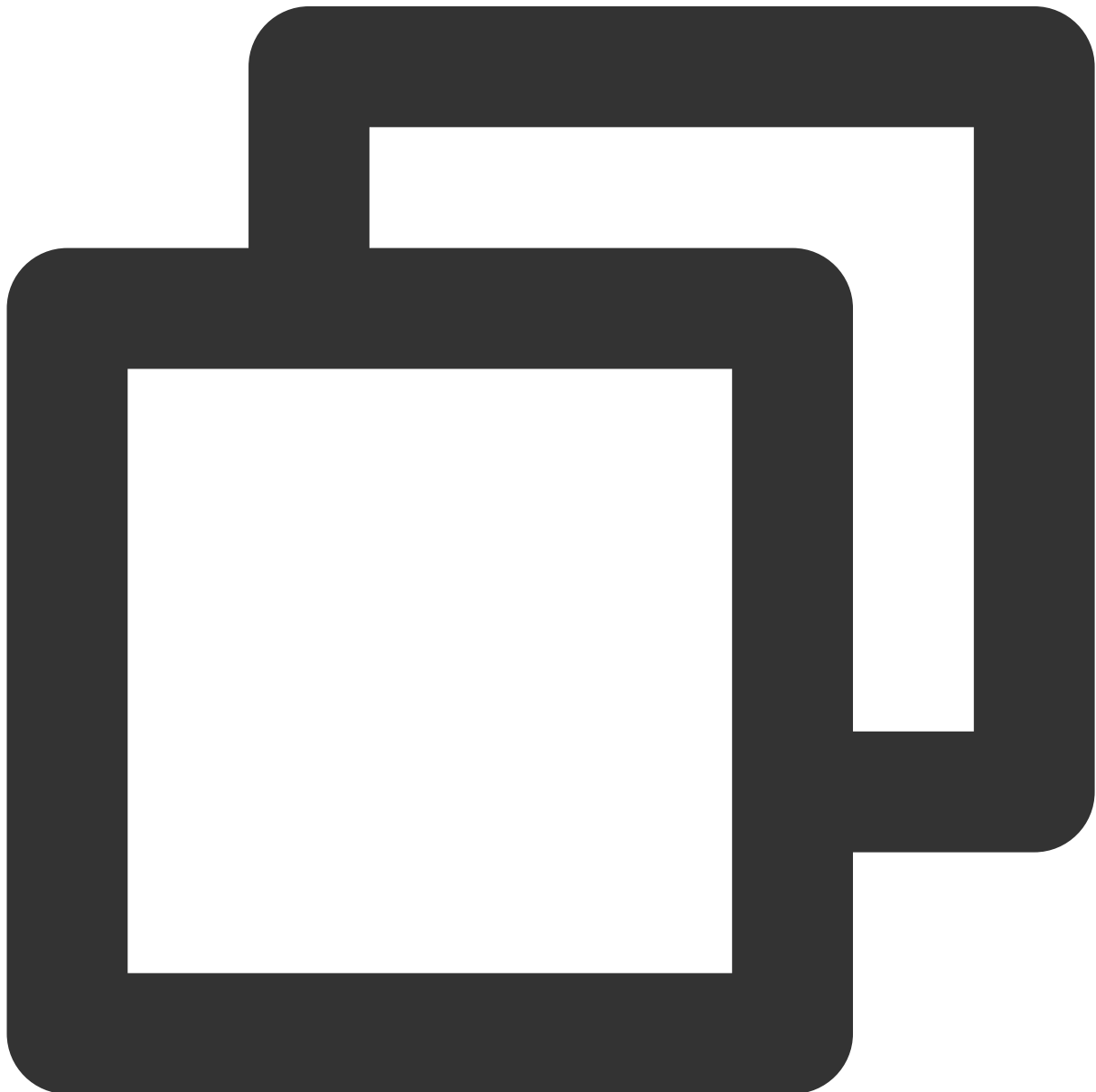
```
// index is the specified page position.  
mSuperShortVideoView.startPlayIndex(index);
```

```
// index is the position to navigate to, true indicates that smooth switching is re  
// and the default is false.  
mSuperShortVideoView.startPlayIndex(index, true);
```

10. Set the short video playback mode.

Currently, there are two short video playback modes: list loop playback

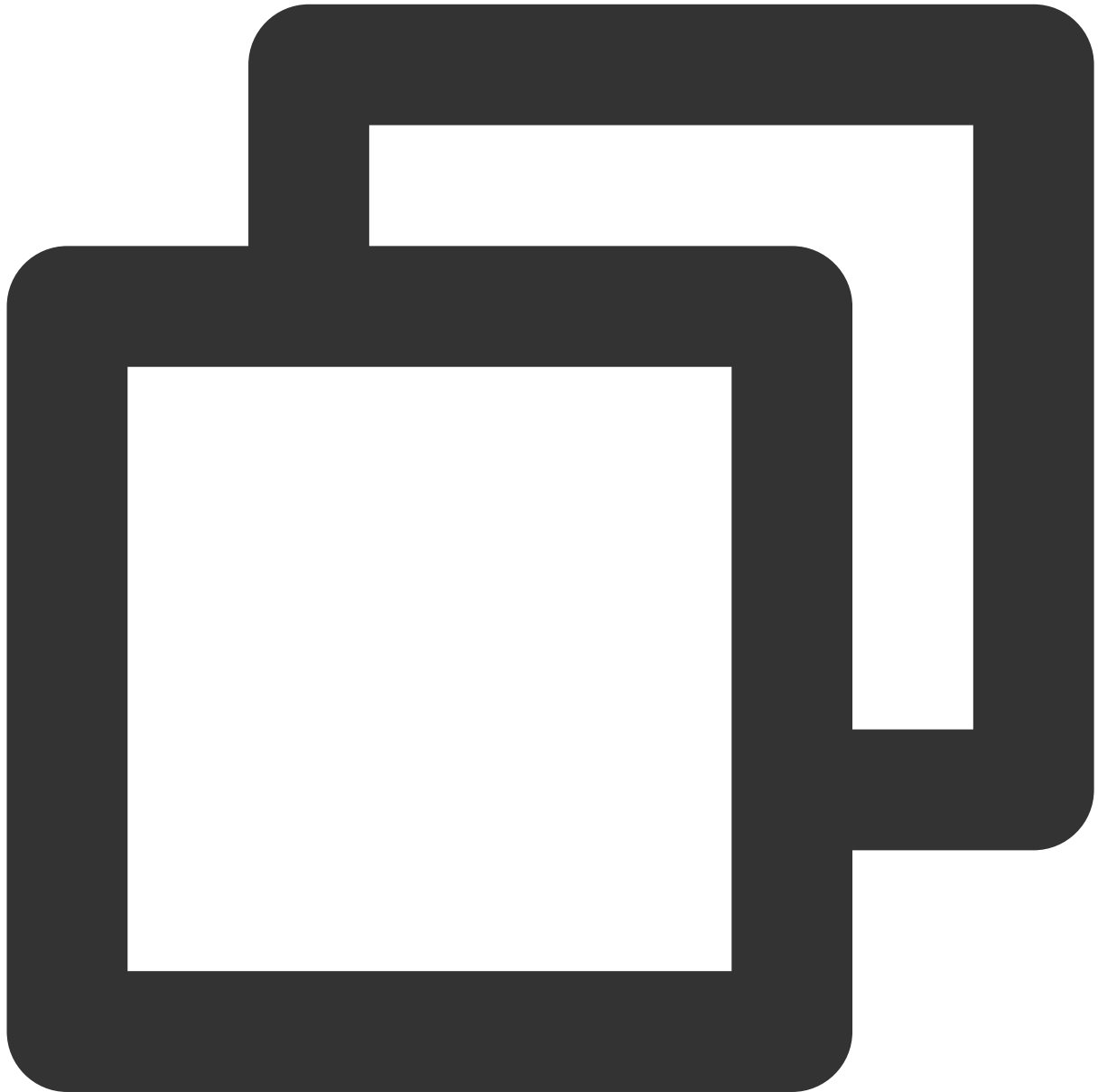
`TUIVideoConst.ListPlayMode.MODE_LIST_LOOP` , which automatically plays the next video after the current one finishes, and after playing the last one, it automatically returns to the first video to continue playback. And single video loop playback `TUIVideoConst.ListPlayMode.MODE_ONE_LOOP` , which will keep repeating the current video until the user manually swipes to flip the page. It can also be set to `TUIVideoConst.ListPlayMode.MODE_CUSTOM`, allowing the business to take over the playback logic. When not set, the default is `MODE_ONE_LOOP` . The setting method is as follows:



```
// set to MODE_ONE_LOOP
mSuperShortVideoView.setPlayMode(TUIVideoConst.ListPlayMode.MODE_ONE_LOOP);
```

11. Destroy the control.

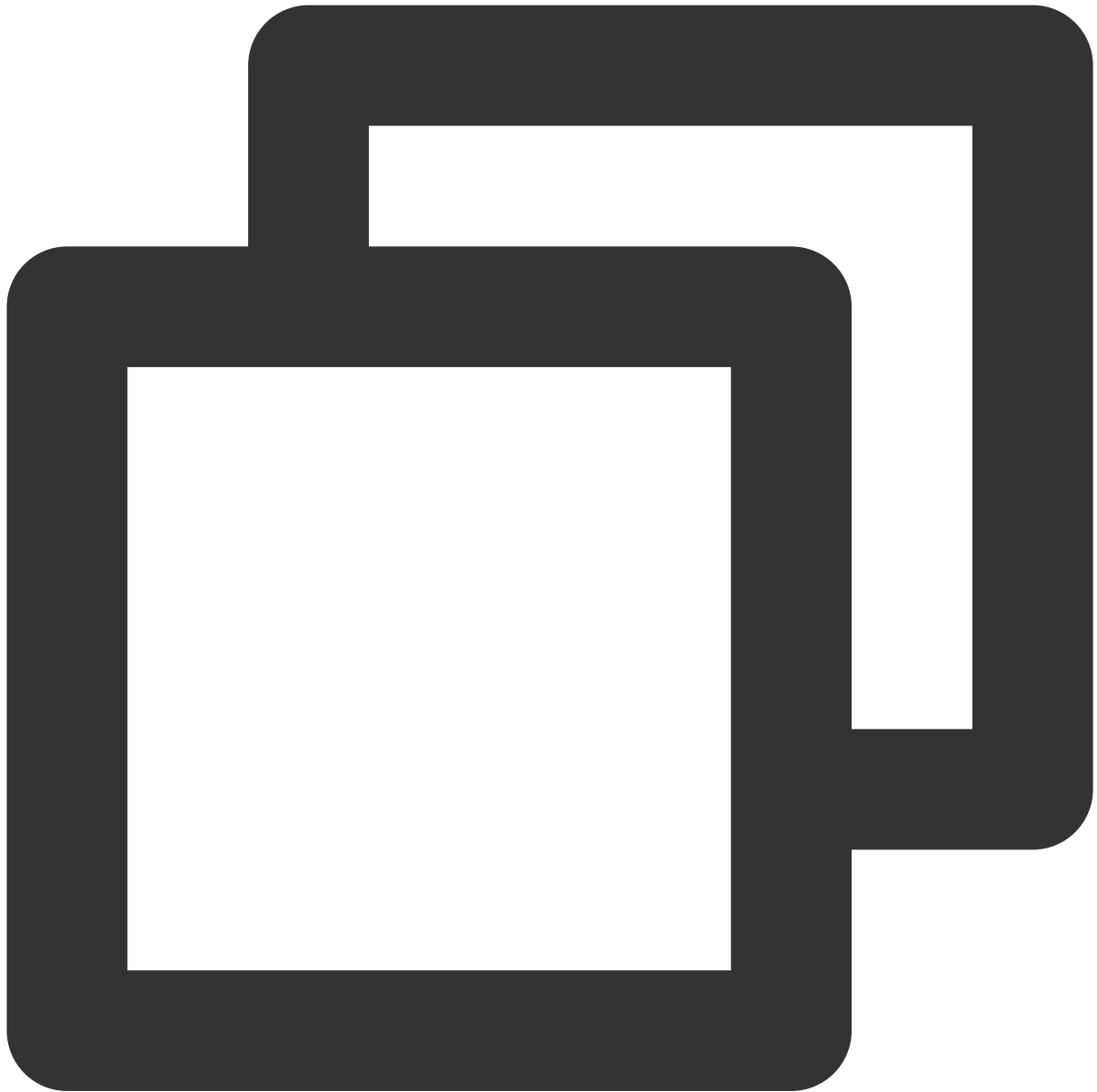
Destroy the control and resources.



```
mSuperShortVideoView.release()
```

12. Resume playing the current video.

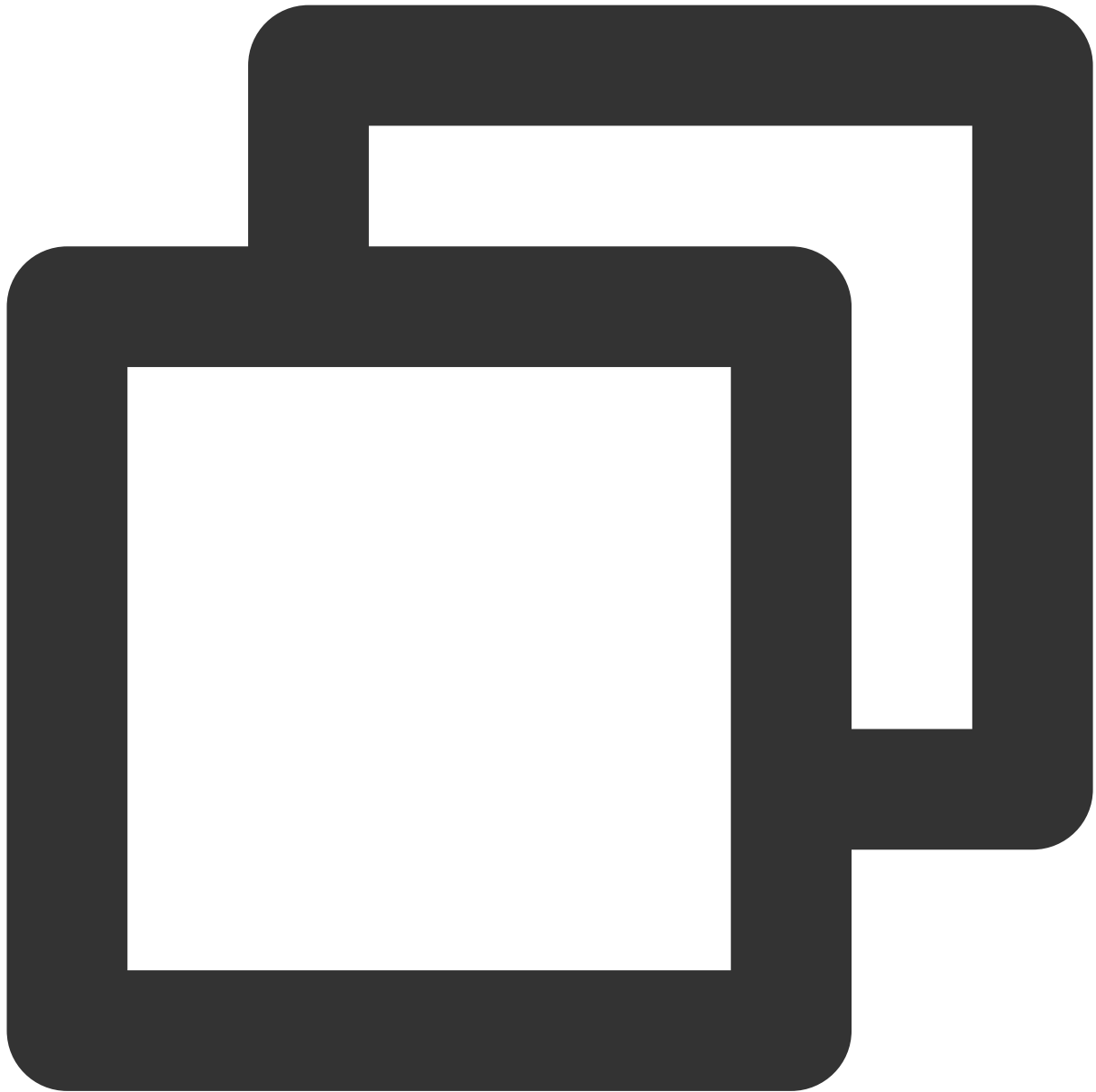
Resume playing the current video. See the following code for usage:



```
mSuperShortVideoView.resume()
```

13. Real-time resolution switching

The TUI short video can switch the current video resolution and the global video resolution in real-time. The interface is as follows:



```
mSuperShortVideoView.switchResolution(720 * 1080, TUIConstants.TUIResolutionType.CU
```

In addition to passing `TUIResolutionType`, `switchType` can also directly specify the index of the video that needs to be switched to change the video resolution. The meaning of `switchType` is as follows:

Param	Description
GLOBAL	Set global resolution
CURRENT	Set current video resolution

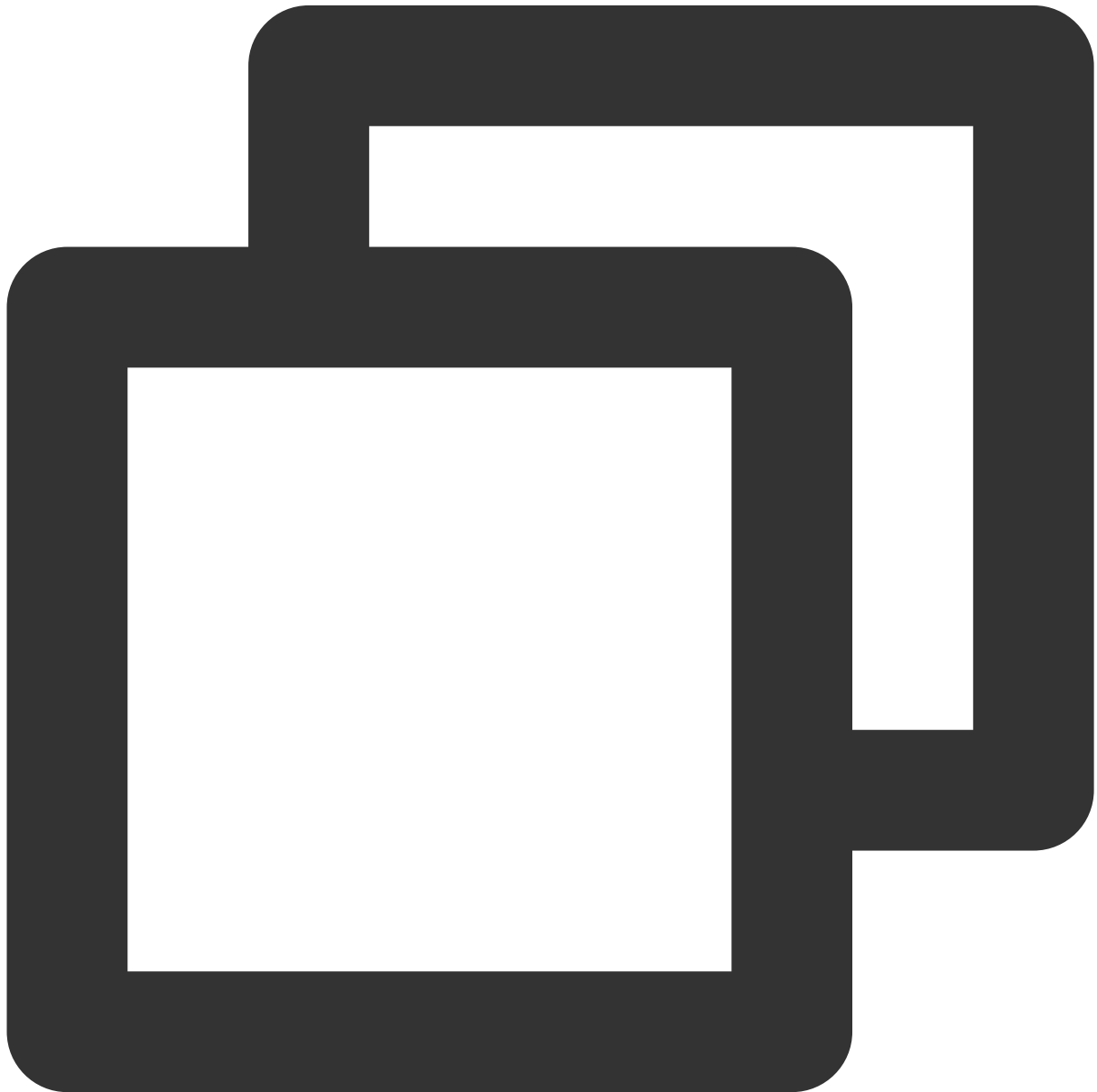
Other values greater than or equal
to 0

Set resolution at specified position

Current priority of resolution, the setting priority of the current video resolution is higher than the global resolution.

14. Pause and resume preloading

TUI short video can pause and resume preloading tasks in real-time.



```
// pause all preload
```

```
mSuperShortVideoView.pausePreload();  
// start preload from current video index  
mSuperShortVideoView.resumePreload();
```

When calling to resume preloading, it will continue preloading from the current video onwards.

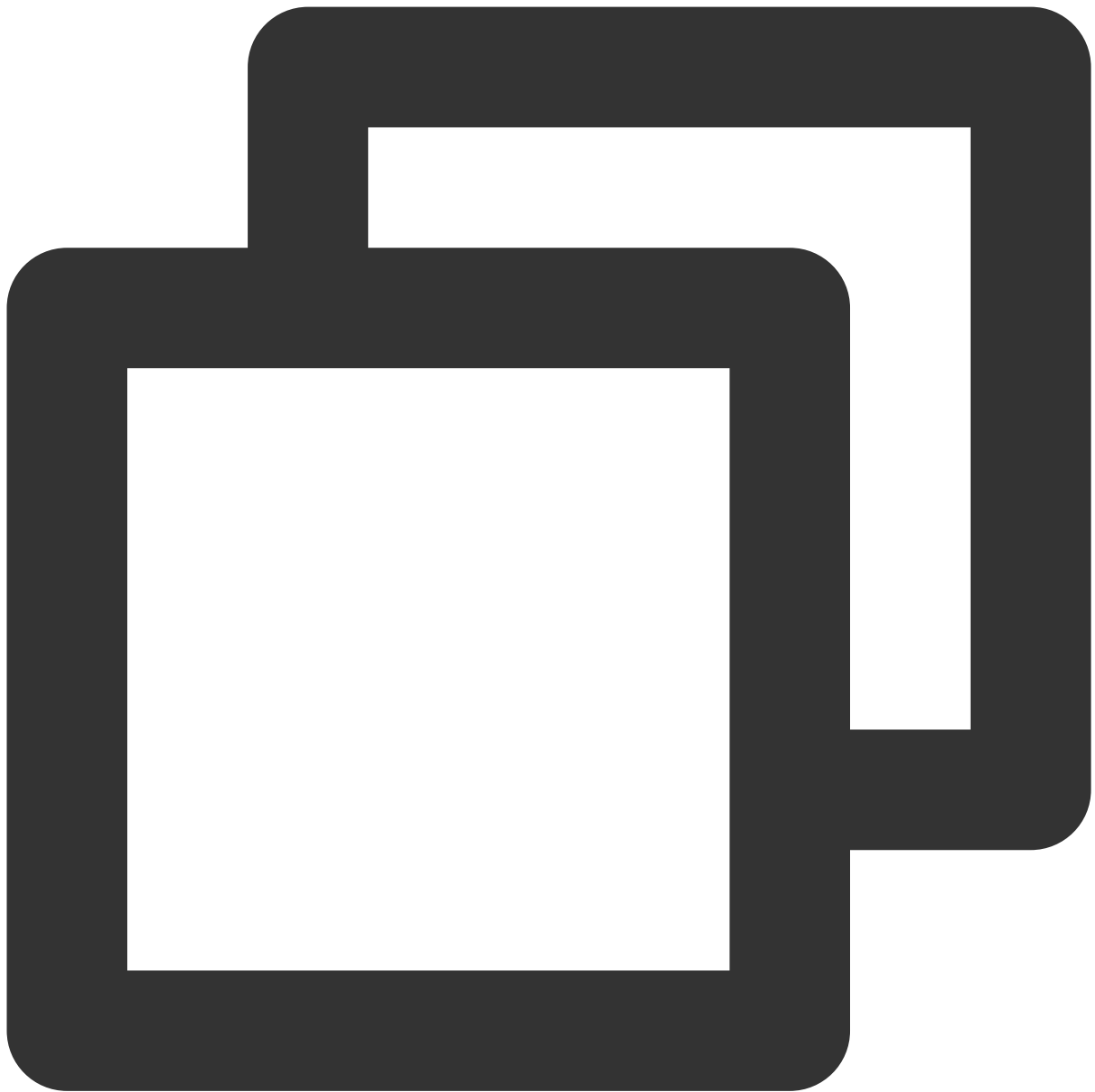
15. Add a layer

TUI short video enables custom UI on the playback interface by adding layers. When the `onCreateItemLayer` callback occurs, you can utilize the `LayerManager` provided by the method to add and manage layers. You can inherit from `TUIBaseLayer` to customize the layers you require. These layers will appear above the `VideoView`.

The visibility of layers is managed by adding and removing `Views`, which avoids issues related to excessive rendering.

`onCreateVodLayer`, `onCreateLiveLayer`, and `onCreateCustomLayer` parameters

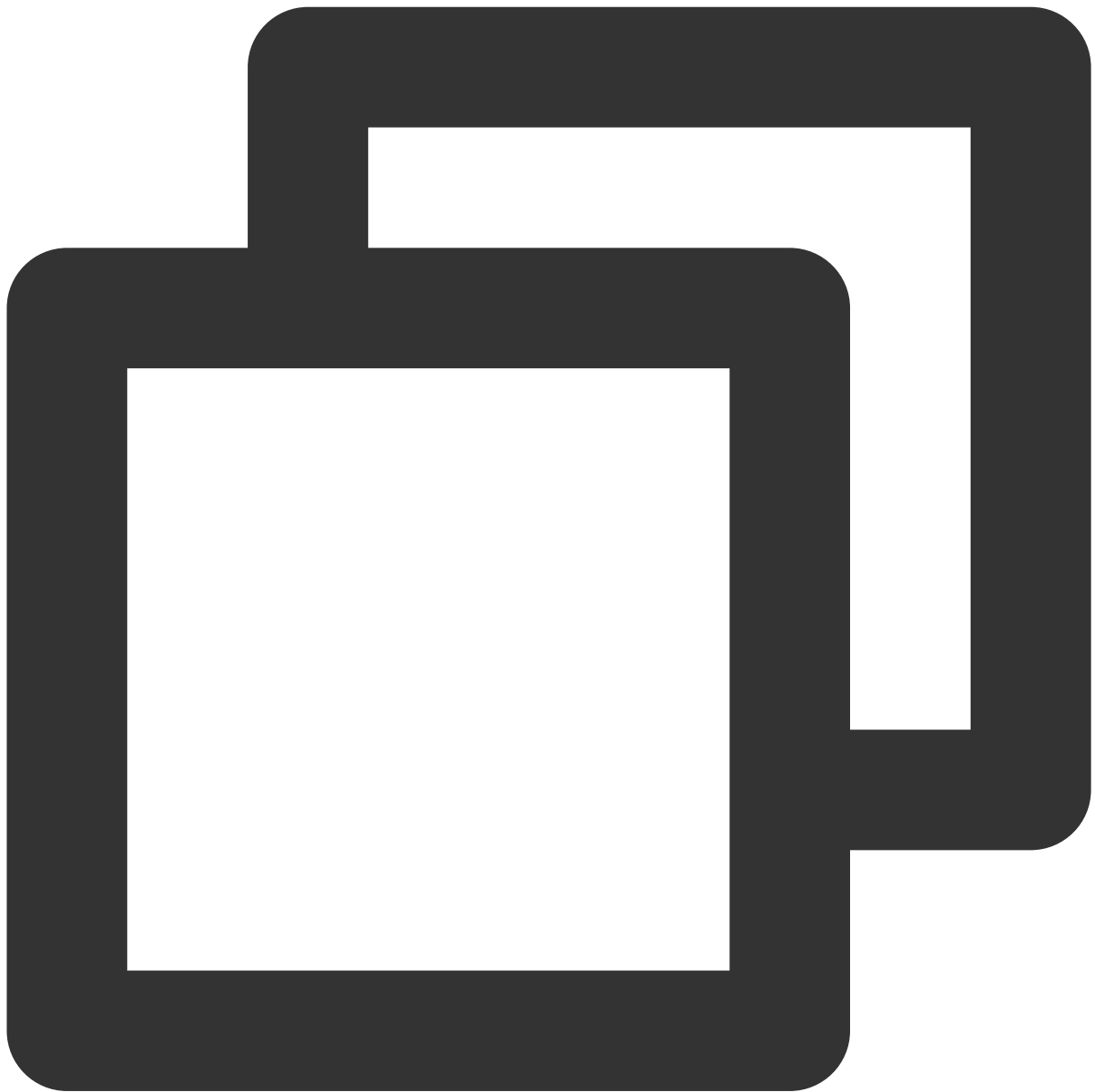
Param	Type	Description
layerManger	TUIVodLayerManager, TUILiveLayerManager And TUICustomLayerManager	Layer management object
viewType	int	Current video playback type TUIVideoConst.ItemType.ITEM_TYPE_VOD: On-demand TUIVideoConst.ItemType.ITEM_TYPE_LIVE: Live broadcast TUIVideoConst.ItemType.ITEM_TYPE_CUSTOM: Custom interface Other custom types passed by <code>PlayerSource</code>



```
layerManger.addLayer(new TUICoverLayer());  
layerManger.addLayer(new TUIVideoInfoLayer());  
layerManger.addLayer(new TUILoadingLayer());  
layerManger.addLayer(new TUIErrorLayer());
```

16. Remove the specified layer

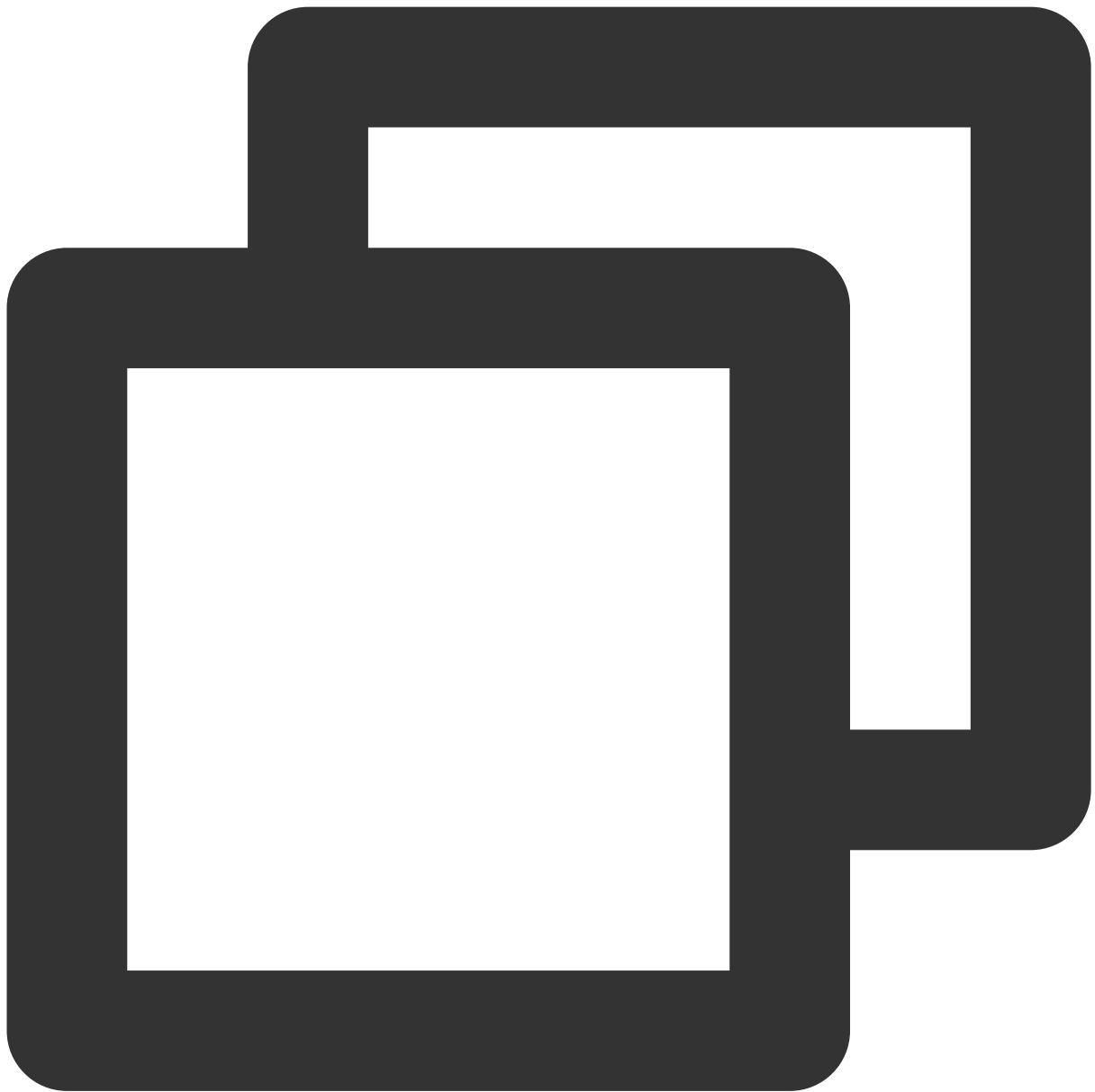
Remove the layer from the layer manager.



```
layerManger.removeLayer(layer);
```

17. Remove all layers

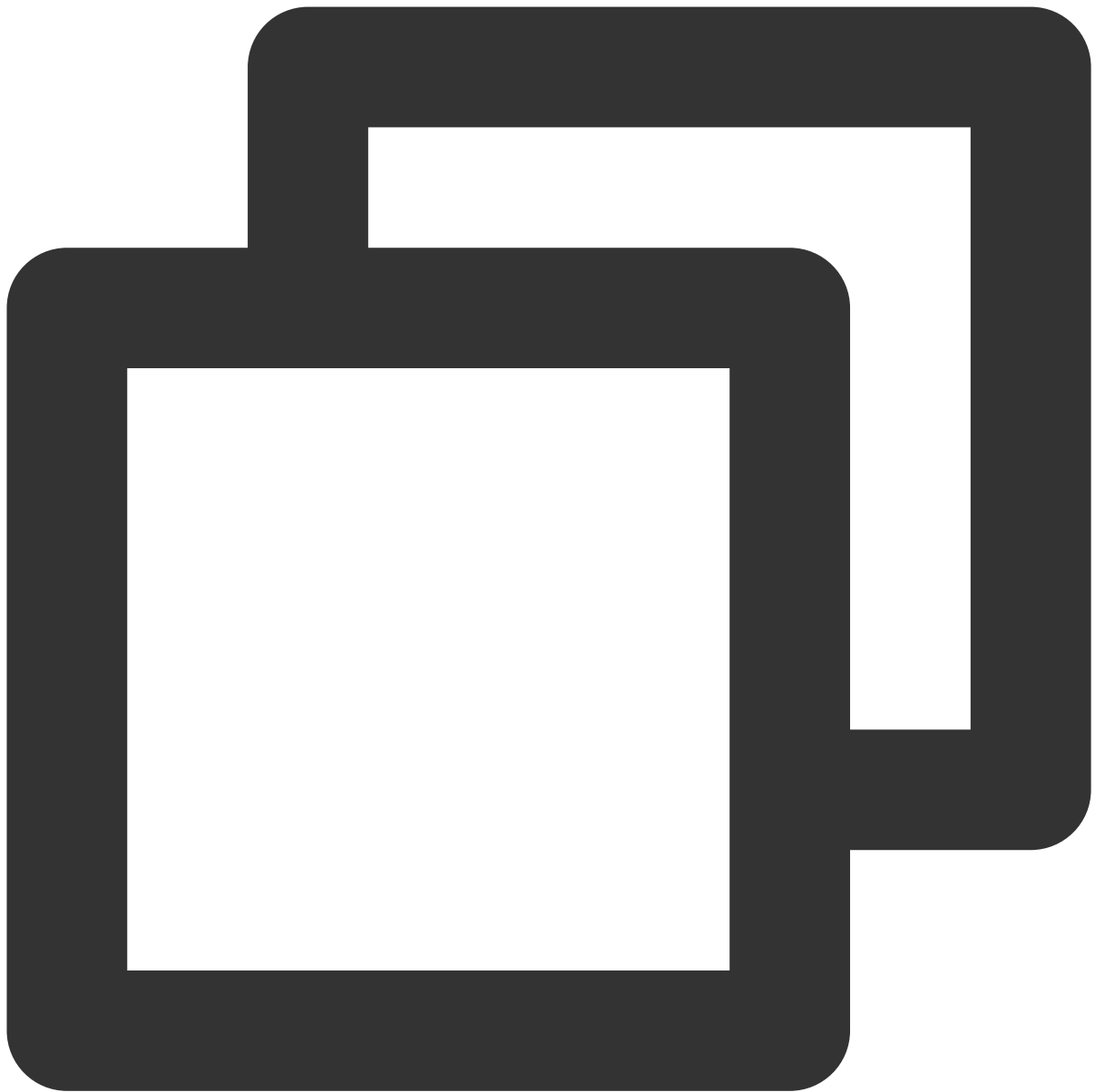
Remove all layers from the layer manager.



```
layerManger.removeAllLayer();
```

18. Get the current layer level

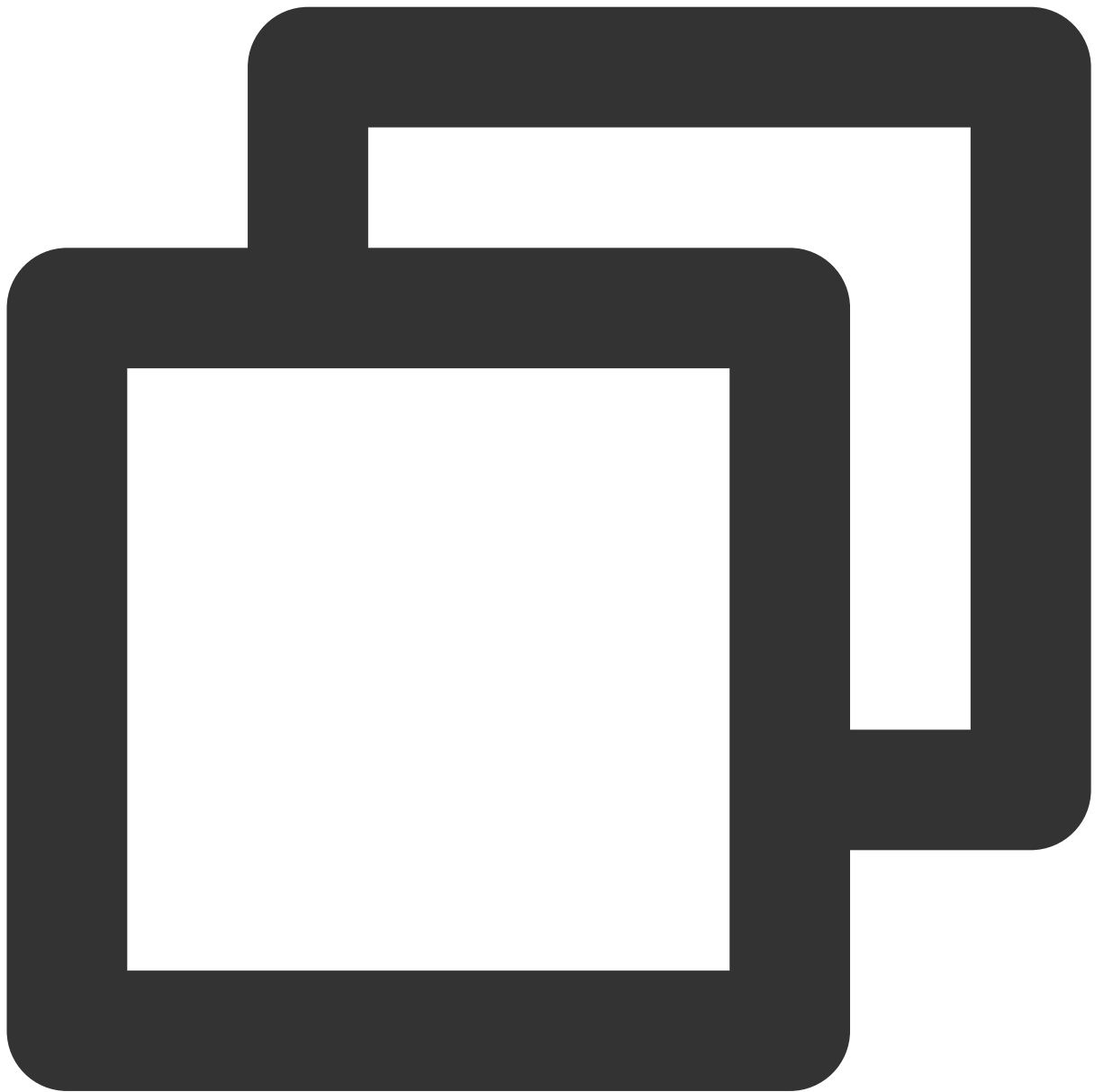
Pass in the layer to obtain its current level, which can be used to determine the order of layer display and the sequence of touch event propagation.



```
layerManger.indexOfLayer(layer);
```

19. Custom list scrolling speed

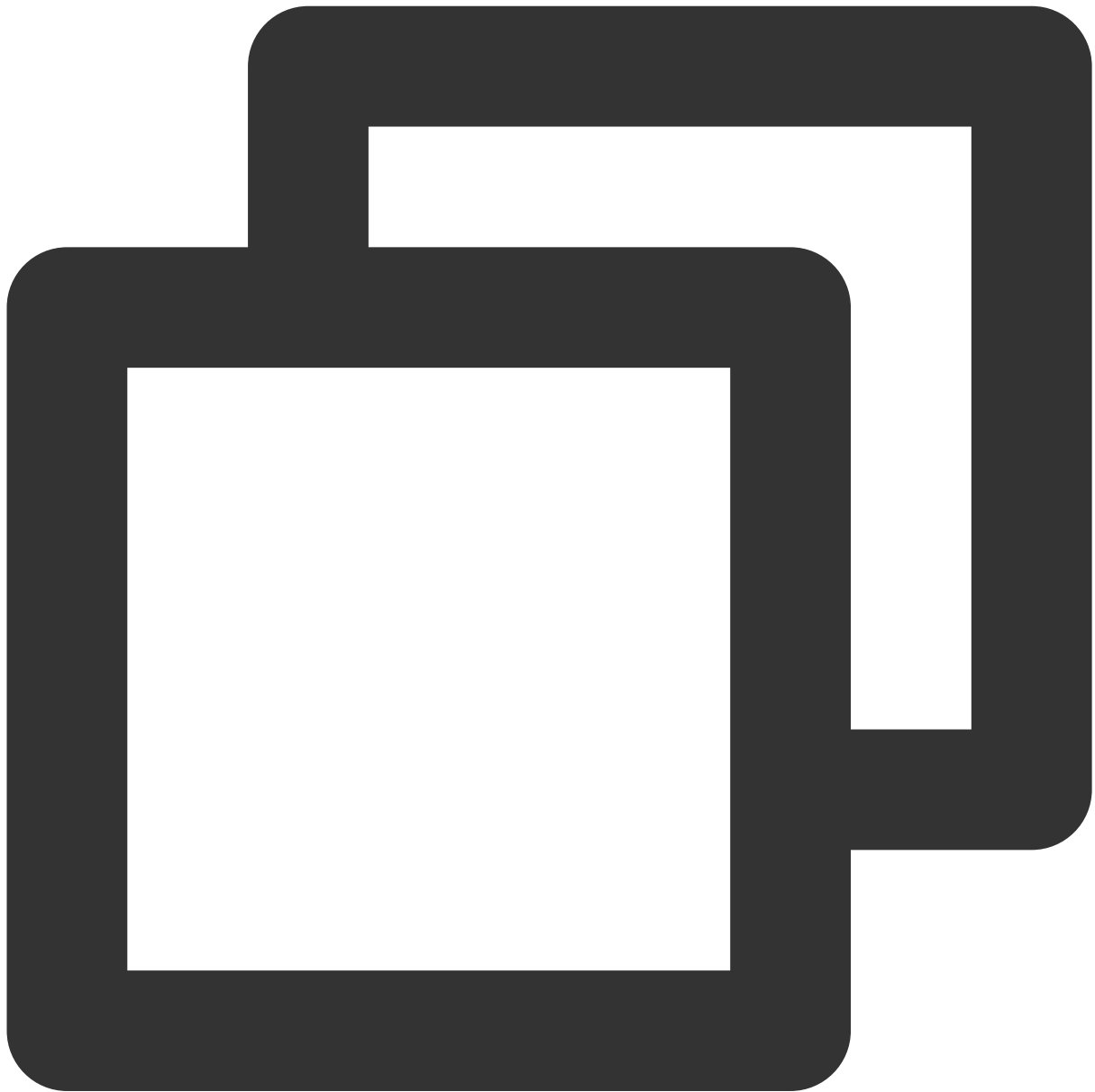
TUI short video provides an interface for customizing the scrolling speed of the list, which can be achieved through the `setPageScroller` method of `TUIShortVideoView`. Here's an example:



```
mSuperShortVideoView.setPageScroller(new LinearSmoothScroller(getContext()) {  
    @Override  
    protected float calculateSpeedPerPixel(DisplayMetrics displayMetrics) {  
        // Return the time taken for each pixel to slide, measured in milliseconds  
        return 25f/displayMetrics.densityDpi;  
    }  
});
```

20. Disable list sliding

You can disable or enable list sliding by using the `setUserInputEnabled` method of `TUIShortVideoView` . Here's an example:



```
// false:disables user sliding
mSuperShortVideoView.setUserInputEnabled(false);
```

21. Layer callback

Layer callbacks include the base class `ITUILayer` callbacks, player event notifications, and component events from the videoView. After inheriting from `TUIVodLayer` , `TUILiveLayer` , and `TUICustomLayer` , you can

receive callbacks for video playback according to your functional requirements. Currently, the callback functions are as follows:

TUIVodLayer class

Method	Return Type	Param	Description
isShowing	boolean	-	Whether the current layer is being displayed.
createView	View	parent: Layer container	Abstract method, needs to be implemented by yourself, used to create the View of the layer.
tag	String	-	The tag of the layer, used to distinguish different layers.
unBindLayerManager	void	-	The layer is unbound from the manager, which generally happens when the layer is removed.
show	void	-	Display the current layer.
hidden	void	-	Hide the current layer.
getView	T extends View	-	Get the View of the current layer.
getVideoView	TUIBaseVideoView	-	Get the current VideoView, if the layerManager has not yet bound with the VideoView, it will return empty.
getPlayerController	TUIPlayerController	-	Get the current playback Controller, if it has not yet bound with the Controller, it will return empty.
getPlayer	ITUIVodPlayer	-	Get the current player, if it has not yet bound with the Controller, it will return empty.
getRenderMode	int	-	Get the rendering fill mode of the current player screen.
onControllerBind	void	controller: Current video playback controller	The current VideoView is bound to the playback controller, that is, the current video becomes the video playing in the list.
onControllerUnBind	void	controller:	The VideoView is unbound from the

		Current video playback controller	playback controller, which generally indicates that the page has slid out of the interface.
onBindData	void	videoSource: Video data	The current VideoView has bound video data.
onViewRecycled	void	videoView: Current player view container	The current videoView has been recycled.
onExtInfoChanged	void	videoSource: Changed video source	When extInfo is set through TUIPlaySource, the layer will notify events through this callback.
onShortVideoDestroyed	void	-	When the entire short video component is destroyed, it will notify the layer through this callback for the layer to release resources.

TUILiveLayer class

Method	Return Type	Param	Description
isShowing	boolean	-	Whether the current layer is currently being displayed.
createView	View	parent: Layer container	Abstract method that needs to be implemented by oneself, used for creating the View of the layer.
tag	String	-	The tag of the layer, used to differentiate between different layers.
unBindLayerManager	void	-	The layer is unbound from the manager, which typically occurs when the layer is removed.
show	void	-	Show the current layer.
hidden	void	-	Hide the current layer.
getView	T extends View	-	Obtain the View of the current layer.
getVideoView	TUIBaseVideoView	-	Get the current VideoView; if the layerManager has not yet bound to the

			VideoView, it will return empty.
getPlayerController	TUIPlayerController	-	Obtain the current playback Controller; if it has not yet bound to the Controller, it will return empty.
getPlayer	ITUILivePlayer	-	Get the current player; if it has not yet bound to the Controller, it will return empty.
getRenderMode	int	-	Get the rendering fill mode of the current player screen.
onControllerBind	void	controller: Current video playback controller	The current VideoView is bound to the playback controller, meaning the current video becomes the one playing in the list.
onControllerUnBind	void	controller: Current video playback controller	The VideoView is unbound from the playback controller, typically indicating that the page has slid off the interface.
onBindData	void	videoSource: Video data	The current VideoView has bound video data.
onViewRecycled	void	videoView: Current player view container	The current videoView has been recycled.
onExtInfoChanged	void	videoSource: Changed video source	After setting extInfo through TUIPlaySource, the layer will notify events through this callback.
onShortVideoDestroyed	void	-	When the entire short video component is destroyed, it will notify the layer through this callback so that the layer can release resources.

TUICustomLayer class

Method	Return Type	Param	Description
isShowing	boolean	-	Whether the current layer is being displayed.
createView	View	parent: Layer	Abstract method that needs to be implemented

		container	by oneself, used for creating the View of the layer.
tag	String	-	The tag of the layer, used to distinguish different layers.
unBindLayerManager	void	-	The layer is unbound from the manager, which generally occurs when the layer is removed.
show	void	-	Display the current layer.
hidden	void	-	Hide the current layer.
getView	T extends View	-	Obtain the View of the current layer.
onControllerBind	void	-	The current VideoView is bound to the playback controller, meaning the current video is displayed in the list.
onControllerUnBind	void	-	The VideoView is unbound from the playback controller, typically indicating that the page has slid off the interface.
onBindData	void	videoSource: Video data	The current VideoView has bound video data.
onViewRecycled	void	videoView: Current player view container	The current videoView has been recycled.
onExtInfoChanged	void	videoSource: Changed video source	After setting extInfo through TUIPlaySource, the layer will notify events through this callback.
onShortVideoDestroyed	void	-	When the entire short video component is destroyed, it will notify the layer through this callback so that the layer can release resources.

TUIVodObserver class

Method	Return Type	Param	Description
onPlayPrepare	void	-	Video is ready.

onPlayBegin	void	-	Video starts playing.
onPlayPause	void	-	Video pauses.
onPlayStop	void	-	Video stops.
onPlayLoading	void	-	Video begins loading.
onPlayLoadingEnd	void	-	Video loading completes.
onPlayProgress	void	current: The current video playback progress, in milliseconds, of type long. duration: The total duration of the current video, in milliseconds, of type long. playable: The playable duration of the current video, in milliseconds, of type long.	Video playback progress.
onSeek	void	position: The progress of the video to jump to. In seconds, of type int.	Video progress sought.
onError	void	code: Video error code. message: Error description.	An error occurred during video playback.
onRcvFirstIframe	void	-	Received the first frame event.
onRcvTrackInformation	void	infoList: Video tracks.	Received video track information.
onRcvSubTitleTrackInformation	void	infoList: Video subtitle information.	Received video subtitle information.
onRecFileVideoInfo	void	params: Video file information.	Received video file information, which generally only triggers this callback when playing using fileId.
onResolutionChanged	void	width: Video width. height: Video height.	The current video resolution changes.
onPlayEvent	void	player: Player. event: Event ID.	All event notifications from the player.

		bundle: Event content.	
onPlayEnd	void	-	The current video playback has ended.

TUILiveObserver class

Medtho	Param	Description
onError	player: Current live broadcast player code: Error code msg: Error message extraInfo: Additional message	An error occurred during playback.
onWarning	player: Current live broadcast player code: Error code msg: Warning message extraInfo: Additional message	A warning occurred in the player.
onVideoResolutionChanged	player: Current live broadcast player width: Video width height: Video height	The player's resolution has changed.
onConnected	player: Current live broadcast player extraInfo: Additional information	Data stream connection successful.
onVideoPlaying	player: Current live broadcast player firstPlay: Whether it is the first playback, which can be used to determine the first frame extraInfo: Additional information	Video playback has started.
onAudioPlaying	player: Current live broadcast player firstPlay: Whether it is the first playback	Audio playback has started.

	extraInfo: Additional information	
onVideoLoading	player: Current live broadcast player extraInfo: Additional information	Video loading has begun.
onAudioLoading	player: Current live broadcast player extraInfo: Additional information	Audio loading has begun.
onPlayoutVolumeUpdate	player: Current live broadcast player volume: Changed volume	Player volume size callback.
onStatisticsUpdate	player: Current live broadcast player statistics: Data details	Live broadcast player statistics callback.
onSnapshotComplete	player: Current live broadcast player image: Screenshot image	Screenshot callback.
onRenderVideoFrame	player: Current live broadcast player videoFrame: Image frame	Custom video rendering callback, enabled by calling enableObserveVideoFrame.
onPlayoutAudioFrame	player: Current live broadcast player audioFrame: Audio frame	Custom audio data callback, enabled by calling enableObserveAudioFrame.
onReceiveSeiMessage	player: Current live broadcast player payloadType: SEI payloadType of the callback data. data: Data	Callback for receiving SEI messages, sent by the sender through sendSeiMessage in V2TXLivePusher.
onStreamSwitched	player: Current live broadcast player url: Switched URL code: Status code, 0: Success, -1: Switching timed out, -2: Switching failed,	Resolution seamless switching callback.

	server error, -3: Switching failed, client error	
onLocalRecordBegin	<p>player: Current live broadcast player</p> <p>code: Status code.</p> <p>0: Recording task started successfully.</p> <p>-1: Internal error caused recording task startup failure.</p> <p>-2: Incorrect file extension (such as unsupported recording format).</p> <p>-6: Recording has already started, need to stop recording first.</p> <p>-7: Recording file already exists, need to delete the file first.</p> <p>-8: Recording directory has no write permission, please check the directory permission issue.</p> <p>storagePath: Recorded file address.</p>	Event callback for the start of recording tasks.
onLocalRecording	<p>player: Current live broadcast player</p> <p>durationMs: Recording duration</p> <p>storagePath: Recorded file address.</p>	Progress event callback for recording tasks in progress.
onLocalRecordComplete	<p>player: Current live broadcast player</p> <p>code: Status code.</p> <p>0: End recording task successfully.</p> <p>-1: Recording failed.</p> <p>-2: Switching resolution or landscape/portrait screen caused recording to end.</p> <p>-3: Recording time is too short, or no video or audio data has been collected, please check the recording</p>	Event callback for recording tasks that have ended.

	duration, or whether audio and video collection has been enabled. storagePath: Recorded file address.	
--	--	--

22. Player functions

In the layer, you can obtain the player object through `getPlayer`. The interface functions of the player `ITUIVodPlayer` and `ITUILivePlayer` are as follows:

ITUIVodPlayer class

Method	Return Type	Param	Description
<code>prePlay</code>	void	model: Video data, type <code>TUIVideoSource</code>	Preload video, with deduplication mechanism inside.
<code>resumePlay</code>	void	-	Continue playing current
<code>seekTo</code>	void	time: The time point to jump to, in seconds, of type <code>int</code> .	Jump to specific playback position
<code>isPlaying</code>	boolean	-	Check if current is playing
<code>startPlay</code>	void	model: Video data, type <code>TUIVideoSource</code> .	Play the video.
<code>pause</code>	void	-	Pause the playback
<code>stop</code>	void	needClearLastImg: Optional parameter, whether to clear the current image.	Stop the playback
<code>getCurrentPlayTime</code>	float	-	Get the current playback

			time, in seconds
setDisplayView	void	videoView: Video rendering View, type TUIVideoRenderView.	Set the to be rendere the play
setSurface	void	surface : render surface	Set the surface rendere the vide
addPlayerObserver	void	observer: Player observer, type TUIVodObserver.	Set the observe
removePlayerObserver	void	observer: Player observer, type TUIVodObserver.	Remove player observe
setConfig	void	config: Video configuration, type TXVodPlayConfig.	Set the configur
setRenderMode	void	renderMode: Rendering mode, FULL_FILL_SCREEN: Maintain aspect ratio and fill the screen ADJUST_RESOLUTION: Maintain aspect ratio and display the video	Set the mode.
setStartTime	void	startTime: Start playing time, in seconds. float type	Set the playback time, va before playback takes ef once. L playback start fro beginni
setLoop	void	isLoop: Whether to loop	Set whe the vide looped.
setBitrateIndex	void	index: Bitrate index	Set the current bitrate.

switchResolution	void	resolution: Resolution, i.e., width × height	Set the player's resolution. If there is a corresponding resolution, it will be switched. Only takes effect for playback.
getSupportResolution	List<TUIPlayerBitrateItem>	-	Get the resolution of the video being played.
getBitrateIndex	int	-	Get the index of the video being played.
setRate	void	rate: Video speed, normal speed is 1.0	Set the playback speed. Current
getCurrentPlaybackTime	float	-	Get the already played time in seconds.
getBufferDuration	float	-	Get the buffer duration of the video, in seconds.
getDuration	float	-	Get the duration of the video in seconds.
getPlayableDuration	float	-	Get the

			playable of the ci video, in seconds
getWidth	int	-	Get the of the vi being pl
getHeight	int	-	Get the of the vi being pl
setRenderRotation	void	rotation: Angle	Set the rotation of the ci video.
enableHardwareDecode	boolean	enable: Whether to enable hardware decoding	Set whe the curr player u hardwa decodin
setMute	void	mute: Whether to mute	Set whe the curr playing is muted
setAudioPlayoutVolume	void	volume: Video volume, 0 to 100	Set the volume current
setRequestAudioFocus	boolean	requestFocus: Whether to get audio focus	Set whe the curr player g audio fo
snapshot	void	listener: TXLivePlayer.ITXSnapshotListener type, screenshot callback	Take a screens the vide being pl by the c player.
setMirror	void	mirror: Whether to mirror	Set whe the curr

			video is mirrored
setToken	void	token: Encrypted HLS token	Set the encrypted HLS token
isLoop	boolean	-	Check if current video is in loop playback
attachTRTC	void	trtcCloud: trtc service object	Push the audio and video stream of the player through TRTC, and TRTC services can be found in TRTC overview
detachTRTC	void	-	Unbind service from the player
setStringOption	void	key: Business parameter key value value: Business parameter value	Set the business parameter value of the player
setSubtitleView	void	subtitleView: Subtitle component	Set the subtitle component of the video
addSubtitleSource	void	url: Subtitle link name: Subtitle name mimeType: Subtitle format	Add subtitle sources to the video.
selectTrack	void	trackIndex: Audio/video track	Add/select audio/video tracks, commonly used for

			audio track and subtitle selection.
deselectTrack	void	trackIndex: Audio/video track	Remove selected audio/video tracks.
setAudioNormalization	void	value: Loudness range: -70 to 0 (LUFS), with custom values supported. Note: The player advanced version 11.7 starts to support this feature. Fill in the preset value, related constants TXVodConstants, Off: AUDIO_NORMALIZATION_OFF On: AUDIO_NORMALIZATION_STANDARD (Standard) AUDIO_NORMALIZATION_LOW (Low) AUDIO_NORMALIZATION_HIGH (High)	Set volume equalization.
setSubtitleStyle	void	renderModel: Subtitle format	Set subtitle format.
getSubtitleTrackInfo	List<TXTrackInfo>	-	Get implicit subtitle information, valid after preparation.
getAudioTrackInfo	List<TXTrackInfo>	-	Get implicit audio track information, valid after preparation.

TUIPlayerBitrateItem class

Method	Return Type	Description
getIndex	int	Current resolution bitrate index.
getWidth	int	Current resolution video width.

getHeight	int	Current resolution video height.
getBitrate	int	Current resolution video bitrate.

ITUILivePlayer class

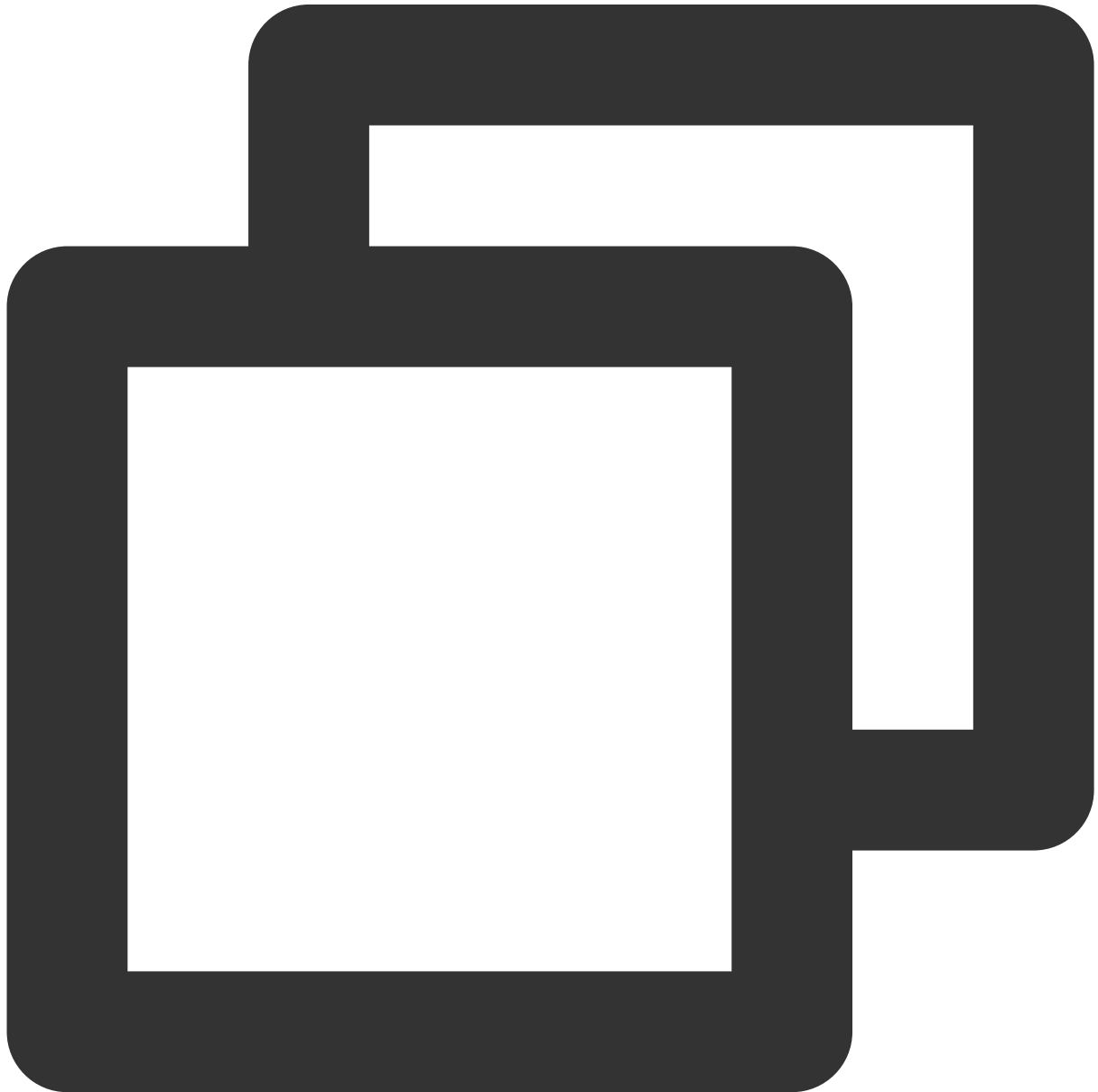
Method	Return Type	Param	Description
prePlay	void	model: Video data, type TUILiveSource	Pre play
resumePlay	void	-	Continue play
setConfig	void	config: Live streaming configuration	Set configuration
addLiveObserver	void	observer: Live event observer	Subscribe
removeLiveObserver	void	observer: Live event observer	Unsubscribe
switchStream	int	model: The data source to be switched	Switch stream
setRenderRotation	int	rotation: Rotation direction	Set rotation
setPlayoutVolume	int	volume: Volume size, ranging from 0 to 100. 【Default】 : 100	Set volume
getStreamList	ArrayList<V2TXLiveDef.V2TXLiveStreamInfo>	-	Get stream list
enableVolumeEvaluation	int	value: Determines the trigger interval of the onPlayoutVolumeUpdate callback, in milliseconds, with a minimum interval of 100ms. If it is less than or equal to 0, the callback will be turned off, and it is recommended to set it to 300ms; 【Default】 : 0, not enabled	Enable volume evaluation

snapshot	int	-	Ca Re V V is i scr
enableReceiveSeiMessage	int	enable: true: Enable receiving SEI messages; false: Disable receiving SEI messages. 【Default】 : false. payloadType: Specify the payloadType to receive SEI messages, supporting 5 and 242, and keep it consistent with the payloadType of the sending end.	En
showDebugView	void	isShow: Whether to display. 【Default】 : false.	Wt pla
setProperty	int	key: The key corresponding to the advanced API. value: The parameter needed when calling the advanced API corresponding to the key.	Ca V2
startLocalRecording	int	params: Local recording audio and video configuration	St Re V2 V2 : In V2 ref
stopLocalRecording	void	-	St st rec rec

Advanced features

1. Business notification messages to page layers

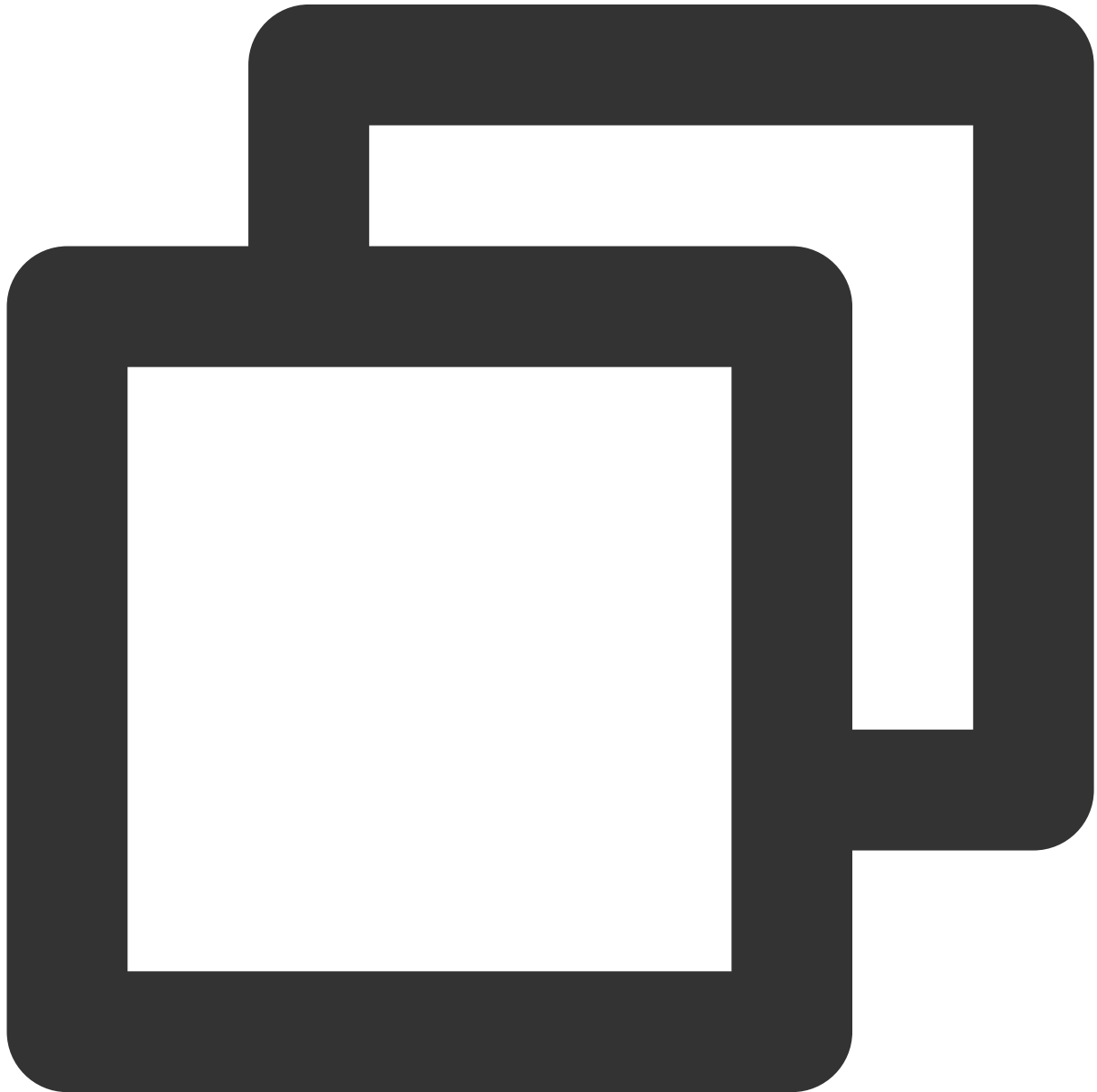
TUI provides a message interface for users to notify data in real-time to the current layer. After obtaining the video object through the data operation object, notifications can be made. The example is as follows:



```
// get data controller
TUIShortVideoDataManager dataManager = mSuperShortVideoView.getDataManager();
// get dataSource
TUIPlaySource videoSource = dataManager.getDataByPageIndex(0);
```

```
Map<String, String> data = new HashMap<>();  
data.put("key1", "data1");  
// set extInfo and notify to layer  
videoSource.setExtInfoAndNotify(data);
```

Subsequently, the notification will be received in the layer's `onExtInfoChanged` callback, allowing UI modifications to the current page. The example is as follows:



```
@Override  
public void onExtInfoChanged(TUIVideoSource videoSource) {  
    super.onExtInfoChanged(videoSource);  
}
```

```
Map<String, String> data = (Map<String, String>) videoSource.extInfo;  
Log.i("tag", "get data:" + data);  
}
```

Note :

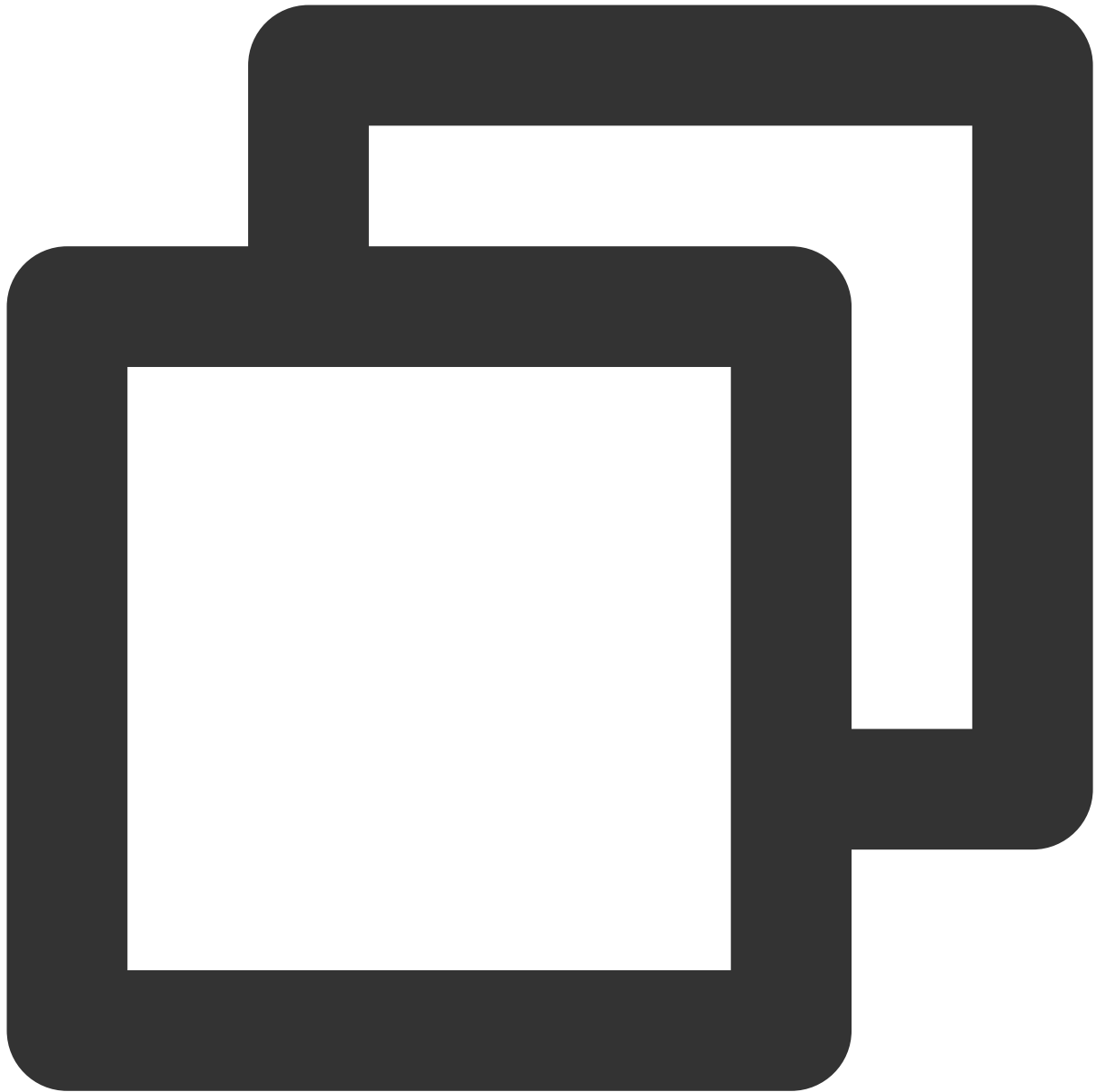
`onExtInfoChanged` will only be triggered after binding data with `onBindData` .

2. Set volume balance for on-demand playback

The player supports automatic volume adjustment while playing audio to ensure that the volume of all audio is consistent. This can avoid issues where some audios are too loud or too quiet, providing a better listening experience. By setting volume balance, the loudness range is -70 to 0 (LUFS), and custom values are also supported.

Note :

Supported starting from version 11.7 of the premium player edition.



```
/*
 * Supports custom numerical values, loudness range: -70 to 0 (LUFS)
 * Preset values: Off: TXVodConstants#AUDIO_NORMALIZATION_OFF
 *                 On (Low): TXVodConstants#AUDIO_NORMALIZATION_LOW
 *                 On (Standard): TXVodConstants#AUDIO_NORMALIZATION_STANDARD
 *                 On (High): TXVodConstants#AUDIO_NORMALIZATION_HIGH
 */
TUIPlayerVodStrategy vodStrategy = new TUIPlayerVodStrategy.Builder()
    .setAudioNormalization(TXVodConstants.AUDIO_NORMALIZATION_STANDARD)
    .build();
mShortVideoView.setVodStrategy(vodStrategy);
```


API Documentation

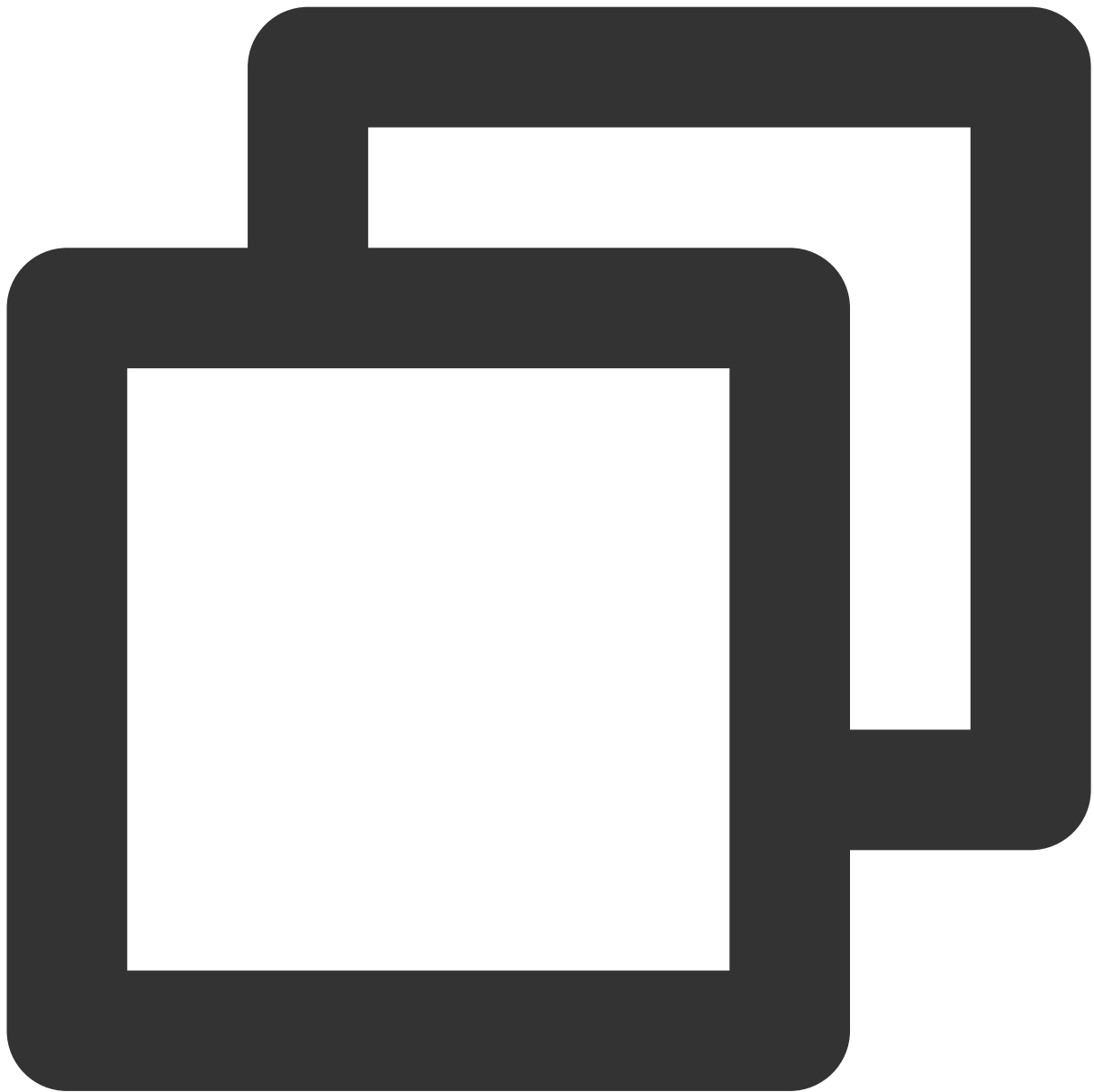
Web

Last updated : 2024-06-06 10:34:01

This document is an introduction to the parameters and API of the [Web Player \(TCPlayer\)](#) suitable for live and on-demand playback. It is intended for developers with a basic understanding of JavaScript.

Parameters initialization

Initializing the player requires two parameters: the first is the player's container ID, and the second is the feature parameter object.



```
var player = TCPlayer('player-container-id', options);
```

Options parameter list

The configurable parameters for the options object are as follows:

Name	Type	Default Value	Description
appId	String	No	Mandatory when playing on-demand media files through fileID, as it corresponds to the appId of the Tencent Cloud account

fileID	String	No	Mandatory when playing on-demand media files through fileID, as it is the ID of the on-demand media file
psign	String	No	Player Signature, required when playing through fileID. For more details, see Player Signature
licenseUrl	String	No	Player License address, peek at Player License
sources	Array	No	Player playback address, format: [{ src: '//path/to/video.mp4', type: 'video/mp4' }]
width	String/Number	No	Player zone width, in pixels, set as needed. The player size can be controlled through CSS.
height	String/Number	No	Player zone height, in pixels, set as needed. The player size can be controlled through CSS.
controls	Boolean	true	Whether to show the player's control bar.
poster	String	No	Set the full address of the cover image (if the uploaded video has a generated cover image, it will be used preferentially. For details, please see Video on Demand - Manage Videos).
autoplay	Boolean	false	Whether to autoplay.
playbackRates	Array	[0.5,1,1.25,1.5,2]	Set the adjustable-speed playback options, only valid in HTML5 playback pattern.
loop	Boolean	false	Whether to loop playback.
muted	Boolean	false	Whether to mute playback.
preload	String	auto	Whether preloading is needed, with 3 attributes: "auto", "meta", and "none". Due to system restrictions on mobile devices, setting auto is ineffective.
swf	String	No	URL of the Flash player's SWF file
posterImage	Boolean	true	Whether to display the cover.
bigPlayButton	Boolean	true	Whether to display a centered play button (the browser hijacked embedded play button cannot be removed).
language	String	"zh-CN"	Setting language, the options are "zh-CN"/"en"

languages	Object	No	Setting multilingual dictionary.
controlBar	Object	No	Setting the parameter combination for control bar properties, see controlBar parameter list .
reportable	Boolean	true	Setting whether to enable data reporting.
fakeFullscreen	Boolean	false	Setting up pseudo-full screen through style control to achieve the full screen effect.
plugins	Object	No	Setting the parameter combination for plugin feature attributes, see plugins plugin parameter list .
hlsConfig	Object	No	HLS.js startup configuration, for detailed content, please see the official documentation hls.js .
webrtcConfig	Object	No	WebRTC startup configuration, see webrtcConfig parameter list .
xp2pConfig	Object	No	P2P startup configuration, see xp2pConfig parameter list . For P2P feature details, see X-P2P .

Note:

The parameters controls, playbackRates, loop, preload, posterImage will be ineffective when the browser hijacks playback.

For issues with browser hijacking video playback, see [FAQs Description](#).

controlBar parameter list

controlBar parameters can configure the player's control bar features, with supported properties as listed in the following table:

Name	Type	Default Value	Description
playToggle	Boolean	true	Whether to display the play/pause toggle button.
progressControl	Boolean	true	Whether to display the progress bar.
volumePanel	Boolean	true	Whether to display volume control.
currentTimeDisplay	Boolean	true	Whether to show the current time of the video.
durationDisplay	Boolean	true	Whether to display the video duration.

timeDivider	Boolean	true	Whether to display the time separator.
playbackRateMenuButton	Boolean	true	Whether to display the playback speed selection button.
fullscreenToggle	Boolean	true	Whether to display the full-screen button.
QualitySwitcherMenuButton	Boolean	true	Whether to display the definition switch menu.

Please Note:

The controlBar parameter will be ineffective when the browser hijacks playback.

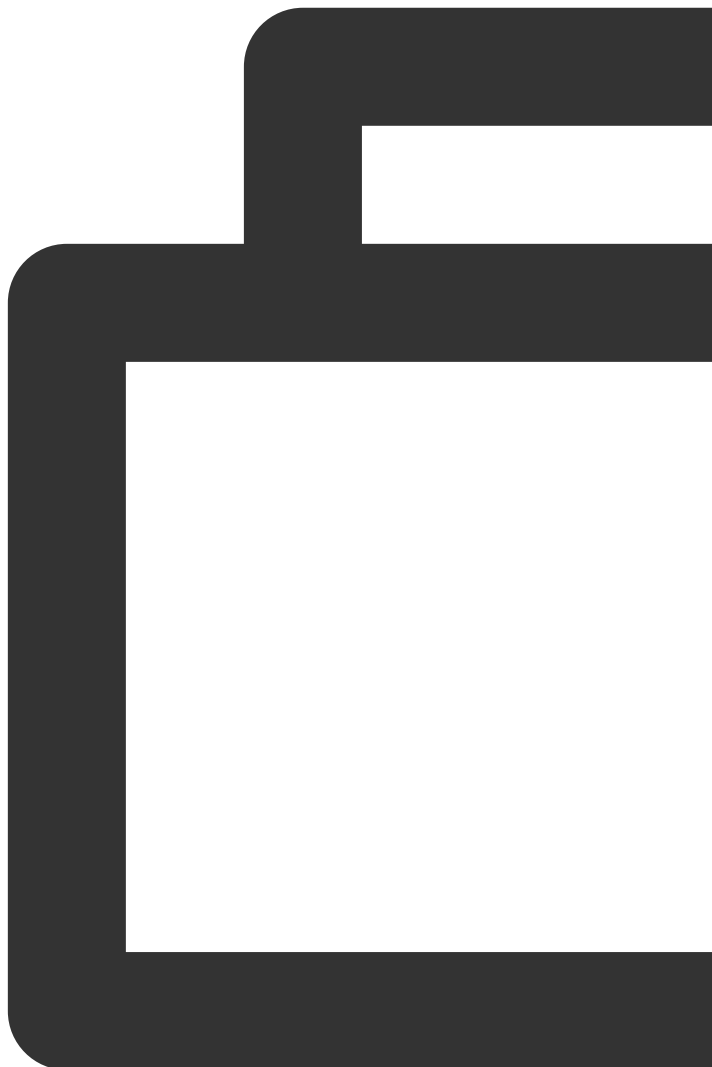
For issues with browser hijacking video playback, see [FAQs Description](#).

plugins plugin parameter list

plugins parameters can configure the player's plugin features, supported properties include:

Name	Type	Default Value	Description
ContinuePlay	Object	No	Controlling the resume playback feature, supported properties are : auto:Boolean Whether it automatically resumes playback. text:String Prompt text. btnText:String Button text.
VttThumbnail	Object	No	Controlling thumbnail display, supported properties are as follows: vttUrl:String Absolute address of vtt file, required. basePath:String Image path, optional. If not provided, the path of vt imgUrl:String Absolute image address, optional.
ProgressMarker	Boolean	No	Controlling the display of the progress bar.
DynamicWatermark	Object	No	Controlling the display of dynamic watermarks, supporting text and are: type:String Watermark type can be text or image, with values text content:String Text watermark content, required. speed:Number Watermark movement speed, value range 0-1, defa opacity:Number Text watermark opacity, value range 0-1, optional. fontSize:String Font size, default 12px, optional. color: String Text color, optional. left:String Text position, supports percentage and px units. When s ineffective, optional. top,right,bottom: Description same as left. width:String Image watermark width, optional. height:String Image watermark height, optional.
ContextMenu	Object	No	Valid values are as follows:

mirror:Boolean Controls whether mirroring display is supported.
statistic:Boolean Controls whether displaying the data panel is supported.
levelSwitch:Object Controls the prompt text when switching definitions.



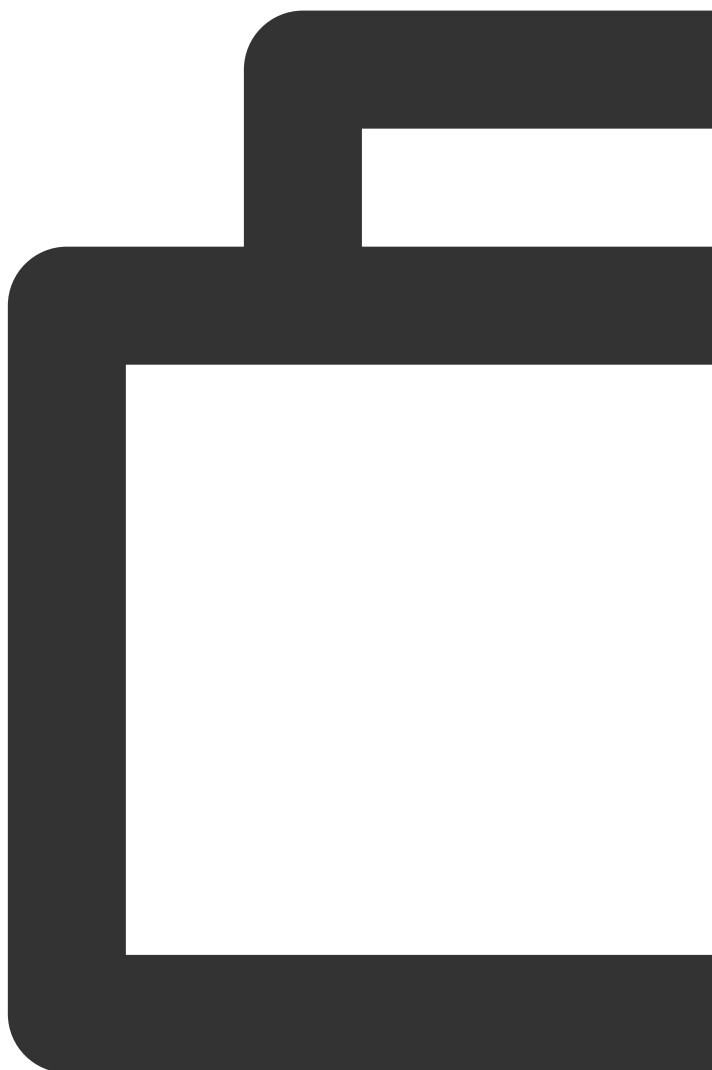
```
{
  open: Boolean Whether to enable notification
  switchingText: String, Prompt text when star
  switchedText: String, Prompt text when the s
  switchErrorText: String, Prompt text when th
}
```

PlayList

Object

No

Setting the playlist, supported properties are as follows:



```
{  
  // Collection of video information to be p  
  data: [{  
    fileId: String,  
    appID: String,  
    duration: Number, // Video duration  
    text: String, // Video name  
    psign: String, // Player signature  
    img: String, // Cover image  
  }],  
  title: String, // List title  
  loop: Boolean, // Whether to loop playback  
}
```

VR	Object	No	Advanced Edition License support, for details see Web advanced f (TCPlayerVRPlugin)
SafeCheck	Object	No	Advanced Edition License support, for details see Web advanced f (TCPlayerSafeCheckPlugin)

webrtcConfig parameter list

webrtcConfig parameters control the behavior during WebRTC playback, with the following attributes supported:

Name	Type	Default Value	Description
connectRetryCount	Number	3	Number of reconnections between the SDK and the server
connectRetryDelay	Number	1	Delay in reconnection between SDK and server
receiveVideo	Boolean	true	Whether to fetch video stream
receiveAudio	Boolean	true	Whether to fetch audio stream
showLog	Boolean	false	Should logs be printed in the console

xp2pConfig parameter list

Before using X-P2P, you need to apply for activation. Please go to [X-P2P](#) and click to apply. After applying, our dedicated product support staff will contact you.

For more detailed information, please refer to the [X-P2P Product Documentation](#).

Common Parameters

Name	Type	Default Value	Description
useXP2P	Boolean	false	Whether to enable XP2P
format	String	No	Specify the media protocols that P2P needs to support based on the current video format. The valid values are as follows: flv hls webrtc
tencentCloudAppId	Number	No	In your Tencent Cloud account's APPID (Console peek path: Account Center > Account Information > Basic Information > APPID)

xp2pAppId	String	No	X-P2P assigned ID, provided by our email
xp2pAppKey	String	No	X-P2P assigned Key, provided by our email
xp2pPackage	String	No	X-P2P assigned Package, provided by our email

Additional parameters for the flv protocol

Name	Type	Default Value	Description
bizId	String	No	Provided by our email
xp2pPlayDomain	String	No	FLV protocol streaming domain name, provided by our email
authMode	String	No	Authentication pattern, provided by our email
debug	Boolean	false	Debug switch

Additional parameters for the HLS protocol

Name	Type	Default Value	Description
videoType	String	VOD	Please specify whether the current HLS playback is live or on-demand accurately. The valid values are as follows: LIVE VOD
channelId	String	Automatically generated	You can proactively generate an ID for the current resource. If not specified, it defaults to internal automatic generation. See the generation rules as follows HLS Resource ID Generation Rules
channelIdWithHost	Boolean	true	Defaults to true, with an optional configuration, usually no need to modify this configuration. For a detailed explanation, see the following HLS Resource ID Generation Rules
channelIdWithSearch	Boolean	false	Defaults to false, with an optional configuration, usually no need to modify this configuration. For a detailed explanation, see the following HLS Resource ID Generation Rules

HLS Resource ID Generation Rules

The Resource ID is the unit of P2P sharing; only nodes with the same Resource ID can share with each other via P2P. Different videos must ensure different Resource IDs, otherwise, streams will be crossed.

1.1 Proactively Input

By using the Setting parameter `channelId` field, you can proactively assign a Resource ID for the current video, ensuring it uniquely identifies the file to avoid stream crossing.

1.2 Default Generation

If the `channelId` field is not input, the sdk will by default generate an ID for each url; IDs that are the same will share with each other via P2P. The ID generation rule is as follows:

(Default) Intercept the host and path parts to generate an MD5 checksum.

For example: `https://a.b.com/p1/p2/p3.m3u8?m=1&n=2`, then the ID = MD5('a.b.com/p1/p2/p3.m3u8')

1.3 Input parameters control the default generation rule

(Optional, default is true) By entering the `channelIdWithHost` parameter, true indicates that the ID includes the host part.

(Optional, default is false) By entering the `channelIdWithSearch` parameter, false indicates it includes the search part.

For example: `https://a.b.com/p1/p2/p3.m3u8?m=1&n=2`

If { `channelIdWithHost: true`, `channelIdWithSearch: true` } is passed, then the ID =

MD5('a.b.com/p1/p2/p3.m3u8?m=1&n=2')

If { `channelIdWithHost: false`, `channelIdWithSearch: false` } is passed, then the ID = MD5('/p1/p2/p3.m3u8')

Note:

You can generate different Resource IDs for video URLs that cannot share P2P, and the same Resource ID for URLs that can, based on your own business URL generation rules.

1.4 Multi-bitrate M3U8 Explanation

If the video being played is multi-bitrate M3U8, we ensure that nodes of different bitrates do not P2P with each other.

X-P2P Protocol Support

Audio/Video Protocol	Use	PC Browser	Android	iOS

FLV	Live stream	Supported chrome 55+ firefox 65+ safari 11+	Supported chrome 55+ firefox 65+ Weixin browser	Not supported
HLS	Live streaming, video on demand	Supported chrome 55+ firefox 65+ safari 11+	Supported chrome 55+ firefox 65+ Weixin browser	Not supported
WebRTC	Live stream	Partially supported Chrome 94+ edge 94+	Partially supported Chrome 94+ edge 94+	Not supported

Object methods

Methods list returned by initialize player object:

Name	Parameters and Types	Return Value and Types	Description
src()	(String)	No	Setting the playback address.
loadVideoById()	(Object)	No	When playing with fileID, you can switch videos using this method. The parameter is an object consisting of fileID, appId, psign.
ready(function)	(Function)	No	Setting the callback after player initialization is complete.
play()	No	No	Play and resume playback.
pause()	No	No	Pauses playback.
currentTime(seconds)	(Number)	(Number)	Access the current playback time, or set the playback time, which cannot exceed the video duration.
duration()	No	(Number)	Access video duration.
volume(percent)	(Number)[0,1] [Optional]	(Number)/ No return when setting	Access or set the player volume.
muted()	(Boolean)	(Boolean)	Access or set whether the player is muted

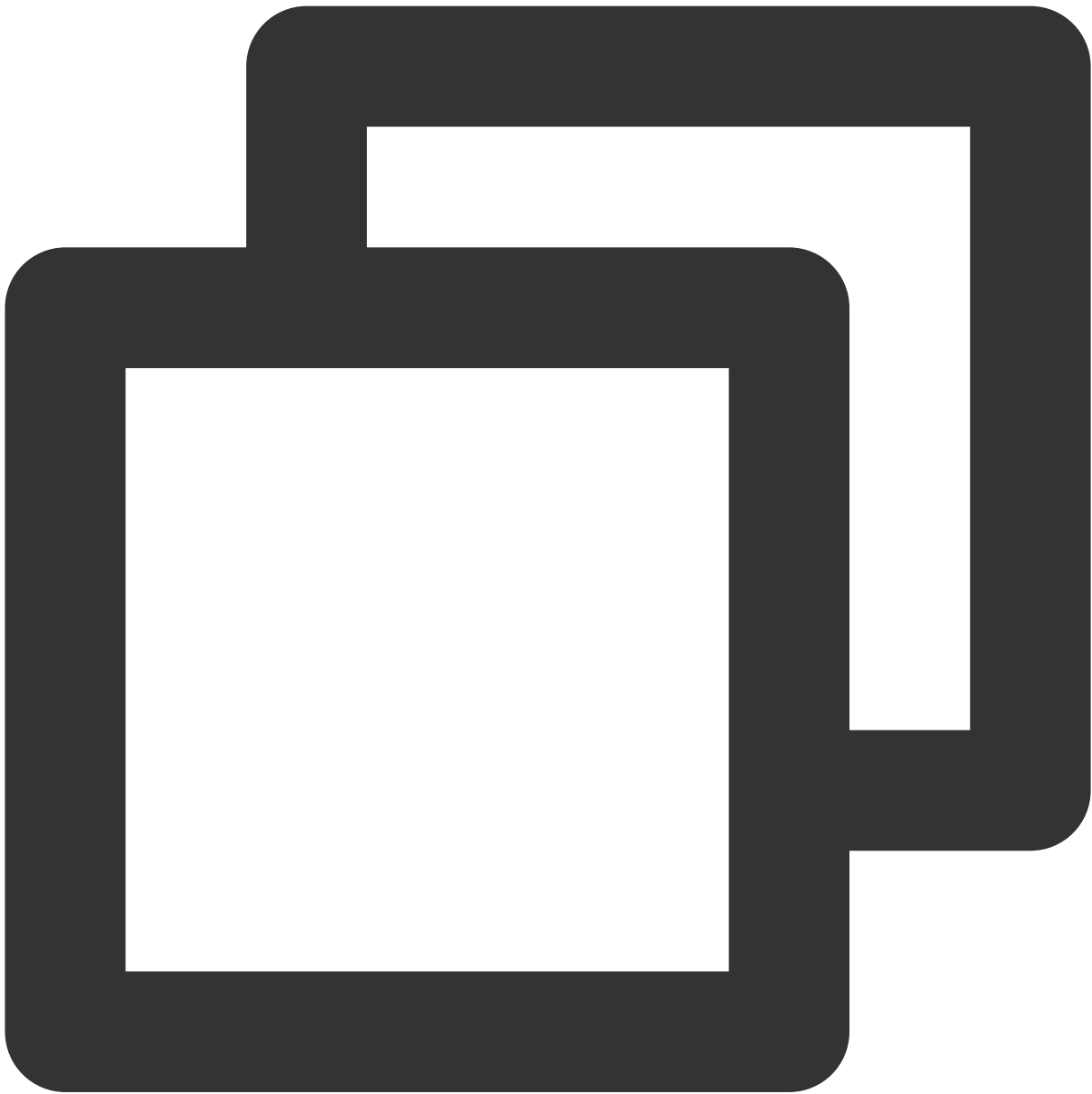
playbackRate()	(Number)[0, 1]	(Number)	Access or set the playback speed
poster(src)	(String)	(String)/ No return when setting	Access or set the player thumbnail.
requestFullscreen()	No	No	Enter full screen mode pattern.
exitFullscreen()	No	No	Exit full screen mode pattern.
isFullscreen()	No	Boolean	Return whether full screen mode pattern has been entered.
on(type,listener)	(String, Function)	No	Listening to events.
one(type,listener)	(String, Function)	No	Listening to events, the event handler executes no more than once.
off(type,listener)	(String, Function)	No	Unbind event listener.
buffered()	No	TimeRanges	Returns the video buffer range.
bufferedPercent()	No	Value range [0,1]	Returns the buffer length as a percentage of video duration.
width()	(Number) [Optional]	(Number)/ No return when setting	Access or set the player zone width. If the player size is set via CSS, this method will be ineffective.
height()	(Number) [Optional]	(Number)/ No return when setting	Access or set the player zone height. If the player size is set via CSS, this method will be ineffective.
videoWidth()	No	(Number)	Access video resolution width.
videoHeight()	No	(Number)	Access video resolution height.
dispose()	No	No	Terminate the player.

Note

Object methods cannot be called synchronously; they need to be called after the corresponding event (such as loadedmetadata) is triggered, except for ready, on, one, and off.

Event

The player can perform event listening through the objects returned by the initialization, for example:



```
var player = TCPlayer('player-container-id', options);
// player.on(type, function);
player.on('error', function(error) {
  // Do some processing
});
```

Among them, type is the event type, supported events include:

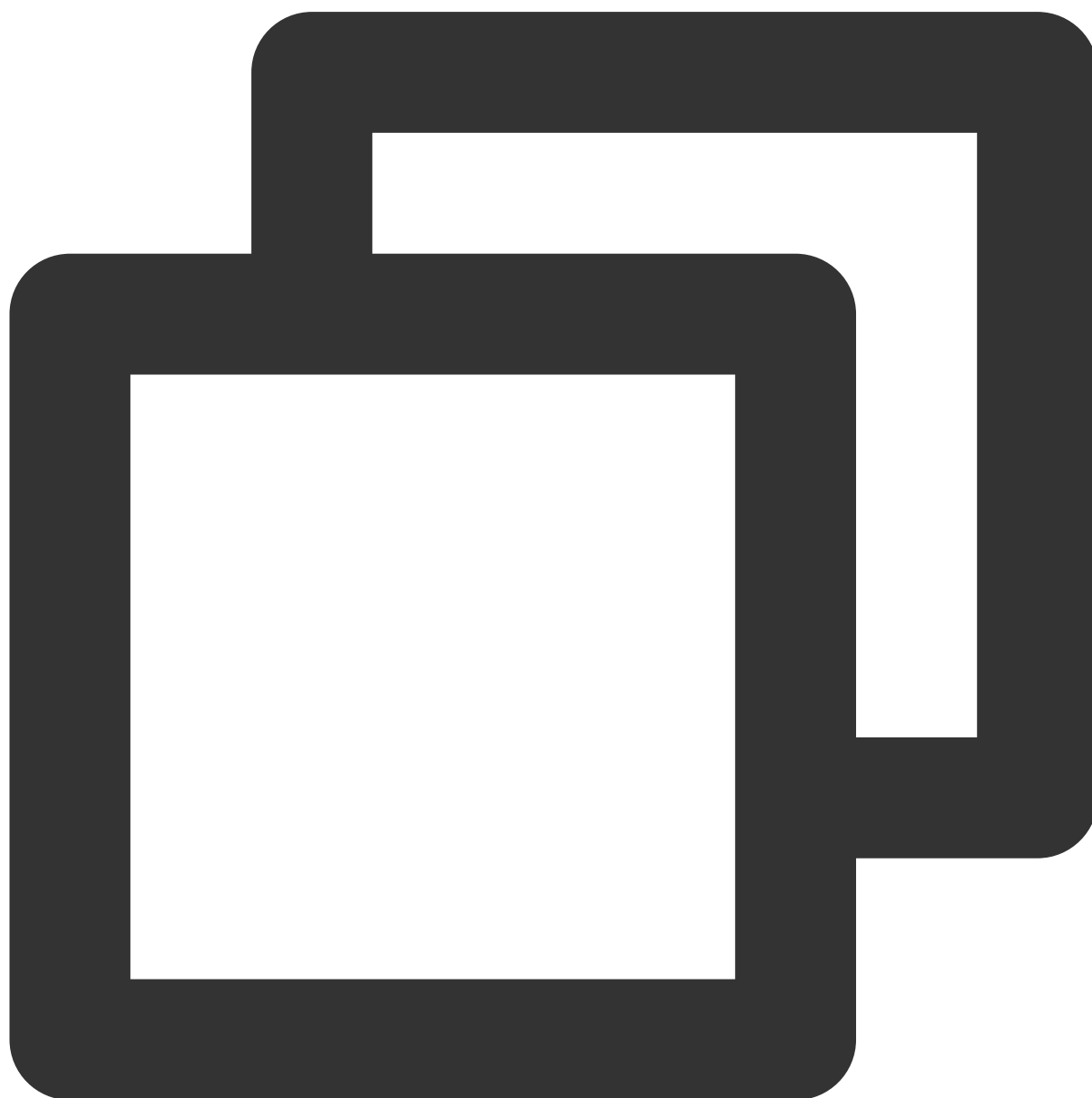
Name	Features

play	Playback has started, triggered by calling the play() method or setting autoplay to true and it takes effect, with the paused attribute being false.
playing	Triggered when playback resumes after being paused or stopped for buffering, with the paused attribute being false. This event is commonly used to mark the real start of video playback, as the play event only indicates the initiation of playback without actual video rendering.
loadstart	Triggered when starting to load data.
durationchange	Triggered when the video's duration data changes.
loadedmetadata	The video's metadata has been loaded.
loadeddata	This event is triggered when the data for the current frame is loaded, but there is not enough data to play the next frame of the video.
progress	Triggered when accessing media data.
canplay	Triggered when the player is able to start playing the video.
canplaythrough	Triggered when the player estimates it can play through the specified video without stopping for buffering.
error	Triggered when an error occurs during video playback.
pause	Triggered when paused.
blocked	Triggered when autoplay is blocked by the browser.
ratechange	Triggered when the playback speed changes.
seeked	Triggered when the search for a specified playback position ends.
seeking	Triggered when the search for a specified playback position begins.
timeupdate	Triggered when there is a change in the current playback position, which can be understood as a change in currentTime.
volumechange	Triggered when the volume setting or muted property value changes.
waiting	Triggered when playback stops, and the next frame of content is unavailable.
ended	Triggered when video playback has ended. At this point, the value of currentTime is equal to the maximum value of the media resource.
resolutionswitching	Definition switch in progress.
resolutionswitched	Definition switch completed.

fullscreenchange	Triggered during full screen status toggle.
webrtccevent	Event set during webrtc playback.
webrtcstats	Statistics during webrtc playback.
webrtcfallback	Triggered degradation during webrtc playback

WebrtcEvent list

The player can access all events during webrtc playback through webrtccevent, for example:



```
var player = TCPlayer('player-container-id', options);
player.on('webrtcEvent', function(event) {
    // Access event status code and related data from the callback parameter event
});
```

webrtcEvent status codes are as follows

Status Code	Callback parameters	Features
1001	No	Start pulling stream
1002	No	Connected to server
1003	No	Video playback starts
1004	No	Stop pulling stream, end video playback
1005	No	Failed to connect to server. Auto-reconnect initiated to recover
1006	No	Access stream data is empty
1007	localSdp	Starting signaling server request
1008	remoteSdp	Signaling server request succeeded
1009	No	Streaming lagging, buffering in progress
1010	No	Streaming lag ended, playback resumed

Error code

When the player triggers an error event, the listener function returns an error code, with those having three or more digits being media data interface error codes. Error code list:

Name	Description
-1	The player did not detect an available video address.
-2	Access to video data timed out.
1	Video data loading was interrupted. Possible reasons: Network interrupted. Browser abnormal interruption. Solution: Peek at the network request information in the web console to confirm if network requests are normal. Restart the playback process.

2	<p>Video loading failed due to network issues.</p> <p>Possible cause: Network interrupts.</p> <p>Solution:</p> <p>Peek at the network request information in the web console to confirm if network requests are normal.</p> <p>Restart the playback process.</p>
3	<p>An error occurred during video decoding.</p> <p>Possible cause: Abnormal video data, decoder failed to decode.</p> <p>Solution:</p> <p>Try re-transcoding and then play it again to eliminate issues introduced by the transcoding process.</p> <p>Confirm whether the original video is normal.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
4	<p>The video cannot be loaded due to unsupported format or server/network issues.</p> <p>Possible reasons:</p> <p>Cannot access video data, CDN resource does not exist or does not return video data.</p> <p>The current playback environment does not support this video format.</p> <p>Solution:</p> <p>Peek at the network request information in the browser console to confirm if the video data request is normal.</p> <p>Confirm whether the playback script for the corresponding video format has been loaded as per the documentation.</p> <p>Confirm whether the current browser and page environment support the video format to be played.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
5	<p>An error occurred during video decryption.</p> <p>Possible reasons:</p> <p>The decryption key is incorrect.</p> <p>The request for the key API returned an exception.</p> <p>The current playback environment does not support the video decryption feature.</p> <p>Solution:</p> <p>Confirm whether the key is correct and whether the key API returns normally.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
10	<p>The VOD media data interface request timed out. When accessing media data, if the player retries 3 times without any response, this error will be thrown.</p> <p>Possible reasons:</p> <p>The current network environment cannot connect to the media data interface, or the media data interface has been hijacked.</p> <p>Media data interface error.</p> <p>Solution:</p> <p>Try opening the demo page we provided to see if it can play normally.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
11	<p>The VOD media data interface did not return any data. When accessing media data, if the player retries 3 times without any data returned, this error will be thrown.</p>

	<p>Possible reasons:</p> <p>The current network environment cannot connect to the media data interface, or the media data interface has been hijacked.</p> <p>Media data interface error.</p> <p>Solution:</p> <p>Try opening the demo page we provided to see if it can play normally.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
12	<p>The VOD media data interface returns abnormal data. When accessing media data, if the player retries 3 times and still returns data that cannot be parsed, this error will be thrown.</p> <p>Possible reasons:</p> <p>The current network environment cannot connect to the media data interface, or the media data interface has been hijacked.</p> <p>The play parameters are incorrect; the media data interface cannot process them.</p> <p>Media data interface error.</p> <p>Solution:</p> <p>Try opening the demo page we provided to see if it can play normally.</p> <p>Please contact technical support and provide play parameters for troubleshooting.</p>
13	<p>The player did not detect video data that can be played on the current player; please transcode this video.</p>
14	<p>Playing HLS under the HTML5 + hls.js pattern encounters a network error. Details can be peeked at in event.source. For a detailed introduction, please see the official hls.js documentation Network Errors.</p>
15	<p>Playing HLS under the HTML5 + hls.js pattern encounters a Multimedia error. Details can be peeked at in event.source. For a detailed introduction, please see the official hls.js documentation Media Errors.</p>
16	<p>Playing HLS under the HTML5 + hls.js pattern encounters a multiplexing exception. Details can be peeked at in event.source. For a detailed introduction, please see the official hls.js documentation Mux Errors.</p>
17	<p>Playing HLS under the HTML5 + hls.js pattern encounters other exceptions. Details can be peeked at in event.source. For a detailed introduction, please see the official hls.js documentation Other Errors.</p>
1013	<p>Player Signature is missing the contentInfo field</p>
10008	<p>The media data service did not find media data corresponding to the play parameters, please confirm that the appId and fileId request parameters are correct, and that the corresponding media data has not been deleted.</p>
-2002	<p>Live Event Broadcasting pull stream interface returns an error in the backend (for example, the stream does not exist, authentication failure, etc.)</p>
-2006	<p>Live Event Broadcasting multi-resolution smooth switching interface request failed</p>

iOS

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TXVodPlayer

VOD player

See [TXVodPlayer](#).

The player pulls audio/video data from the specified VOD stream URL and plays the data after decoding and local rendering.

The player has the following capabilities:

Play FLV, MP4, and HLS files by URL (general playback) or by file ID (VOD playback).

Take screenshots of the video stream.

Adjust the brightness, volume level, and playback progress using gestures.

Change the resolution manually or select a resolution automatically according to current network bandwidth.

Change the playback speed, flip the video, and use hardware decoding for acceleration.

For more information on the capabilities of the player, see [Video Playback Overview](#).

Player configuration APIs

API	Description
config	Configures VOD. For more information on the configuration, see TXVodPlayConfig .
isAutoPlay	Sets whether to start playback automatically after <code>startVodPlay</code> is called. Auto-play is on by default.
token	Sets the token for HLS encryption. After the token is set, the player will automatically add <code>voddrm.token.TOKEN TextureView</code> before the filename in the URL.
loop	Sets whether to loop <code>SurfaceView</code> .
enableHWAcceleration	Sets whether to enable hardware acceleration.
setExtentOptionInfo	Sets the player business parameters in the format of <code><NSString *, id></code> .
setSubtitleStyle	Set the subtitle style information, and the subtitle style can be updated after playback (only supported by the advanced version of the player).
setAudioNormalization	Setting volume normalization, loudness range: -70 to 0 (LUFS). Supported from player version 11.7 of the premium version. You can set the volume normalization to preset values or custom values. The preset

values are defined in the related classes or files, such as `TXVodConstants` for Android and `TXVodPlayConfig.h` for iOS:

Off: `AUDIO_NORMALIZATION_OFF`

On: `AUDIO_NORMALIZATION_STANDARD` (standard)

`AUDIO_NORMALIZATION_LOW` (low)

`AUDIO_NORMALIZATION_HIGH` (high)

Custom values can be set in the range of -70 to 0 LUFS, from low to high.

Basic playback APIs

API	Description
<code>startVodPlay</code>	Plays a video from an HTTP URL. Since v10.7, <code>startPlay</code> has been replaced by <code>startVodPlay</code> , and you need to call <code>V2TXLivePremier#setLicence</code> or <code>TXLiveBase#setLicence</code> to set the license in order to use the playback feature (you only need to set the license once). Otherwise, playback will fail (black screen). You can use a live stream publishing license, UGSV license, or video playback license to activate the playback feature.
<code>startPlayDrm:</code>	Start a standard FairPlay DRM playback.
<code>startVodPlayWithParams</code>	Plays a video by VOD file ID. Since v10.7, <code>startPlayWithParams</code> has been replaced by <code>startVodPlayWithParams</code> , and you need to call <code>V2TXLivePremier#setLicence</code> or <code>TXLiveBase#setLicence</code> to set the license in order to use the playback feature (you only need to set the license once). Otherwise, playback will fail (black screen). You can use a live stream publishing license, UGSV license, or video playback license to activate the playback feature.
<code>stopPlay</code>	Stops the audio/video stream.
<code>isPlaying</code>	Gets whether playback is ongoing.
<code>pause</code>	Pauses playback. The player will stop pulling data and freeze on the last frame.
<code>resume</code>	Resumes playback. The player will resume pulling data.
<code>seek</code>	Seeks to a specified time point of the video stream (in seconds).
<code>currentPlaybackTime</code>	Gets the current playback time point in seconds.
<code>duration</code>	Gets the total video duration in seconds.

<code>playableDuration</code>	Gets the playable video duration in seconds.
<code>width</code>	Gets the video width.
<code>height</code>	Gets the video height.
<code>setStartTime</code>	Sets the playback start time.
<code>setupVideoWidget:insertIndex:</code>	Create a Video rendering View, which hosts the display of video content.
<code>removeVideoWidget</code>	Remove Video rendering View .
<code>addSubtitleSource:name:mimeType:</code>	Add external subtitles (only supported by the advanced version of the player).
<code>getSubtitleTrackInfo</code>	Returns the list of subtitle track information (only supported by the advanced version of the player).
<code>getAudioTrackInfo</code>	Returns the list of audio track information (supported only by the advanced version of the player).
<code>selectTrack:</code>	Select a track (supported only in the premium version of the player).
<code>deselectTrack:</code>	Deselects a track (only supported in advanced versions of the player).
<code>seekToPdtTime</code>	Seek to the specified Program Date Time (PDT) point in the video stream, which enables functions such as fast-forward, rewind, and progress bar jumping. Currently, only HLS video format is supported. This function is supported starting from version 11.6 of the player's advanced edition. The parameter unit is milliseconds (ms).

Video APIs

API	Description
<code>snapshot</code>	Gets the current video frame image. Note: Because this operation is time-consuming, the screenshot will be called back asynchronously.
<code>setMirror</code>	Sets whether to flip the video image.
<code>setRate</code>	Sets the VOD playback speed. Default value: 1.0.
<code>bitrateIndex</code>	Returns the current playback bitrate index.
<code>setBitrateIndex</code>	Sets the current playback bitrate index for seamless definition switch. You may need to wait momentarily to switch the definition.

supportedBitrates	When the playback address is a master playlist, return the supported bitrates (resolutions).
setRenderMode	Sets the image fill mode .
setRenderRotation	Sets the rotation .
enterPictureInPicture	Enter the picture-in-picture function.
exitPictureInPicture	Exit the picture-in-picture function.

Audio APIs

API	Description
setMute	Sets whether to mute the player.
setAudioPlayoutVolume	Sets the volume level. Value range: 0–100.

Event notification APIs

API	Description
delegate	Sets player callbacks. We recommend you use vodDelegate instead.
vodDelegate	Sets player callbacks.
videoProcessDelegate	Sets the video rendering callback (supported only if hardware encoding is used).

TRTC APIs

You can use the following APIs to push the audio/video streams of the VOD player through TRTC. For more information on TRTC services, see the TRTC [Overview](#) page.

API	Description
attachTRTC	Binds VOD to TRTC .
detachTRTC	Unbinds VOD from TRTC .
publishVideo	Starts pushing the video stream.
unpublishVideo	Cancels pushing the video stream.
publishAudio	Starts pushing the audio stream.
unpublishAudio	Cancels pushing the audio stream.

Class method.

API	Description
getEncryptedPlayKey	Get the encrypted playback key for content protection.
isSupportPictureInPicture	Whether Picture-in-Picture (PiP) function is supported.

TXVodPlayListener

VOD callback notifications.

Basic SDK callback APIs

API	Description
onPlayEvent:event:withParam:	VOD playback event notification. For more information, see the playback event list and event parameters .
onNetStatus:withParam:	Network status notification of the VOD player.
onPlayer:pictureInPictureStateDidChange:withParam:	Picture-in-Picture state callback.
onPlayer:pictureInPictureErrorDidOccur:withParam:	Picture-in-Picture error state callback.

TXVodPlayConfig

VOD player configuration class.

Basic configuration APIs

API	Description
connectRetryCount	Sets the maximum number of player reconnection attempts.
connectRetryInterval	Sets the player reconnection interval in seconds.
timeout	Sets the player connection timeout period in seconds.
cacheFolderPath	This interface has been deprecated. It is recommended to use TXPlayerGlobalSetting##setCacheFolderPath . Sets the VOD cache directory, which takes effect for MP4 and HLS files.
maxCacheItems	This interface has been deprecated. It is recommended to

	<p>use <code>TXPlayerGlobalSetting#setMaxCacheSizeMB</code>.</p> <p>Sets the maximum number of cached files.</p>
<code>playerType</code>	<p>Sets the player type.</p> <p>PLAYER_AVPLAYER: Use the system's built-in player.</p> <p>PLAYER_THUMB_PLAYER: Use Tencent Cloud's self-developed player.</p>
<code>headers</code>	<p>Sets custom HTTP headers.</p>
<code>enableAccurateSeek</code>	<p>Sets whether to enable accurate seek. Default value: true.</p>
<code>autoRotate</code>	<p>Sets whether to enable auto rotation. If the parameter is set to <code>YES</code> (default), MP4 files will be automatically rotated.</p> <p>You can get the rotation angle from the <code>PLAY_EVT_CHANGE_ROTATION</code> callback.</p>
<code>smoothSwitchBitrate</code>	<p>Sets whether to enable smooth switch for multi-bitrate HLS streams. Default value: false.</p>
<code>progressInterval</code>	<p>Sets the progress callback interval in ms.</p>
<code>maxBufferSize</code>	<p>Sets the maximum buffer size in MB.</p>
<code>maxPreloadSize</code>	<p>Sets the maximum preloading size in MB.</p>
<code>firstStartPlayBufferTime</code>	<p>Sets the duration (ms) of video that needs to be loaded before playback starts. Default value: 100 ms.</p>
<code>nextStartPlayBufferTime</code>	<p>Sets the minimum data to buffer when there is insufficient buffer data or after seeking is performed. Default value: 250 ms.</p>
<code>overlayKey</code>	<p>Sets the HLS security hardening encryption and decryption key.</p>
<code>overlayIv</code>	<p>Sets the HLS security hardening encryption and decryption IV.</p>
<code>extInfoMap</code>	<p>Sets the extended information.</p>
<code>preferredResolution</code>	<p>Sets the preferred resolution. In case of multi-bitrate HLS streams, the resolution specified by <code>preferredResolution</code> (width x height) will be played. This API works only if it is called before playback.</p>
<code>enableRenderProcess</code>	<p>Sets whether to enable post-rendering and post-processing (such as that used by the super-resolution plugin). They are enabled by default.</p>
<code>playerPixelFormatType</code>	<p>The video format of the video rendering object callback.</p>
<code>keepLastFrameWhenStop</code>	<p>Whether to keep the last frame when calling <code>stopPlay</code>, with a default value of NO.</p>
<code>mediaType</code>	<p>Set the media type. Optional values are:</p>

MEDIA_TYPE_AUTO, AUTO type (default value, not supported for adaptive bitrate playback).

MEDIA_TYPE_HLS_VOD, HLS on-demand media.

MEDIA_TYPE_HLS_LIVE, HLS live media.

MEDIA_TYPE_HLS_VOD, MP4 and other general file on-demand media (supported since version 11.2).

MEDIA_TYPE_DASH_VOD, DASH on-demand media (supported since version 11.2).

TXPlayerGlobalSetting

Global configuration of the VOD player.

API	Description
setCacheFolderPath	Sets the cache directory of the playback engine. After setting, this directory will be first read and written during predownloading and player use.
setMaxCacheSize	Sets the playback engine's maximum cache size in MB. The cache directory will be cleared automatically if its size exceeds the specified value.

TXVodPreloadManager

Predownloading API class of the VOD player.

API	Description
sharedManager	Gets a singleton object of <code>TXVodPreloadManager</code> .
startPreload	Starts predownloading. Before you call this API, make sure you have called <code>TXPlayerGlobalSetting#setCacheFolderPath</code> and <code>TXPlayerGlobalSetting#setMaxCacheSize</code> to set the cache directory and maximum cache size.
stopPreload	Stops predownloading.

TXVodPreloadManagerDelegate

API	Description
onComplete:url:	Download completion callback.
onError:url:error:	Download error callback.

TXVodDownloadManager

Video download API class of the VOD player.

TXVodDownloadDataSource

API	Description
auth	File ID information.
quality	Download definition, default original.
token	If the address is encrypted, please fill in the token.
templateName	Definition template.
fileId	File ID.
pSign	Signature information.
appld	Application AppID. Required.
userName	Account name.
overlayKey	HLS EXT-X-KEY encryption and decryption parameters.
overlayIv	Encryption and decryption parameter overlayIv.

TXVodDownloadMediaInfo

API	Description
isDownloadFinished	Whether the download is complete.
dataSource	FileID download object (optional).
url	Download address.
userName	Account name.
duration	Duration.
playableDuration	Playable duration.
size	Get the total size of the downloaded file, in bytes, only valid for FileID download sources. Note: The total size refers to the size of the original file uploaded to the

	Tencent Cloud VOD console, and the size of the sub-streams after being converted to adaptive bitrate streams cannot be obtained temporarily.
<code>downloadSize</code>	Downloaded size, in bytes.
<code>segments</code>	Total number of segments.
<code>downloadSegments</code>	Number of segments downloaded.
<code>progress</code>	Progress.
<code>playPath</code>	Play path, can be passed to <code>TXVodPlayer</code> for playback.
<code>speed</code>	Download speed, in bytes per second.
<code>downloadState</code>	Download status.
<code>isResourceBroken</code>	Determine whether the downloaded video resource is damaged, and return YES if it is deleted after downloading, etc. (Supported since version 11.0).

TXVodDownloadManager

API	Description
<code>shareInstance</code>	Get the <code>TXVodDownloadManager</code> instance object, singleton mode.
<code>setDownloadPath</code>	Set the download root directory.
<code>headers</code>	Set the download HTTP headers.
<code>delegate</code>	Set the download callback method, which must be set before downloading.
<code>startDownloadUrl</code>	Start downloading using URL.
<code>startDownload</code>	Start downloading using FileID.
<code>stopDownload</code>	Stop downloading, and stop successfully when <code>ITXVodDownloadListener.onDownloadStop</code> is called back.
<code>deleteDownloadFile</code>	Delete the downloaded file.
<code>deleteDownloadMediaInfo</code>	Delete the download information.
<code>getDownloadMediaInfoList</code>	Get the download list information for all users.
<code>getDownloadMediaInfo</code>	Get the download information.
<code>getOverlayKeylv</code>	Get the HLS EXT-X-KEY. <code>genRandomHexStringForHls</code>

<code>genRandomHexStringForHls</code>	Get the encryption random number.
<code>encryptHexStringHls:</code>	Encryption.

TXVodDownloadDelegate

API	Description
<code>onDownloadStart</code>	Download started.
<code>onDownloadProgress</code>	The download progress was updated.
<code>onDownloadStop</code>	Download stopped.
<code>onDownloadFinish</code>	Download ended.
<code>onDownloadError</code>	An error occurred during download.
<code>hlsKeyVerify</code>	The decryption key for downloading encrypted HLS files.

TXDownloadError

Download Error Code

Enumeration value	Description
<code>TXDownloadSuccess</code>	Download successful.
<code>TXDownloadAuthFailed</code>	File ID authentication failed.
<code>TXDownloadNoFile</code>	No file of this definition.
<code>TXDownloadFormatError</code>	Format not supported.
<code>TXDownloadDisconnet</code>	Network disconnected.
<code>TXDownloadHlsKeyError</code>	Failed to obtain HLS decryption key.
<code>TXDownloadPathError</code>	Failed to access download directory.

TXVodDownloadMediaInfoState

Download Status

Enumeration value	Description
<code>TXVodDownloadMediaInfoStateInit</code>	Download initial state.

TXVodDownloadMediaInfoStateStart	Download started.
TXVodDownloadMediaInfoStateStop	Download stopped.
TXVodDownloadMediaInfoStateError	Download error.
TXVodDownloadMediaInfoStateFinish	Download completed.

TXVodQuality

The resolution of the downloaded video.

Explanation :

The constants TXVodQuality240P ~ TXVodQuality1080p are newly added in version 11.0.

Enumeration value	Description
TXVodQualityOD	Original.
TXVodQualityFLU	Smooth.
TXVodQualitySD	Standard Definition.
TXVodQualityHD	High Definition.
TXVodQualityFHD	Full High Definition.
TXVodQuality2K	2K.
TXVodQuality4K	4K.
TXVodQuality240P	Smooth 240P.
TXVodQuality360P	Smooth 360P.
TXVodQuality480P	Standard Definition 480P.
TXVodQuality540P	Standard Definition 540P.
TXVodQuality720P	High Definition 720P.
TXVodQuality1080p	High Definition 1080P.

TXPlayerAuthParams

Play encrypted video configuration by fileId.

API	Description
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appld	App appld.
fileId	File id.
timeout	Encrypted link timeout timestamp.
exper	Try the duration.
us	Uniquely identifies the request.
sign	Anti-leech signature.
https	Whether to use https requests.

TXBitrateItem

HLS multi-bit rate information.

API	Description
index	The sequence number in the m3u8 file.
width	The video width of this stream.
height	The video height of this stream.
bitrate	The video bitrate of this stream.

TXImageSprite

Sprite analysis tool.

API	Description
setVTTUrl	Set the sprite map address.
getThumbnail	Get a thumbnail.

TXPlayerDrmBuilder

On-demand Drm builder.

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API	Description
certificateUrl	Certificate provider URL.
keyLicenseUrl	Decrypt the key URL.
playUrl	play link.

Error Codes

Normal events

Code	Event Definition	Description
2004	PLAY_EVT_PLAY_BEGIN	Video playback started, and the loading icon animation (if any) ended.
2005	PLAY_EVT_PLAY_PROGRESS	The video playback progress (including the current playback progress, the loaded duration, and the total video duration).
2007	PLAY_EVT_PLAY_LOADING	The video is being loaded. The <code>LOADING_END</code> event will be reported if video playback resumes.
2014	PLAY_EVT_VOD_LOADING_END	Video loading ended, and video playback resumed.
2006	PLAY_EVT_PLAY_END	Video playback ended.
2013	PLAY_EVT_VOD_PLAY_PREPARED	The player is ready.
2003	PLAY_EVT_RCV_FIRST_I_FRAME	The network received the first renderable video data packet (IDR).
2009	PLAY_EVT_CHANGE_RESOLUTION	The video resolution changed.
2011	PLAY_EVT_CHANGE_ROTATION	The MP4 video was rotated.

Warnings

Code	Event Definition	Description
-2301	PLAY_ERR_NET_DISCONNECT	The network was disconnected and could not be reconnected after multiple retries. You can restart the player to perform more connection retries.

-2305	PLAY_ERR_HLS_KEY	Failed to get the HLS decryption key.
2101	PLAY_WARNING_VIDEO_DECODE_FAIL	Failed to decode the current video frame.
2102	PLAY_WARNING_AUDIO_DECODE_FAIL	Failed to decode the current audio frame.
2103	PLAY_WARNING_RECONNECT	The player was disconnected and is trying to reconnect. The <code>PLAY_ERR_NET_DISCONNECT</code> event will be thrown after three failed attempts.
2106	PLAY_WARNING_HW_ACCELERATION_FAIL	Failed to start the hardware decoder, and the software decoder was used instead.
-2304	PLAY_ERR_HEVC_DECODE_FAIL	H.265 decoding failed.
-2303	PLAY_ERR_FILE_NOT_FOUND	The file to be played back does not exist.

Player SDK constants.

Event code and error code

Enumeration value	Meaning
VOD_PLAY_EVT_RCV_FIRST_I_FRAME	Playback event: The first video frame was successfully received.
VOD_PLAY_EVT_RCV_FIRST_AUDIO_FRAME	Play event: The first audio frame was successfully received.
VOD_PLAY_EVT_PLAY_BEGIN	Play event: Play has started.
VOD_PLAY_EVT_PLAY_PROGRESS	Play event: Play progress update, dedicated to VodPlayer.
VOD_PLAY_EVT_PLAY_END	Play event: Play has ended.
VOD_PLAY_EVT_PLAY_LOADING	Play event: data buffering.
VOD_PLAY_EVT_START_VIDEO_DECODER	Playback event: The video decoder has started.
VOD_PLAY_EVT_CHANGE_RESOLUTION	Playback event: Video resolution changed.
VOD_PLAY_EVT_GET_PLAYINFO_SUCC	Play event: the information about successfully obtaining the VOD file, dedicated to the VOD player (VodPlayer).

VOD_PLAY_EVT_CHANGE_ROTATION	Play event: The rotation angle of the MP4 video changes, dedicated to VodPlayer.
VOD_PLAY_EVT_VOD_PLAY_PREPARED	Play event: Video loading is complete, dedicated to VodPlayer.
VOD_PLAY_EVT_VOD_LOADING_END	Play event: Video buffering ends, dedicated to VodPlayer.
VOD_PLAY_EVT_STREAM_SWITCH_SUCC	Playback event: Stream switching (switching between video streams with different resolutions) has been successfully completed.
VOD_PLAY_EVT_VOD_PLAY_TCP_CONNECT_SUCC	The TCP connection was successful.
VOD_PLAY_EVT_VOD_PLAY_FIRST_VIDEO_PACKET	The first frame of data is received.
VOD_PLAY_EVT_VOD_PLAY_SEEK_COMPLETE	Video playback Seek complete.
VOD_PLAY_EVT_AUDIO_SESSION_INTERRUPT	Playback event: Audio Session is interrupted by other apps (applicable to iOS platform only).
VOD_PLAY_ERR_NET_DISCONNECT	Streaming Error: The network connection was disconnected (after three retries and failed to reconnect).
VOD_PLAY_ERR_FILE_NOT_FOUND	On-demand error: The playback file does not exist.
VOD_PLAY_ERR_HLS_KEY	On-demand error: Failed to obtain HLS decoding KEY.
VOD_PLAY_ERR_GET_PLAYINFO_FAIL	On-demand error: Failed to obtain the file information of the on-demand file.

Picture-in-picture error type

Enumeration value	Meaning
TX_VOD_PLAYER_PIP_ERROR_TYPE_NONE	No errors.
TX_VOD_PLAYER_PIP_ERROR_TYPE_DEVICE_NOT_SUPPORT	The device or system version does not support (iPad iOS9+ only supports PIP).
TX_VOD_PLAYER_PIP_ERROR_TYPE_PLAYER_NOT_SUPPORT	Player does not support.
TX_VOD_PLAYER_PIP_ERROR_TYPE_VIDEO_NOT_SUPPORT	Video not supported.

TX_VOD_PLAYER_PIP_ERROR_TYPE_PIP_IS_NOT_POSSIBLE	PIP controller not available.
TX_VOD_PLAYER_PIP_ERROR_TYPE_ERROR_FROM_SYSTEM	The PIP controller reports an error.
TX_VOD_PLAYER_PIP_ERROR_TYPE_PLAYER_NOT_EXIST	The player object does not exist.
TX_VOD_PLAYER_PIP_ERROR_TYPE_PIP_IS_RUNNING	The PIP function is already running.
TX_VOD_PLAYER_PIP_ERROR_TYPE_PIP_NOT_RUNNING	PIP function is not started.

Picture-in-picture controller status

Enumeration value	Meaning
TX_VOD_PLAYER_PIP_STATE_UNDEFINED	Not Set.
TX_VOD_PLAYER_PIP_STATE_WILL_START	Picture-in-picture is about to start.
TX_VOD_PLAYER_PIP_STATE_DID_START	Picture-in-picture has started.
TX_VOD_PLAYER_PIP_STATE_WILL_STOP	Picture-in-picture is coming to an end.
TX_VOD_PLAYER_PIP_STATE_DID_STOP	Picture-in-picture is over.
TX_VOD_PLAYER_PIP_STATE_RESTORE_UI	reset UI.

Android

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TXVodPlayer

VOD player

See [TXVodPlayer](#).

The player pulls audio/video data from the specified VOD stream URL and plays the data after decoding and local rendering.

The player has the following capabilities:

Play FLV, MP4, and HLS files by URL (general playback) or by file ID (VOD playback).

Take screenshots of the video stream.

Adjust the brightness, volume level, and playback progress using gestures.

Change the resolution manually or select a resolution automatically according to current network bandwidth.

Change the playback speed, flip the video, and use hardware decoding for acceleration.

For more information on the capabilities of the player, see [Video Playback Overview](#).

Player configuration APIs

API	Description
setConfig	Sets the player configuration information. For more information on the configuration, see TXVodPlayConfig .
setPlayerView	Sets the player's rendering view <code>TXCloudVideoView</code> .
setPlayerView	Sets the player's rendering view <code>TextureView</code> .
setSurface	Sets the player's rendering view <code>SurfaceView</code> .
setStringOption	Sets the player business parameters in the format of <code><String, Object></code> .
setSubtitleStyle	Sets the subtitle style information and can update the subtitle style after playback (only supported in the advanced version of the player).
setSubtitleView	Sets the subtitle software decoding target object (only supported in the advanced version of the player).
setAudioNormalization	Setting volume normalization, loudness range: -70 to 0 (LUFS). Supported from player version 11.7 of the premium version. You can set the volume normalization to preset values or custom values. The preset

values are defined in the related classes or files, such as `TXVodConstants` for Android and `TXVodPlayConfig.h` for iOS:

Off: `AUDIO_NORMALIZATION_OFF`

On: `AUDIO_NORMALIZATION_STANDARD` (standard)

`AUDIO_NORMALIZATION_LOW` (low)

`AUDIO_NORMALIZATION_HIGH` (high)

Custom values can be set in the range of -70 to 0 LUFS, from low to high.

Basic playback APIs

API	Description
<code>startVodPlay</code>	Plays a video from an HTTP URL. Since v10.7, <code>startPlay</code> has been replaced by <code>startVodPlay</code> , and you need to call <code>V2TXLivePremier#setLicence</code> or <code>TXLiveBase#setLicence</code> to set the license in order to use the playback feature (you only need to set the license once). Otherwise, playback will fail (black screen). You can use a live stream publishing license, UGSV license, or video playback license to activate the playback feature.
<code>startVodPlay</code>	Plays a video by VOD file ID. Since v10.7, <code>startPlay</code> has been replaced by <code>startVodPlay</code> , and you need to call <code>V2TXLivePremier#setLicence</code> or <code>TXLiveBase#setLicence</code> to set the license in order to use the playback feature (you only need to set the license once). Otherwise, playback will fail (black screen). You can use a live stream publishing license, UGSV license, or video playback license to activate the playback feature.
<code>stopPlay</code>	Stops playback.
<code>isPlaying</code>	Gets whether playback is ongoing.
<code>pause</code>	Pauses playback. The player will stop pulling data and freeze on the last frame.
<code>resume</code>	Resumes playback. The player will resume pulling data.
<code>seek</code>	Seeks to a specified time point of the video stream (in seconds).
<code>seek</code>	Seeks to a specified time point of the video stream (in ms).
<code>getCurrentPlaybackTime</code>	Gets the current playback time point in seconds.
<code>getBufferDuration</code>	Gets the total buffer duration in seconds.
<code>getDuration</code>	Gets the total video duration in seconds.
<code>getPlayableDuration</code>	Gets the playable video duration in seconds.
<code>getWidth</code>	Gets the video width.

<code>getHeight</code>	Gets the video height.
<code>setAutoPlay</code>	Sets whether to start playback automatically after <code>startVodPlay</code> is called. Auto-play is on by default.
<code>setStartTime</code>	Sets the playback start time.
<code>setToken</code>	Sets the token for HLS encryption.
<code>setLoop</code>	Sets whether to loop the video.
<code>isLoop</code>	Gets whether playback is looped.
<code>addSubtitleSource</code>	Adds external subtitles (only supported in the advanced version of the player).
<code>getSubtitleTrackInfo</code>	Returns a list of subtitle track information (only supported in the advanced version of the player).
<code>getAudioTrackInfo</code>	Returns a list of audio track information (only supported in the advanced version of the player).
<code>selectTrack</code>	Selects a track (only supported in the advanced version of the player).
<code>deselectTrack</code>	Deselects a track (only supported in the advanced version of the player).
<code>seekToPdtTime</code>	Seek to the specified Program Date Time (PDT) point in the video stream, which enables functions such as fast-forward, rewind, and progress bar jumping. Currently, only HLS video format is supported. This function is supported starting from version 11.6 of the player's advanced edition. The parameter unit is milliseconds (ms).

Video APIs

API	Description
<code>enableHardwareDecode</code>	Enables/Disables video hardware decoding.
<code>snapshot</code>	Gets the current video frame image. Note: Because this operation is time-consuming, the screenshot will be called back asynchronously.
<code>setMirror</code>	Sets whether to flip the video image horizontally.
<code>setRate</code>	Sets the VOD playback speed. Default value: 1.0.
<code>getBitrateIndex</code>	Returns the current playback bitrate index.
<code>setBitrateIndex</code>	Sets the current playback bitrate index for seamless definition switch. You may need

	to wait momentarily to switch the definition.
setRenderMode	Sets the image fill mode.
setRenderRotation	Sets the rotation.

Audio APIs

API	Description
setMute	Sets whether to mute the player.
setAudioPlayoutVolume	Sets the volume level. Value range: 0–100.
setRequestAudioFocus	Sets whether to get the audio focus automatically. The audio focus is gotten automatically by default.

Event notification APIs

API	Description
setPlayListener	Sets player callbacks. This API has been deprecated. Please use setVodListener instead.
setVodListener	Sets player callbacks.

TRTC APIs

You can use the following APIs to push the audio/video streams of the VOD player through TRTC. For more information on TRTC services, see the TRTC [Overview](#) page.

API	Description
attachTRTC	Binds VOD to TRTC .
detachTRTC	Unbinds VOD from TRTC .
publishVideo	Starts pushing the video stream.
unpublishVideo	Cancels pushing the video stream.
publishAudio	Starts pushing the audio stream.
unpublishAudio	Cancels pushing the audio stream.

ITXVodPlayListener

VOD callback notifications.

Basic SDK callback APIs

API	Description
onPlayEvent	VOD playback event notification. For more information, see the playback event list and event parameters .
onNetStatus	Network status notification of the VOD player.

TXVodPlayConfig

VOD player configuration class.

Basic configuration APIs

API	Description
setConnectRetryCount	Sets the maximum number of player reconnection attempts.
setConnectRetryInterval	Sets the player reconnection interval in seconds.
setTimeout	Sets the player connection timeout period in seconds.
setCacheFolderPath	Sets the VOD cache directory, which takes effect for MP4 and HLS files.
setMaxCacheItems	Sets the maximum number of cached files. This API has been deprecated. Use <code>TXPlayerGlobalSetting#setMaxCacheSize</code> for global configuration.
setPlayerType	Sets the player type. TXVodConstants#PLAYER_SYSTEM_MEDIA_PLAYER: Use the system's built-in player. TXVodConstants#PLAYER_THUMB_PLAYER: Use Tencent Cloud's self-developed player.
setHeaders	Sets custom HTTP headers.
setEnableAccurateSeek	Sets whether to enable accurate seek. Default value: true.
setAutoRotate	Sets whether to enable auto rotation. If the parameter is set to <code>YES</code> (default), MP4 files will be automatically rotated. You can get the rotation angle from the <code>PLAY_EVT_CHANGE_ROTATION</code> callback.

setSmoothSwitchBitrate	Sets whether to enable smooth switching for multi-bitrate HLS streams. Default value: false.
setCacheMp4ExtName	Sets the extension for cached MP4 files.
setProgressInterval	Sets the progress callback interval in ms.
setMaxBufferSize	Sets the maximum buffer size in MB.
setMaxPreloadSize	Set the maximum buffer size for preloading, in MB.
setExtInfo	Set extended information.
setPreferredResolution	When playing HLS with multiple streams, select the optimal stream for playback based on the set preferredResolution, which is the product of the width and height (width * height). This setting takes effect before playback.
setOverlayKey	Set the encryption and decryption key for HLS security reinforcement.
setOverlayIv	Set the encryption and decryption IV for HLS security reinforcement.
setEnableRenderProcess	Enable or disable loading and rendering post-processing services.
setMediaType	Set the media type, with AUTO as the default value. Optional values are: TXVodConstants#MEDIA_TYPE_AUTO, AUTO type (default value, adaptive bit rate playback is not supported for now); TXVodConstants#MEDIA_TYPE_HLS_VOD, HLS VOD media; TXVodConstants#MEDIA_TYPE_HLS_LIVE, HLS live media; TXVodConstants#MEDIA_TYPE_HLS_VOD, MP4 and other common file VOD media (supported starting from version 11.2); TXVodConstants#MEDIA_TYPE_DASH_VOD, DASH VOD media (supported starting from version 11.2);

TXPlayerGlobalSetting

Global configuration of the VOD player.

API	Description
setCacheFolderPath	Sets the cache directory of the playback engine. After setting, this directory will be first read and written during downloading, predownloading, and player use.
setMaxCacheSize	Sets the playback engine's maximum cache size in MB. The cache directory will be cleared automatically if its size exceeds the specified value.
setDrmProvisionEnv	Set the Drm certificate provider environment (supported starting from version 11.2).

Optional values are:

`TXPlayerGlobalSetting.DrmProvisionEnv#DRM_PROVISION_ENV_COM`, which represents the use of the Google COM domain name certificate provider;

`TXPlayerGlobalSetting.DrmProvisionEnv#DRM_PROVISION_ENV_CN`, which represents the use of the Google CN domain name certificate provider;

TXVodPreloadManager

Predownloading API class of the VOD player.

API	Description
getInstance	Gets a singleton object of <code>TXVodPreloadManager</code> .
startPreload	Starts predownloading. Before you call this API, make sure you have called <code>TXPlayerGlobalSetting#setCacheFolderPath</code> and <code>TXPlayerGlobalSetting#setMaxCacheSize</code> to set the cache directory and maximum cache size.
stopPreload	Stops predownloading.

ITXVodPreloadListener

Video pre-download callback interface.

API	Description
onComplete	Video pre-download is complete.
onError	Video pre-download encountered an error.

TXVodDownloadManager

Video download API class of the VOD player. Currently, only non-nested M3U8 videos can be downloaded.

SimpleAES-encrypted videos will be encrypted again with Tencent Cloud's private encryption algorithm to improve the security.

API	Description
getInstance	Gets a singleton object of <code>TXVodDownloadManager</code> .

setHeaders	Sets download HTTP headers.
setListener	Sets the download callback. This API must be called before the download.
startDownloadUrl	Starts downloading the video at the specified URL.
startDownload	Starts downloading the video of the specified <code>fileid</code> .
stopDownload	Stops the download. If <code>ITXVodDownloadListener.onDownloadStop</code> is called back, the download stops successfully.
deleteDownloadMediaInfo	Deletes the download information.
getDownloadMediaInfoList	Gets the download lists of all users.
getDownloadMediaInfo	Gets the download information.

ITXVodDownloadListener

VOD download callbacks.

API	Description
onDownloadStart	Download started.
onDownloadProgress	The download progress was updated.
onDownloadStop	Download stopped.
onDownloadFinish	Download ended.
onDownloadError	An error occurred during download.
hlsKeyVerify	When downloading HLS, if an encrypted file is encountered, the decryption key is passed to the external party for verification.

TXVodDownloadDataSource

Tencent Cloud download source (`fileid`) APIs. You need to pass in the source information when starting download.

API	Description
TXVodDownloadDataSource	Builds a function to pass in parameters such as <code>appid</code> , <code>fileid</code> ,

	<code>quality</code> , <code>psign</code> , and <code>username</code> .
<code>getAppId</code>	Gets the <code>appid</code> that is passed in.
<code>getFileId</code>	Gets the <code>fileid</code> that is passed in.
<code>getPSign</code>	Gets the <code>psign</code> that is passed in.
<code>getQuality</code>	Gets the <code>quality</code> that is passed in.
<code>getUserName</code>	Gets the <code>userName</code> that is passed in, which is <code>default</code> by default.

Video quality constants

Description :

TXVodQuality240P ~ TXVodQuality1080p constants were added in version 11.0.

code	Constant Definition	Description
0	<code>QUALITY_OD</code>	Original quality
1	<code>QUALITY_FLU</code>	Smooth quality
2	<code>QUALITY_SD</code>	Standard definition
3	<code>QUALITY_HD</code>	High definition
4	<code>QUALITY_FHD</code>	Full high definition
5	<code>QUALITY_2K</code>	2K
6	<code>QUALITY_4K</code>	4K
1000	<code>QUALITY_UNK</code>	Undefined quality
240	<code>TXVodQuality240P</code>	Smooth 240P
360	<code>TXVodQuality360P</code>	Smooth 360P
480	<code>TXVodQuality480P</code>	Standard definition 480P
540	<code>TXVodQuality540P</code>	Standard definition 540P
720	<code>TXVodQuality720P</code>	High definition 720P
1080	<code>TXVodQuality1080p</code>	Full high definition 1080P

TXVodDownloadMediaInfo

Tencent Cloud download information APIs, which can be used to get the download progress, playback URL, and more.

API	Description
getSource	Gets the source specified by the <code>fileid</code> passed in for download.
getDuration	Gets the total duration of the video.
getPlayableDuration	Gets the downloaded (playable) duration of the video.
getSize	Gets the total size of the file being downloaded. This API takes effect only for download by <code>fileid</code> .
getDownloadSize	Gets the size of the data already downloaded. This API takes effect only for download by <code>fileid</code> .
getProgress	Gets the current download progress.
getPlayPath	Gets the current playback path, which can be passed in to <code>TXVodPlayer</code> for playback.
getDownloadState	Gets the download status.
isDownloadFinished	Gets whether the download is completed.
getSpeed	Get download speed, in KBytes/second. (Supported starting from version 10.9)
<code>isResourceBroken</code>	Determine whether the downloaded video resource is damaged. If the downloaded file is deleted, etc., true will be returned. (Supported starting from version 11.0)

Static Properties

Code	Property Definition	Description
0	STATE_INIT	Initial state of download
1	STATE_START	Download started
2	STATE_STOP	Download stopped
3	STATE_ERROR	Download error

4	STATE_FINISH	Download completed
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TXPlayerAuthBuilder

Configuration for playing encrypted videos using fileid.

API	Description
setAppId	Application appid.
setFileId	File id.
setTimeout	Timeout for encrypted links.
setExper	Trial duration.
setUs	Unique identifier for the request.
setSign	Anti-leech signature.
setHttps	Whether to use HTTPS for the request.

TXBitrateItem

Video bitrate information.

API	Description
index	Sequence number in the m3u8 file.
width	Video width of this stream.
height	Video height of this stream.
bitrate	Video bitrate of this stream.
compareTo	Compare whether the bitrates of two streams are equal.

TXImageSprite

Sprite image parsing class.

API	Description
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TXImageSprite	Constructor.
setVTTUrlAndImageUrls	Set the sprite image address.
getThumbnail	Get the thumbnail.
release	Call this method when finished to avoid memory leaks.

TXPlayerDrmBuilder

DRM playback information.

API	Description
TXPlayerDrmBuilder	Construct the DRM playback information object.
setDeviceCertificateUrl	Set the certificate provider URL.
setKeyLicenseUrl	Set the decryption key URL.
setPlayUrl	Set the URL for playing media.

TXPlayInfoParams

Video playback parameter information using fileId.

API	Description
TXPlayInfoParams	Constructor.
getAppId	Get the application ID.
getFileId	Get the file ID.
getPSign	Get the Tencent Cloud video encryption signature.

Error Codes

Normal events

Code	Event Definition	Description

2004	PLAY_EVT_PLAY_BEGIN	Video playback started, and the loading icon animation (if any) ended.
2005	PLAY_EVT_PLAY_PROGRESS	The video playback progress (including the current playback progress, the loaded duration, and the total video duration).
2007	PLAY_EVT_PLAY_LOADING	The video is being loaded. The <code>LOADING_END</code> event will be reported if video playback resumes.
2014	PLAY_EVT_VOD_LOADING_END	Video loading ended, and video playback resumed.
2006	PLAY_EVT_PLAY_END	Video playback ended.
2013	PLAY_EVT_VOD_PLAY_PREPARED	The player is ready.
2003	PLAY_EVT_RCV_FIRST_I_FRAME	The first renderable video data packet (IDR) was received.
2009	PLAY_EVT_CHANGE_RESOLUTION	The video resolution changed.
2011	PLAY_EVT_CHANGE_ROTATION	The MP4 video was rotated.

Warnings

Code	Event Definition	Description
-2301	PLAY_ERR_NET_DISCONNECT	The network was disconnected and could not be reconnected after multiple retries. You can restart the player to perform more connection retries.
-2305	PLAY_ERR_HLS_KEY	Failed to get the HLS decryption key.
2101	PLAY_WARNING_VIDEO_DECODE_FAIL	Failed to decode the current video frame.
2102	PLAY_WARNING_AUDIO_DECODE_FAIL	Failed to decode the current audio frame.
2103	PLAY_WARNING_RECONNECT	The player was disconnected and is trying to reconnect. The <code>PLAY_ERR_NET_DISCONNECT</code> event will be thrown after three failed attempts.
2106	PLAY_WARNING_HW_ACCELERATION_FAIL	Failed to start the hardware decoder, and the software decoder was used instead.
-2304	PLAY_ERR_HEVC_DECODE_FAIL	H.265 decoding failed.

-2303	PLAY_ERR_FILE_NOT_FOUND	The file to be played back does not exist.
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Constants in the player SDK

The following constants have been available since version 10.0 via TXVodConstants :

Image tiling modes

code	Event definitions	Description
0	RENDER_MODE_FULL_FILL_SCREEN	Full screen display of video.
1	RENDER_MODE_ADJUST_RESOLUTION	Adaptive display of video on screen.

Image rendering angles

code	Event Definition	Description
0	RENDER_ROTATION_PORTRAIT	Normal portrait.
270	RENDER_ROTATION_LANDSCAPE	Rotated 90 degrees to the right.

List of playback events

code	Event Definition	Description
2003	VOD_PLAY_EVT_RCV_FIRST_I_FRAME	The network has received the first video data packet (IDR).
2004	VOD_PLAY_EVT_PLAY_BEGIN	Video playback has started.
2005	VOD_PLAY_EVT_PLAY_PROGRESS	Video playback progress.
2006	VOD_PLAY_EVT_PLAY_END	Video playback has ended.
2007	VOD_PLAY_EVT_PLAY_LOADING	Video playback is loading.
2008	VOD_PLAY_EVT_START_VIDEO_DECODER	The decoder has started.
2009	VOD_PLAY_EVT_CHANGE_RESOLUTION	Video resolution has changed.
2010	VOD_PLAY_EVT_GET_PLAYINFO_SUCC	Successfully obtained information about the VOD file.
2011	VOD_PLAY_EVT_CHANGE_ROTATION	Video rotation information.

2013	VOD_PLAY_EVT_VOD_PLAY_PREPARED	Video has finished loading.
2014	VOD_PLAY_EVT_VOD_LOADING_END	Loading has ended.
2026	VOD_PLAY_EVT_RCV_FIRST_AUDIO_FRAME	The first audio frame has been played.
2103	VOD_PLAY_WARNING_RECONNECT	Network disconnected, automatic reconnection has been started.
-2301	VOD_PLAY_ERR_NET_DISCONNECT	Network disconnected, and multiple reconnection attempts have failed.
-2303	VOD_PLAY_ERR_FILE_NOT_FOUND	File not found.
-2304	VOD_PLAY_ERR_HEVC_DECODE_FAIL	H.265 decoding failed.
-2305	VOD_PLAY_ERR_HLS_KEY	Failed to obtain the HLS decryption key.
-2306	VOD_PLAY_ERR_GET_PLAYINFO_FAIL	Failed to obtain information about the VOD file.
2106	VOD_PLAY_WARNING_HW_ACCELERATION_FAIL	Hardware acceleration failed and software decoding is being used.
-5	VOD_PLAY_ERR_INVALID_LICENSE	Invalid license, playback failed. Note: Before calling startVodPlay, you need to set the license using TXLiveBase#setLicence to play successfully. Otherwise, playback will fail (black screen). Set the license only once globally. Live streaming licenses, short video licenses, and video playback licenses can be used. If you have not obtained the above licenses, you can apply for a free trial license to play normally. The official license needs to be purchased.

Playback event parameters

Event Definition	Description
EVT_UTC_TIME	UTC time.
EVT_TIME	Time when the event occurred.
EVT_DESCRIPTION	Event description.

EVT_PARAM1	Event parameter 1.
EVT_PARAM2	Event parameter 2.
EVT_PLAY_COVER_URL	Video cover URL.
EVT_PLAY_URL	Video URL.
EVT_PLAY_NAME	Video name.
EVT_PLAY_DESCRIPTION	Video description.
EVT_PLAY_PROGRESS_MS	Playback progress (in milliseconds).
EVT_PLAY_DURATION_MS	Total playback time (in milliseconds).
EVT_PLAY_PROGRESS	Playback progress.
EVT_PLAY_DURATION	Total playback time.
EVT_PLAYABLE_DURATION_MS	Playable duration of VOD (in milliseconds).
EVT_PLAYABLE_RATE	Playback rate.
EVT_PLAYABLE_DURATION	Playable duration of VOD.
EVT_IMAGESPRIT_WEBVTTURL	URL for downloading the webVTT description file of the sprite image.
EVT_IMAGESPRIT_IMAGEURL_LIST	URL list for downloading the sprite image.
EVT_DRM_TYPE	Encryption type.
EVT_CODEC_TYPE	Video encoding type.
EVT_KEY_FRAME_CONTENT_LIST	Video keyframe description information.
EVT_KEY_FRAME_TIME_LIST	Keyframe time.

Playback network status notification parameters

Event Definition	Description
NET_STATUS_CPU_USAGE	CPU usage.
NET_STATUS_VIDEO_WIDTH	Video width.
NET_STATUS_VIDEO_HEIGHT	Video height.

NET_STATUS_VIDEO_FPS	Current video frame rate.
NET_STATUS_VIDEO_GOP	Current video GOP.
NET_STATUS_VIDEO_BITRATE	Video bitrate.
NET_STATUS_AUDIO_BITRATE	Audio bitrate.
NET_STATUS_NET_SPEED	Network speed.
NET_STATUS_AUDIO_CACHE	Number of audio frames.
NET_STATUS_VIDEO_CACHE	Number of video frames.
NET_STATUS_AUDIO_INFO	Audio information of the current stream.
NET_STATUS_NET_JITTER	Network jitter.
NET_STATUS_SERVER_IP	Server IP address connected to.
NET_STATUS_VIDEO_DPS	Current decoder output frame rate.
NET_STATUS_QUALITY_LEVEL	Network quality level.

Player media types

Code	Event Definition	Description
0	MEDIA_TYPE_AUTO	Auto type.
1	MEDIA_TYPE_HLS_VOD	Adaptive bitrate playback of HLS VOD media.
2	MEDIA_TYPE_HLS_LIVE	Adaptive bitrate playback of HLS live media.

Uncategorized variables

Code	Event Definition	Description
-1	INDEX_AUTO	Adaptive bitrate index identifier.

Flutter

Last updated : 2024-04-26 11:09:31

SuperPlayerPlugin Class

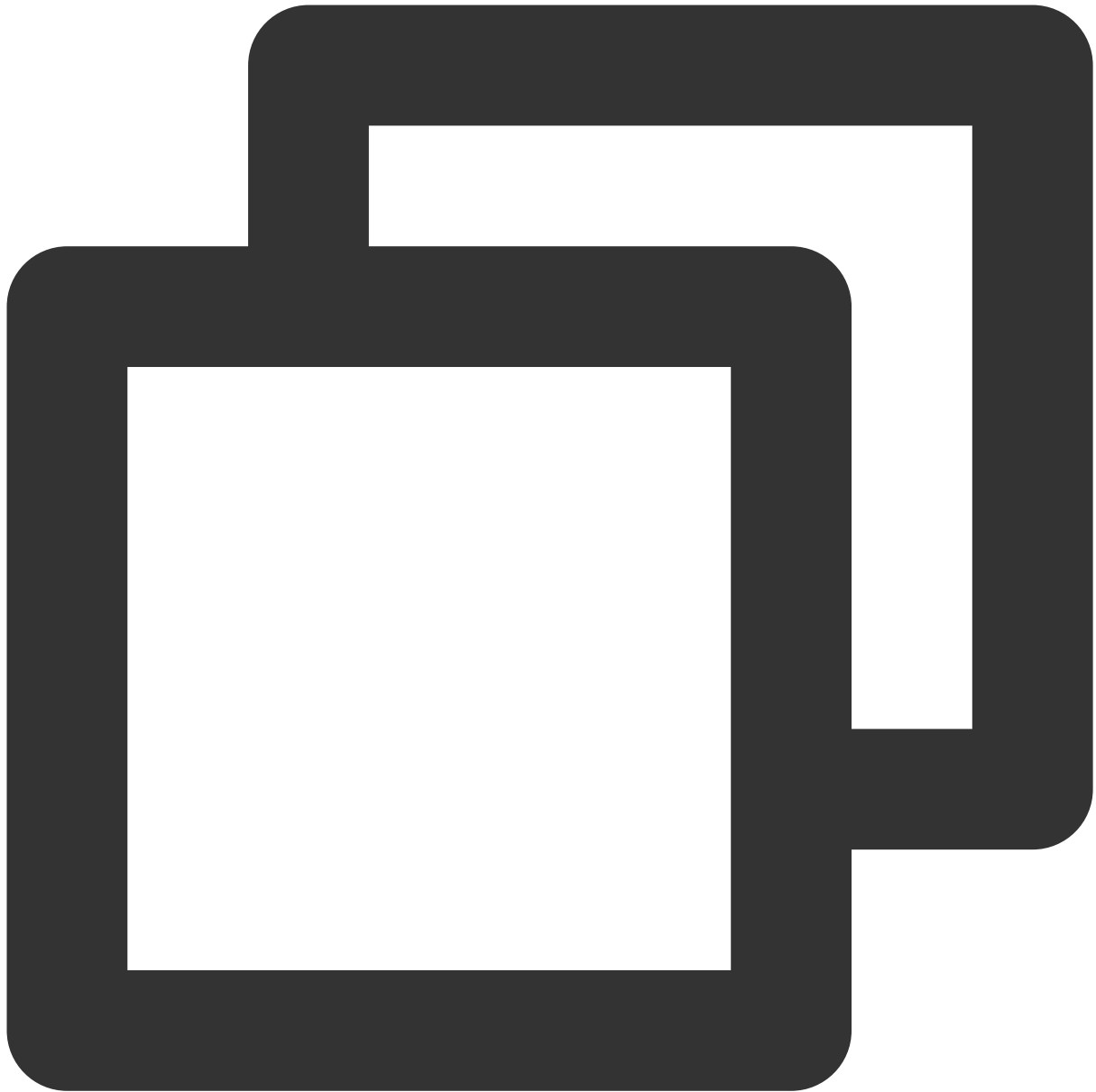
setGlobalLicense

Description

This API is used to set the license.

After you apply for and get a license, you can use the following API to initialize it. We recommend you call this API during application start. Video playback will fail if the license is not set.

API



```
static Future<void> setGlobalLicense(String licenceUrl, String licenceKey) async;
```

Parameter description

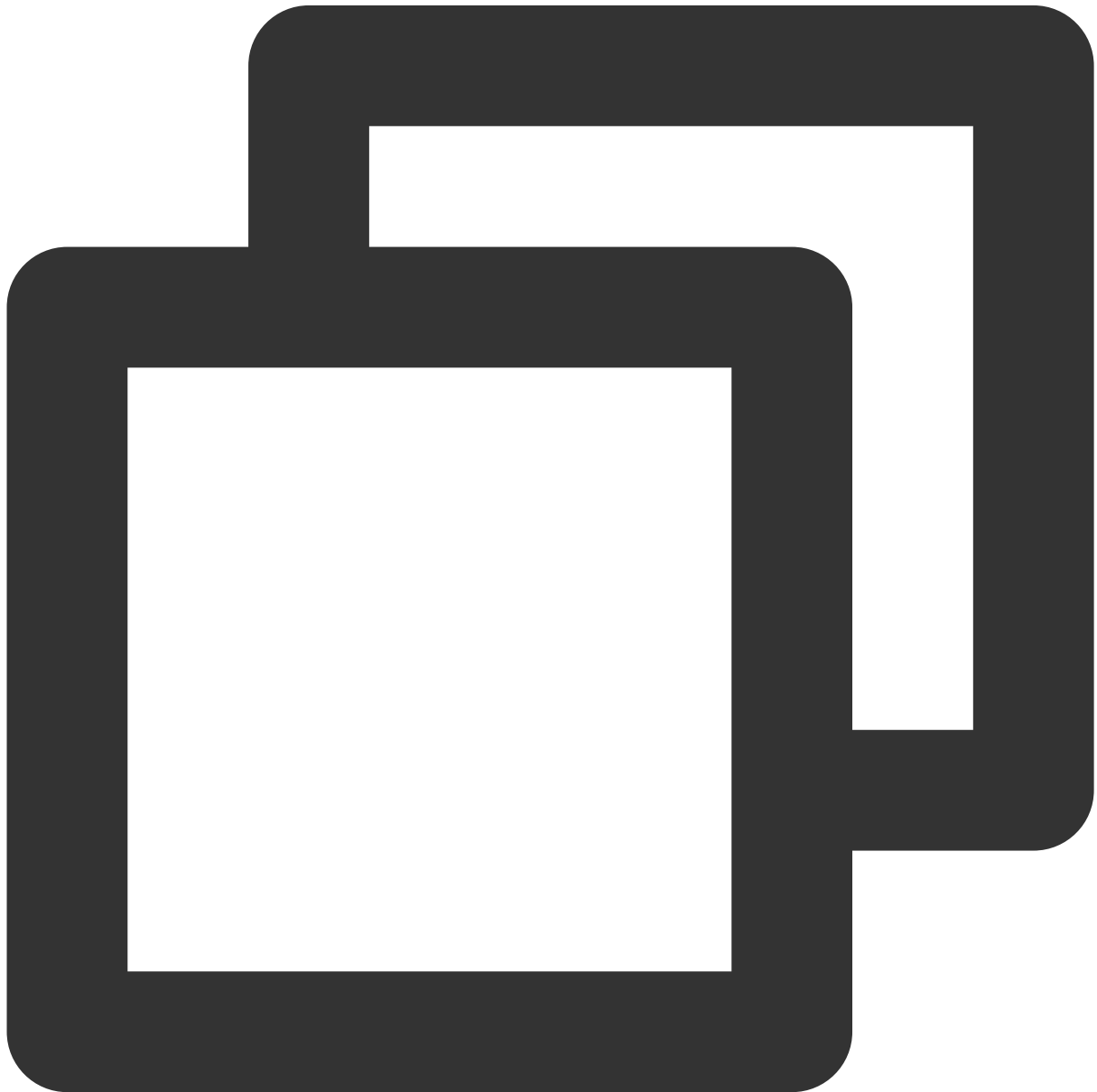
Parameter	Type	Description
licenceUrl	String	The license URL
licenceKey	String	The license key

Return values

Unlimited

createVodPlayer**Description**

This API is used to create a VOD player instance at the native layer. If you use `TXVodPlayerController` , as it already integrates an instance, you don't need to create another.

API

```
static Future<int?> createVodPlayer() async;
```

Parameter description

Unlimited

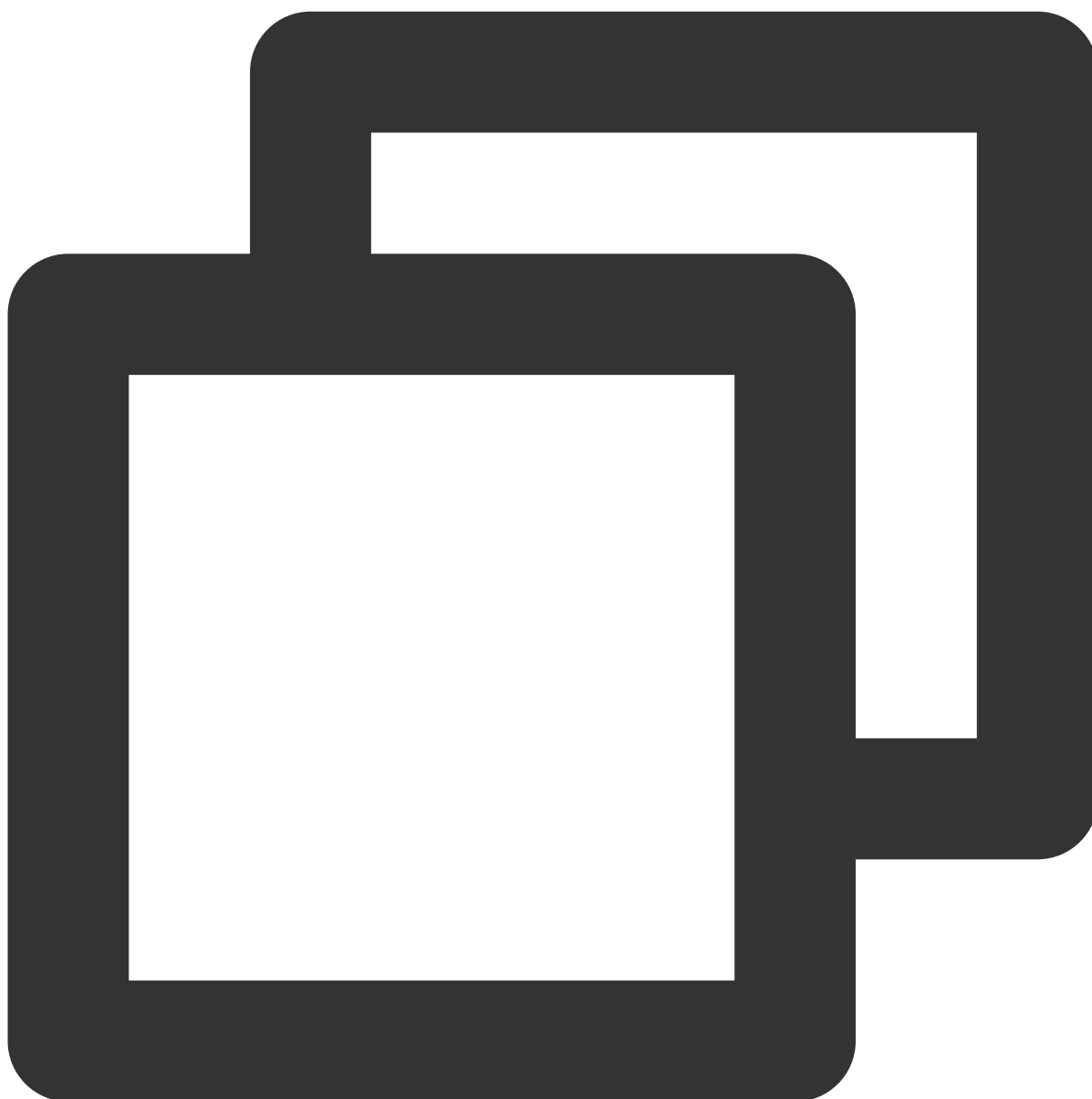
Return values

Returned Value	Type	Description
playerId	int	The player ID

createLivePlayer**Description**

This API is used to create a live player instance at the native layer. If you use `TXVodPlayerController` , as it already integrates an instance, you don't need to create another.

API



```
static Future<int?> createLivePlayer() async;
```

Parameter description

Unlimited

Return values

Returned Value	Type	Description
playerId	int	The player ID

setConsoleEnabled

Description

This API is used to enable/disable player native log output.

API



```
static Future<int?> setConsoleEnabled() async;
```

Parameter description

Parameter	Type	Description

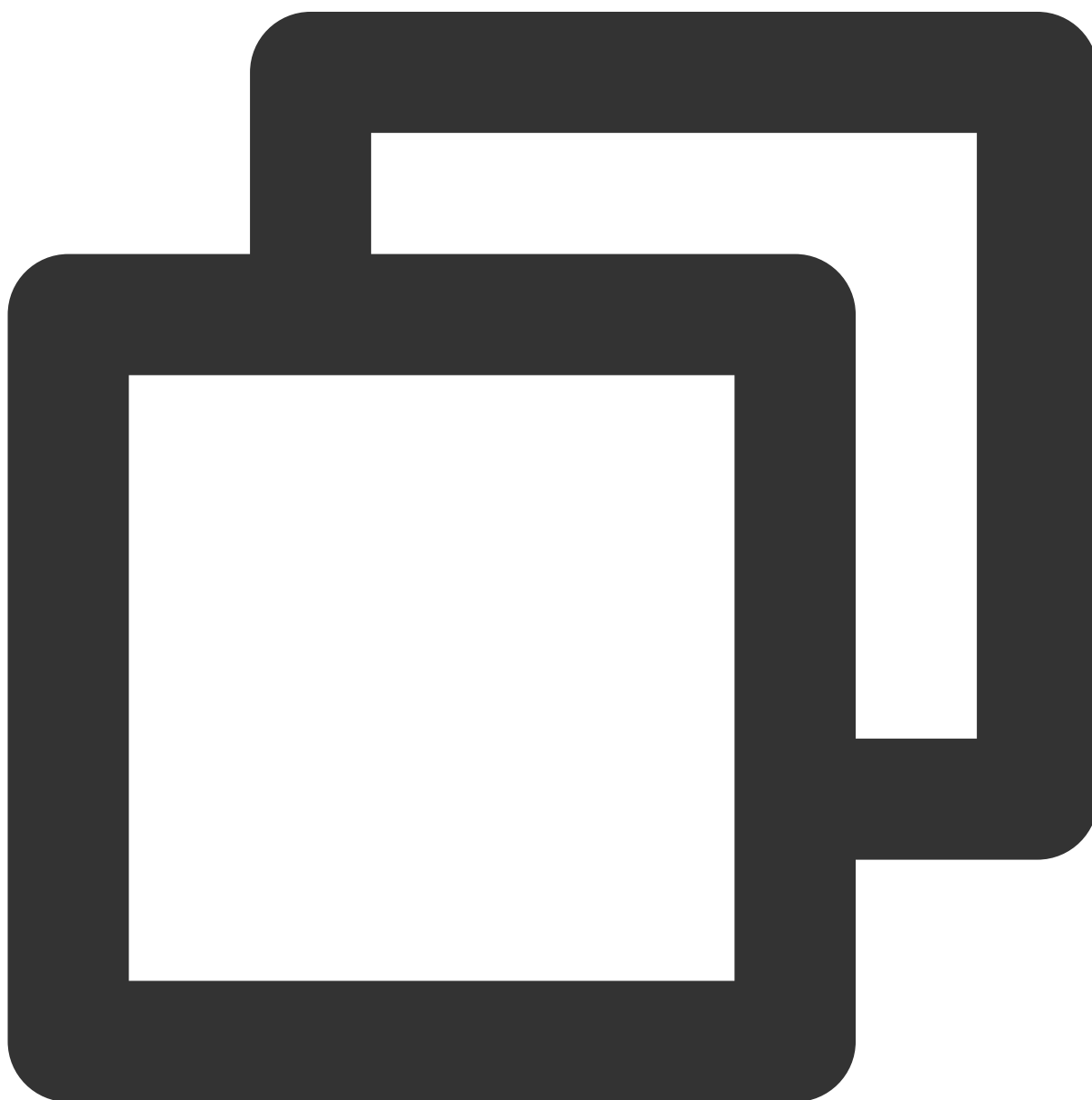
enabled	bool	Enables/Disables player log
---------	------	-----------------------------

Return values

Unlimited

releasePlayer**Description**

This API is used to release the player resources.

API

```
static Future<int?> releasePlayer(int? playerId) async;
```

Parameter description

Unlimited

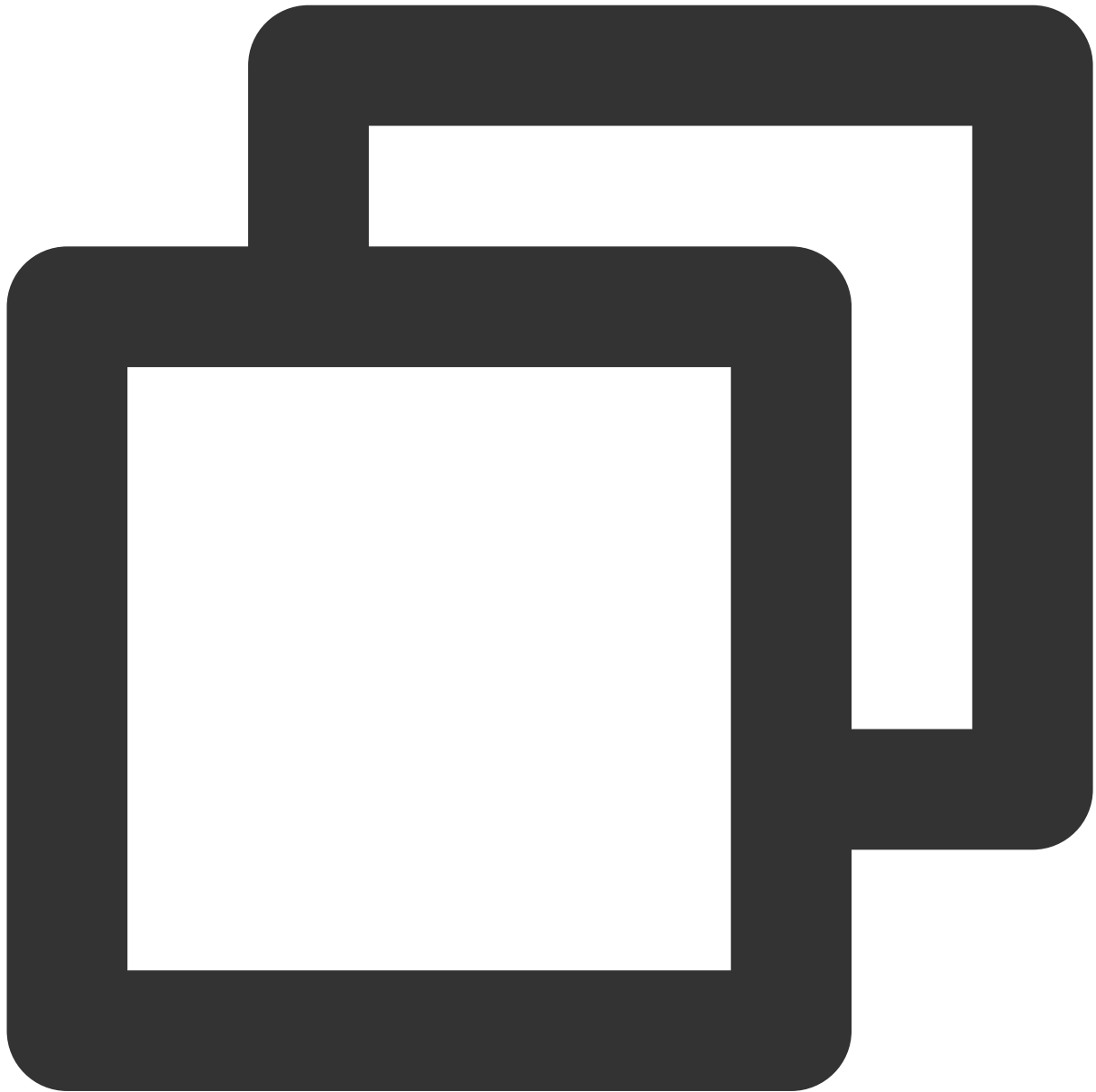
Return values

Unlimited

setGlobalMaxCacheSize**Description**

This API is used to set the maximum cache size of the player engine. After setting, the backend will clear files in the cache directory automatically according to the set value.

API



```
static Future<void> setGlobalMaxCacheSize(int size) async;
```

Parameter description

Parameter	Type	Description
size	int	The maximum cache size in MB

Return values

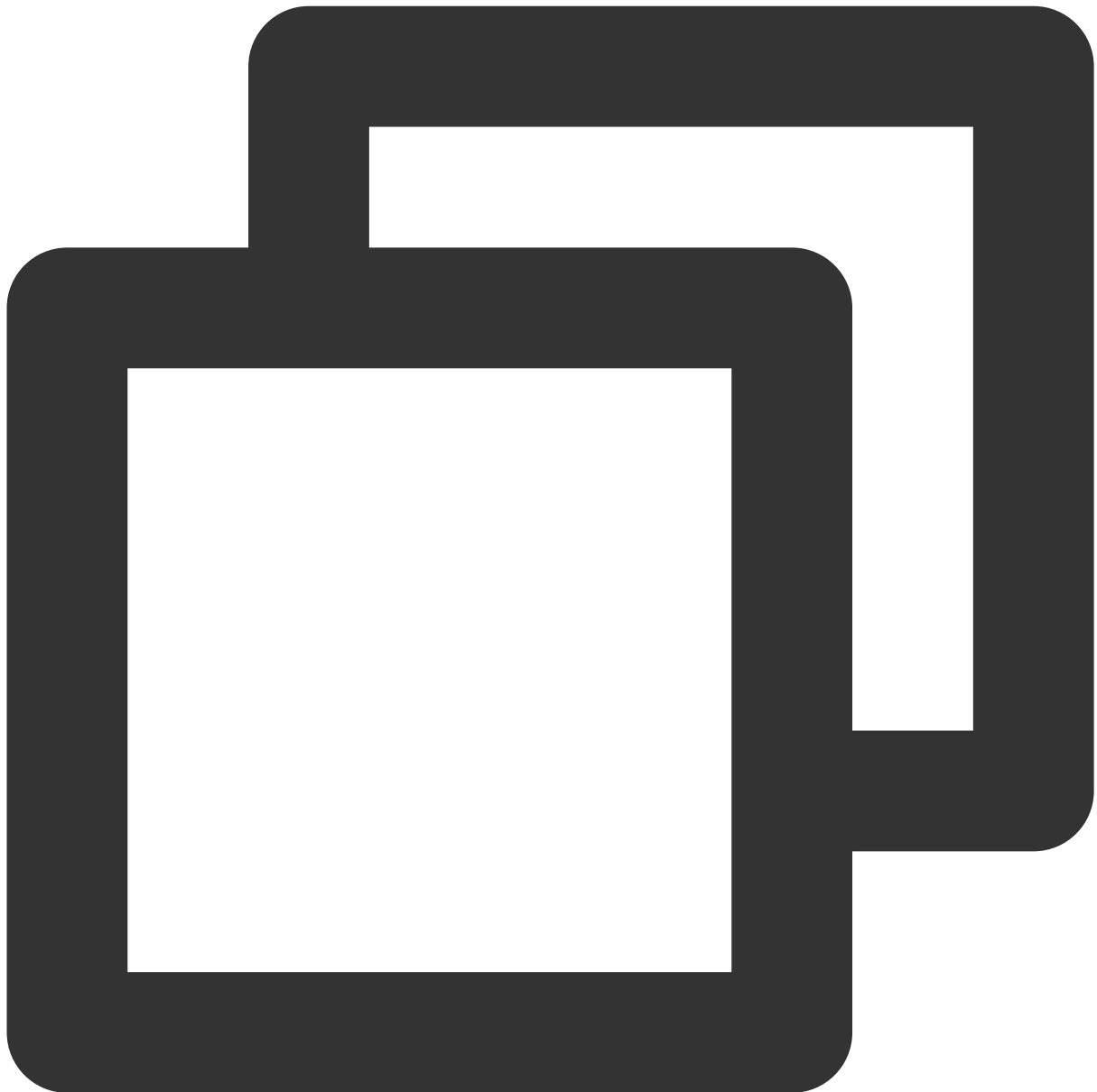
Unlimited

setGlobalCacheFolderPath

Description

This API is used to set the cache path, which is set to the application's sandbox directory by default. You only need to pass in the relative cache directory instead of the entire absolute path to the parameter.

API



```
static Future<bool> setGlobalCacheFolderPath(String postfixPath) async;
```

Parameter description

Parameter	Type	Description
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postfixPath	String	The cache path, which is set to the application's sandbox directory by default. You only need to pass in the relative cache directory instead of the entire absolute path to <code>postfixPath</code> . On Android, videos will be cached to the <code>Android/data/your-pkg-name/files/testCache</code> directory on the SD card. On iOS, videos will be cached to the <code>Documents/testCache</code> directory in the sandbox.
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Return values

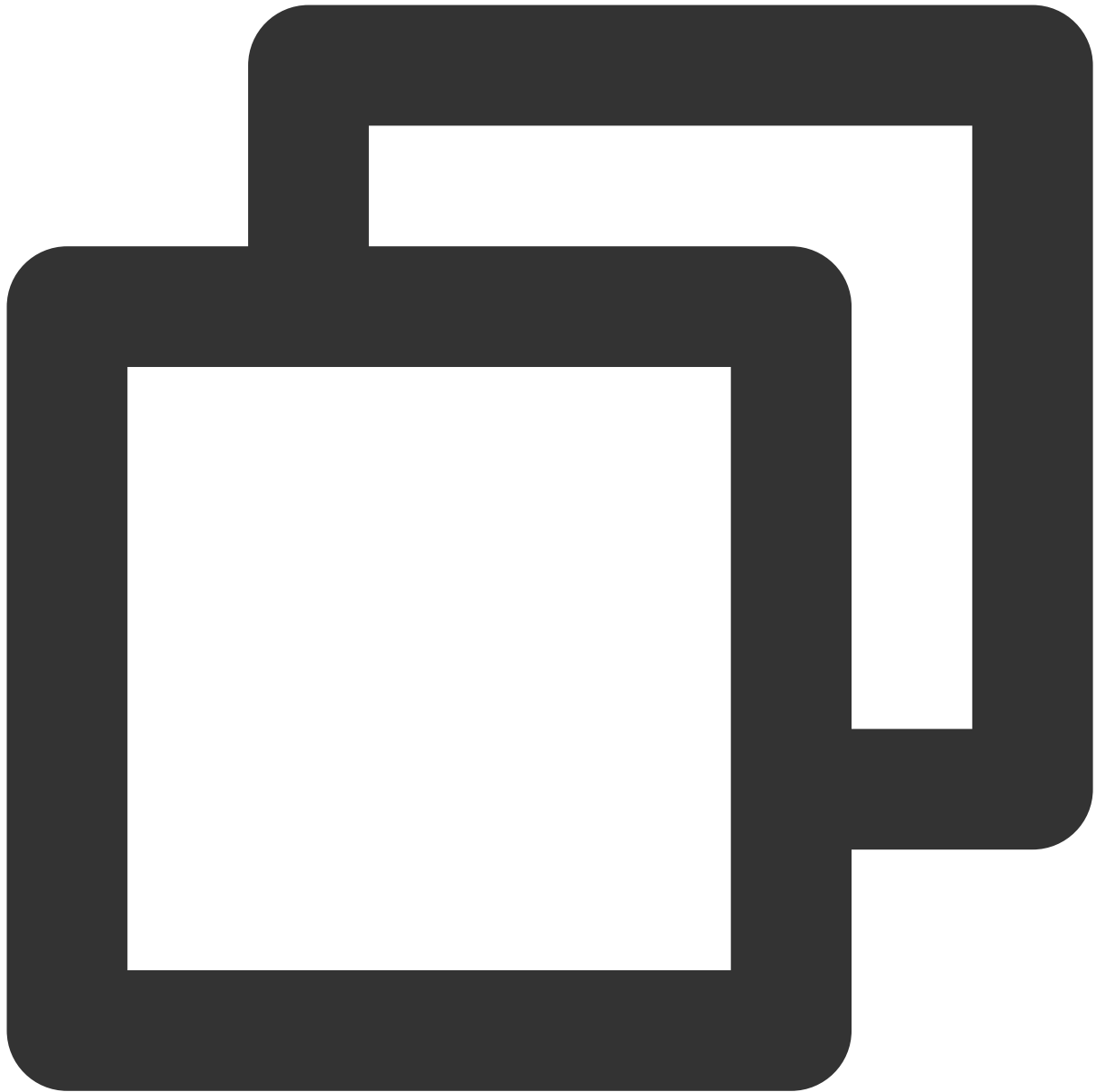
Unlimited

setLogLevel

Description

This API is used to set the log output level.

API



```
static Future<void> setLogLevel(int logLevel) async;
```

Parameter description

Parameter	Type	Description
logLevel	int	<ul style="list-style-type: none">0 : Logs at all levels;1 : DEBUG, INFO, WARNING, ERROR, and FATAL logs;2 : INFO, WARNING, ERROR, and FATAL logs;3 : WARNING, ERROR, and FATAL logs;4 : ERROR and FATAL logs;

		5 : Only FATAL logs; 6 : No SDK logs.
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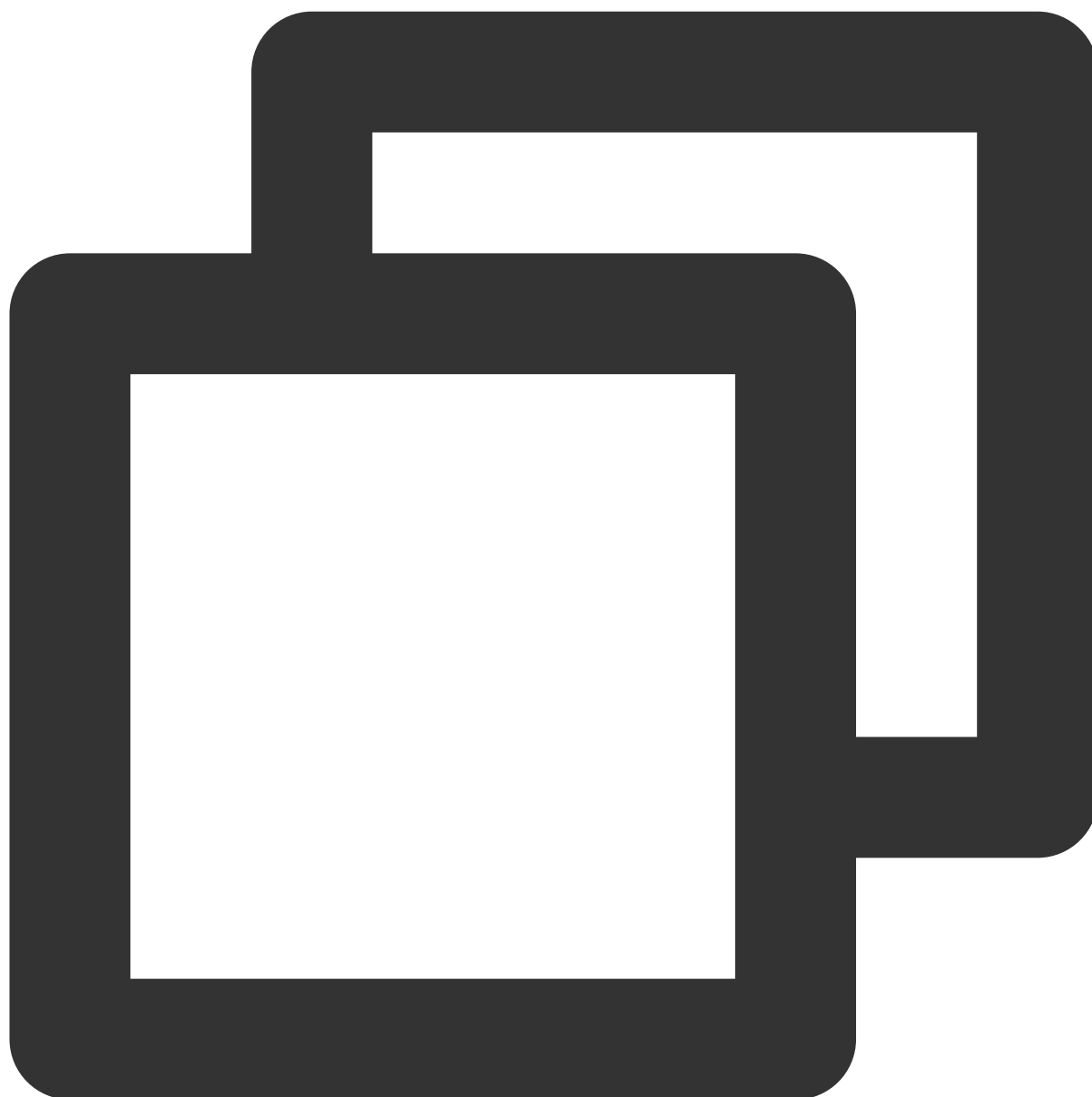
Return values

Unlimited

setBrightness**Description**

This API is used to set the brightness. It is applicable only to the current application.

API



```
static Future<void> setBrightness(double brightness) async;
```

Parameter description

Parameter	Type	Description
brightness	double	The brightness level. Value range: 0.0–1.0

Return values

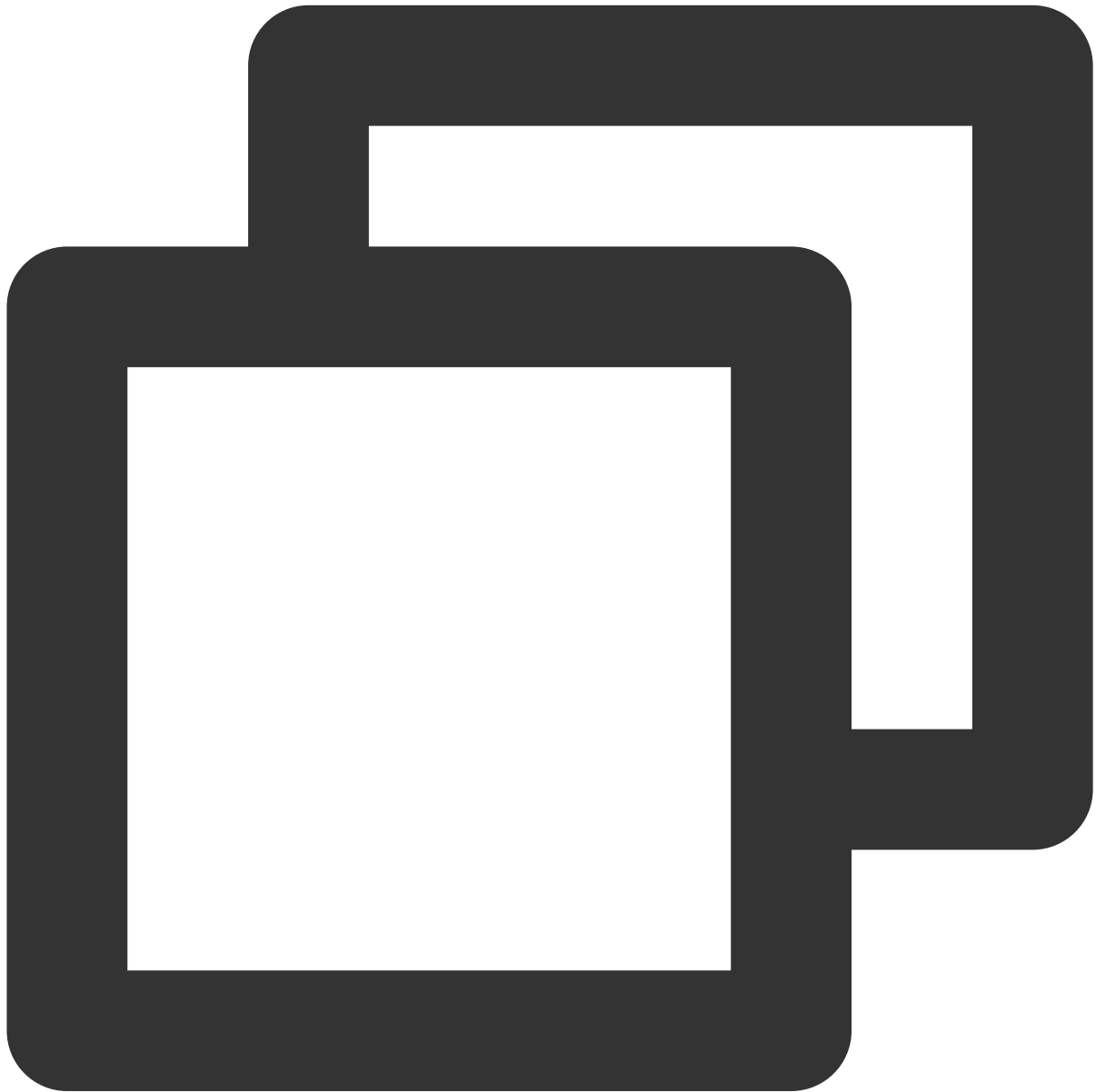
Unlimited

restorePageBrightness

Description

This API is used to reset the UI brightness. It is applicable only to the current application.

API



```
static Future<void> restorePageBrightness() async;
```

Parameter description

Unlimited

Return values

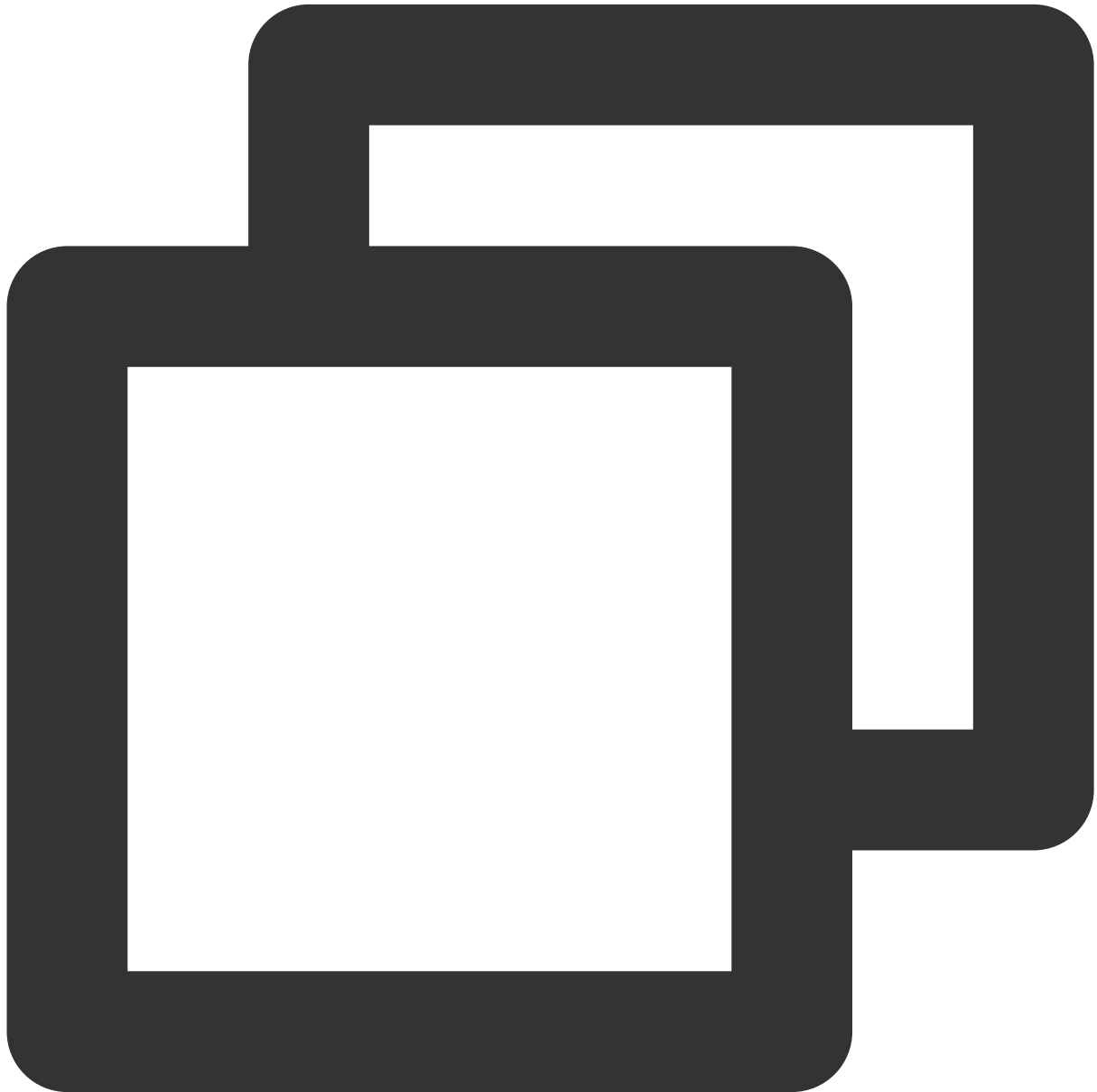
Unlimited

getBrightness

Description

This API is used to get the brightness level of the current UI.

API



```
static Future<double> getBrightness() async;
```

Parameter description

Unlimited

Return values

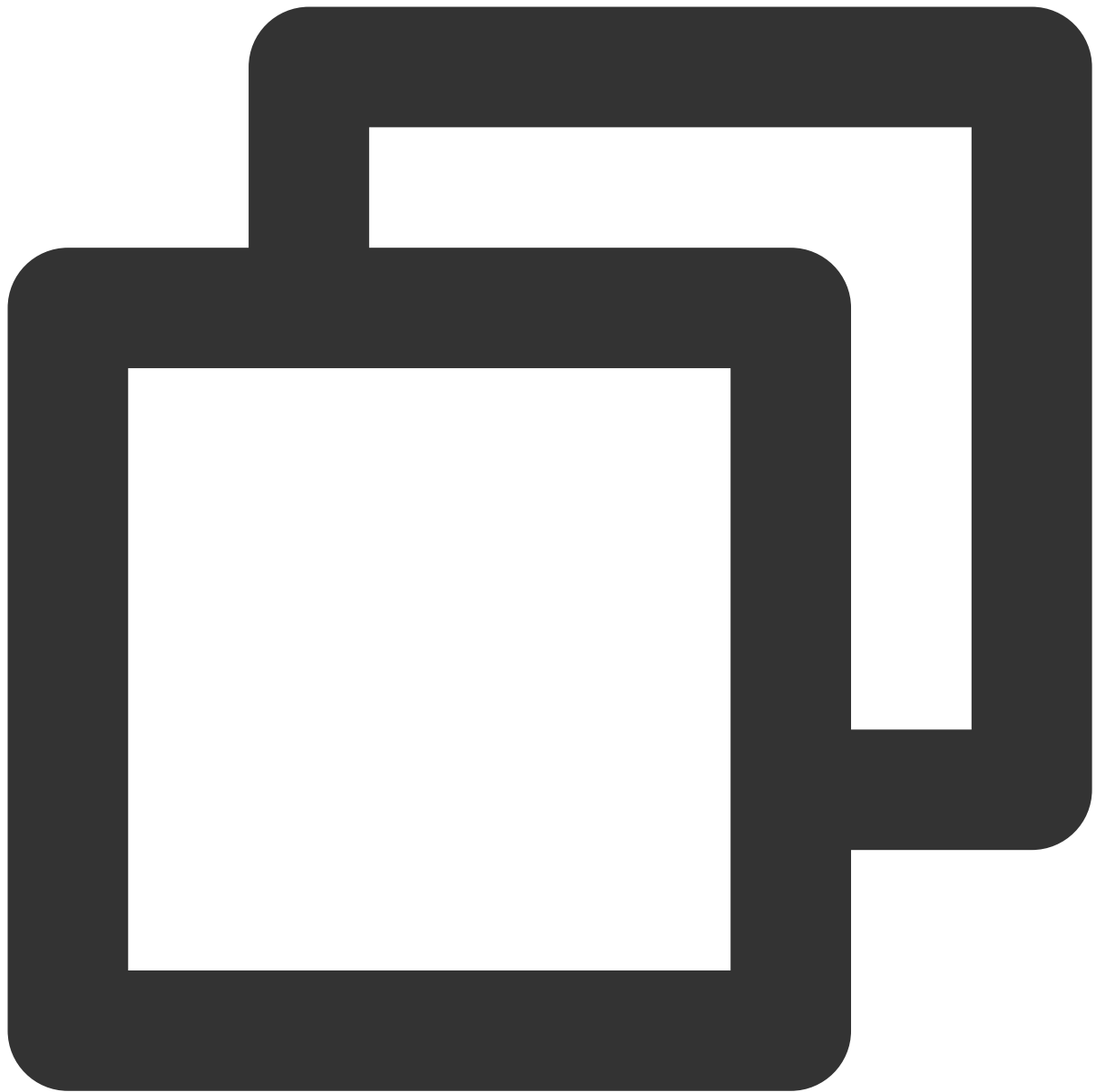
Parameter	Type	Description
brightness	double	The brightness level. Value range: 0.0–1.0

setSystemVolume

Description

This API is used to set the volume level of the current system.

API



```
static Future<void> setSystemVolume(double volume) async;
```

Parameter description

Parameter	Type	Description
volume	double	The volume level. Value range: 0.0–1.0

Return values

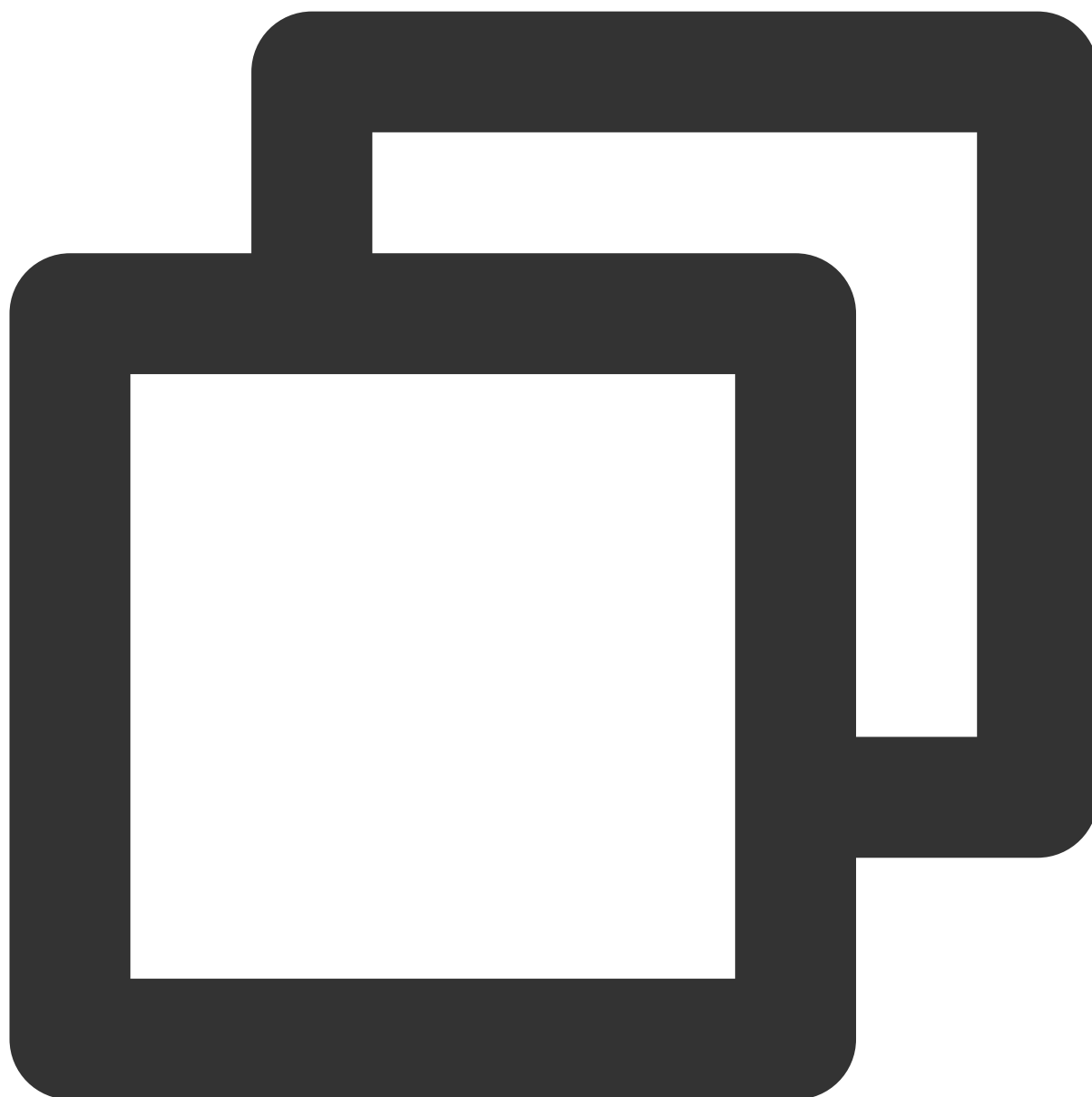
Unlimited

getSystemVolume

Description

This API is used to set the volume level of the current system.

API



```
static Future<double> getSystemVolume() async;
```

Parameter description

Unlimited

Returned value description

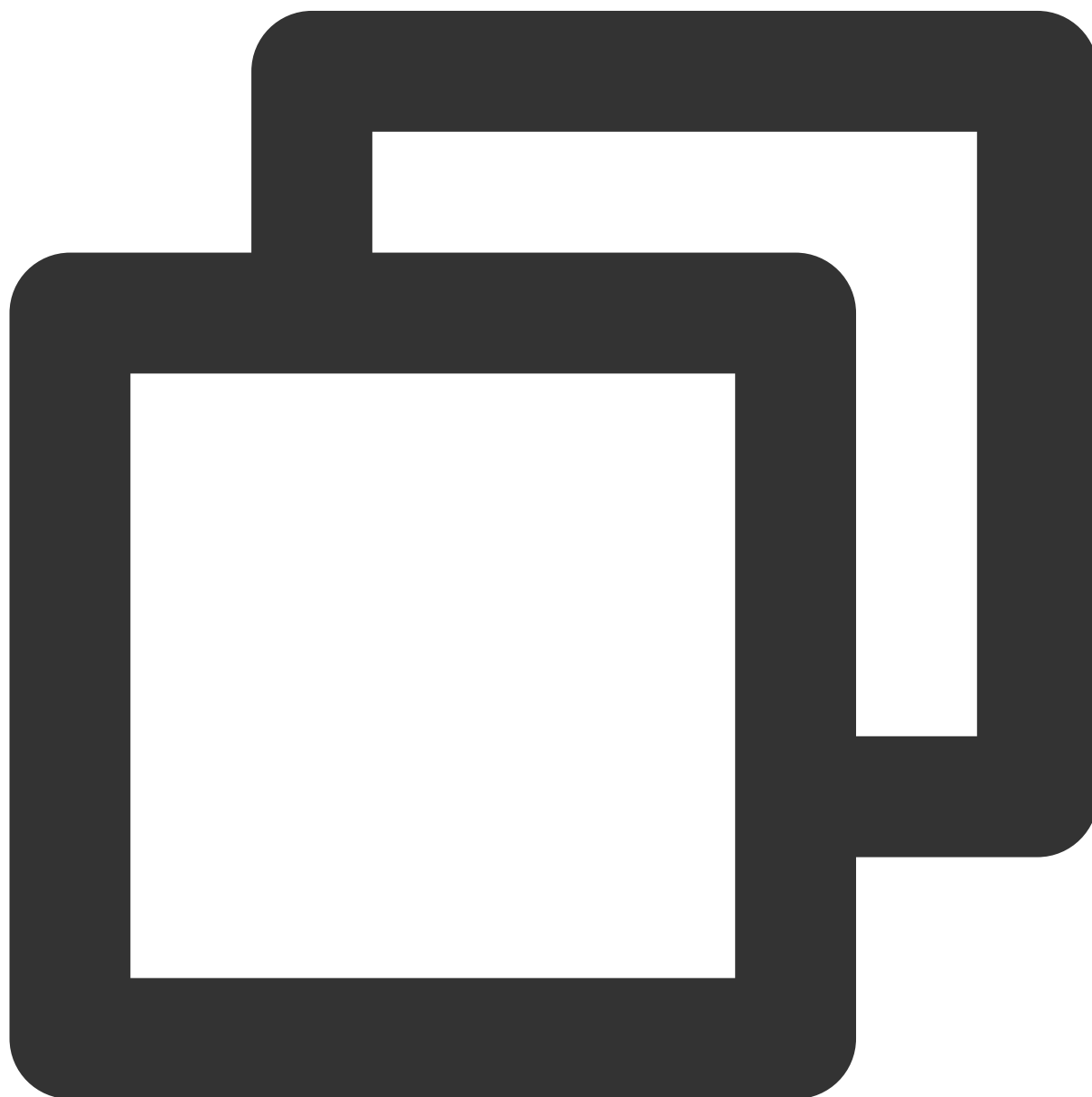
Parameter	Type	Description
volume	double	The volume level. Value range: 0.0–1.0

abandonAudioFocus

Description

This API is used to release the audio focus. It is applicable only to Android.

API



```
static Future<double> abandonAudioFocus() async;
```

Parameter description

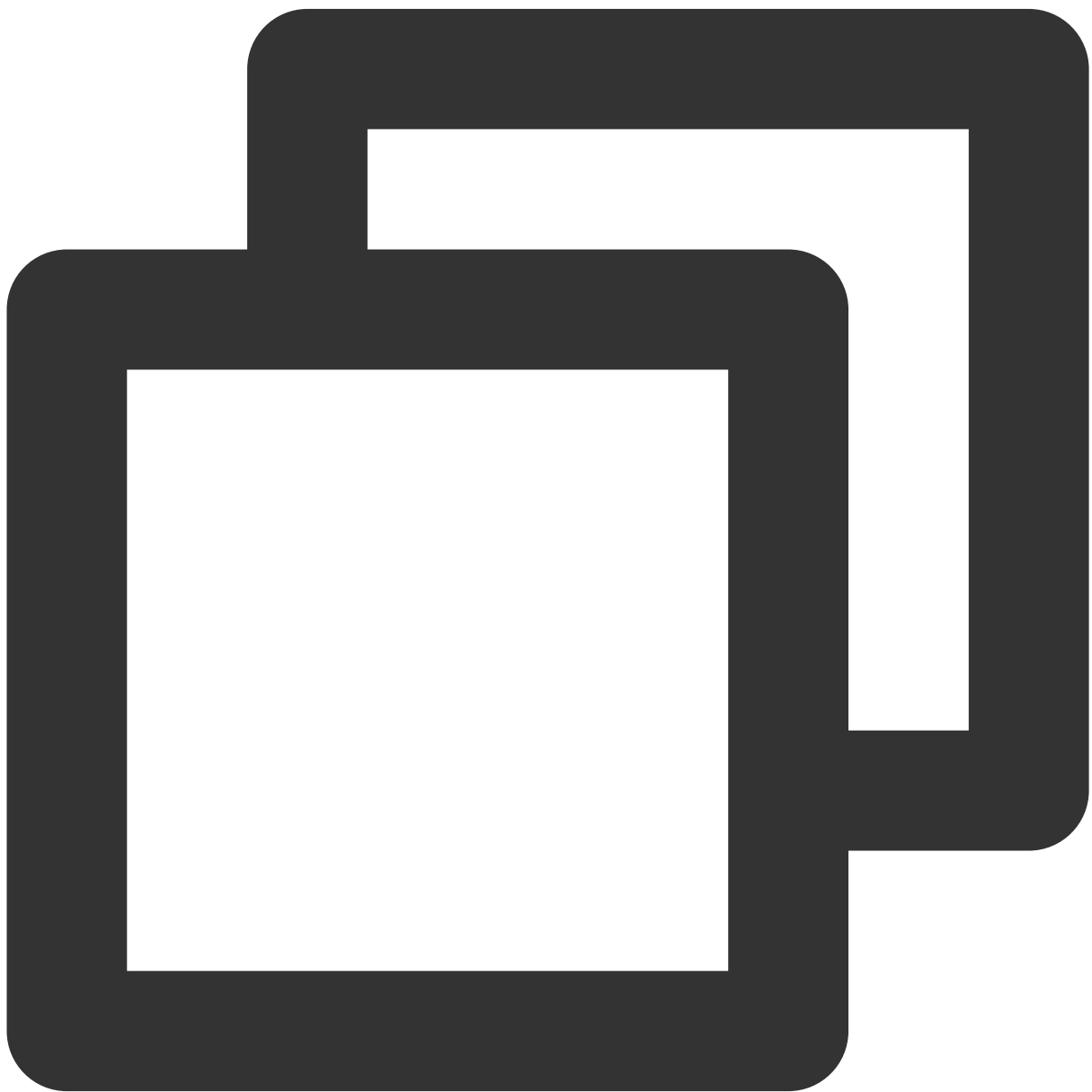
Unlimited

Return values

Unlimited

requestAudioFocus**Description**

This API is used to request the audio focus. It is applicable only to Android.

API

```
static Future<void> requestAudioFocus() async ;
```

Parameter description

Unlimited

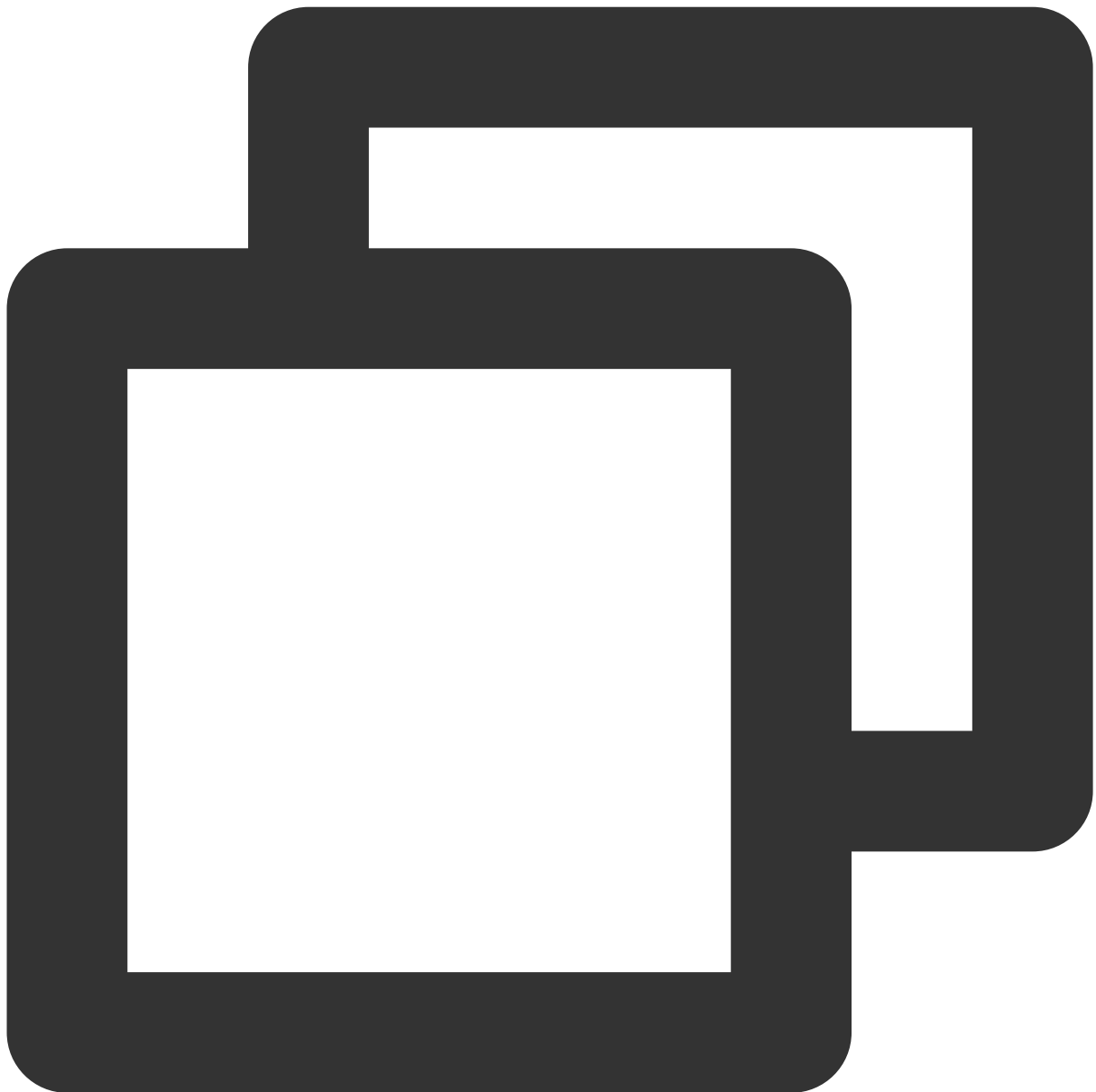
Return values

Unlimited

isDeviceSupportPip**Description**

This API is used to check whether the current device supports the picture-in-picture (PiP) mode.

API



```
static Future<int> isDeviceSupportPip() async;
```

Parameter description

Unlimited

Returned value description

Parameter	Type	Description
isDeviceSupportPip	int	<code>0</code> : The PiP mode can be enabled; <code>-101</code> : The Android version is too early;

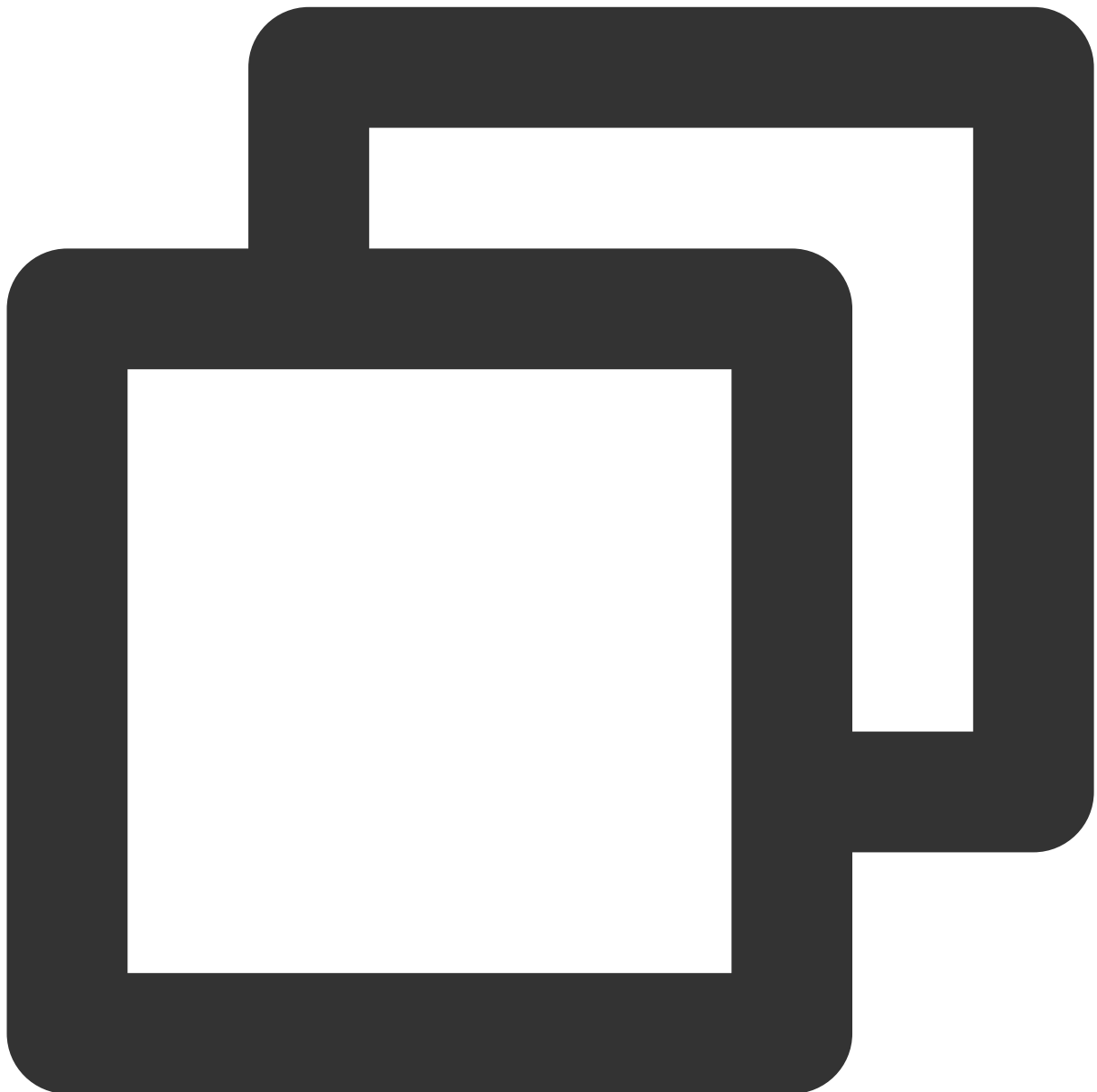
		-102 : The PiP permission is disabled or the device doesn't support PiP; -103 : The current UI has been terminated.
--	--	--

getLiteAVSDKVersion

Description

This API is used to get the version number of the current native-layer player SDK.

API



```
static Future<String?> getLiteAVSDKVersion() async;
```


Parameter description

Unlimited

Returned value description

Parameter	Type	Description
sdkVersion	String	The version of the current player SDK.

startVideoOrientationService**Description**

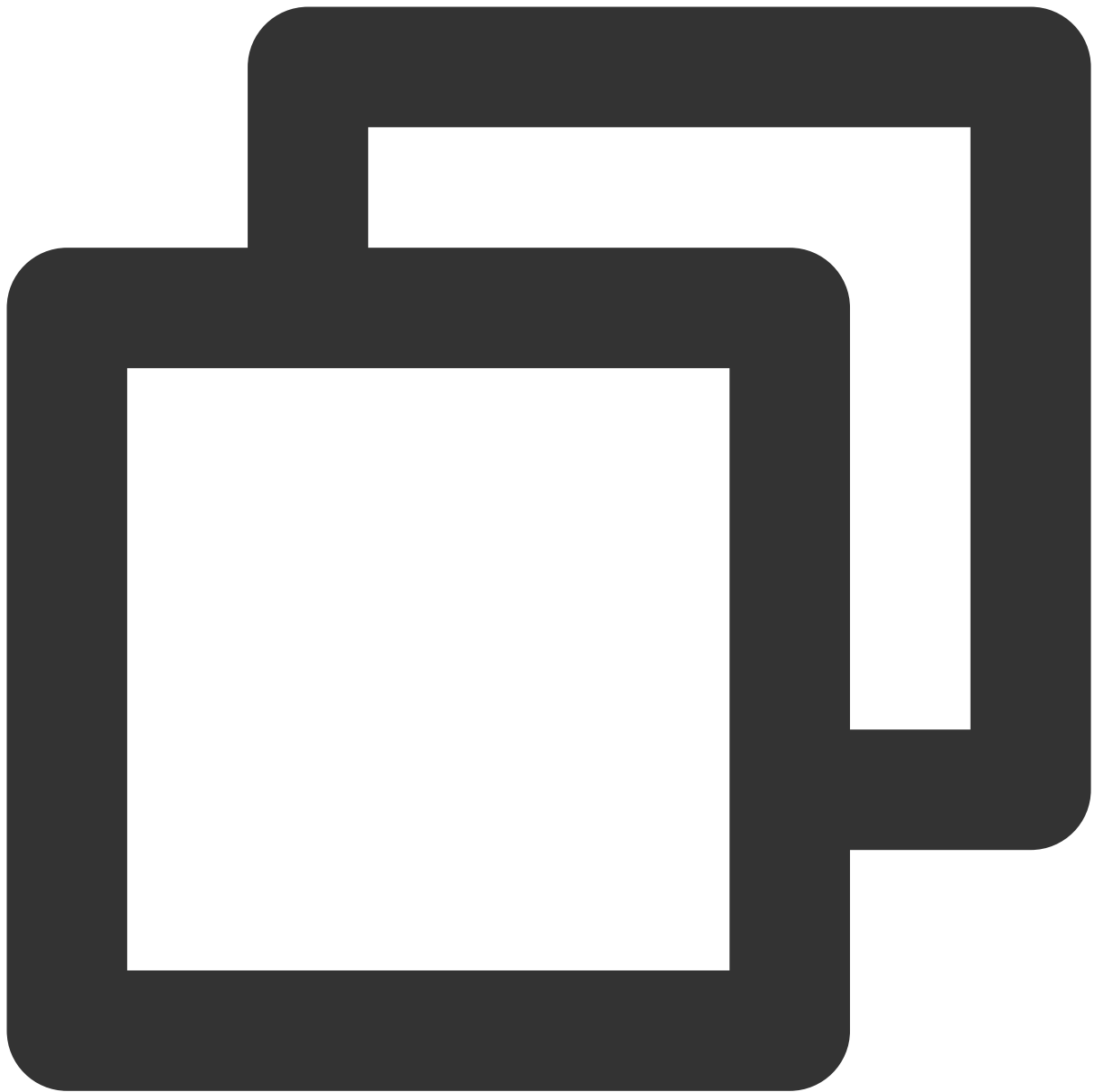
Start monitoring the device's rotation direction. Once enabled, if the device's auto-rotate feature is turned on, the player will automatically rotate the video direction based on the current device orientation.

This interface currently only applies to the Android platform. The iOS platform will automatically enable this feature.

Note

Before calling this interface, please be sure to inform the user of the privacy risks.

API



```
static Future<bool> startVideoOrientationService() async
```

Parameter description

Unlimited

Returned value description

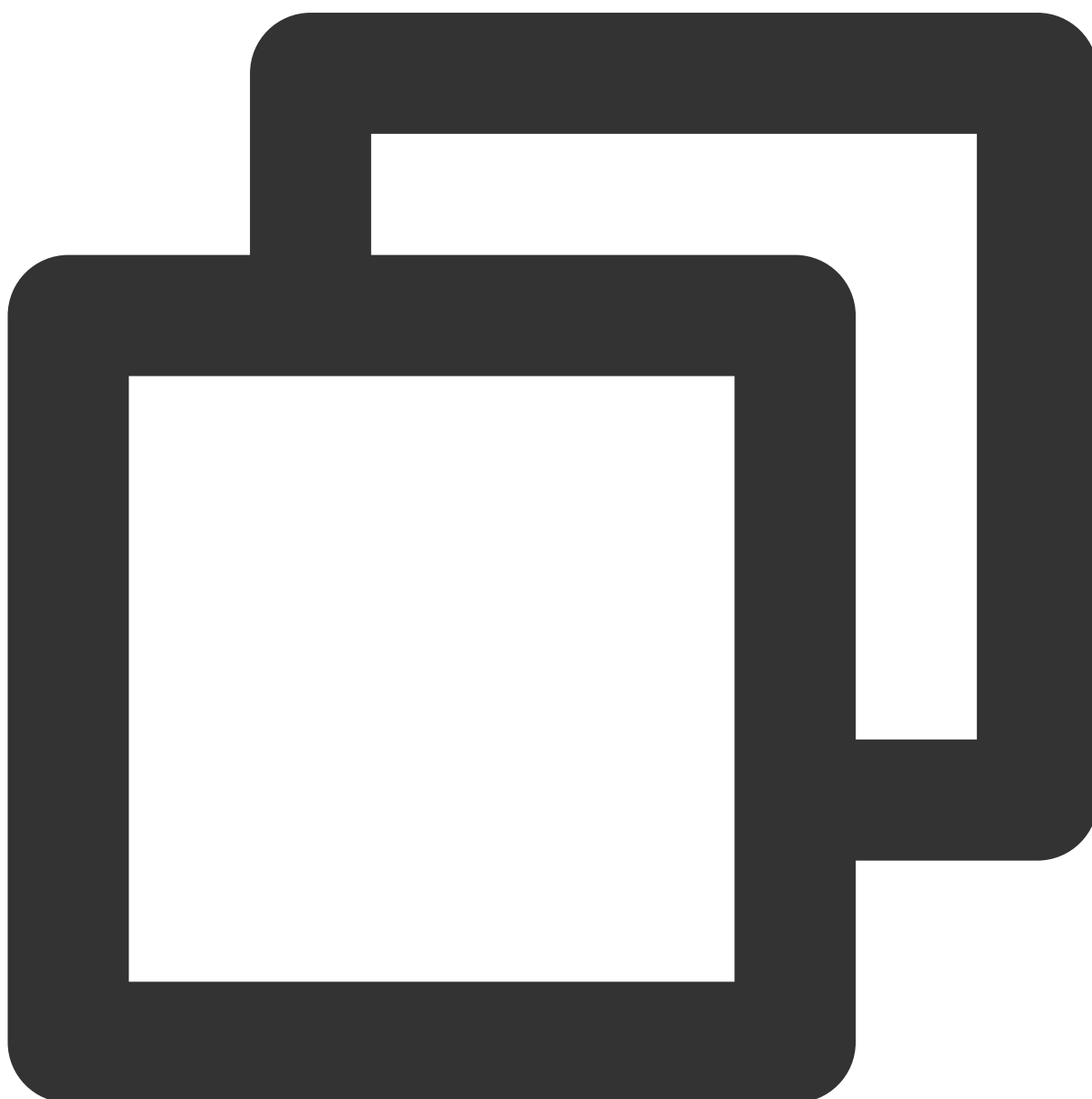
Parameter	Type	Description
result	bool	true means the feature was successfully enabled, while false means it failed to enable. Possible reasons for failure include premature activation before the context is initialized or failure to obtain the sensor.

registerSysBrightness

Description

Enable or disable the monitoring of system brightness. If enabled, when the system brightness changes, it will change the current window brightness and callback the brightness to the Flutter layer. This interface needs to be used in conjunction with `setBrightness` and `onExtraEventBroadcast`.

API



```
static Future<void>registerSysBrightness(bool isRegister) async
```

Parameter description

Parameter	Type	Description
isRegister	bool	true : Turn on listening. false : Turns off monitoring.

Returned value description

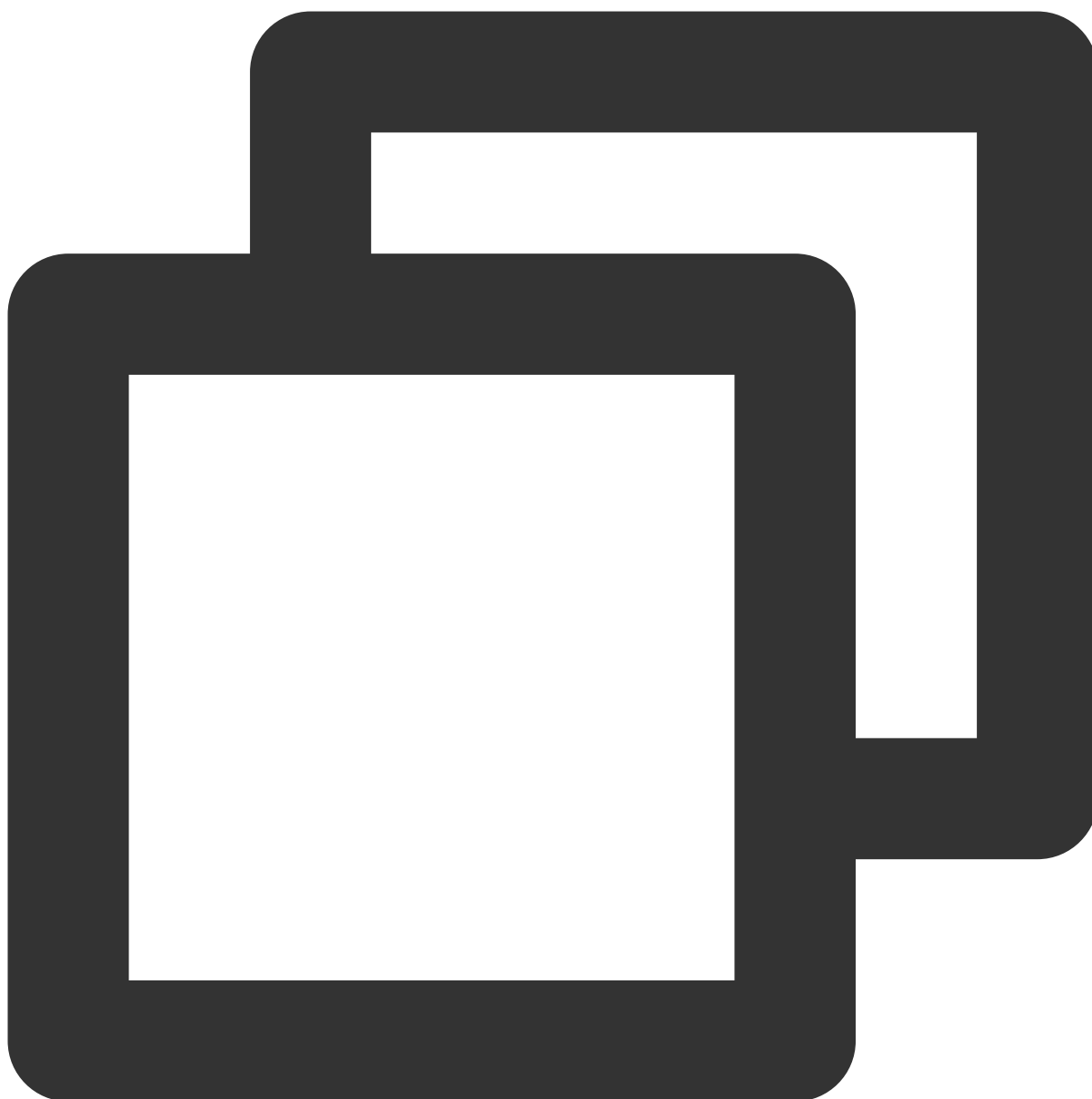
Unlimited

TXVodPlayerController Class

initialize**Description**

This API is used to initialize the controller and request assignment of shared textures.

API



```
Future<void> initialize({bool? onlyAudio}) async;
```

Parameter description

Parameter	Type	Description
onlyAudio	bool	Whether the player is an audio-only player. This parameter is optional.

Returned value description

Unlimited

startVodPlay

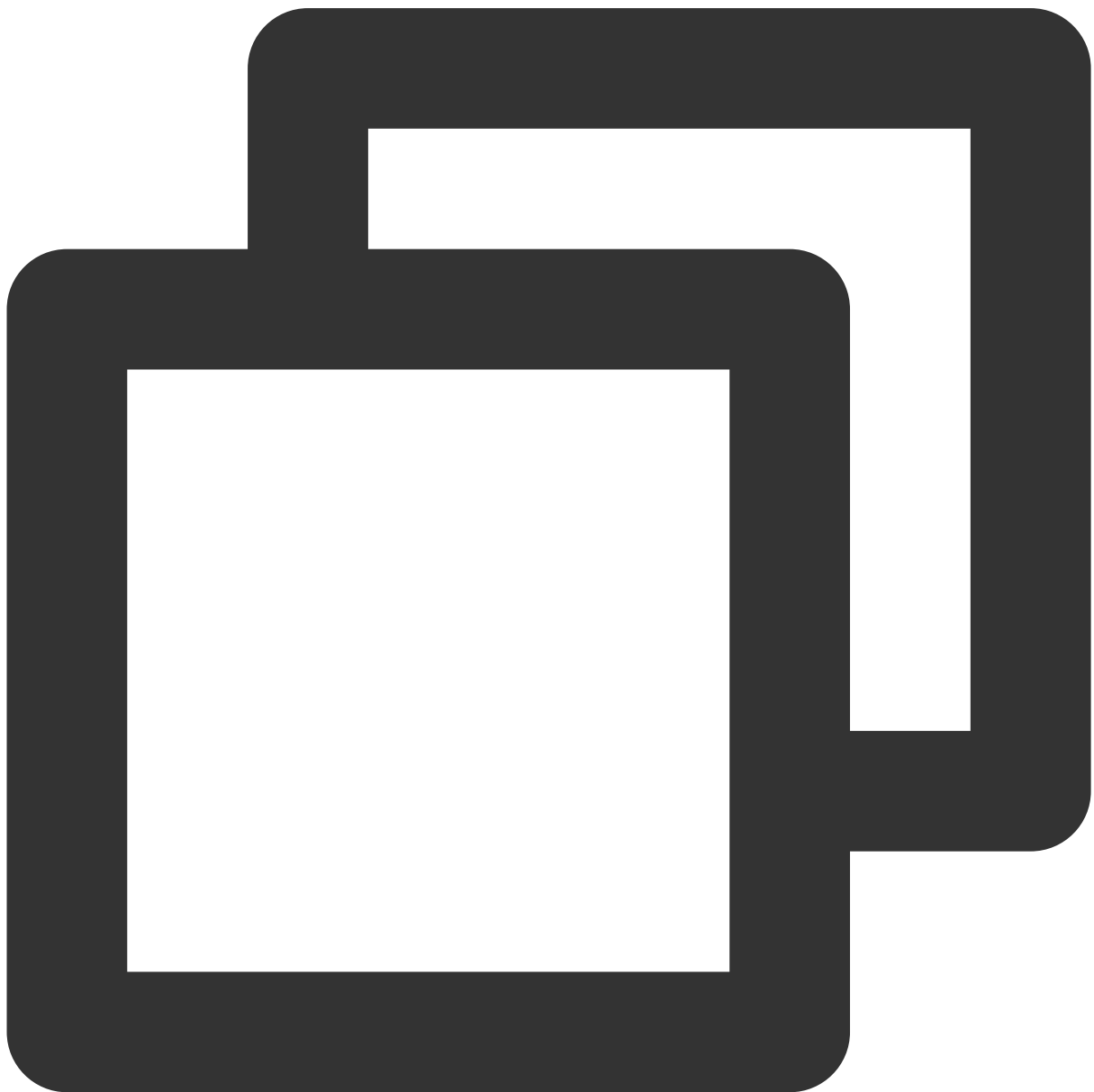
Note

Starting from v10.7, `startPlay` is replaced by `startVodPlay`, and playback will succeed only after you use `{@link SuperPlayerPlugin#setGlobalLicense}` to set the license; otherwise, playback will fail (black screen occurs). The license needs to be set only once globally. You can use the license for CSS, UGSV, or video playback. If you have no such licenses, you can [quickly apply for a trial license](#) or [purchase an official license](#).

Description

This API is used to play back a video via URL.

API



```
Future<bool> startVodPlay(String url) async;
```

Parameter description

Parameter	Type	Description
url	String	The URL of the video to be played back.

Returned value description

Parameter	Type	Description
result	bool	Whether creation succeeded.

startVodPlayWithParams

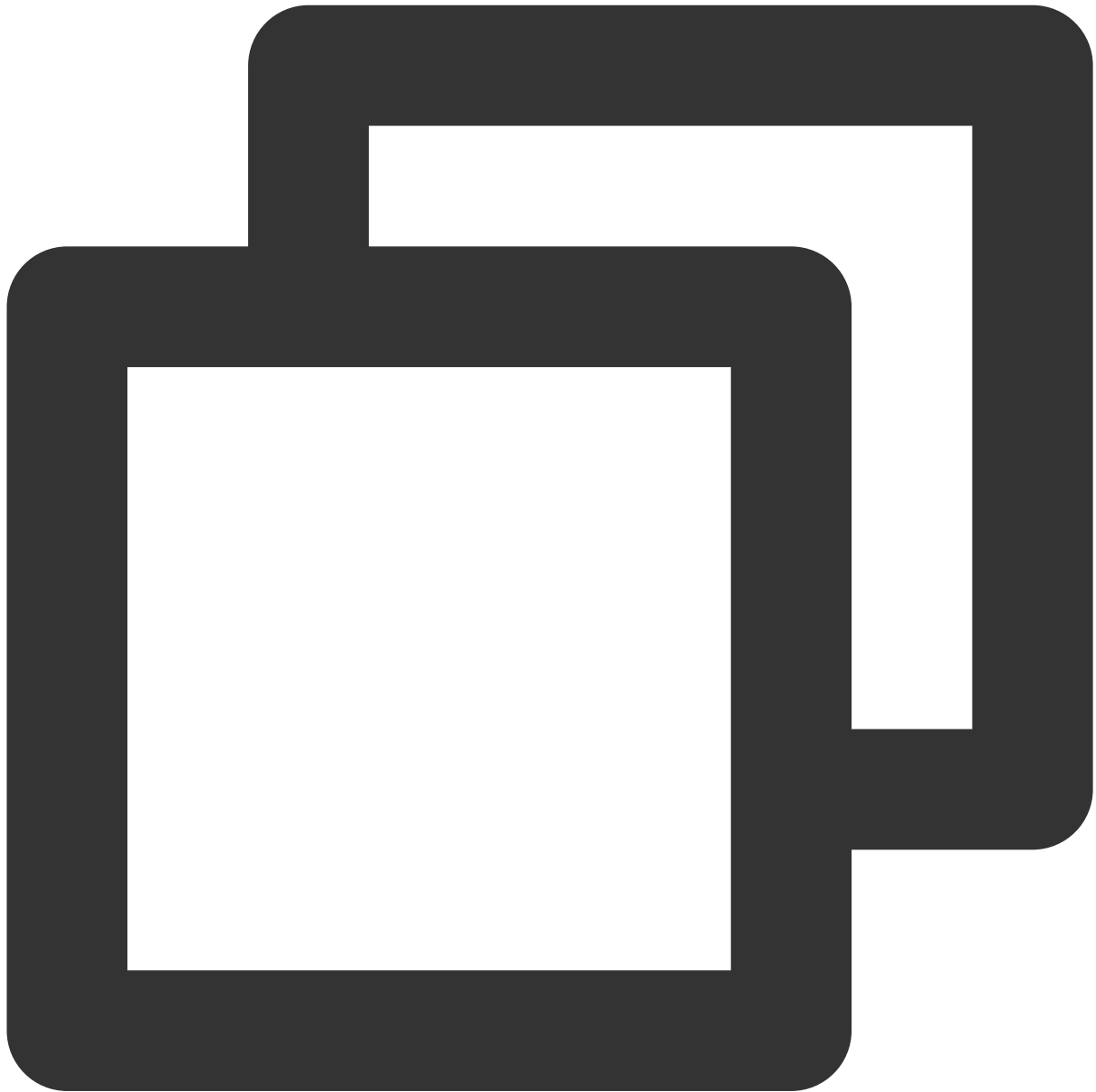
Note

Starting from v10.7, `startPlay` is replaced by `startVodPlay`, and playback will succeed only after you use `{@link SuperPlayerPlugin#setGlobalLicense}` to set the license; otherwise, playback will fail (black screen occurs). The license needs to be set only once globally. You can use the license for CSS, UGSV, or video playback. If you have no such licenses, you can [quickly apply for a trial license](#) or [purchase an official license](#).

Description

This API is used to play back a video via `fileId`.

API



```
Future<void> startVodPlayWithParams (TXPlayInfoParams params) async;
```

Parameter description

Parameter	Type	Description
appld	int	The application's <code>appId</code> , which is required.
fileId	String	The file ID, which is required.
sign	String	The hotlink protection signature. For more information, see Overview .

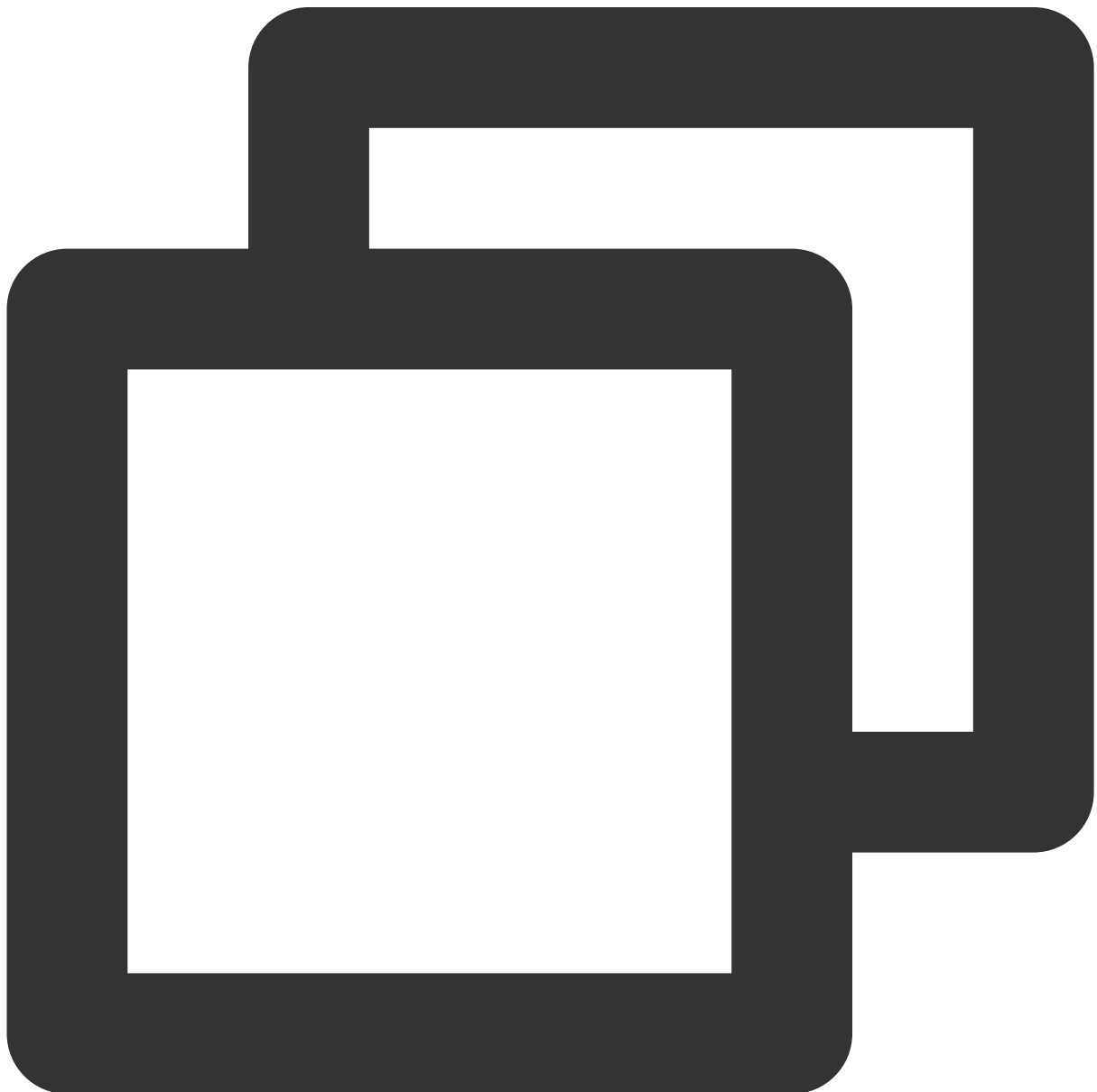
url	String	Video url, either this field or fileId can be filled.
-----	--------	---

Returned value description

Unlimited

pause**Description**

This API is used to pause a video during playback.

API

```
Future<void> pause() async;
```

Parameter description

Unlimited

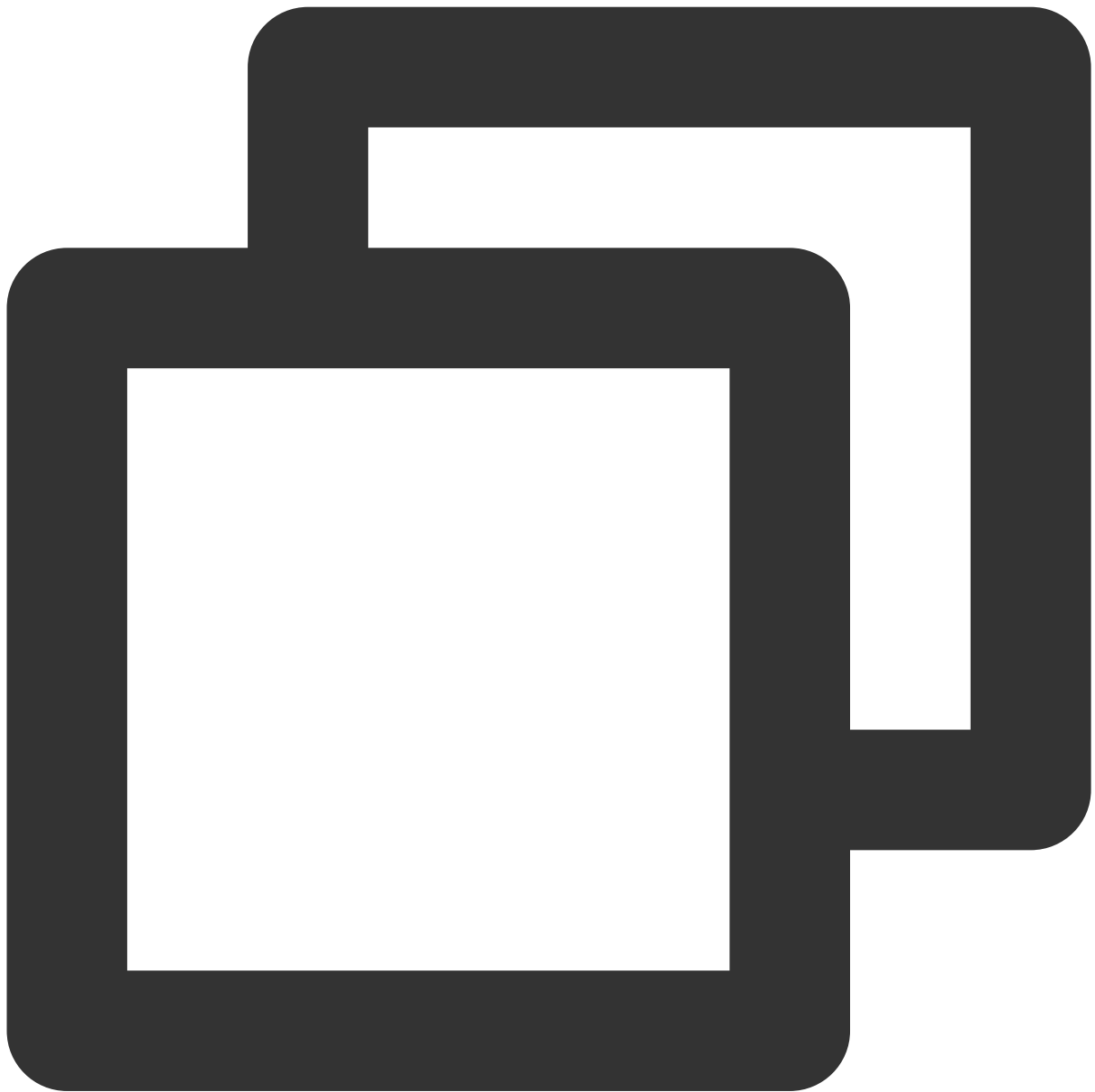
Returned value description

Unlimited

resume**Description**

This API is used to resume the playback of a paused video.

API



```
Future<void> resume() async;
```

Parameter description

Unlimited

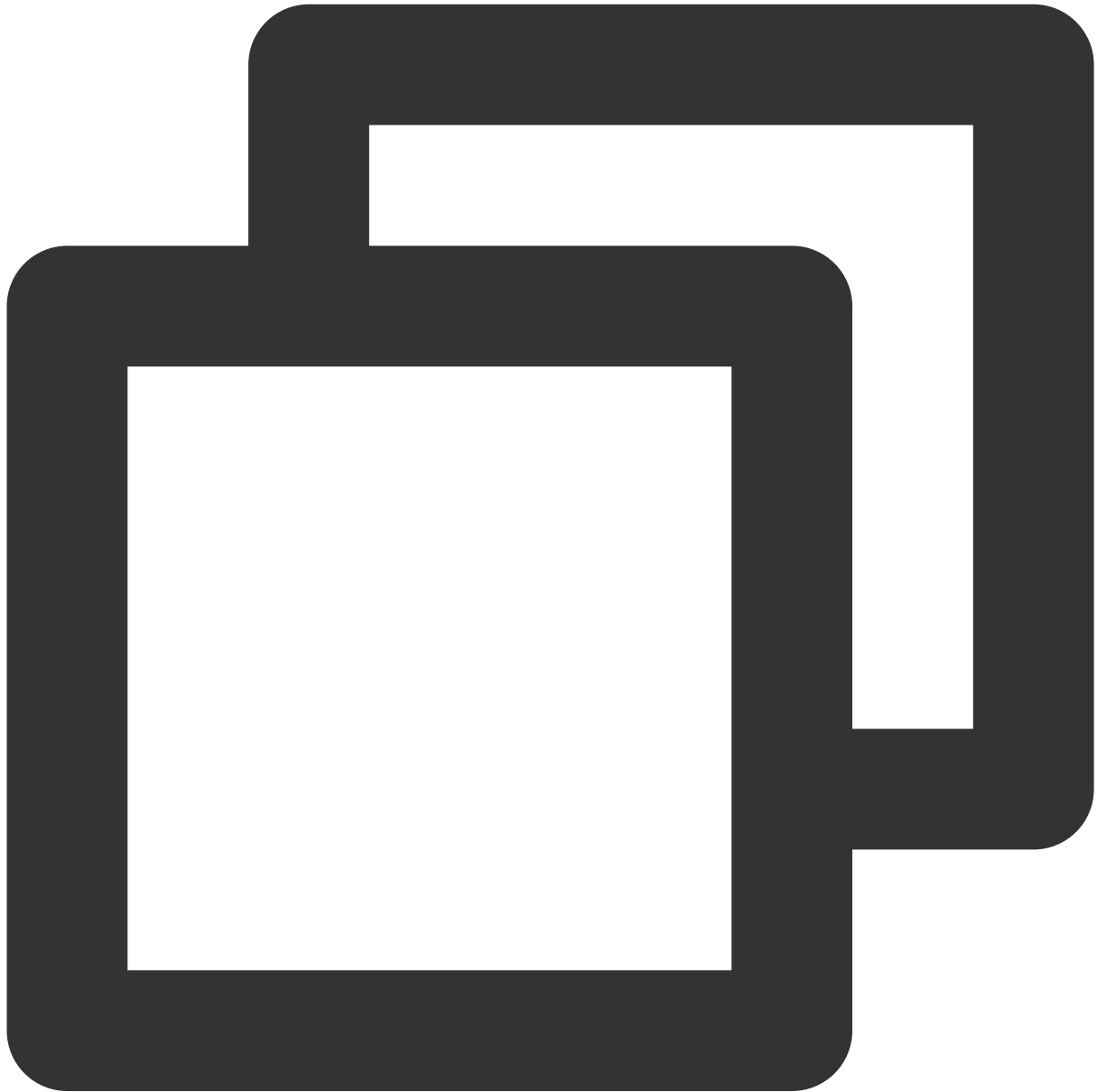
Returned value description

Unlimited

stop**Description**

This API is used to stop a video during played back.

API



```
Future<bool> stop({bool isNeedClear = false}) async;
```

Parameter description

Parameter	Type	Description
isNeedClear	bool	Whether to clear the last-frame image.

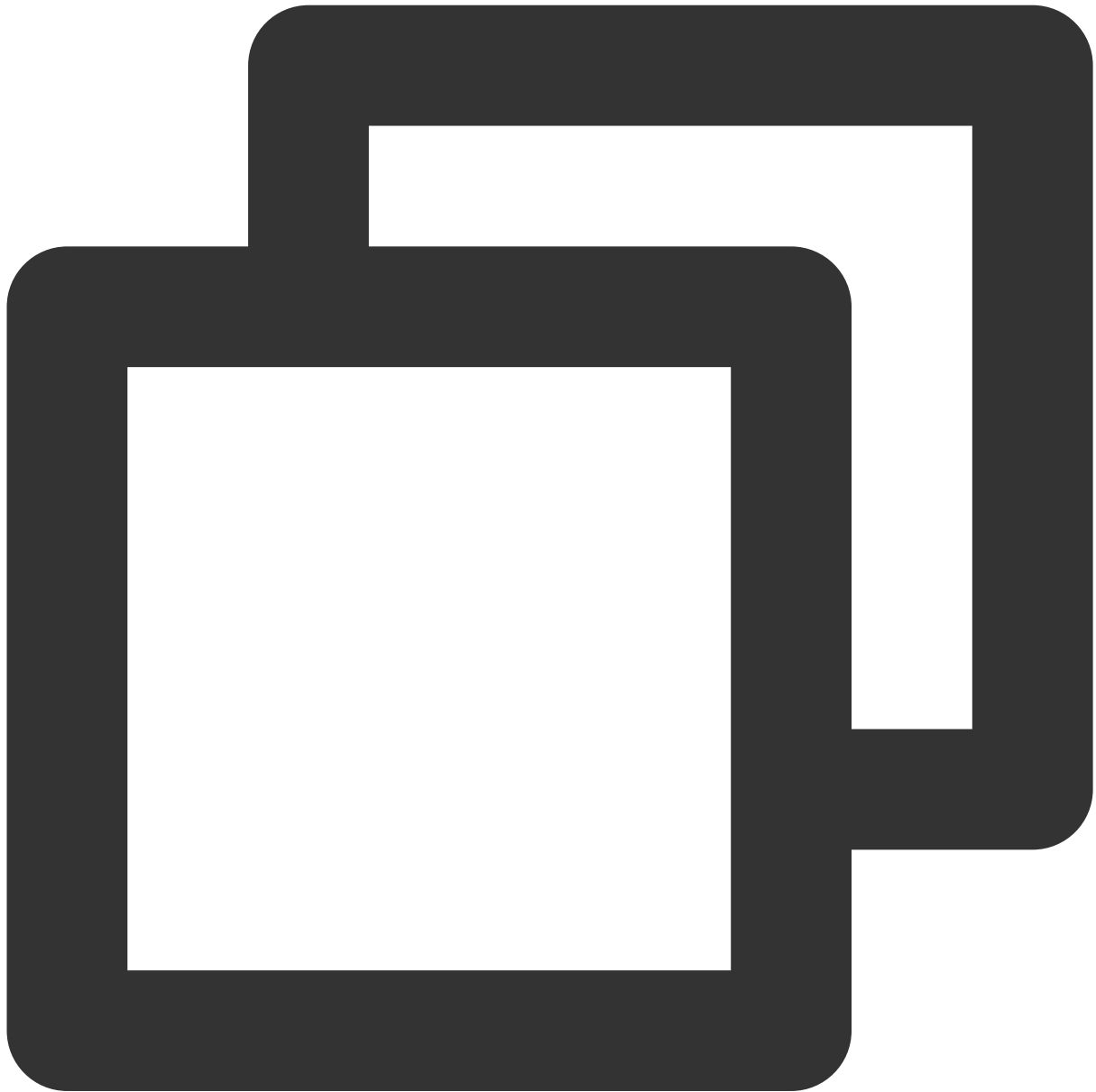
Returned value description

Parameter	Type	Description
result	bool	Whether stop succeeded.

setIsAutoPlay**Description**

This API is used to set whether to automatically play back the video after calling `startVodPlay` to load the video URL.

API



```
Future<void> setIsAutoPlay({bool? isAutoPlay}) async;
```

Parameter description

Parameter	Type	Description
isAutoPlay	bool	Whether to play back the video automatically.

Returned value description

Unlimited

isPlaying

Description

This API is used to query whether the player is currently playing a video.

API



```
Future<bool> isPlaying() async;
```

Parameter description

Unlimited

Returned value description

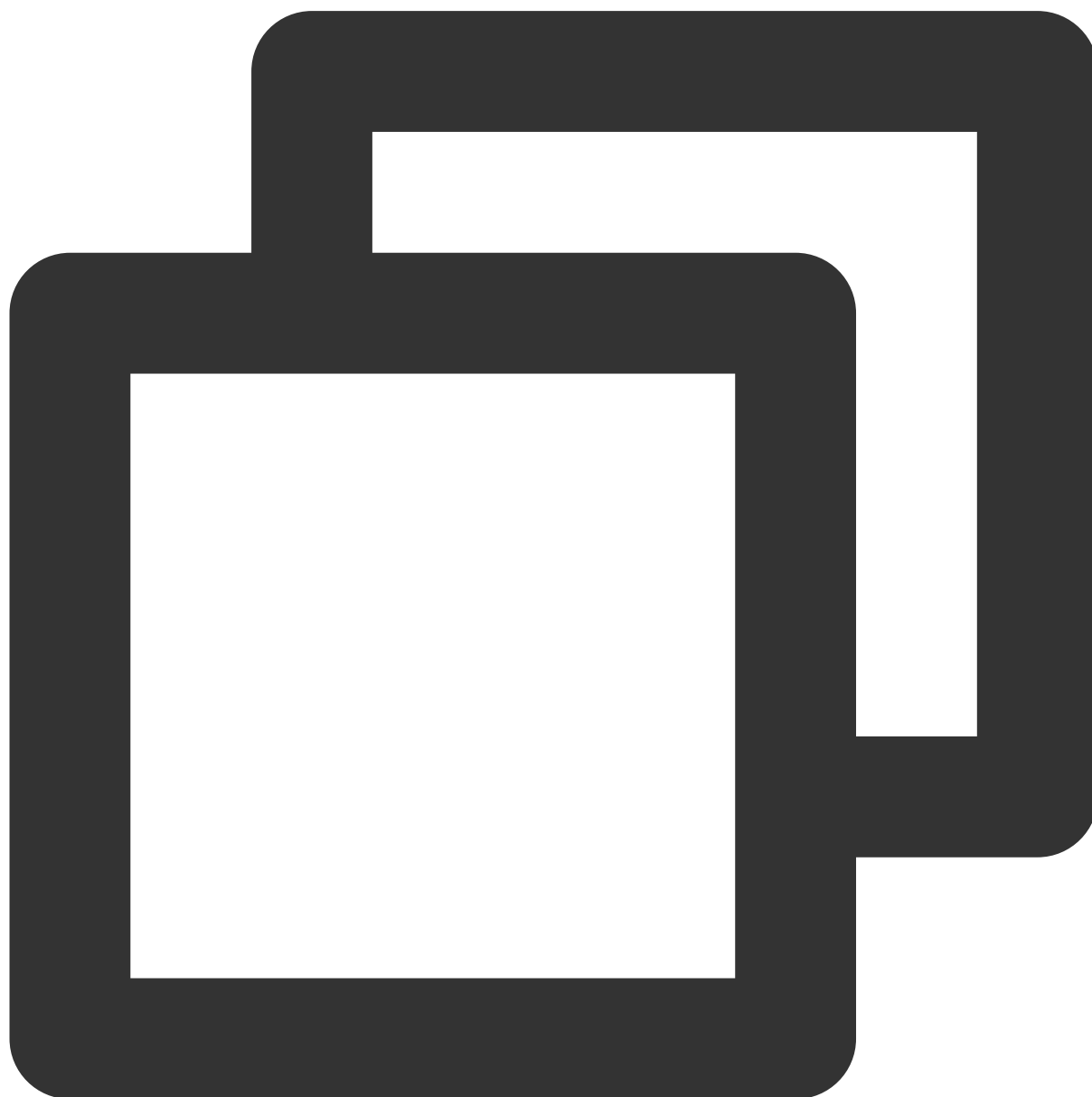
Parameter	Type	Description
isPlaying	bool	Whether playback is ongoing.

setMute

Description

This API is used to set whether to mute the current playback.

API



```
Future<void> setMute(bool mute) async;
```


Parameter description

Parameter	Type	Description
mute	bool	Whether to mute the playback.

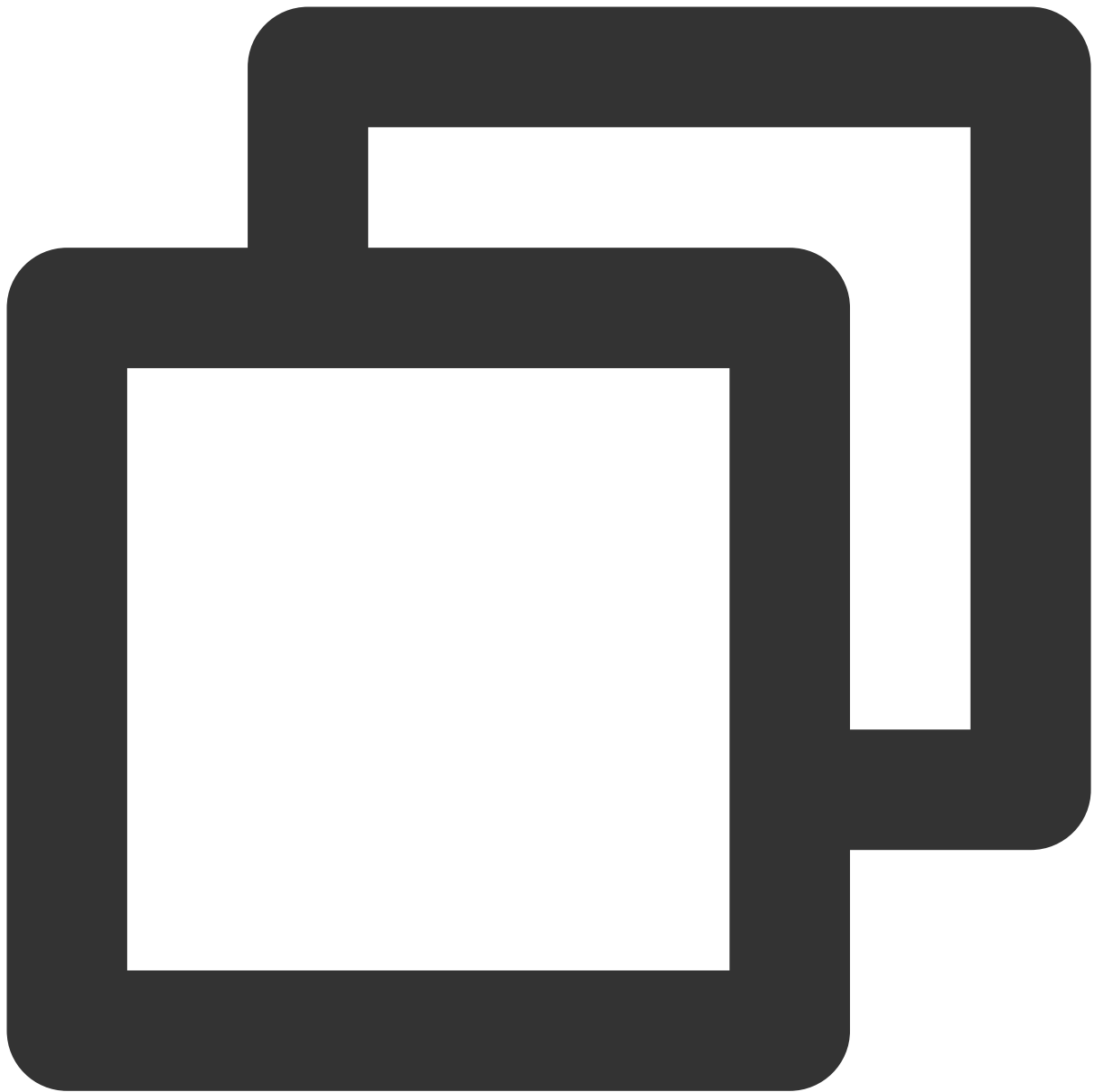
Returned value description

Unlimited

setLoop**Description**

This API is used to specify whether to loop the video after the video playback ends.

API



```
Future<void> setLoop(bool loop) async;
```

Parameter description

Parameter	Type	Description
loop	bool	Whether to loop the video.

Returned value description

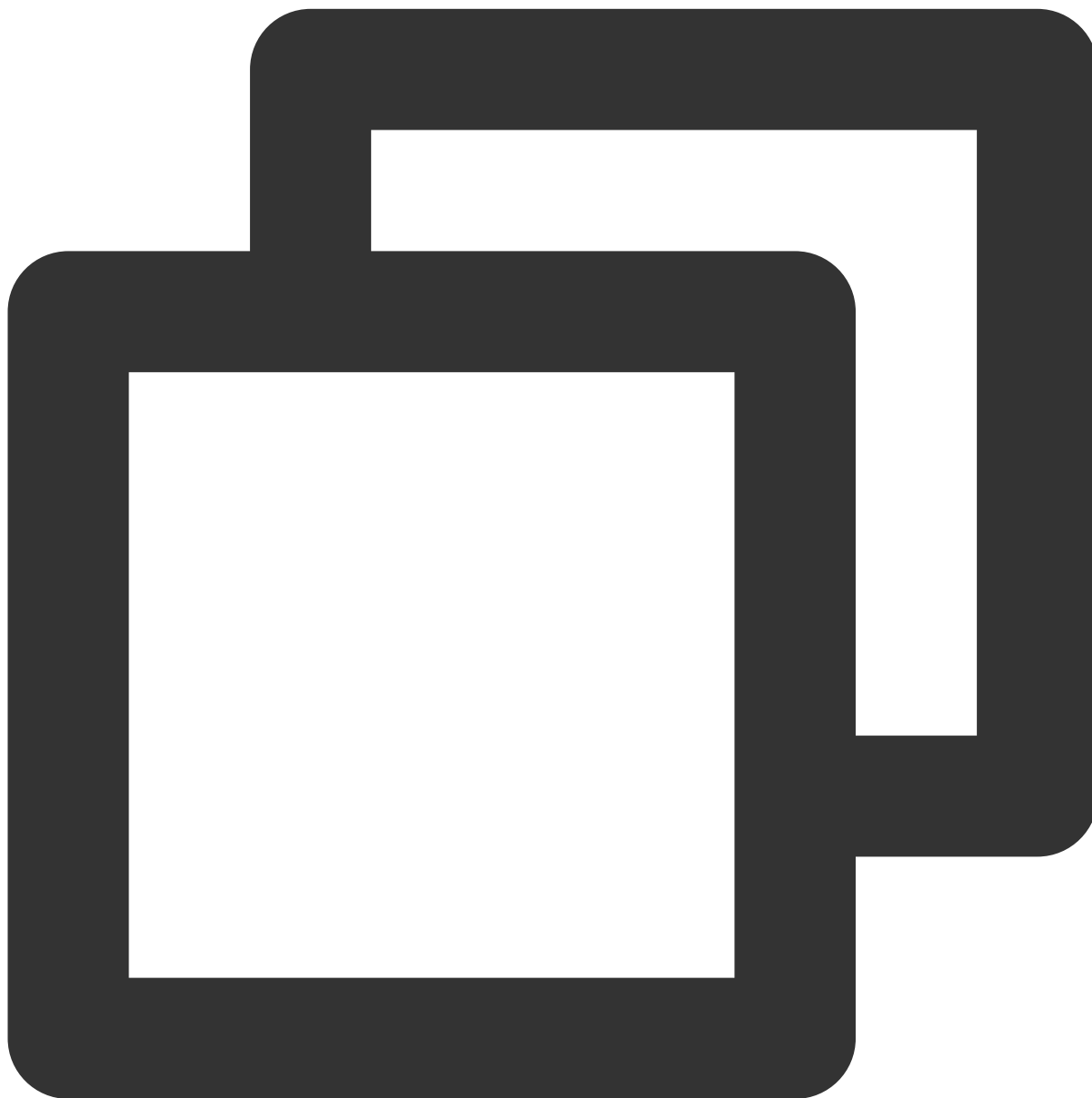
Unlimited

seek

Description

This API is used to adjust the playback progress to the specified time.

API



```
_controller.seek(progress);
```

Parameter description

Parameter	Type	Description

progress

double

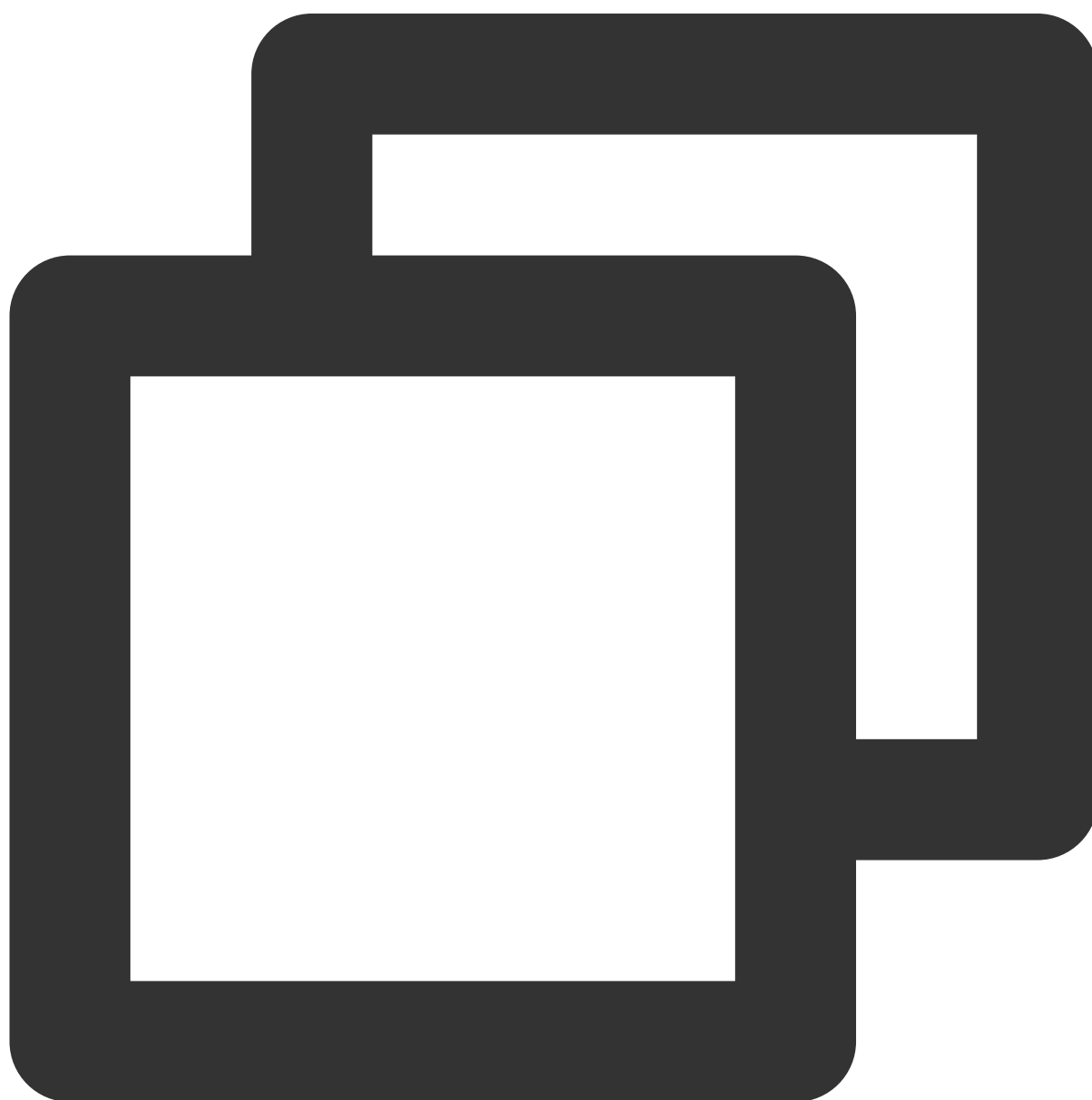
Target playback time in seconds.

Returned value description

Unlimited

setRate**Description**

This API is used to set the playback rate.

API

```
Future<void> setRate(double rate) async;
```

Parameter description

Parameter	Type	Description
rate	double	Video playback rate. Default value: 1.0

Returned value description

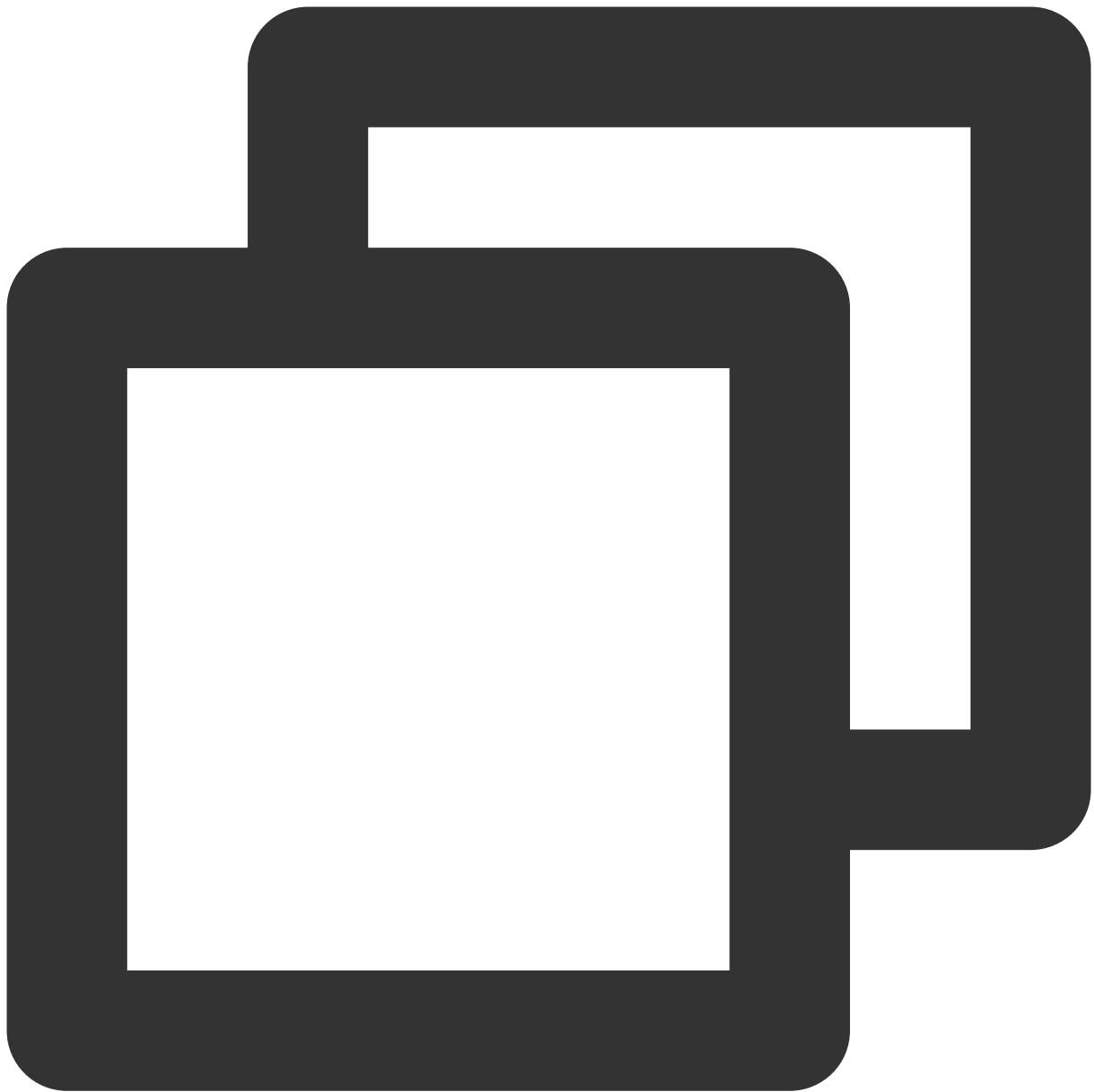
Unlimited

getSupportedBitrates

Description

This API is used to get the bitrates supported by the video being played back.

API



```
Future<List?> getSupportedBitrates() async;
```

Parameter description

Unlimited

Returned value description

Returned Value	Type	Description
index	int	Bitrate number
width	int	The video width for the bitrate

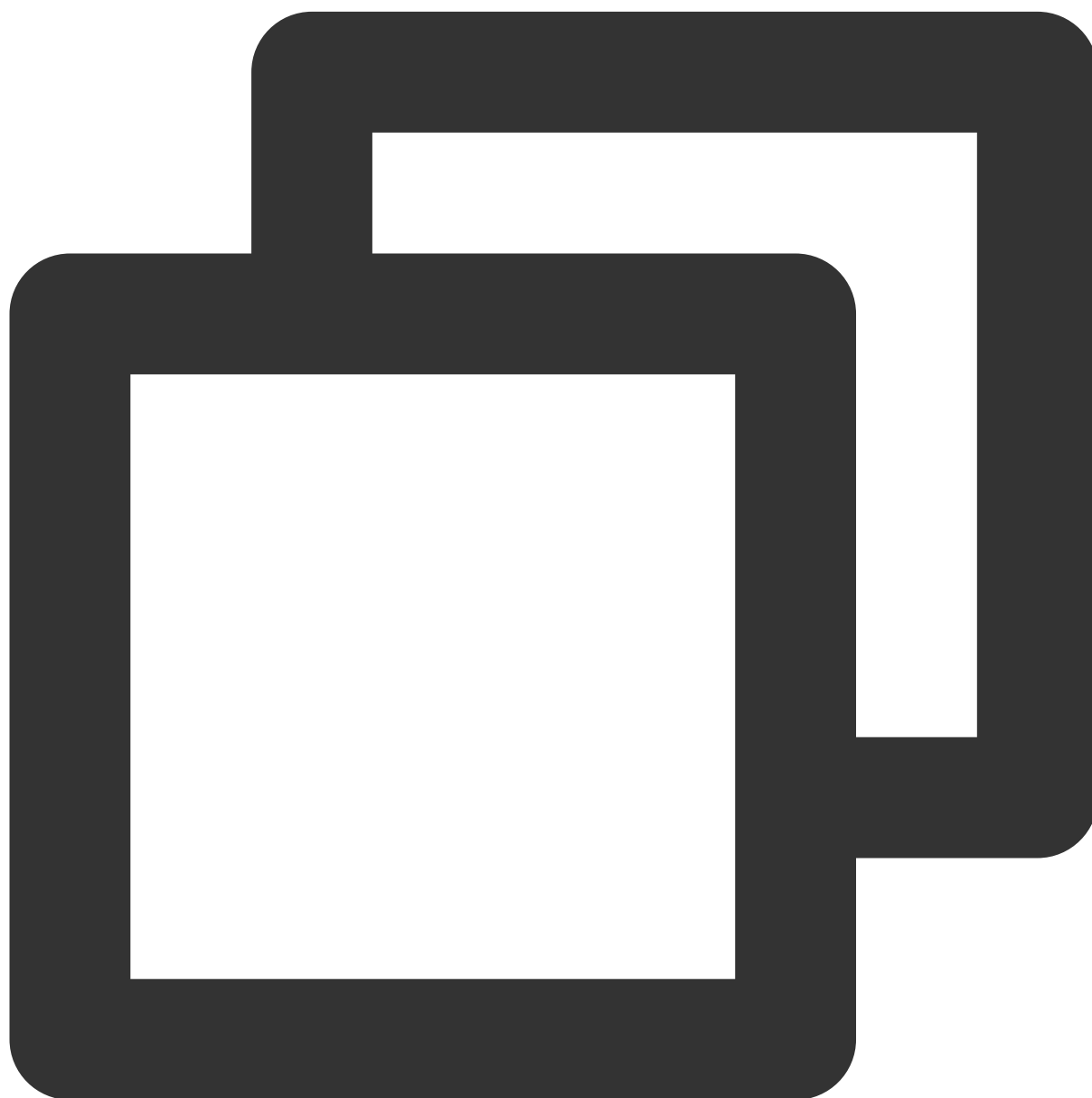
height	int	Video height for the bitrate
bitrate	int	Bitrate value

getBitrateIndex

Description

This API is used to get the set bitrate number.

API



```
Future<int> getBitrateIndex() async;
```

Parameter description

Unlimited

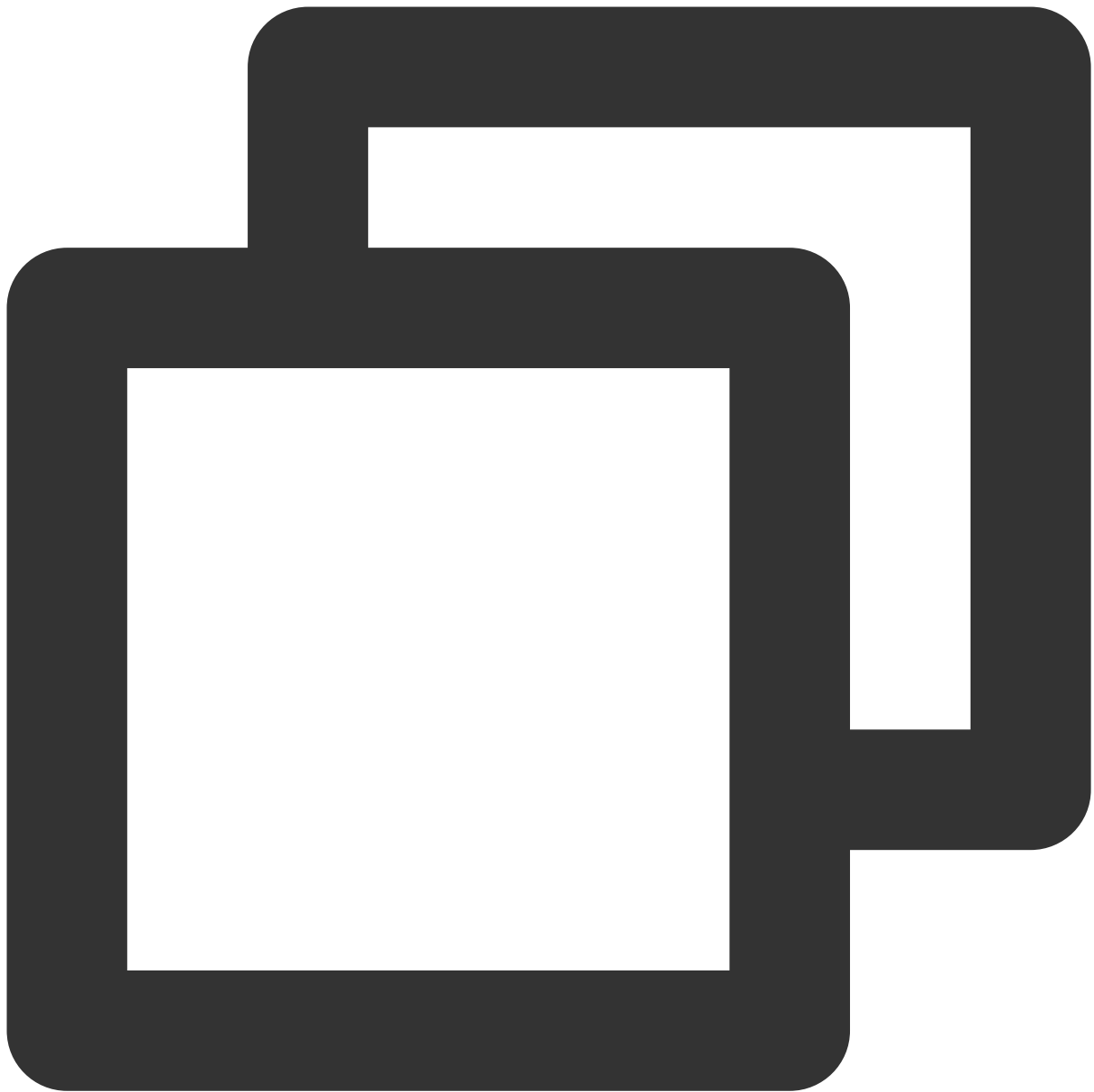
Returned value description

Returned Value	Type	Description
index	int	Bitrate number

setBitrateIndex**Description**

This API is used to set the current bitrate by bitrate number.

API



```
Future<void> setBitrateIndex(int index) async;
```

Parameter description

Returned Value	Type	Description
index	int	The bitrate number. <code>-1</code> indicates to enable adaptive bitrate streaming.

Returned value description

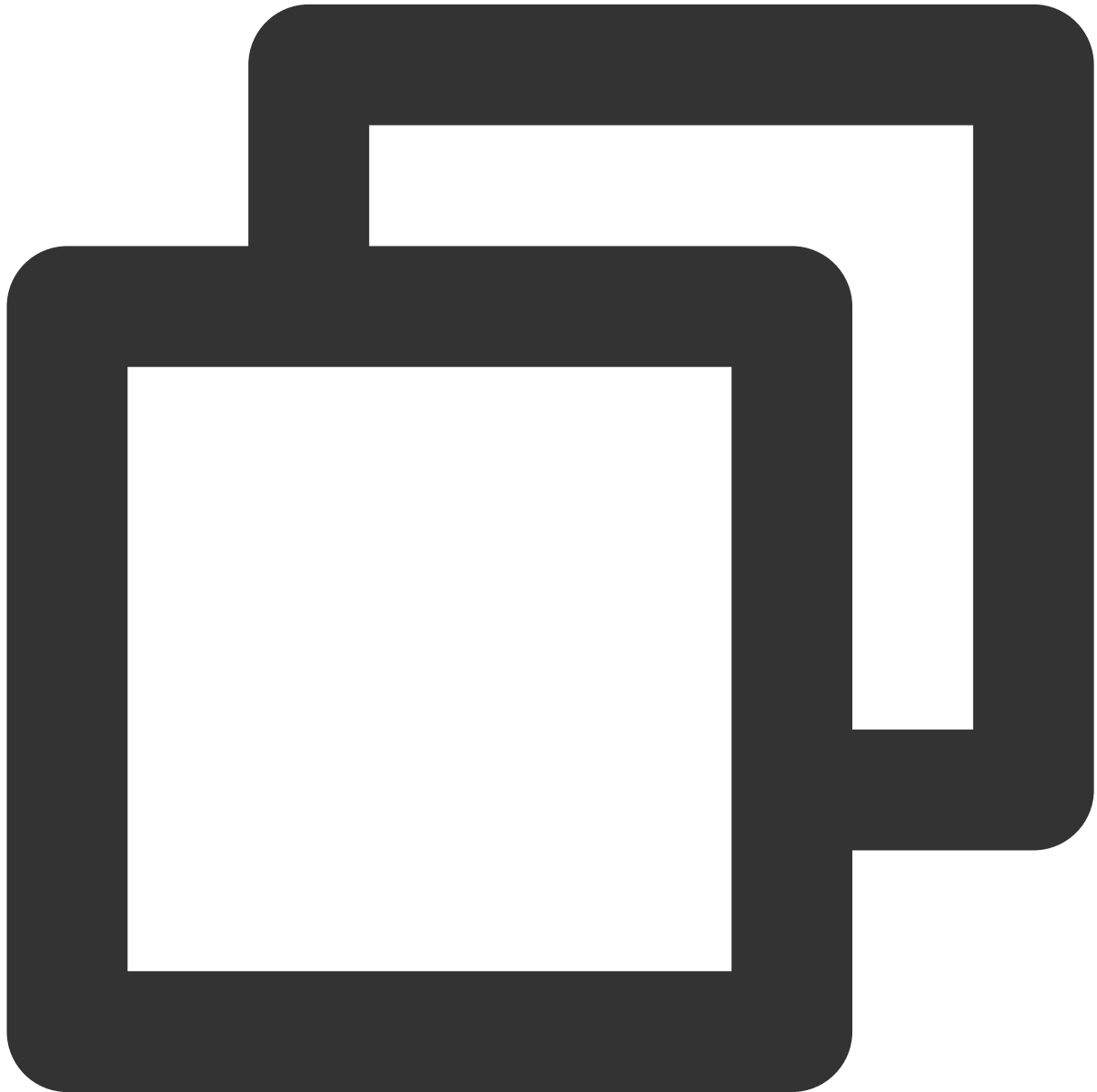
Unlimited

setStartTime

Description

This API is used to specify the playback start time.

API



```
Future<void> setStartTime(double startTime) async;
```

Parameter description

--	--	--

Returned Value	Type	Description
startTime	double	The playback start time in seconds.

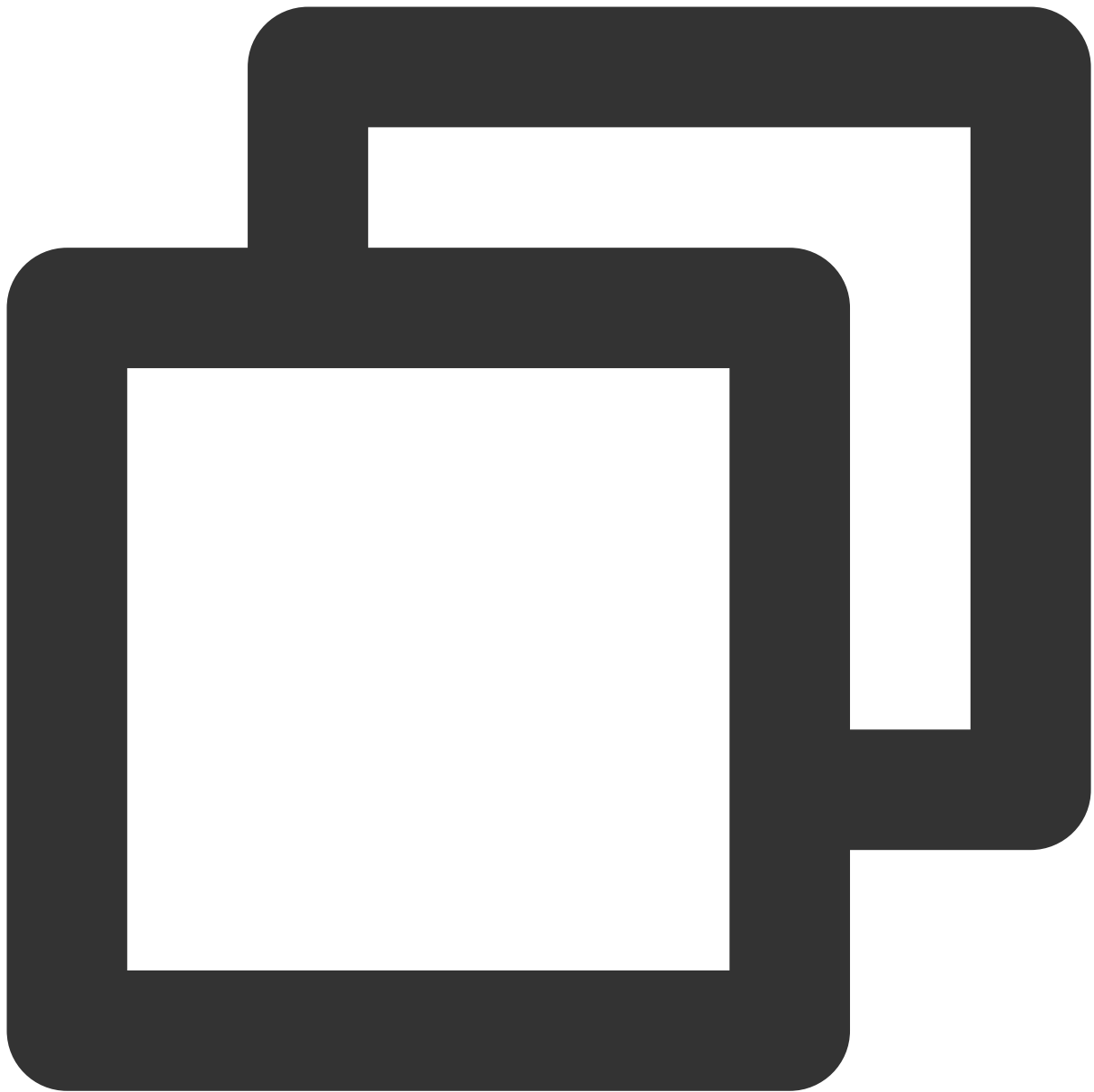
Returned value description

Unlimited

setAudioPlayoutVolume**Description**

This API is used to set the video volume level.

API



```
Future<void> setAudioPlayoutVolume(int volume) async;
```

Parameter description

Parameter	Type	Description
volume	int	Video volume level. Value range: 0–100

Returned value description

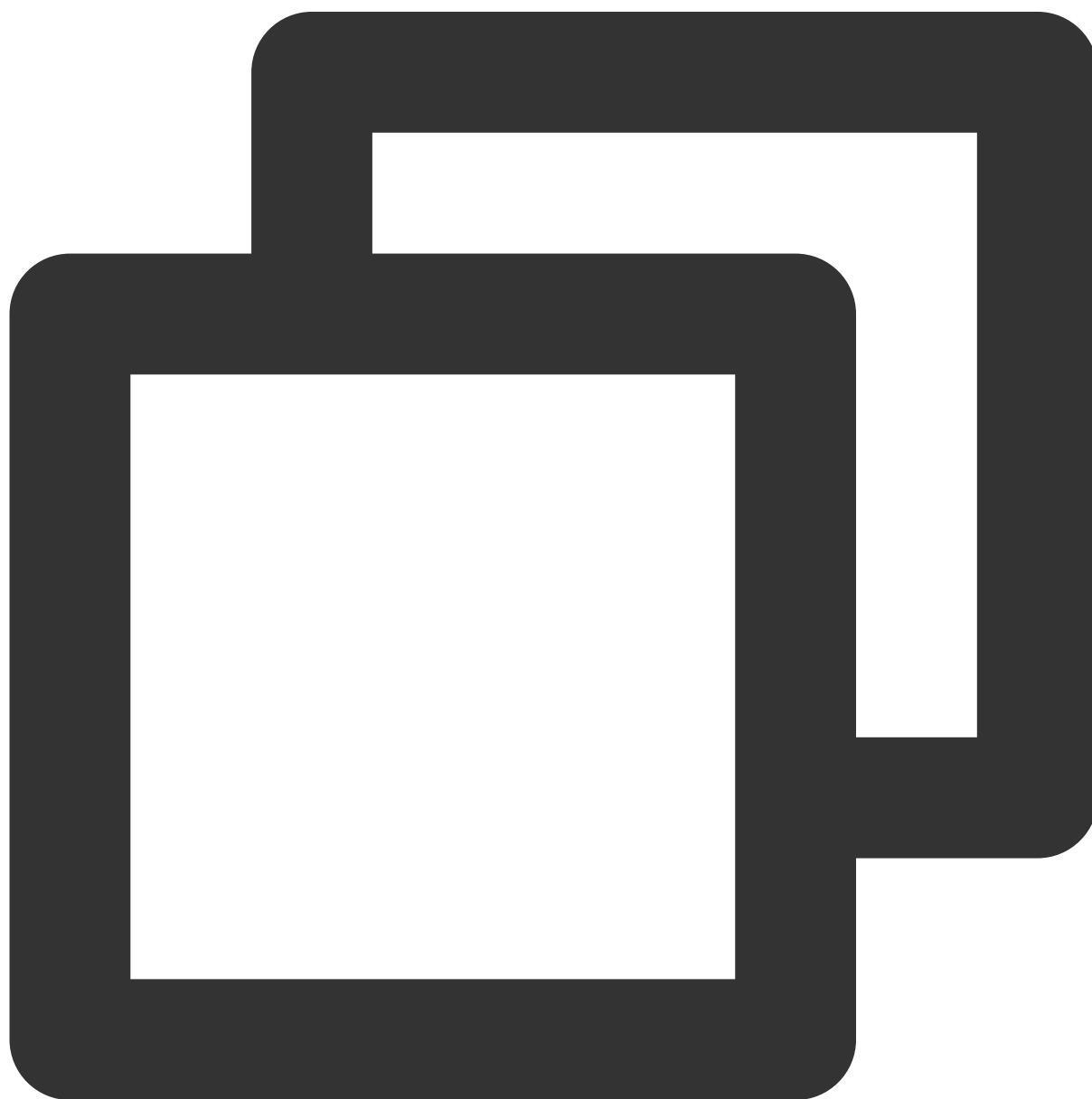
Unlimited

setRequestAudioFocus

Description

This API is used to set the audio focus. It is applicable only to Android.

API



```
Future<bool> setRequestAudioFocus(bool focus) async;
```

Parameter description

Parameter	Type	Description

focus	bool	Whether to set the audio focus.
-------	------	---------------------------------

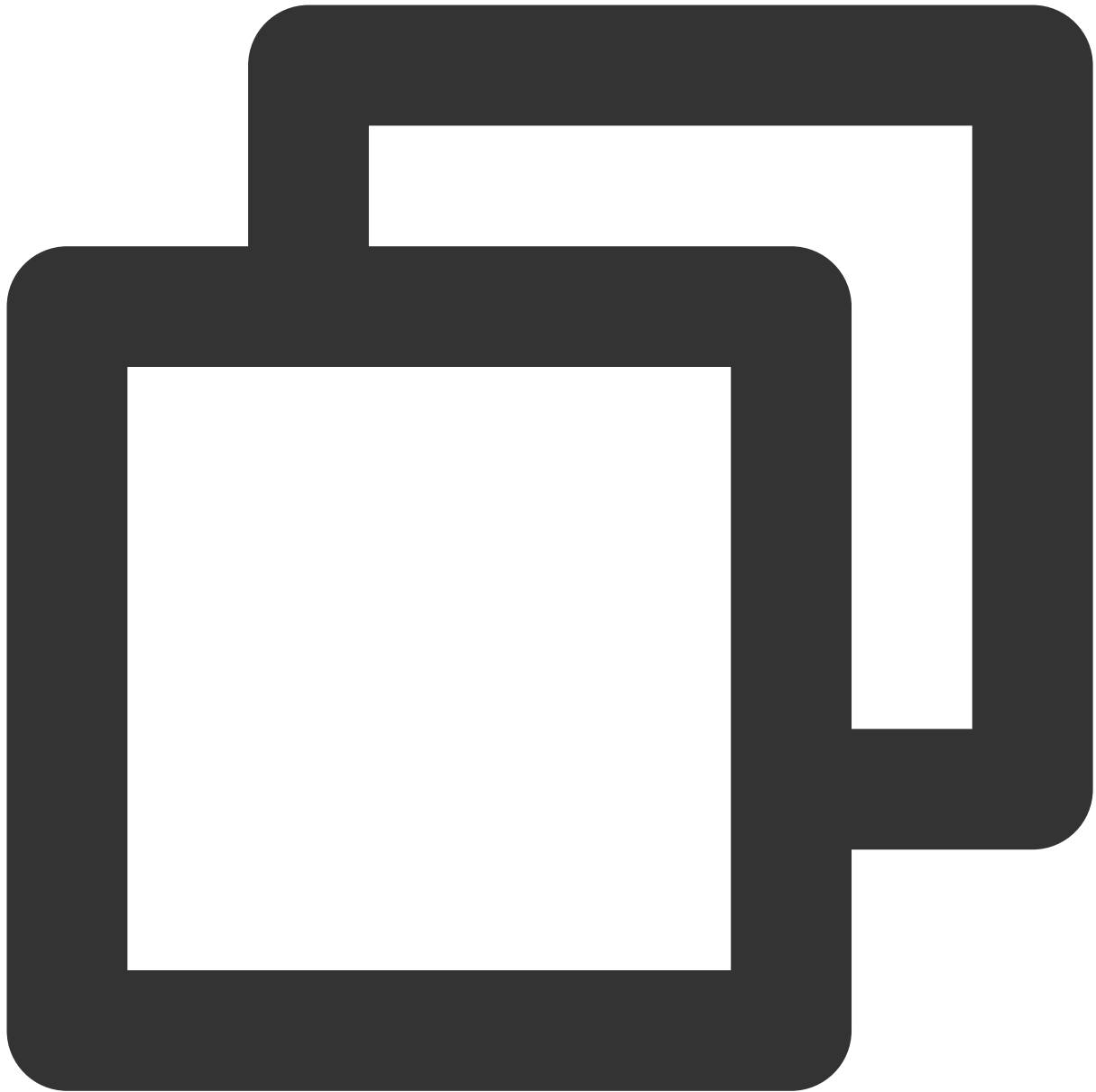
Returned value description

Parameter	Type	Description
result	bool	Whether the focus is set successfully.

setConfig**Description**

This API is used to configure the player.

API



```
Future<void> setConfig(FTXVodPlayConfig config) async ;
```

Parameter description

Parameter	Type	Description
config	FTXVodPlayConfig	For more information, see the <code>FTXVodPlayConfig</code> class.

Returned value description

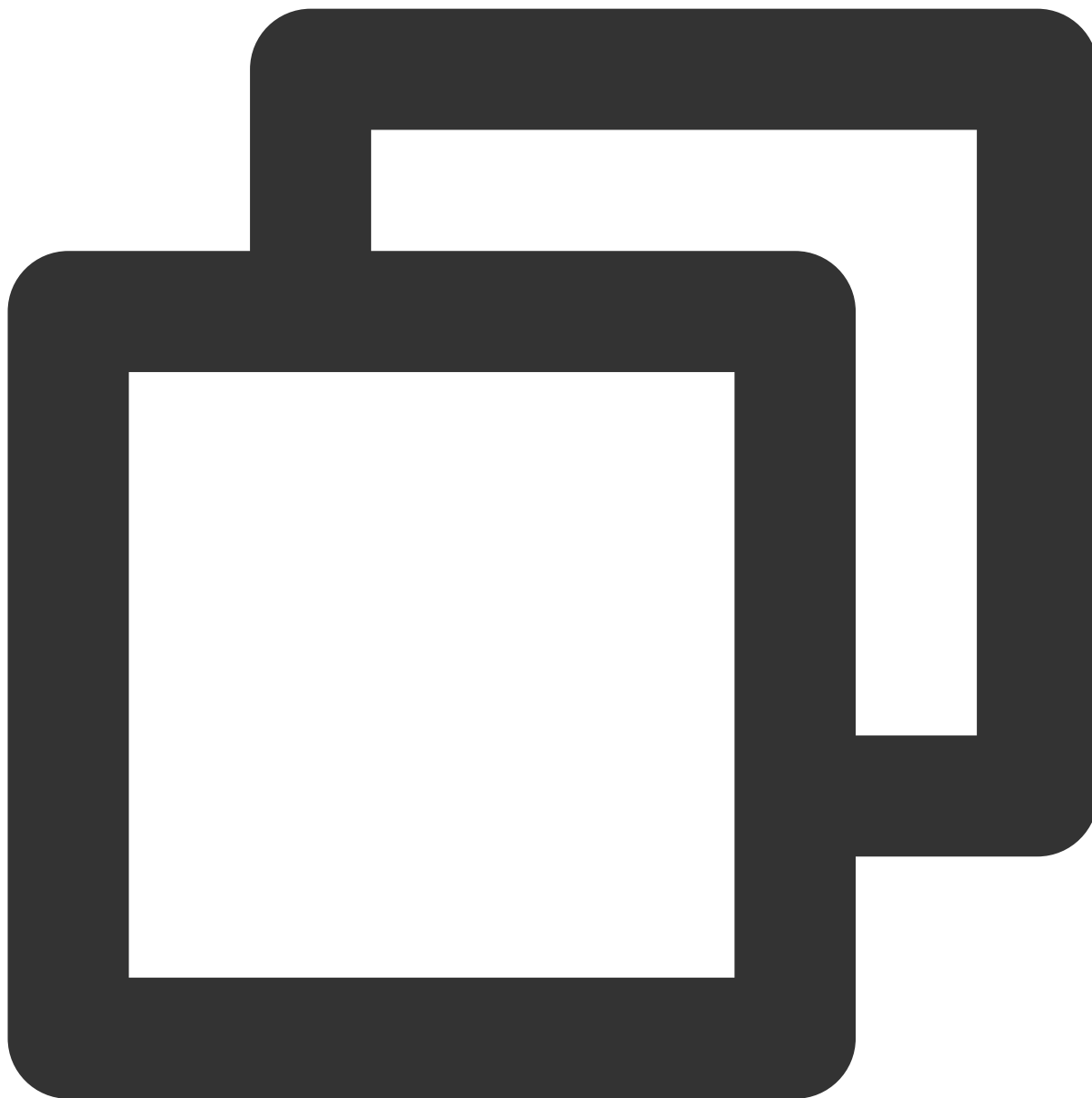
Unlimited

getCurrentPlaybackTime

Description

This API is used to get the current playback time in seconds.

API



```
Future<double> getCurrentPlaybackTime() async;
```

Parameter description

Unlimited

Returned value description

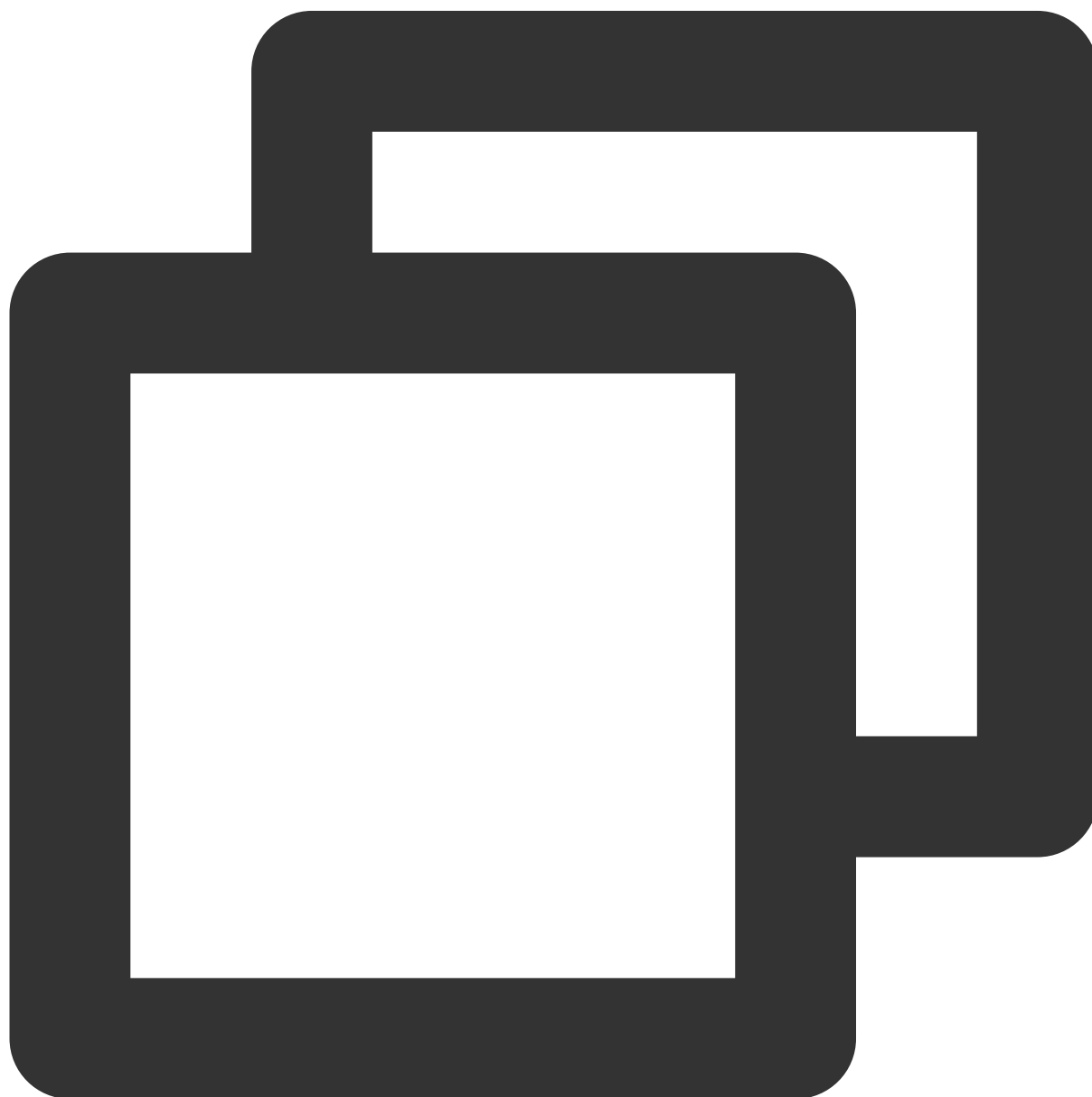
Parameter	Type	Description
playbackTime	double	The current playback time in seconds.

getBufferDuration

Description

This API is used to get the currently buffered video duration in seconds.

API



```
Future<double> getBufferDuration();
```

Parameter description

Unlimited

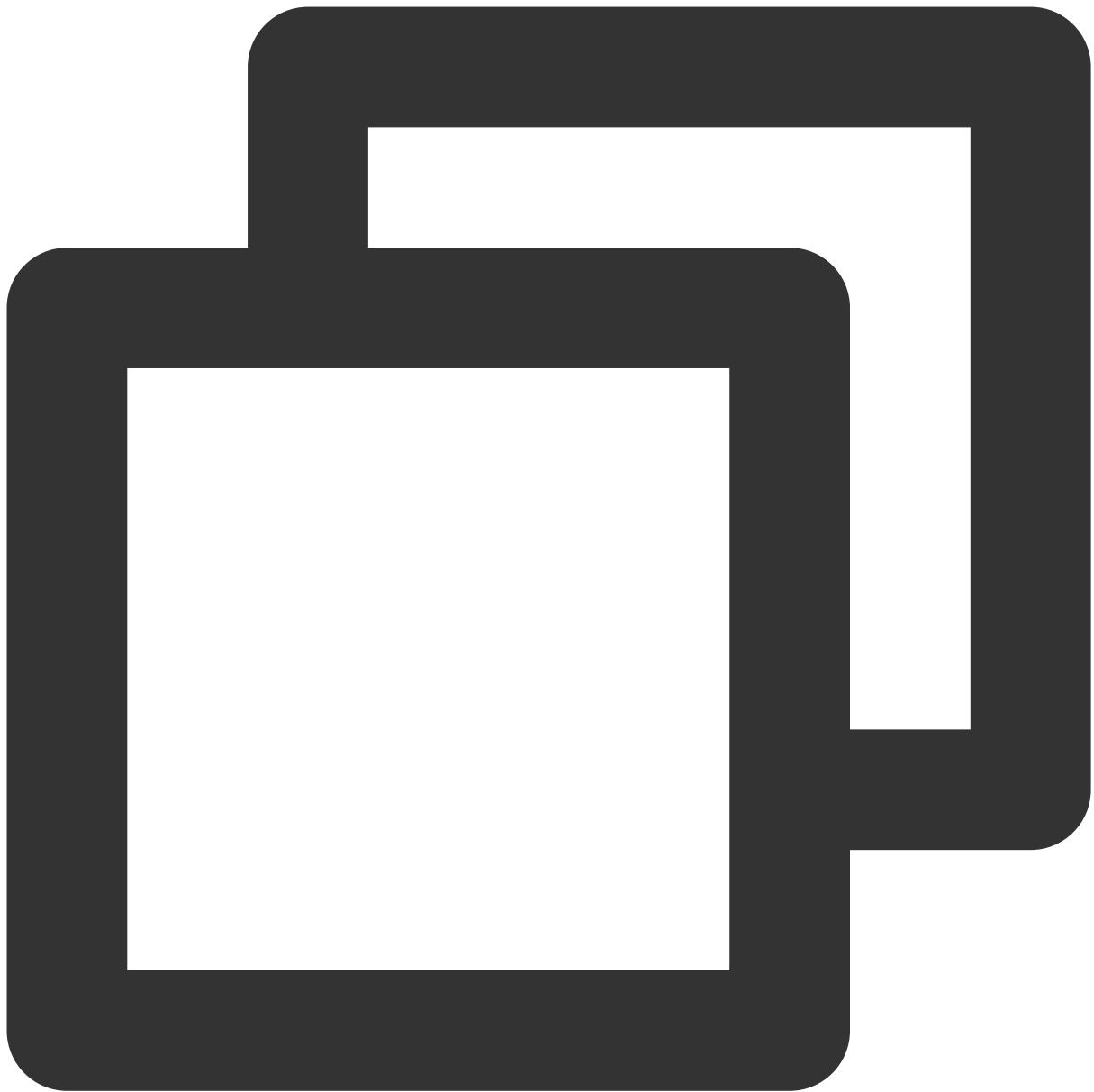
Returned value description

Parameter	Type	Description
playbackTime	double	The currently buffered video duration in seconds.

getPlayableDuration**Description**

This API is used to get the playable duration of the video being played back in seconds.

API



```
Future<double> getPlayableDuration() async;
```

Parameter description

Unlimited

Returned value description

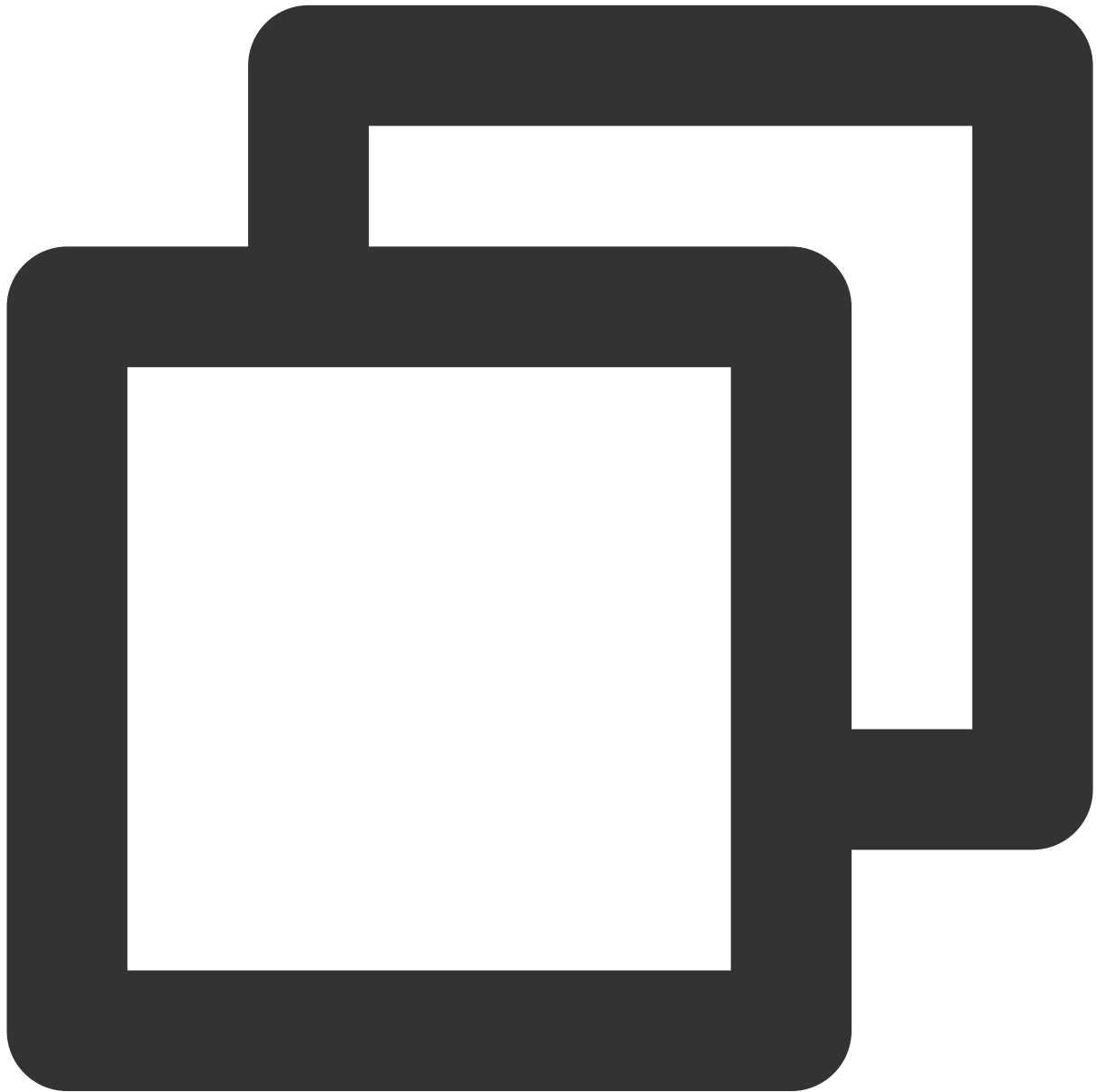
Parameter	Type	Description
playableDuration	double	The currently playable video duration in seconds.

getWidth

Description

This API is used to get the width of the video being played back.

API



```
Future<int> getWidth() async;
```

Parameter description

Unlimited

Returned value description

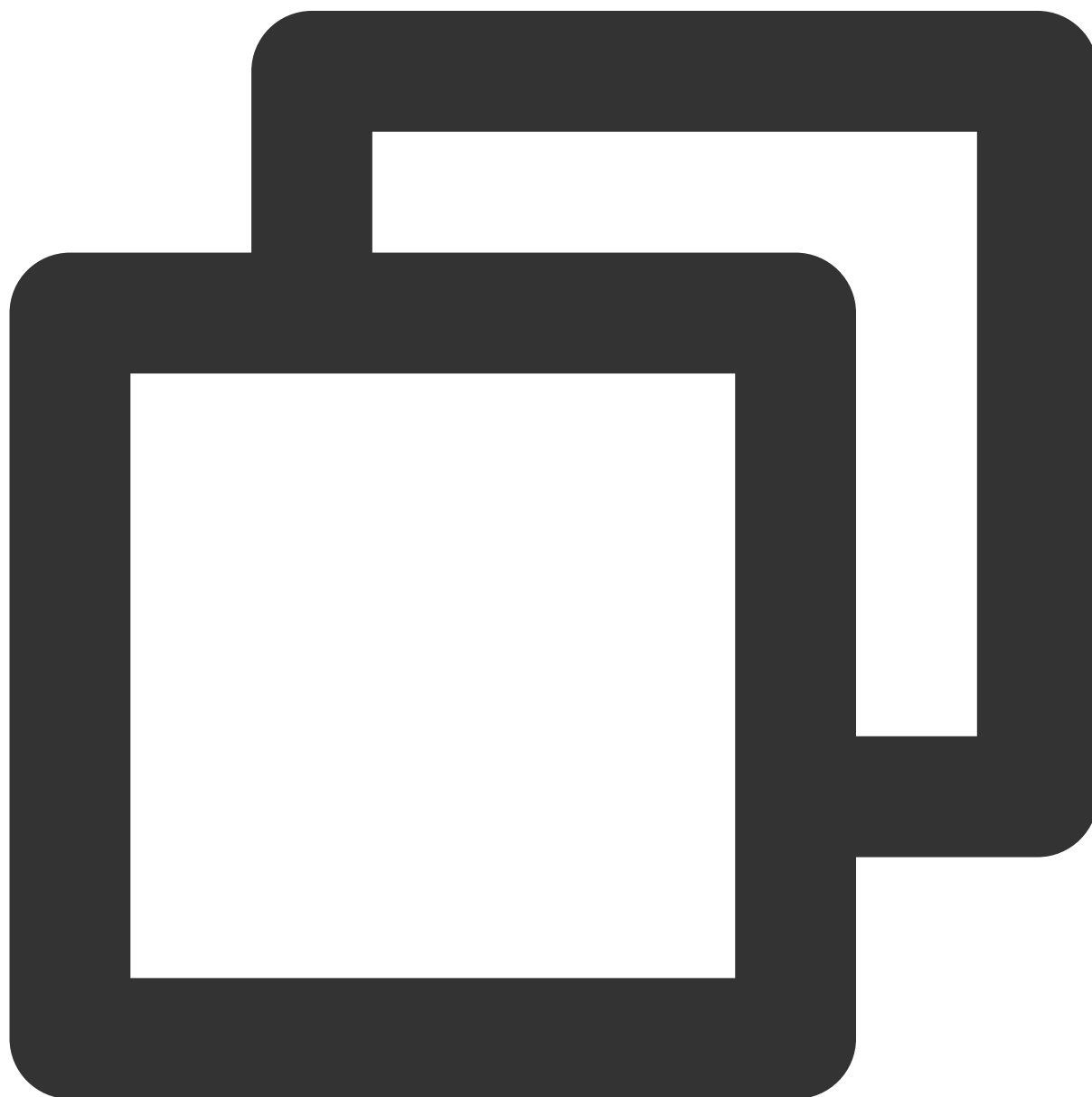
Parameter	Type	Description
width	int	The current video width

getHeight

Description

This API is used to get the height of the video being played back.

API



```
Future<int> getHeight() async;
```

Parameter description

Unlimited

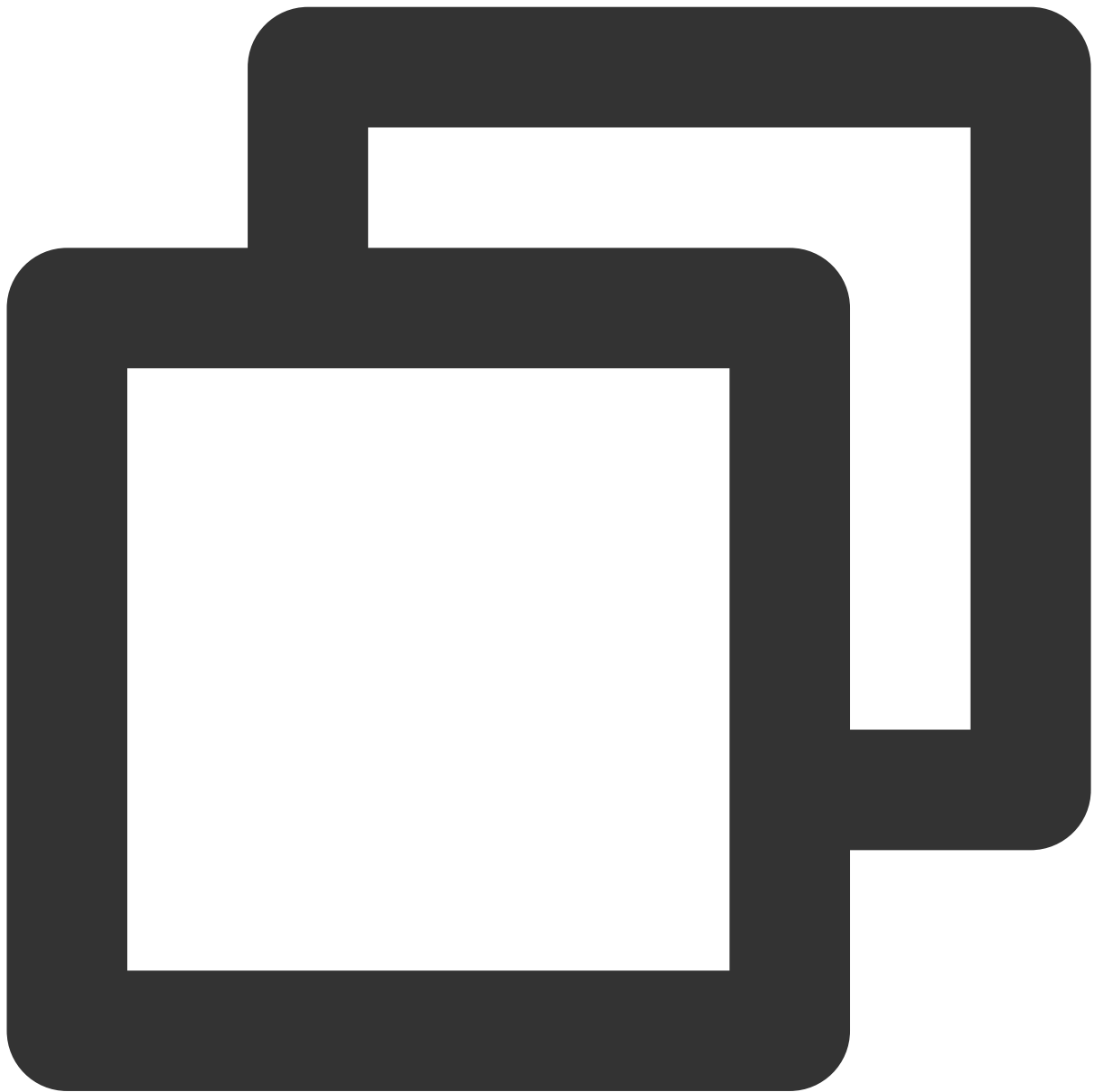
Returned value description

Parameter	Type	Description
height	int	The current video height.

setToken**Description**

This API is used to set the token for HLS encryption. After the token is set, the player will automatically add `voddrm.token` before the filename in the URL.

API



```
Future<void> setToken(String? token) async;
```

Parameter description

Parameter	Type	Description
token	String	The token for video playback.

Returned value description

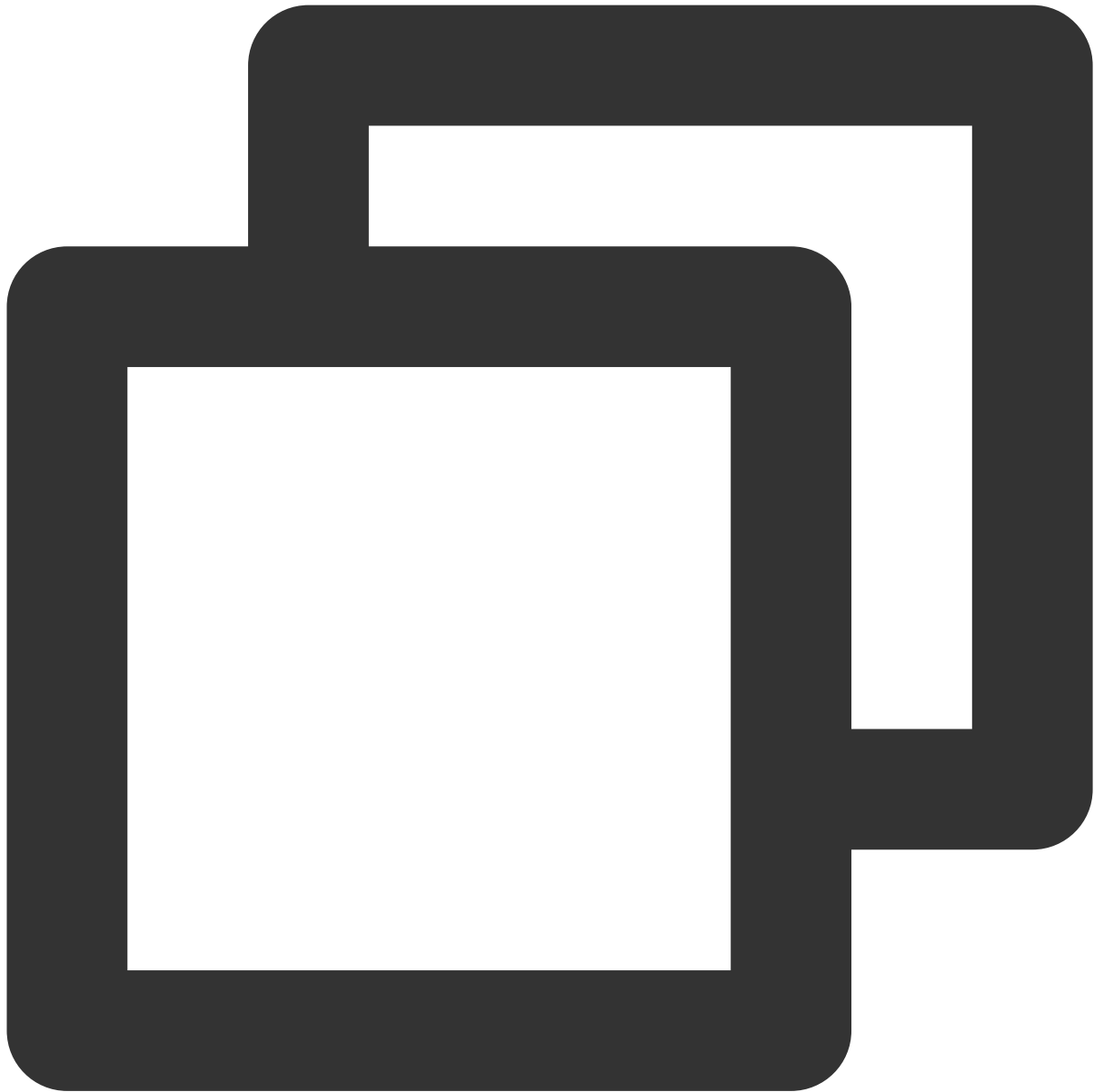
Unlimited

isLoop

Description

This API is used to get the current playback loop status of the player.

API



```
Future<bool> isLoop() async;
```

Parameter description

Unlimited

Returned value description

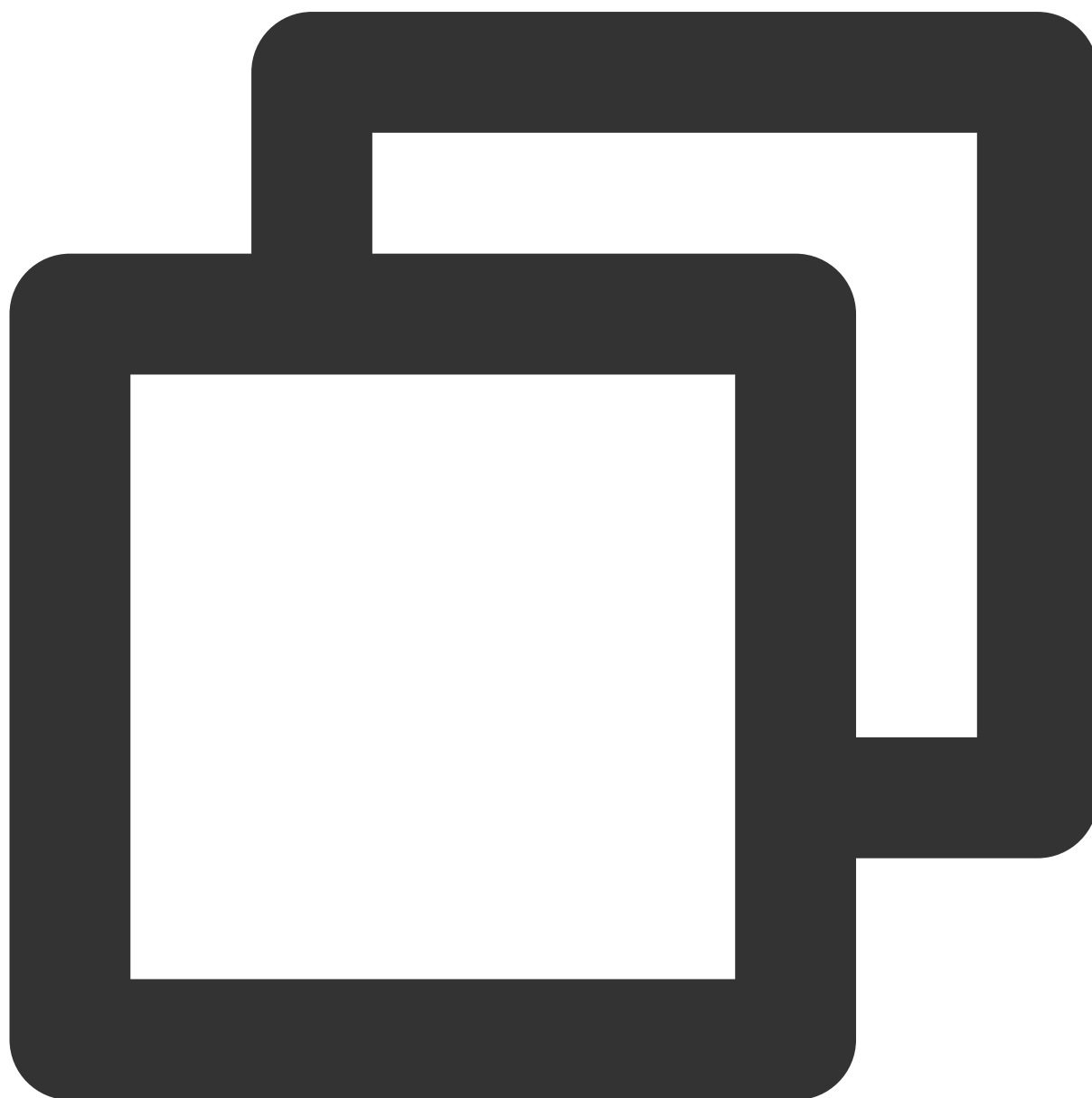
Parameter	Type	Description
isLoop	bool	Whether the player is in loop status.

enableHardwareDecode

Description

This API is used to enable/disable playback based on hardware decoding. After the value is set, it will not take effect until the video playback is restarted.

API



```
Future<bool> enableHardwareDecode (bool enable);
```

Parameter description

Parameter	Type	Description
enable	bool	Whether to enable hardware decoding.

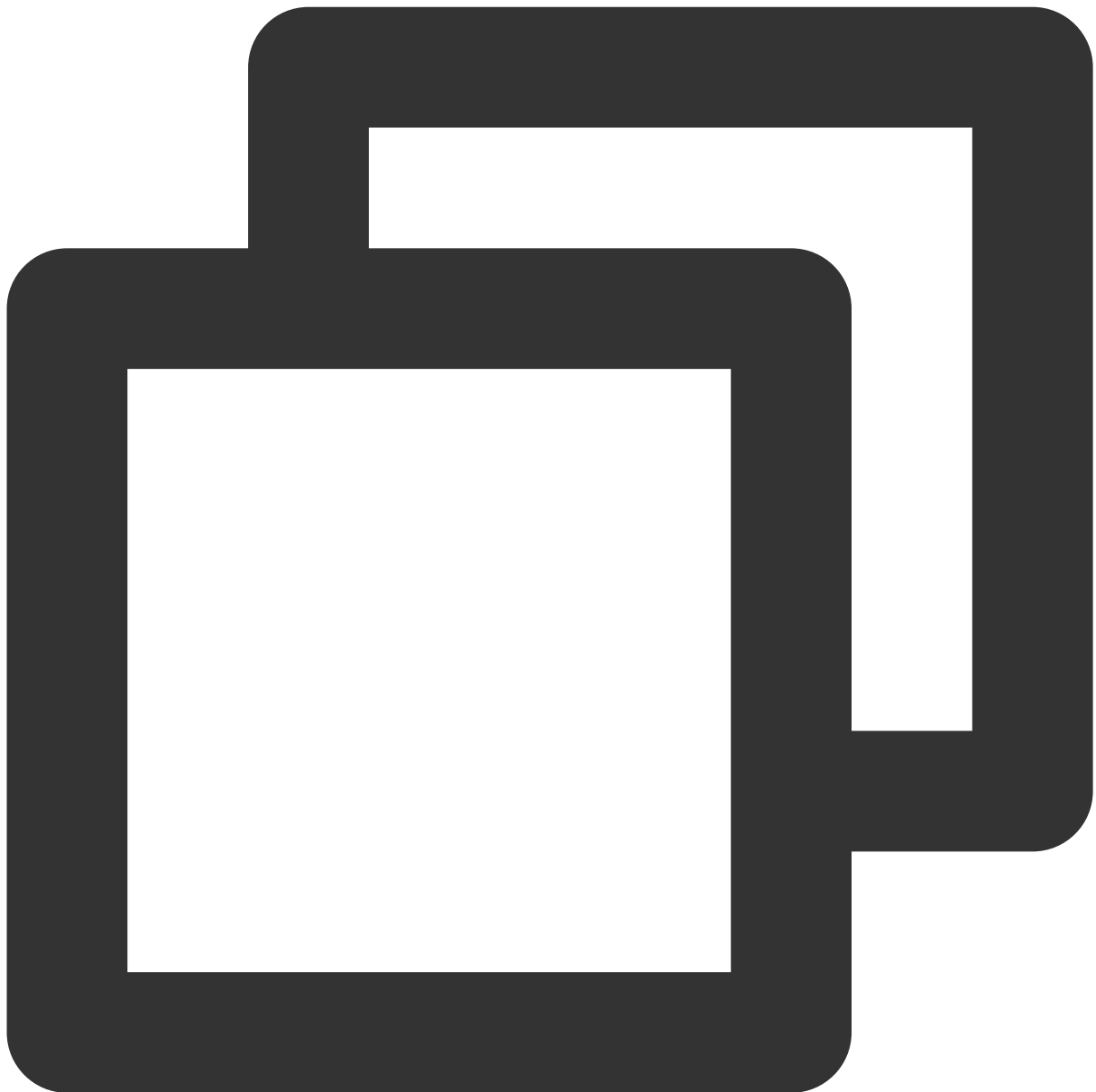
Returned value description

Parameter	Type	Description
result	bool	The hardware/software decoding setting result.

dispose**Description**

This API is used to terminate the controller. After it is called, all notification events will be terminated, and the player will be released.

API



```
Future<void> dispose() async;
```

Parameter description

Unlimited

Returned value description

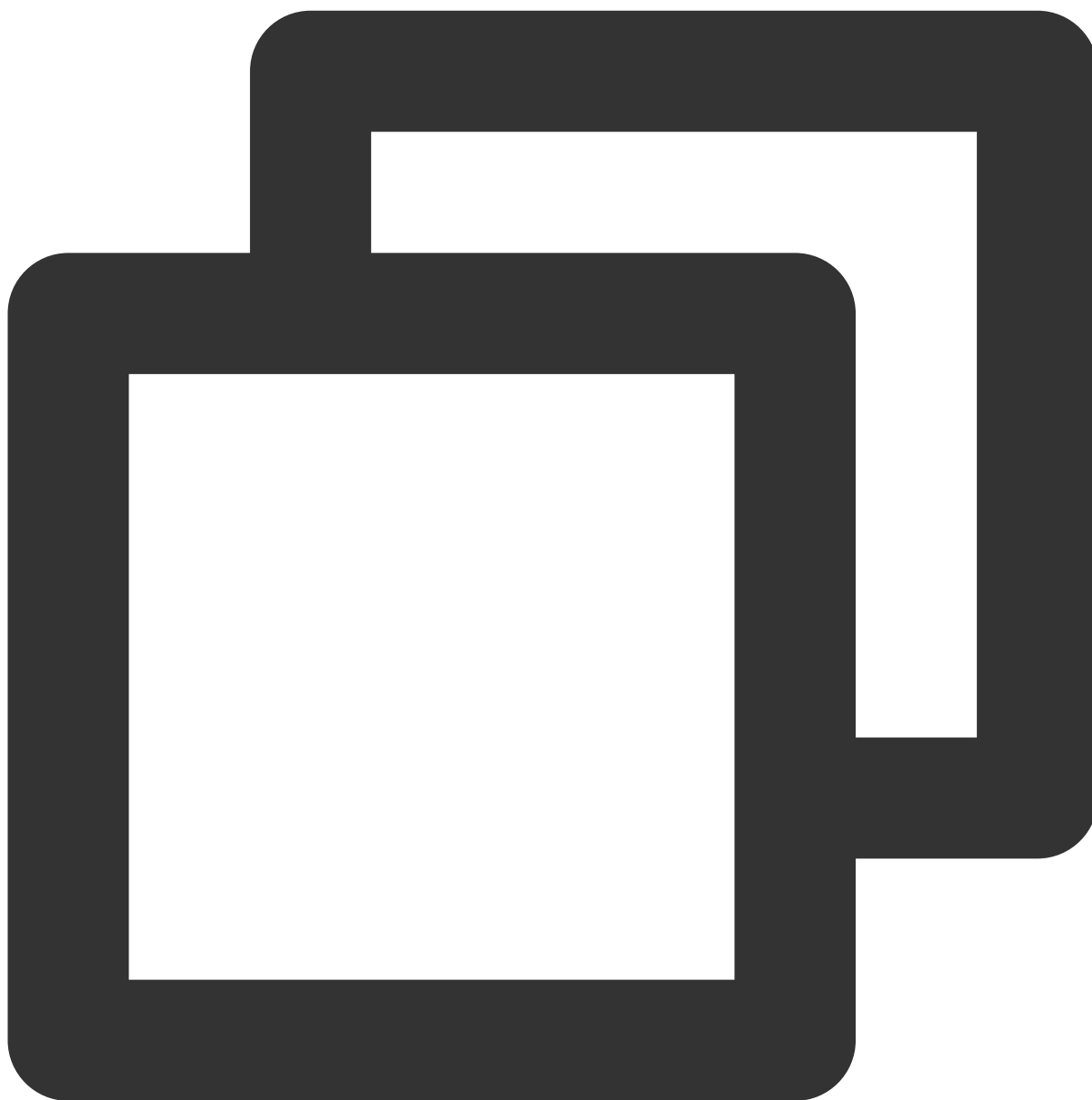
Unlimited

getDuration

Description

This API is used to get the total video duration.

API



```
Future<double> getDuration() async;
```

Parameter description

Unlimited

Returned value description

Parameter	Type	Description

duration

double

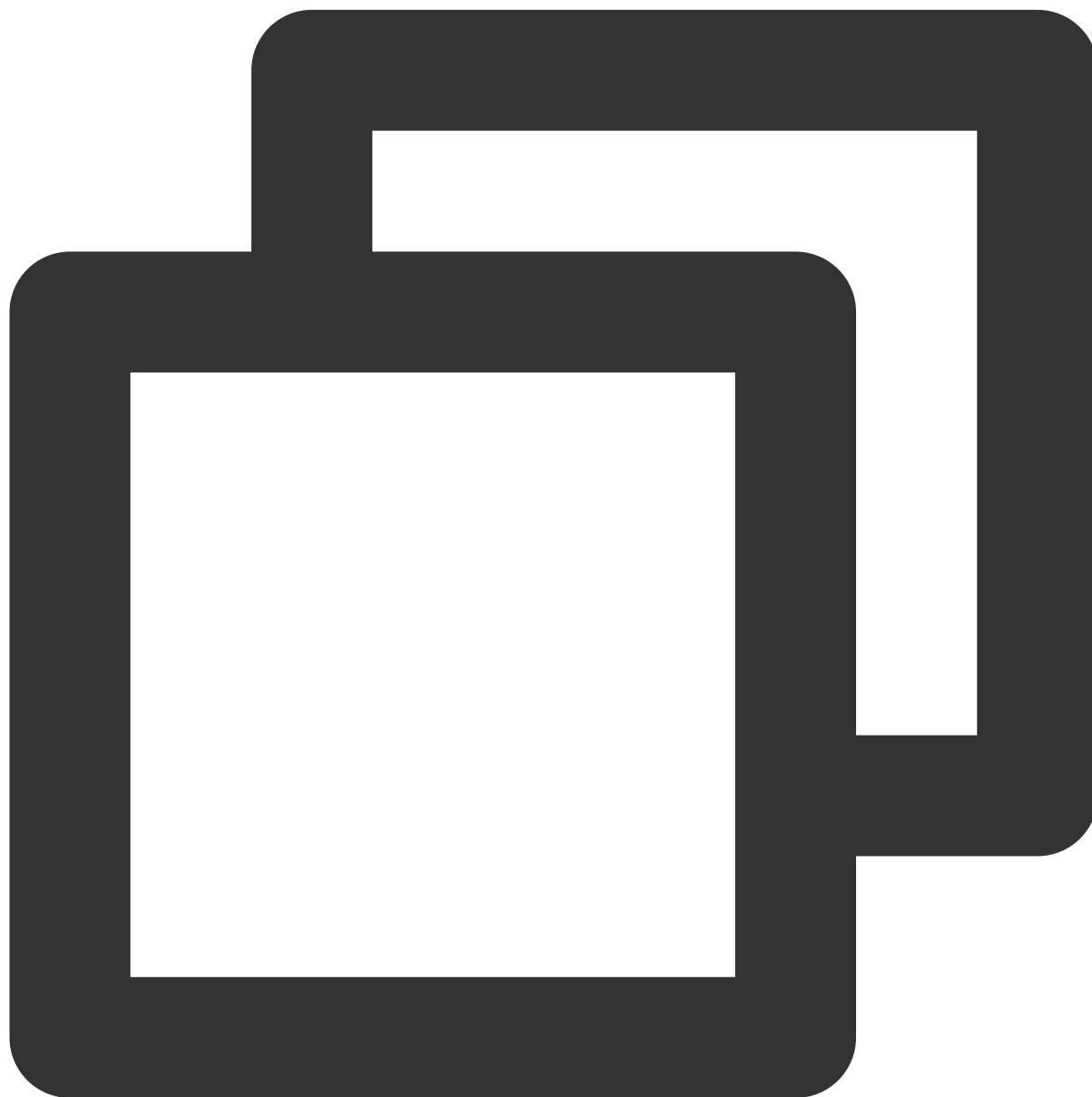
The total video duration in seconds.

enterPictureInPictureMode

Description

This API is used to enter the PiP mode.

API



```
Future<int> enterPictureInPictureMode({String? backIconForAndroid, String? playIcon
```

Parameter description

The parameters are applicable only to Android.

Parameter	Type	Description
backIcon	String	The seek backward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
playIcon	String	The playback icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
pauseIcon	String	The pause icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
forwardIcon	String	The fast forward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.

Returned value description

Parameter	Code	Description
NO_ERROR	0	Started successfully with no errors.
ERROR_PIP_LOWER_VERSION	-101	The Android version is too early and doesn't support the PiP mode.
ERROR_PIP_DENIED_PERMISSION	-102	The PiP mode permission wasn't enabled, or the current device doesn't support PiP.
ERROR_PIP_ACTIVITY_DESTROYED	-103	The current UI was terminated.
ERROR_IOS_PIP_DEVICE_NOT_SUPPORT	-104	The device model or system version doesn't support PiP (only supported on iPadOS 9+ and iOS 14+). This error is applicable only to iOS.
ERROR_IOS_PIP_PLAYER_NOT_SUPPORT	-105	The player doesn't support PiP. This error is applicable only to iOS.
ERROR_IOS_PIP_VIDEO_NOT_SUPPORT	-106	The video doesn't support PiP. This error is applicable only to iOS.
ERROR_IOS_PIP_IS_NOT_POSSIBLE	-107	The PiP controller was unavailable. This error is applicable only to iOS.
ERROR_IOS_PIP_FROM_SYSTEM	-108	The PiP controller reported an error. This error is applicable only to iOS.
ERROR_IOS_PIP_PLAYER_NOT_EXIST	-109	The player object doesn't exist. This error is applicable only to iOS.

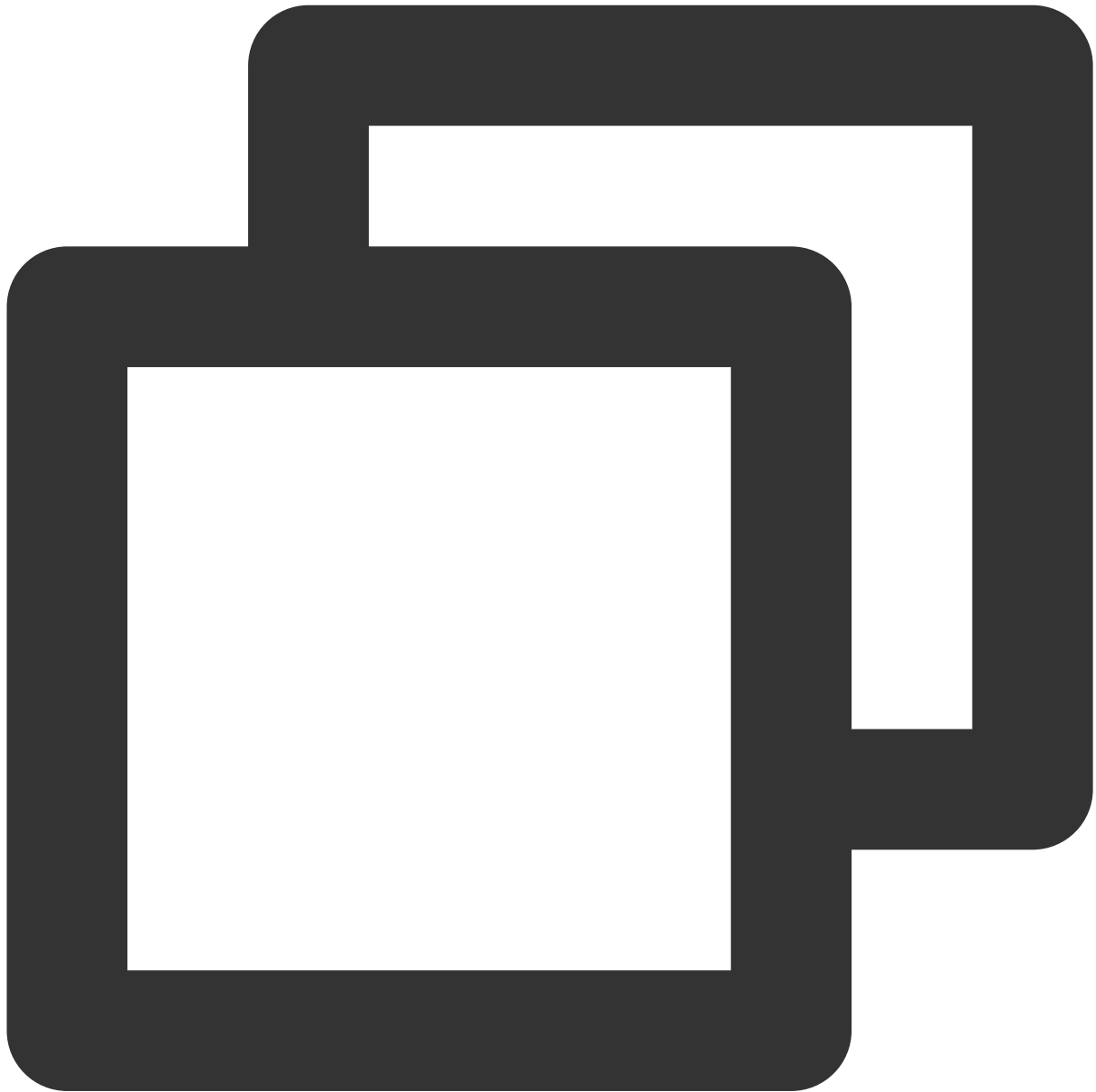
ERROR_IOS_PIP_IS_RUNNING	-110	The PiP feature was running. This error is applicable only to iOS.
ERROR_IOS_PIP_NOT_RUNNING	-111	The PiP feature didn't start. This error is applicable only to iOS.

initImageSprite

Description

Initialize video sprite image

API



```
Future<void> initImageSprite(String? vvtUrl, List<String>? imageUrls) async;
```

Parameter description

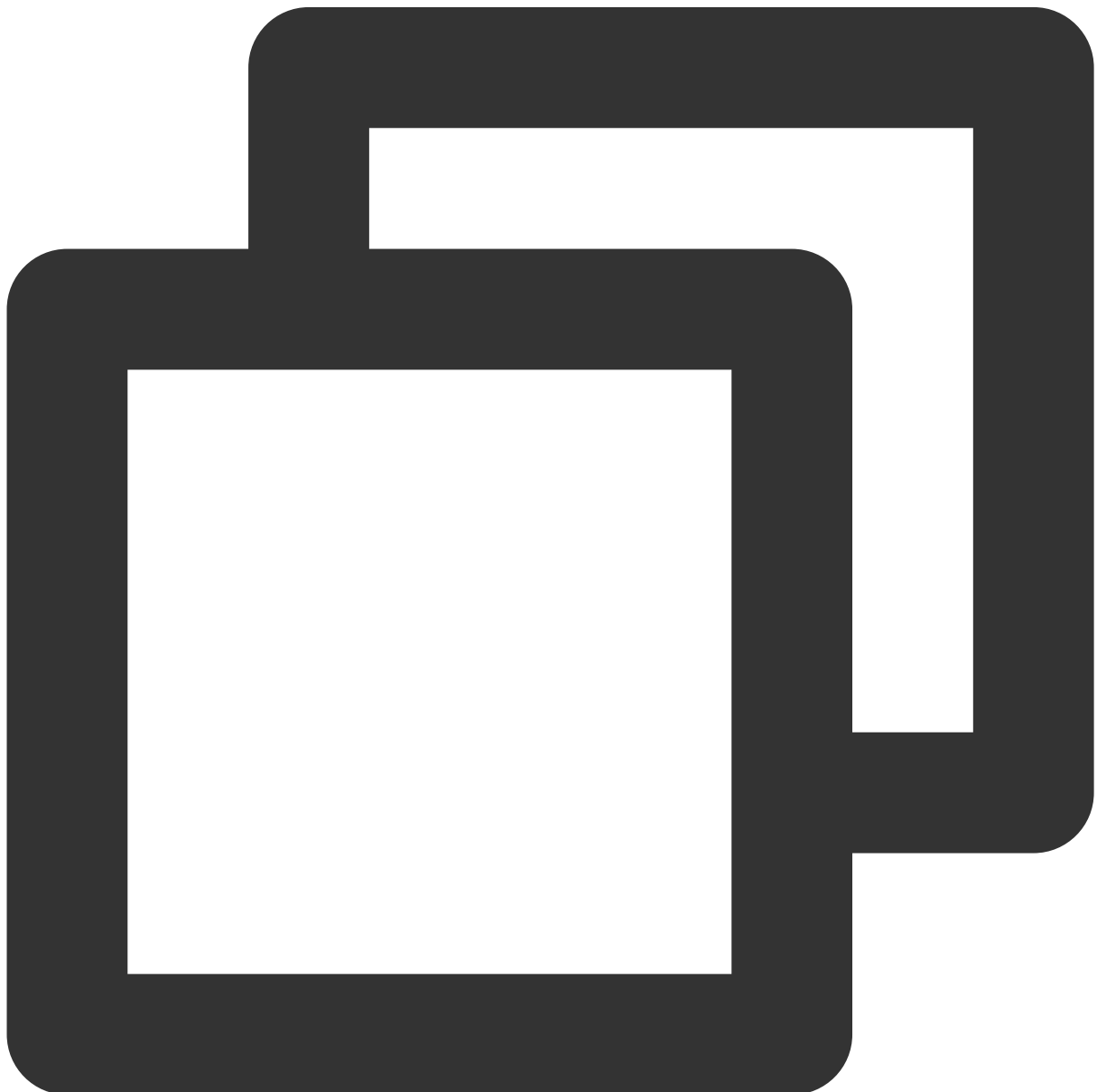
Parameter	Type	Description
vvtUrl	String	Sprite Image web VTT description file download URL.
imageUrls	List<String>	Sprite image download URL.

Returned value description

Unlimited

getImageSprite**Description**

Get the loaded sprite Image.

API

```
Future<Uint8List?> getImageSprite(double time) async;
```

Parameter description

Parameter	Type	Description
time	double	Time point, in seconds.

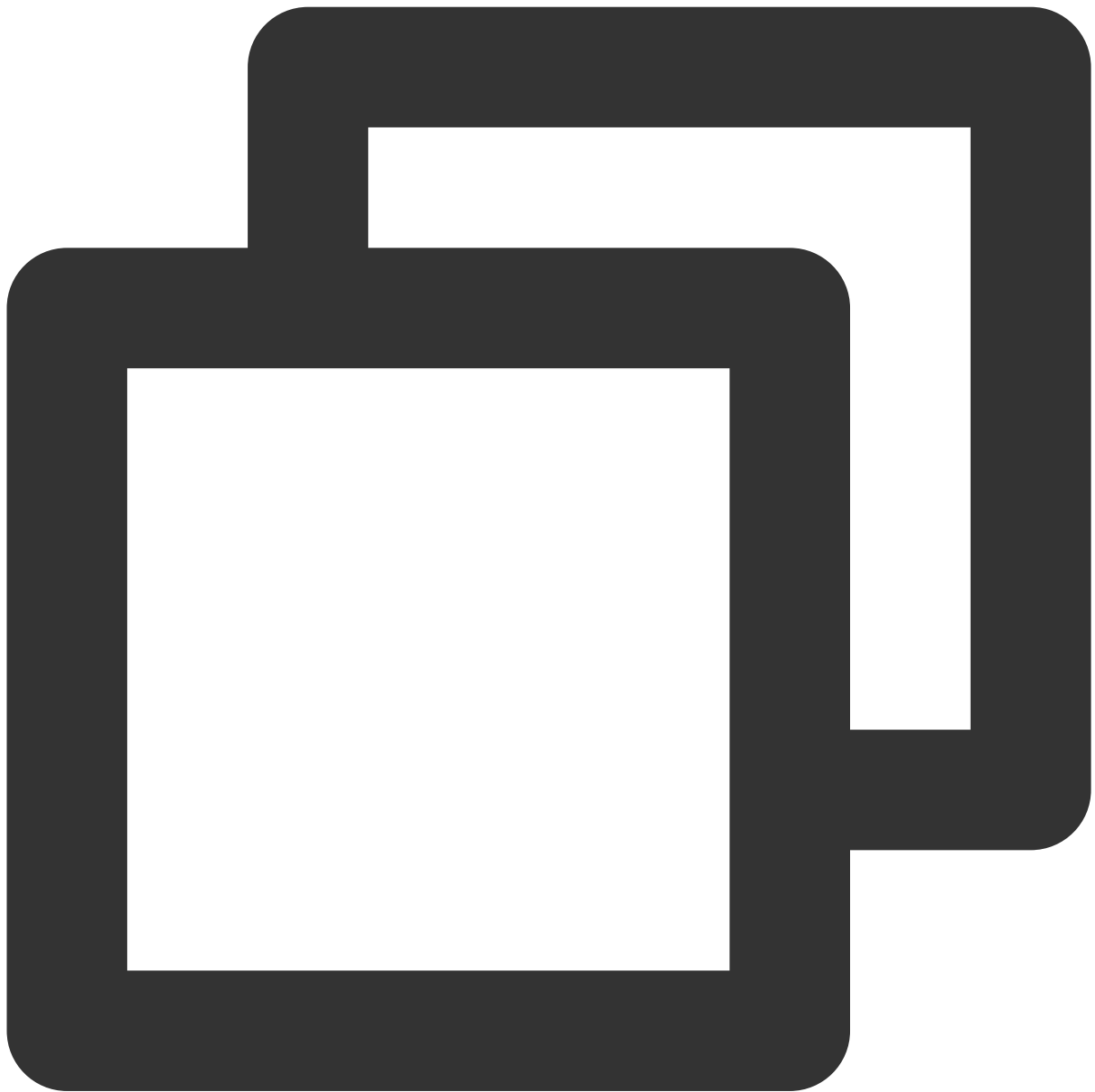
Returned value description

Parameter	Type	Description
thumb	UInt8List	Sprite Image

exitPictureInPictureMode**Description**

Exit picture-in-picture mode if the player is currently in picture-in-picture mode.

API



```
Future<void> exitPictureInPictureMode() async;
```

Parameter description

Unlimited

Returned value description

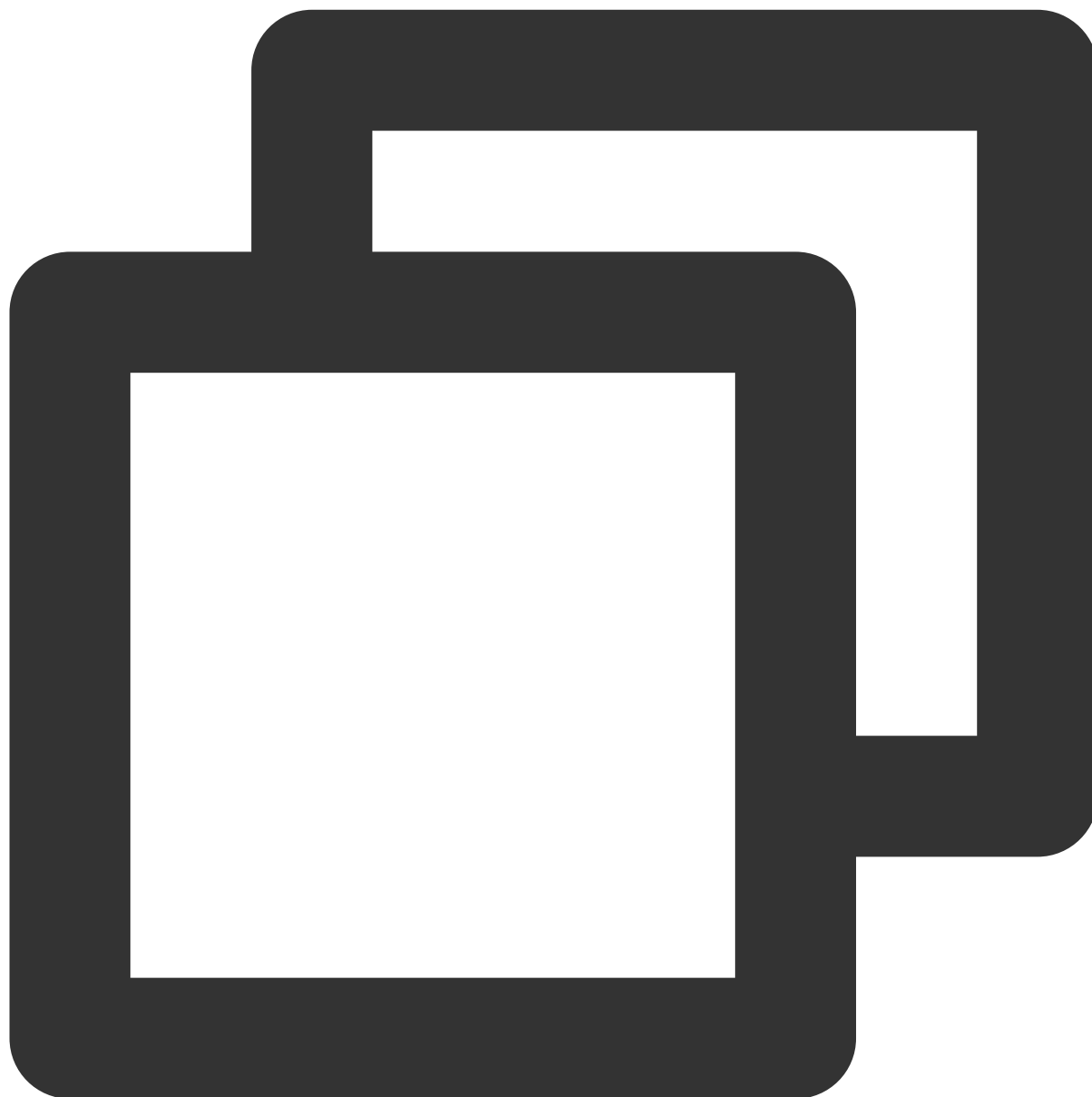
Unlimited

addSubtitleSource**Description**

Add external subtitles.

Note: This feature requires Player Premium version 11.7 to be supported.

API



```
Future<void> addSubtitleSource(String url, String name, {String? mimeType}) async;
```

Parameter description

Parameter	Type	Description
url	String	subtitle url

name	String	subtitle name
contentType	String	Subtitle type, supports SRT (TXVodPlayEvent.VOD_PLAY_MIMETYPE_TEXT_SRT) and VVT (TXVodPlayEvent.VOD_PLAY_MIMETYPE_TEXT_VTT) formats

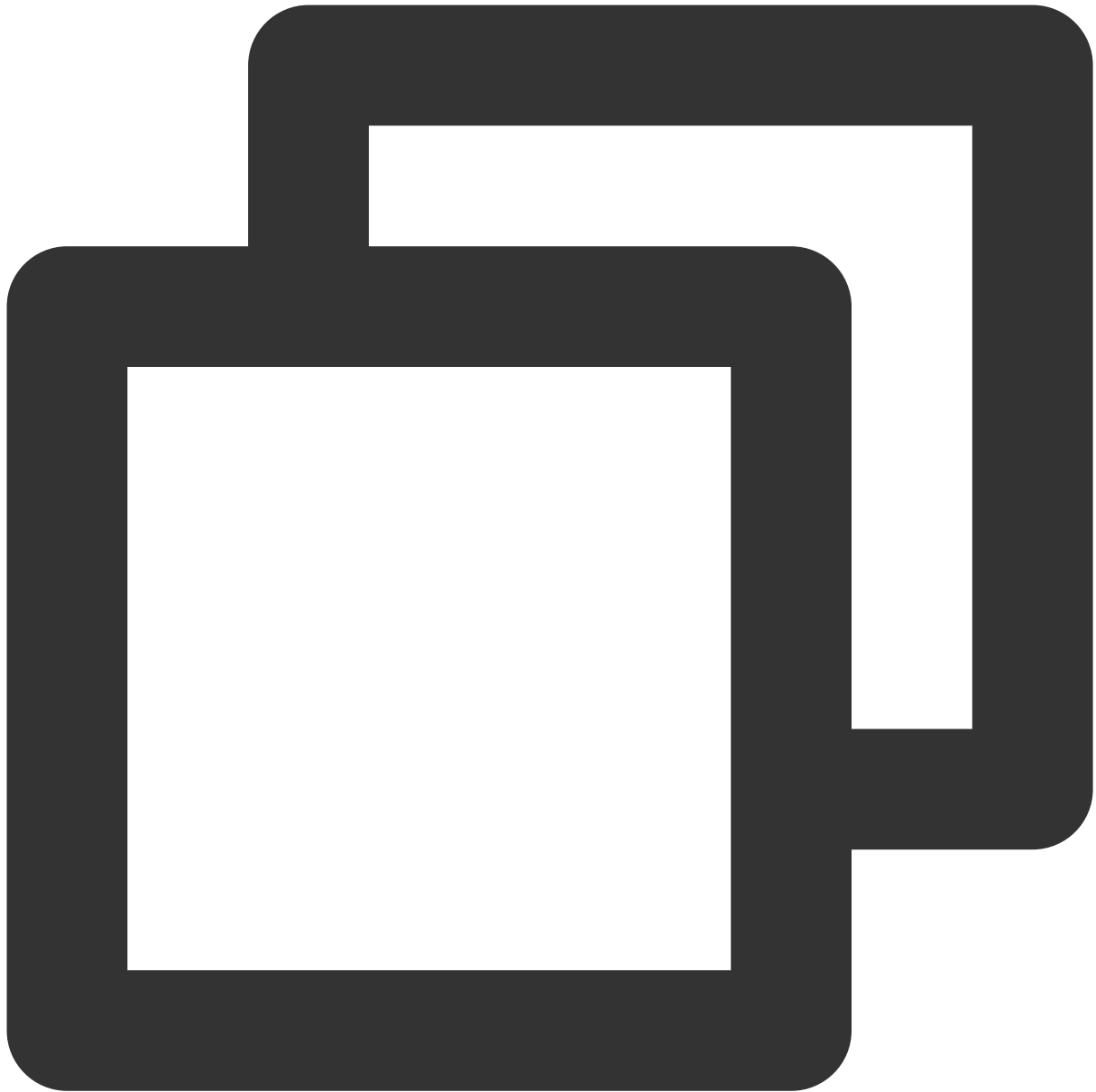
getSubtitleTrackInfo

Description

Returns the subtitle track information list.

Note: This feature requires Player Premium version 11.7 to be supported.

API



```
Future<List<TXTrackInfo>> getSubtitleTrackInfo() async;
```

Parameter description

TXTrackInfo class :

Parameter	Type	Description
trackType	int	Track type. The values are: Video track: TX_VOD_MEDIA_TRACK_TYPE_VIDEO = 1 Audio track: TX_VOD_MEDIA_TRACK_TYPE_AUDIO = 2 Subtitle track: TX_VOD_MEDIA_TRACK_TYPE_SUBTITLE = 3

trackIndex	int	track index
name	String	track name
isSelected	bool	Whether the current track is selected
isExclusive	bool	If it is true, only one track of this type can be selected at each time. If it is false, multiple tracks of this type can be selected at the same time.
isInternal	bool	Whether the current track is an internal original track.

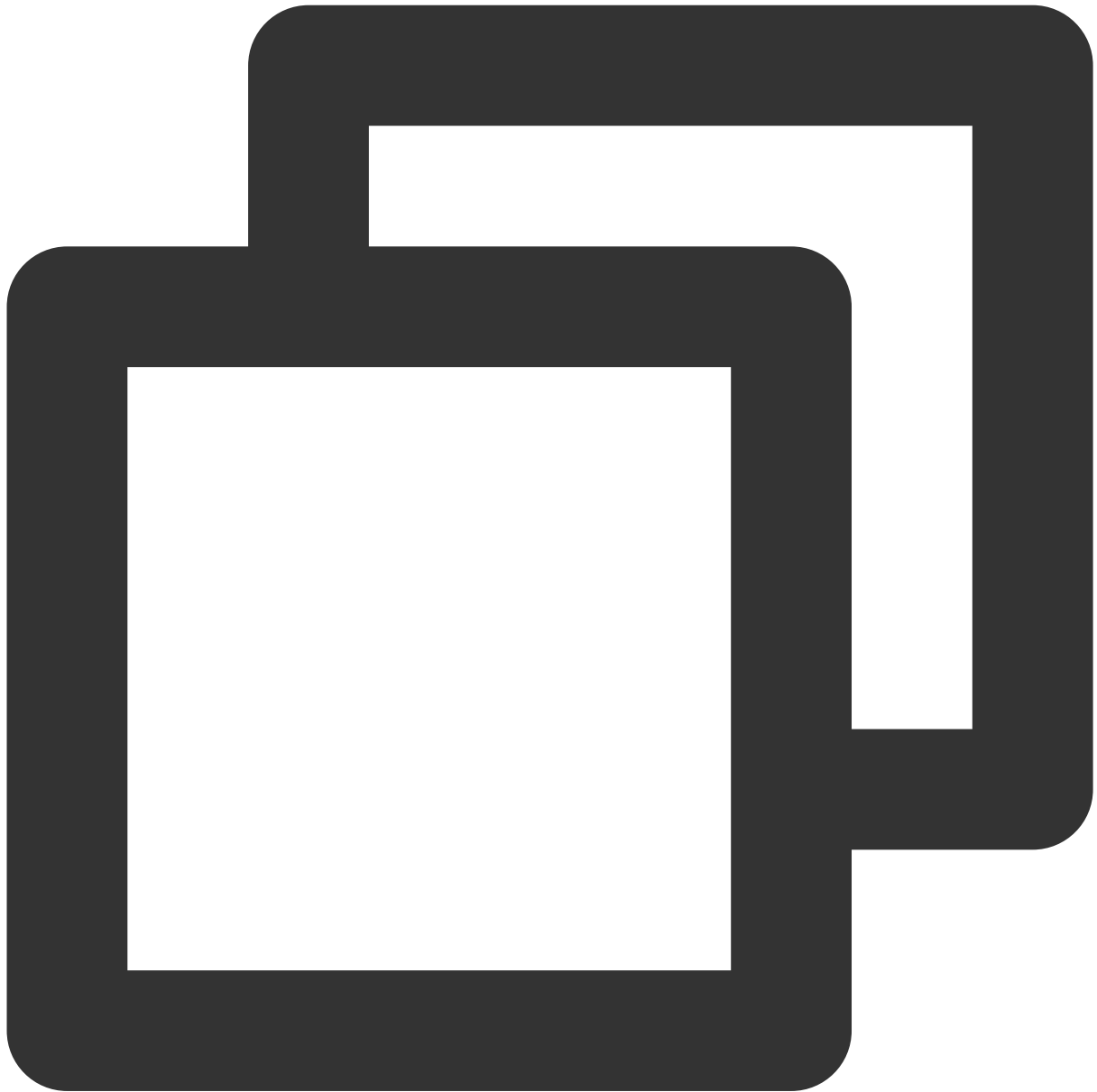
getAudioTrackInfo

Description

Returns the subtitle track information list.

Note: This feature requires Player Premium version 11.7 to be supported.

API



```
Future<List<TXTrackInfo>> getAudioTrackInfo() async;
```

Parameter description

Reference TXTrackInfo class

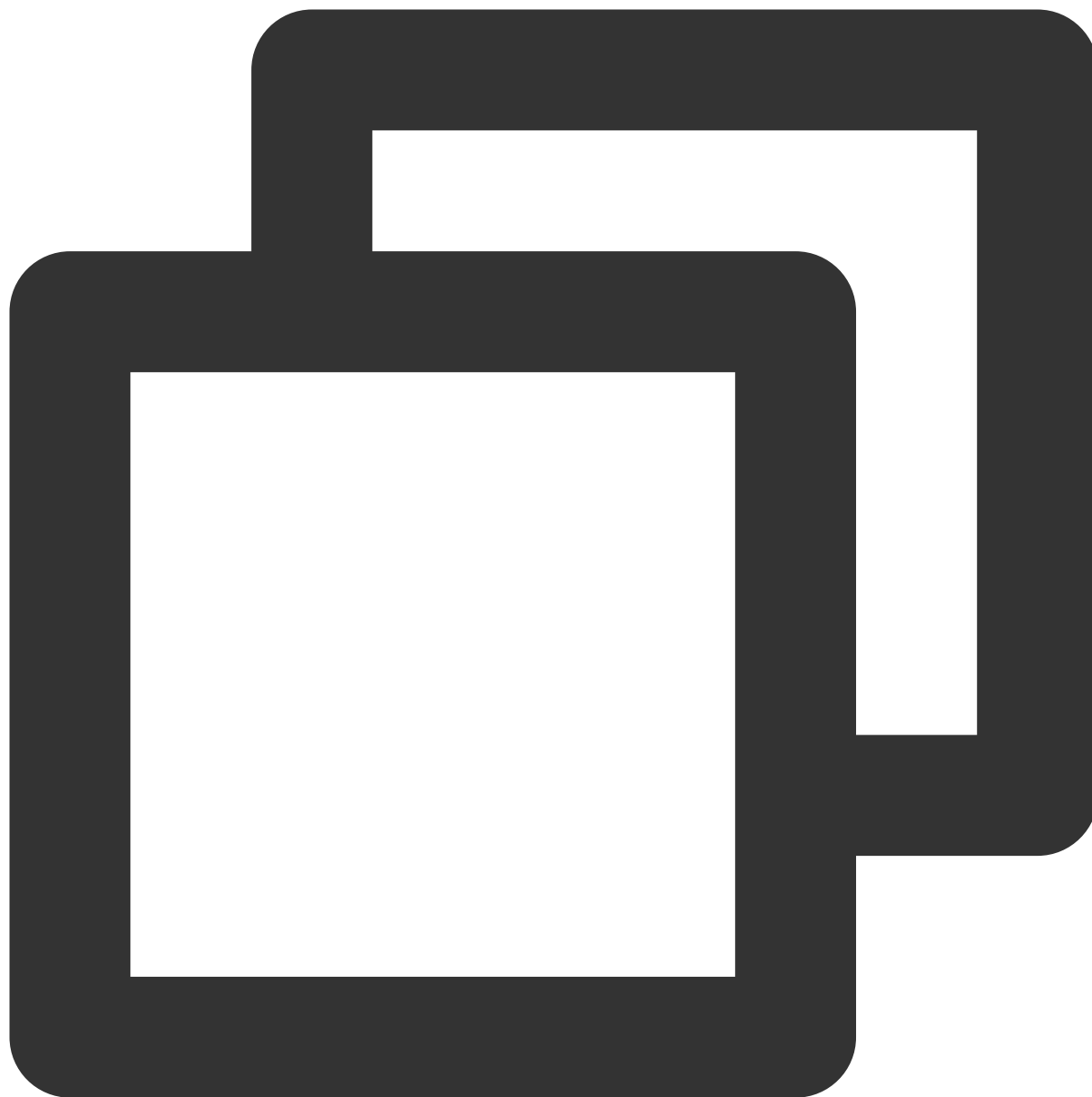
selectTrack

Description

Select track.

Note: This feature requires Player Premium version 11.7 to be supported.

API



```
Future<void> selectTrack(int trackIndex) async;
```

Parameter description

Parameter	Type	Description
trackIndex	int	Track index, trackIndex track index, obtained through the trackIndex of [TXTrackInfo].

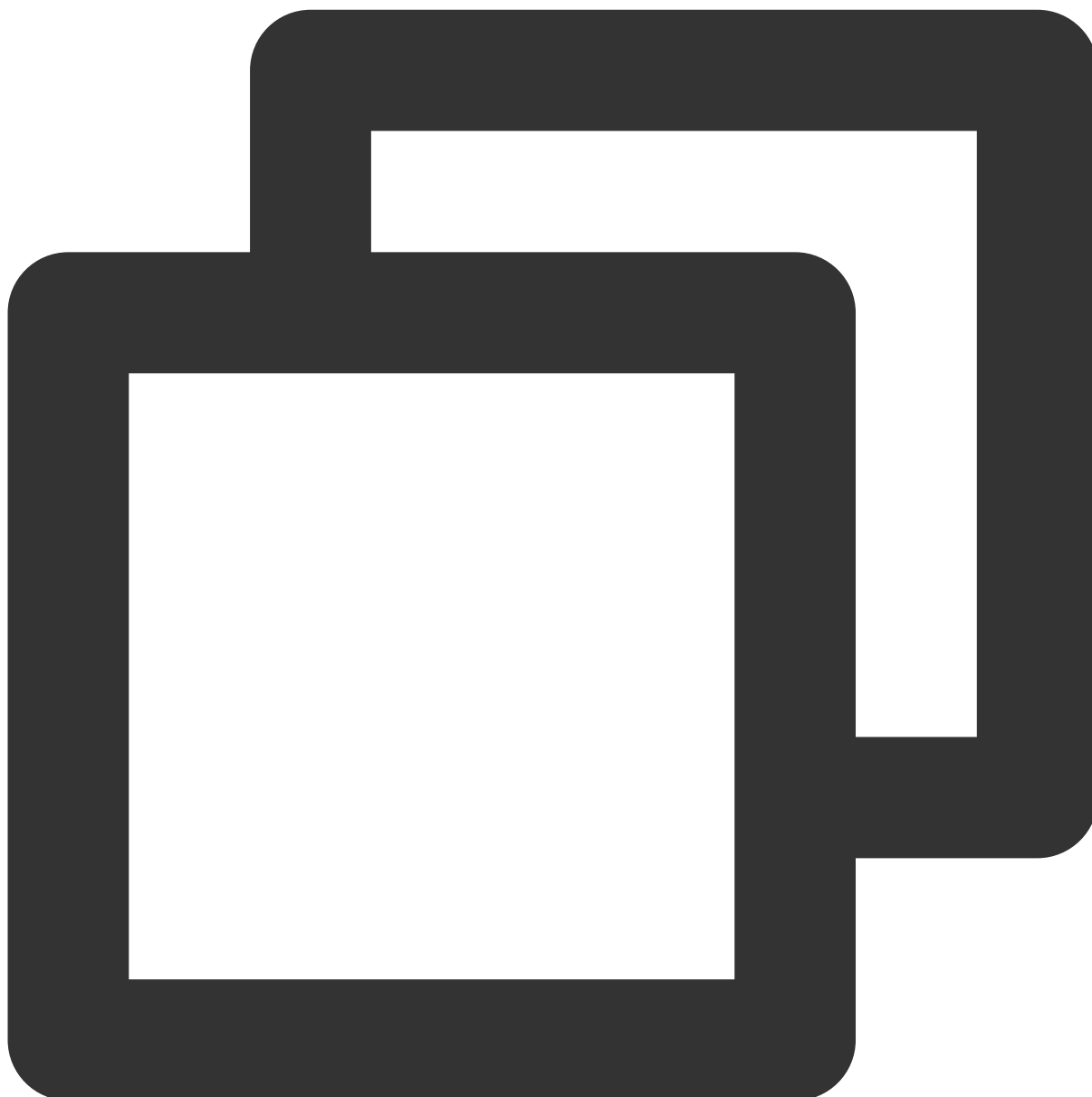
deselectTrack

Description

Deselect the track.

Note: This feature requires Player Premium version 11.7 to be supported.

API



```
Future<void> deselectTrack(int trackIndex) async;
```

Parameter description

Parameter	Type	Description
-----------	------	-------------

trackIndex	int	Track index, trackIndex track index, obtained through the trackIndex of [TXTrackInfo].
------------	-----	--

FTXVodPlayConfig Class

Attribute configuration description

Parameter	Type	Description
connectRetryCount	int	The number of player reconnections. If the SDK is disconnected from the server due to an exception, the SDK will attempt to reconnect to the server.
connectRetryInterval	int	The interval between two player reconnections. If the SDK is disconnected from the server due to an exception, the SDK will attempt to reconnect to the server.
timeout	int	Player connection timeout period
playerType	int	Player type. Valid values: 0: VOD; 1: live streaming; 2: live stream replay.
headers	Map	Custom HTTP headers
enableAccurateSeek	bool	Whether to enable accurate seek. Default value: <code>true</code> .
autoRotate	bool	If it is set to <code>true</code> , the MP4 file will be automatically rotated according to the rotation angle set in the file, which can be obtained from the <code>PLAY_EVT_CHANGE_ROTATION</code> event. Default value: <code>true</code> .
smoothSwitchBitrate	bool	Whether to enable smooth multi-bitrate HLS stream switch. If it is set to <code>false</code> (default), multi-bitrate URLs are opened faster. If it is set to <code>true</code> , the bitrate can be switched smoothly when IDR frames are aligned.
cacheMp4ExtName	String	The cached MP4 filename extension. Default value: <code>mp4</code> .
progressInterval	int	The progress callback interval in milliseconds. If it is not set, the SDK will call back the progress once every 0.5 seconds.
maxBufferSize	int	The maximum size of playback buffer in MB. The setting will affect <code>playableDuration</code> . The greater the value, the more the data that is buffered in advance.
maxPreloadSize	int	Maximum preload buffer size in MB

firstStartPlayBufferTime	int	Duration of the video data that needs to be loaded during the first buffering in ms. Default value: 100 ms
nextStartPlayBufferTime	int	Minimum buffered data size to stop buffering (secondary buffering for insufficient buffered data or progress bar drag buffering caused by <code>seek</code>) in ms. Default value: 250 ms
overlayKey	String	The HLS security enhancement encryption and decryption key
overlayIv	String	The HLS security enhancement encryption and decryption IV
extInfoMap	Map	Some special configuration items
enableRenderProcess	bool	Whether to allow the postrendering and postproduction feature, which is enabled by default. If the super-resolution plugin exists after it is enabled, the plugin will be loaded by default
preferredResolution	int	Resolution of the video used for playback preferably. <code>preferredResolution = width * height</code>
mediaType	int	Set the media type, with AUTO as the default value. Optional values are: TXVodConstants#MEDIA_TYPE_AUTO, AUTO type (default value, adaptive bit rate playback is not supported for now); TXVodConstants#MEDIA_TYPE_HLS_VOD, HLS VOD media; TXVodConstants#MEDIA_TYPE_HLS_LIVE, HLS live media; TXVodConstants#MEDIA_TYPE_HLS_VOD, MP4 and other common file VOD media (supported starting from version 11.7); TXVodConstants#MEDIA_TYPE_DASH_VOD, DASH VOD media (supported starting from version 11.7);

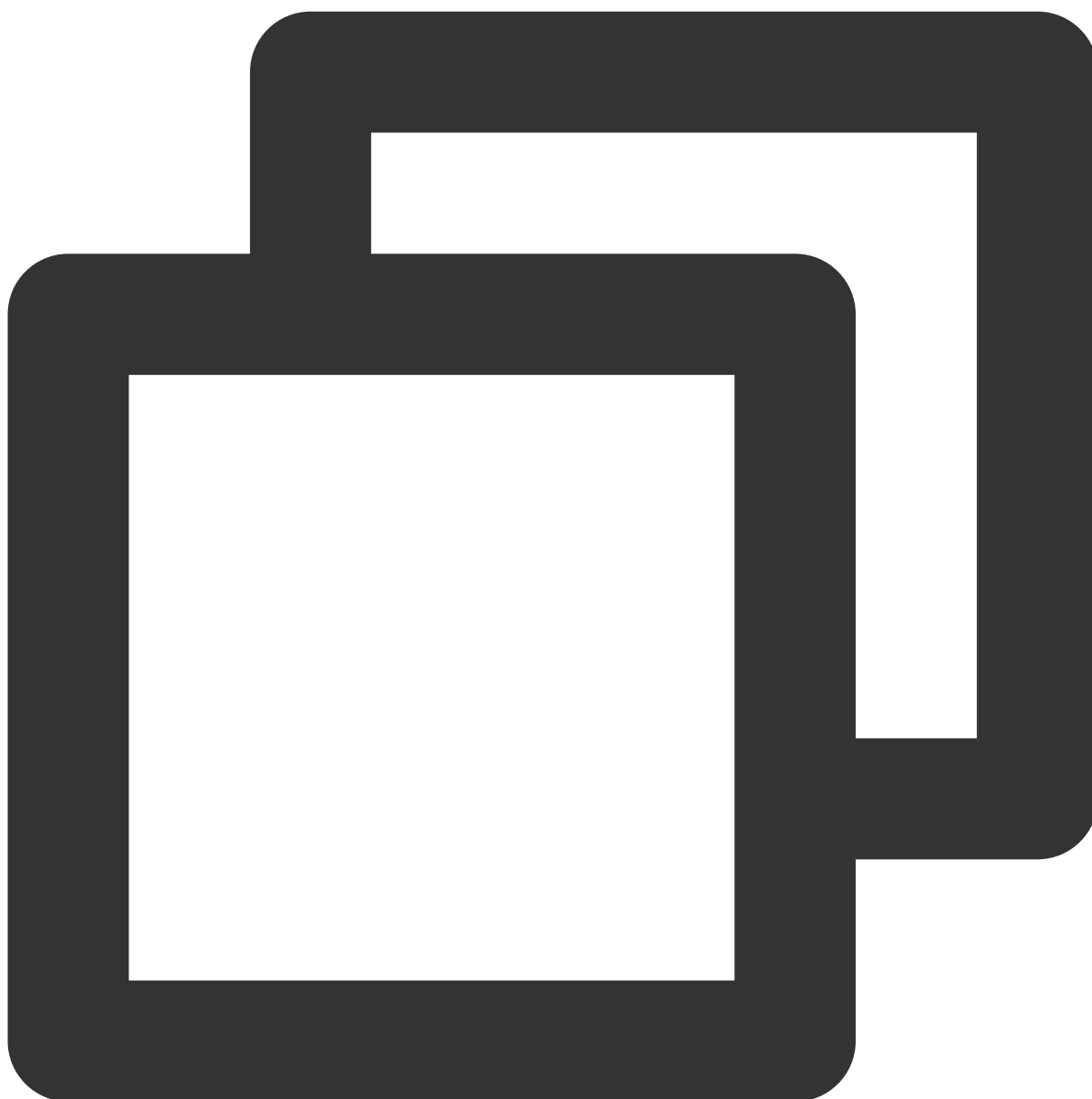
TXLivePlayerController Class

initialize

Description

This API is used to initialize the controller and request assignment of shared textures.

API



```
Future<void> initialize({bool? onlyAudio}) async;
```

Parameter description

Parameter	Type	Description
onlyAudio	bool	Whether the player is an audio-only player. This parameter is optional.

Returned value description

Unlimited

startLivePlay

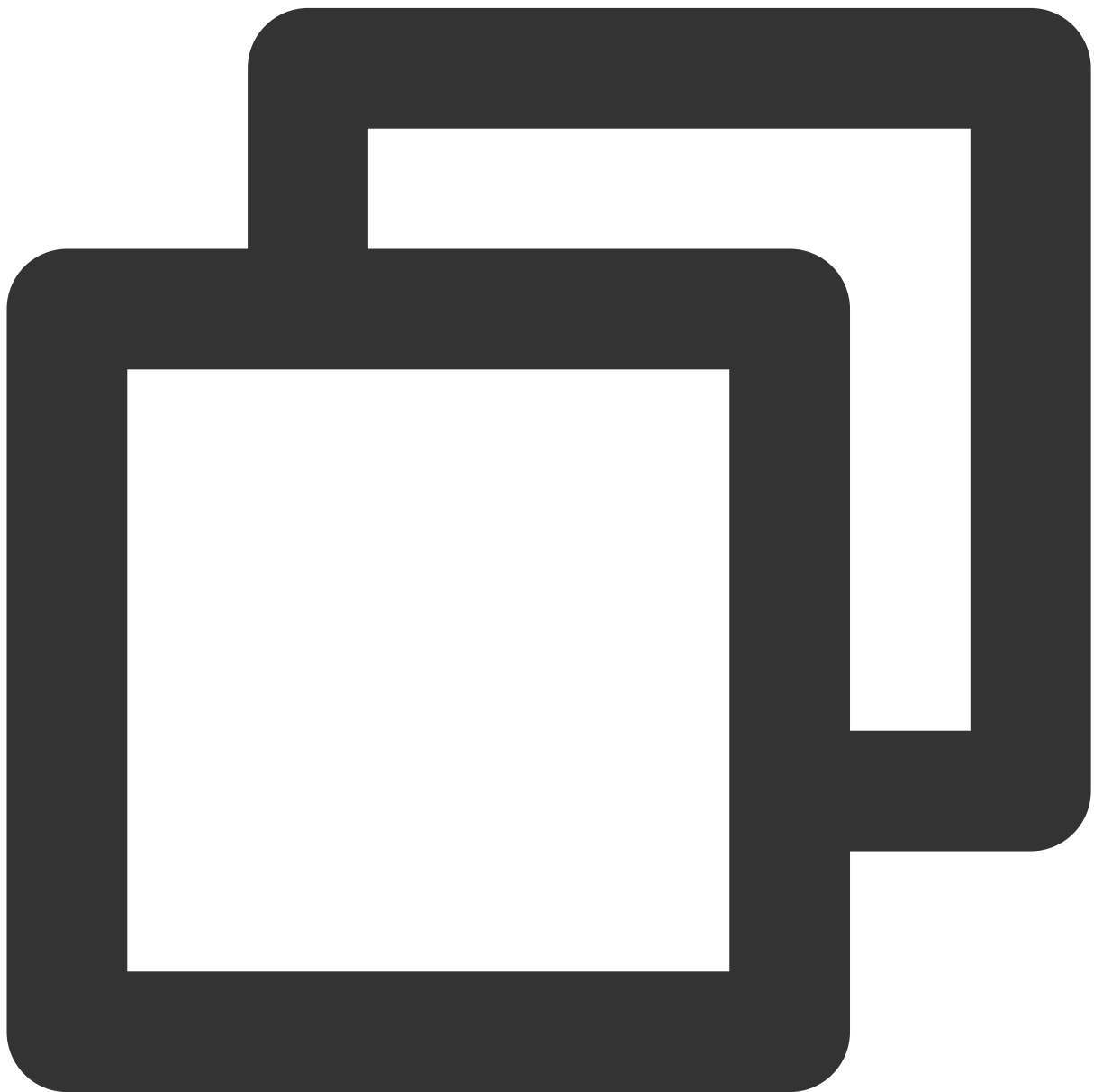
Note

Starting from v10.7, `startPlay` is replaced by `startLivePlay`, and playback will succeed only after you use `{@link SuperPlayerPlugin#setGlobalLicense}` to set the license; otherwise, playback will fail (black screen occurs). The license needs to be set only once globally. You can use the license for CSS, UGSV, or video playback. If you have no such licenses, you can quickly [apply for a trial license](#) or [purchase an official license](#).

Description

This API is used to play back a video via URL.

API



```
Future<bool> play(String url, {int? playType}) async;
```

Parameter description

Parameter	Type	Description
url	String	The URL of the video to be played back.
playType	int	The supported playback type, which is optional. RTMP live streaming is used by default. Valid values: <code>LIVE_RTMP</code> , <code>LIVE_FLV</code> , <code>LIVE_RTMP_ACC</code> , and <code>VOD_HLS</code> . For more information, see <code>TXPlayType</code> .

Returned value description

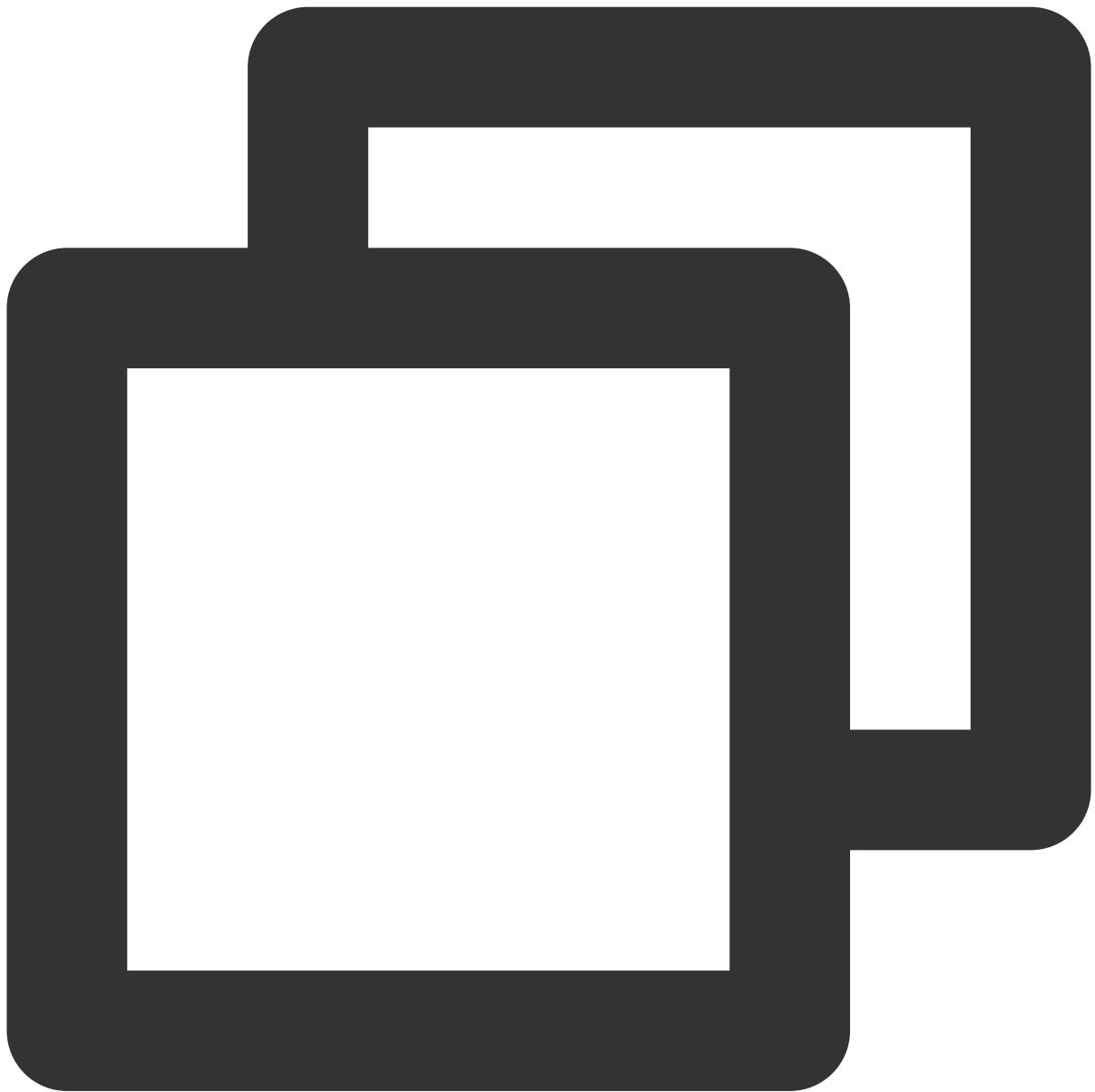
Parameter	Type	Description
result	bool	Whether creation succeeded.

pause

Description

This API is used to pause a video during playback.

API



```
Future<void> pause() async;
```

Parameter description

Unlimited

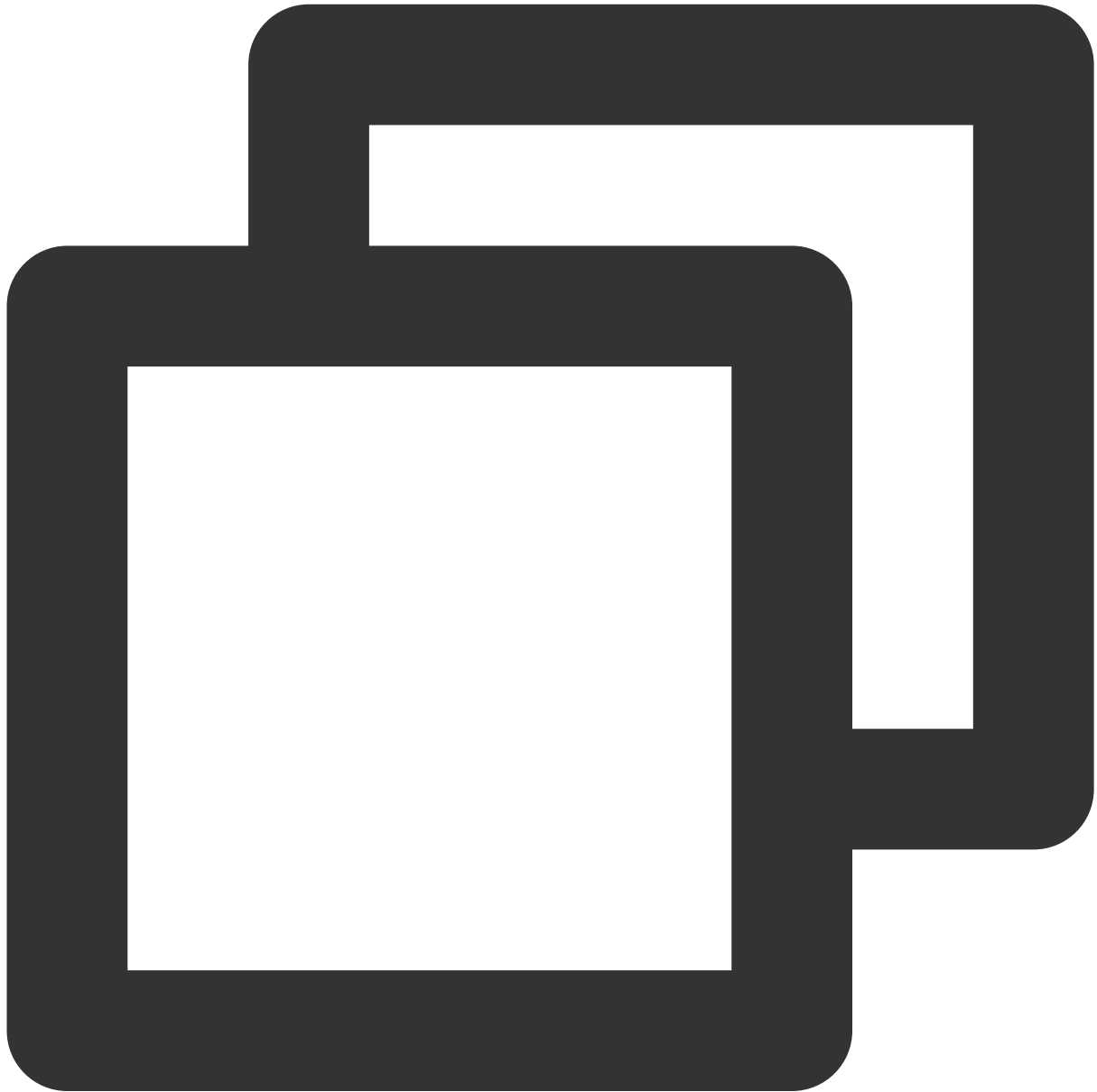
Returned value description

Unlimited

resume**Description**

This API is used to resume the playback of a paused video.

API



```
Future<void> resume() async;
```

Parameter description

Unlimited

Returned value description

Unlimited

stop

Description

This API is used to stop a video during played back.

API



```
Future<bool> stop({bool isNeedClear = false}) async;
```

Parameter description

Parameter	Type	Description

isNeedClear	bool	Whether to clear the last-frame image.
-------------	------	--

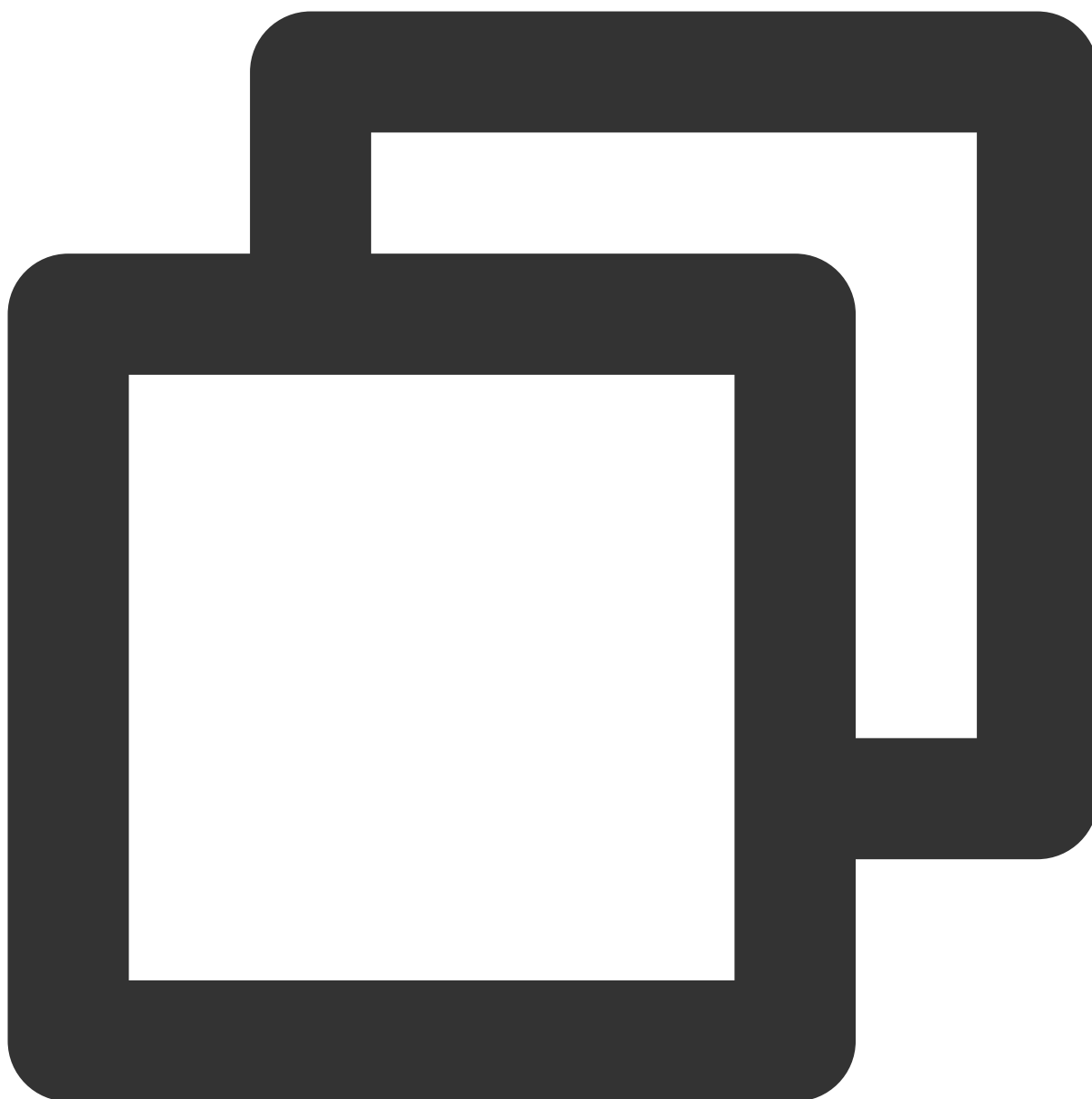
Returned value description

Parameter	Type	Description
result	bool	Whether stop succeeded.

isPlaying**Description**

This API is used to query whether the player is currently playing a video.

API



```
Future<bool> isPlaying() async;
```

Parameter description

Unlimited

Returned value description

Parameter	Type	Description
isPlaying	bool	Whether playback is ongoing.

setMute

Description

This API is used to set whether to mute the current playback.

API



```
Future<void> setMute(bool mute) async;
```

Parameter description

Parameter	Type	Description

mute

bool

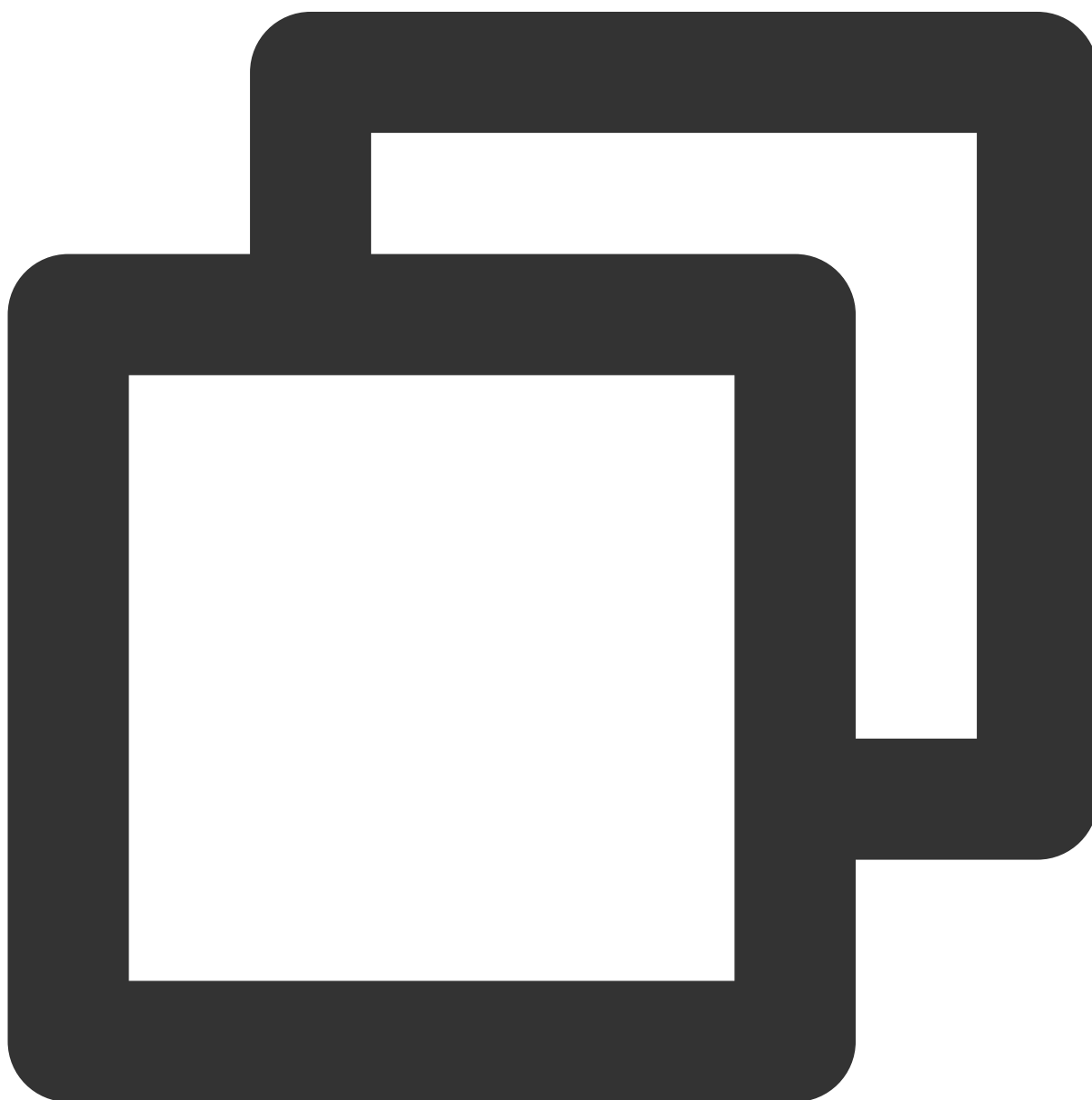
Whether to mute the playback.

Returned value description

Unlimited

setVolume**Description**

This API is used to set the video volume level.

API

```
Future<void> setVolume(int volume);
```

Parameter description

Parameter	Type	Description
volume	int	Video volume level. Value range: 0-100

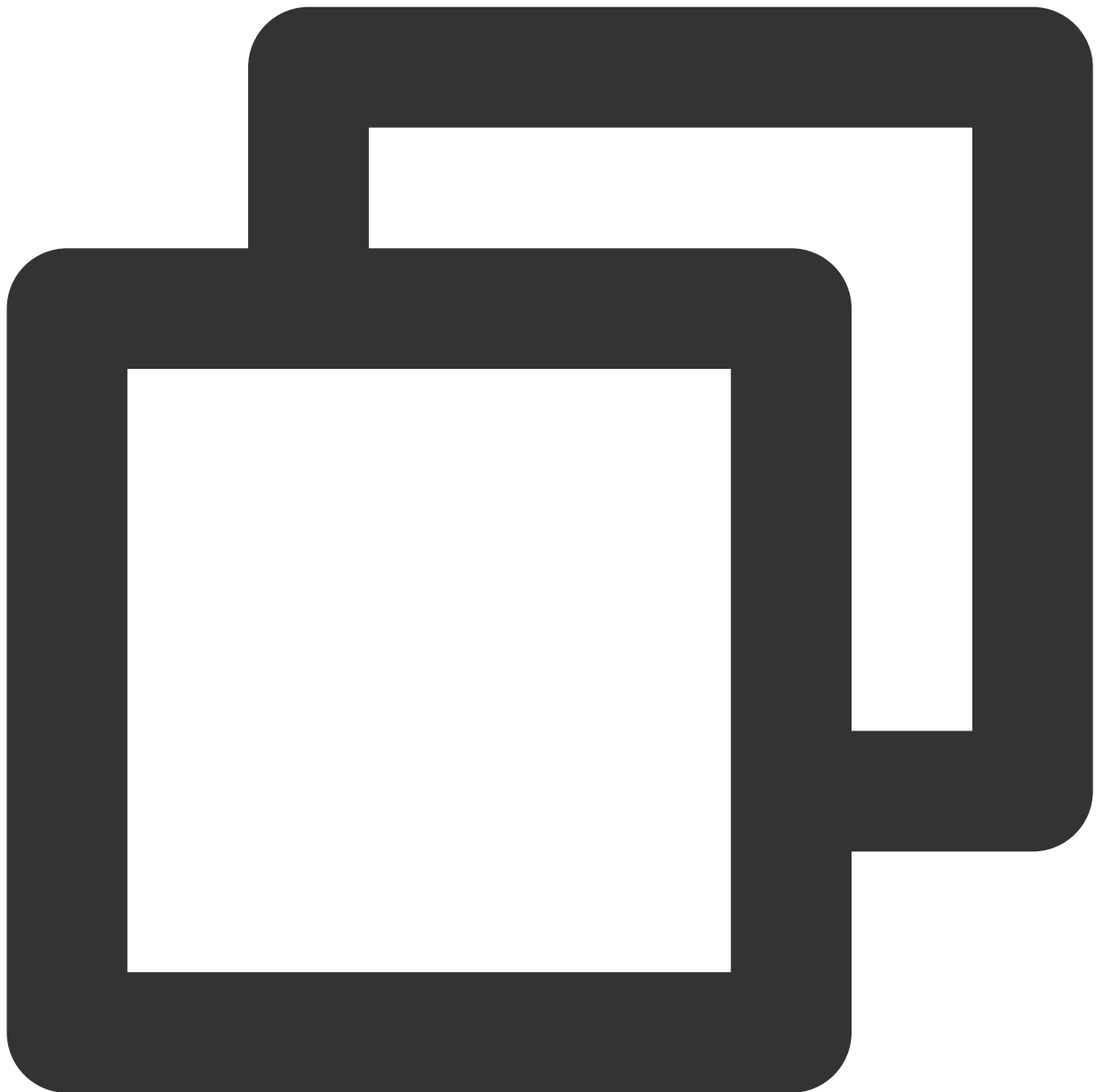
Returned value description

Unlimited

setLiveMode**Description**

This API is used to set the live streaming mode.

API



```
Future<void> setLiveMode(TXPlayerLiveMode mode) async;
```

Parameter description

Parameter	Type	Description
mode	int	Live streaming mode, which can be set to auto, expedited, or smooth mode.

Returned value description

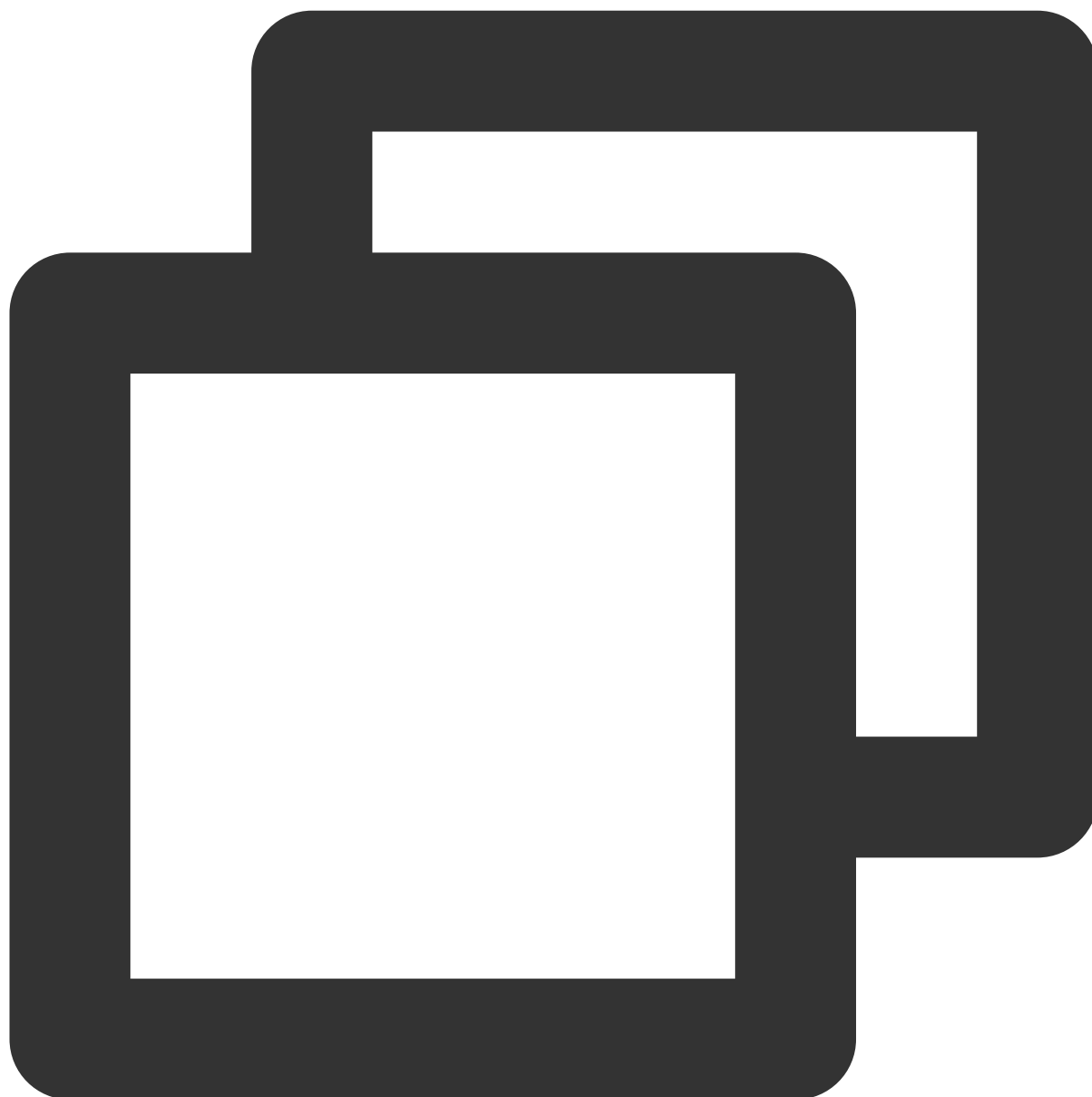
Unlimited

setAppID

Description

This API is used to set the `appID` for cloud-based control.

API



```
Future<void> setAppID(int appId) async;
```

Parameter description

Parameter	Type	Description

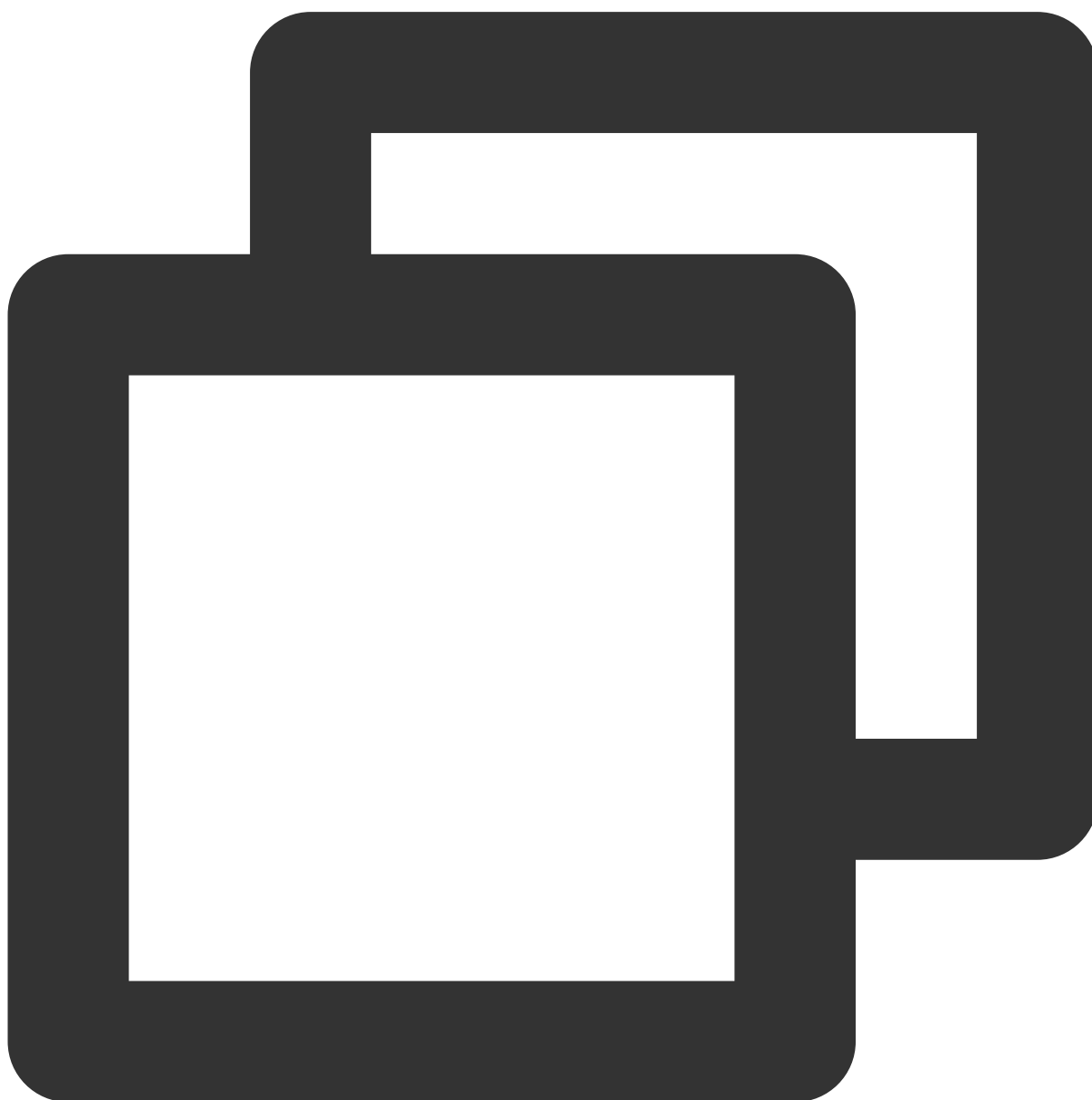
appld	int	The application ID.
-------	-----	---------------------

Returned value description

Unlimited

setConfig**Description**

This API is used to configure the player.

API

```
Future<void> setConfig(FTXLivePlayConfig config) async;
```

Parameter description

Parameter	Type	Description
config	FTXLivePlayConfig	For more information, see the <code>FTXLivePlayConfig</code> class.

Returned value description

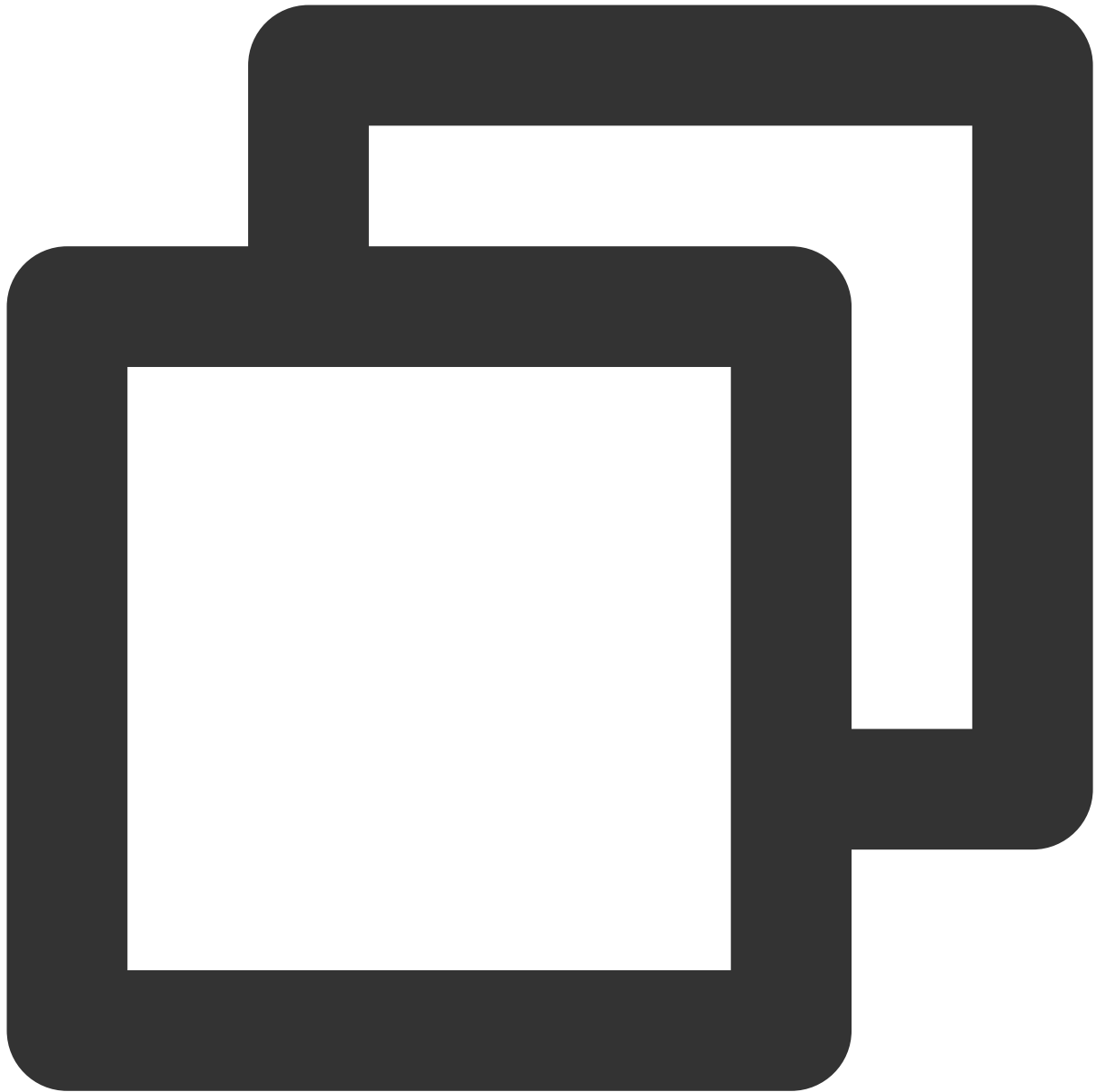
Unlimited

enableHardwareDecode

Description

This API is used to enable/disable playback based on hardware decoding. After the value is set, it will not take effect until the video playback is restarted.

API



```
Future<bool> enableHardwareDecode (bool enable);
```

Parameter description

Parameter	Type	Description
enable	bool	Whether to enable hardware decoding.

Returned value description

Parameter	Type	Description
-----------	------	-------------

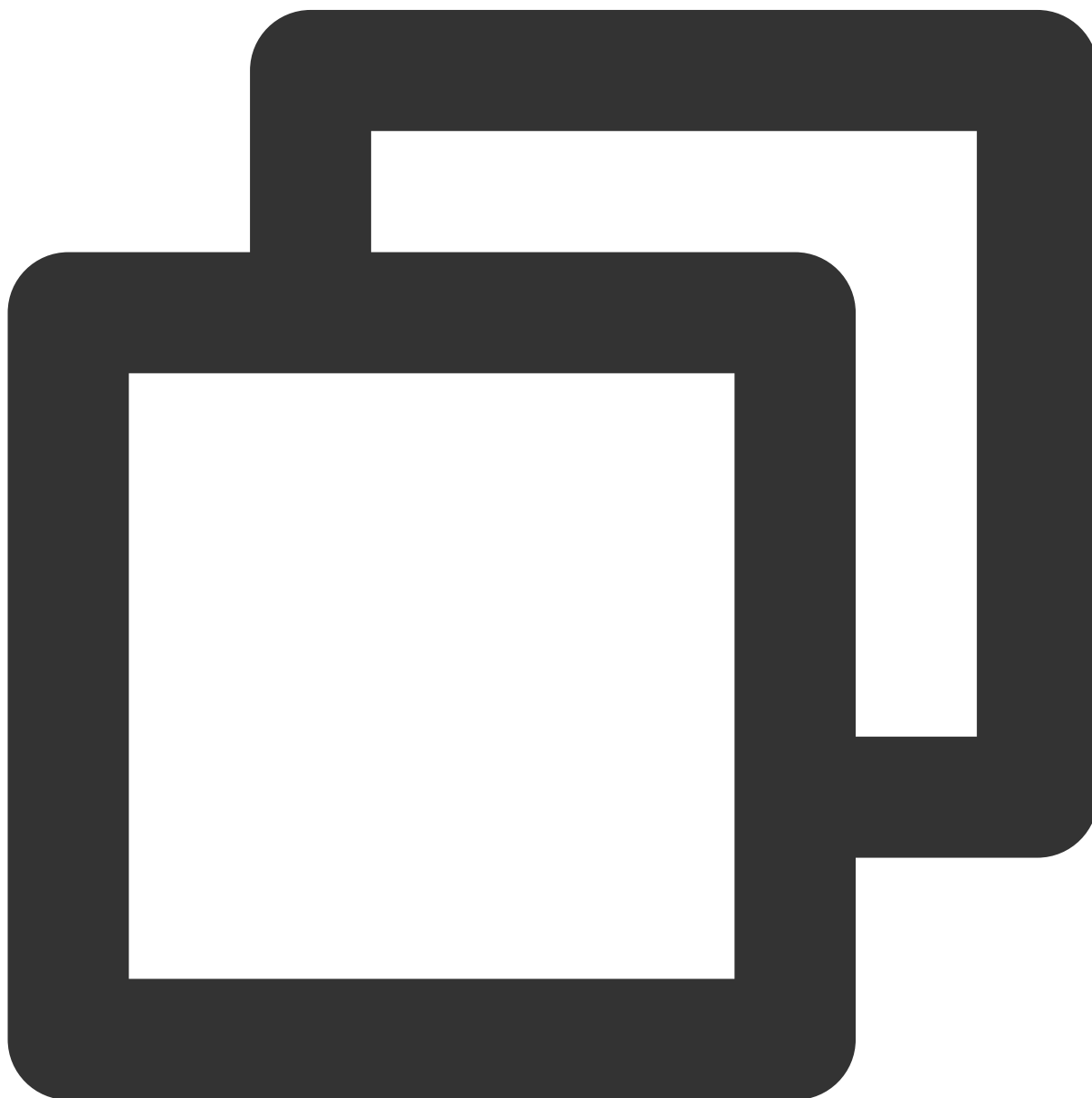
result	bool	The hardware/software decoding setting result.
--------	------	--

enterPictureInPictureMode

Description

This API is used to enter the PiP mode. It is applicable only to Android. Currently, live streaming on iOS doesn't support the PiP mode.

API



```
Future<int> enterPictureInPictureMode({String? backIconForAndroid, String? playIcon
```

Parameter description

The parameters are applicable only to Android.

Parameter	Type	Description
backIcon	String	The seek backward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
playIcon	String	The playback icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
pauseIcon	String	The pause icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.
forwardIcon	String	The fast forward icon, which can be up to 1 MB in size as limited by Android. It is optional, and if it is not set, the system icon will be used.

Returned value description

Parameter	Code	Description
NO_ERROR	0	Started successfully with no errors.
ERROR_PIP_LOWER_VERSION	-101	The Android version is too early and doesn't support the PiP mode.
ERROR_PIP_DENIED_PERMISSION	-102	The PiP mode permission wasn't enabled, or the current device doesn't support PiP.
ERROR_PIP_ACTIVITY_DESTROYED	-103	The current UI was terminated.
ERROR_IOS_PIP_DEVICE_NOT_SUPPORT	-104	The device model or system version doesn't support PiP (only supported on iPadOS 9+ and iOS 14+). This error is applicable only to iOS.
ERROR_IOS_PIP_PLAYER_NOT_SUPPORT	-105	The player doesn't support PiP. This error is applicable only to iOS.
ERROR_IOS_PIP_VIDEO_NOT_SUPPORT	-106	The video doesn't support PiP. This error is applicable only to iOS.
ERROR_IOS_PIP_IS_NOT_POSSIBLE	-107	The PiP controller was unavailable. This error is applicable only to iOS.
ERROR_IOS_PIP_FROM_SYSTEM	-108	The PiP controller reported an error. This error is applicable only to iOS.
ERROR_IOS_PIP_PLAYER_NOT_EXIST	-109	The player object doesn't exist. This error is

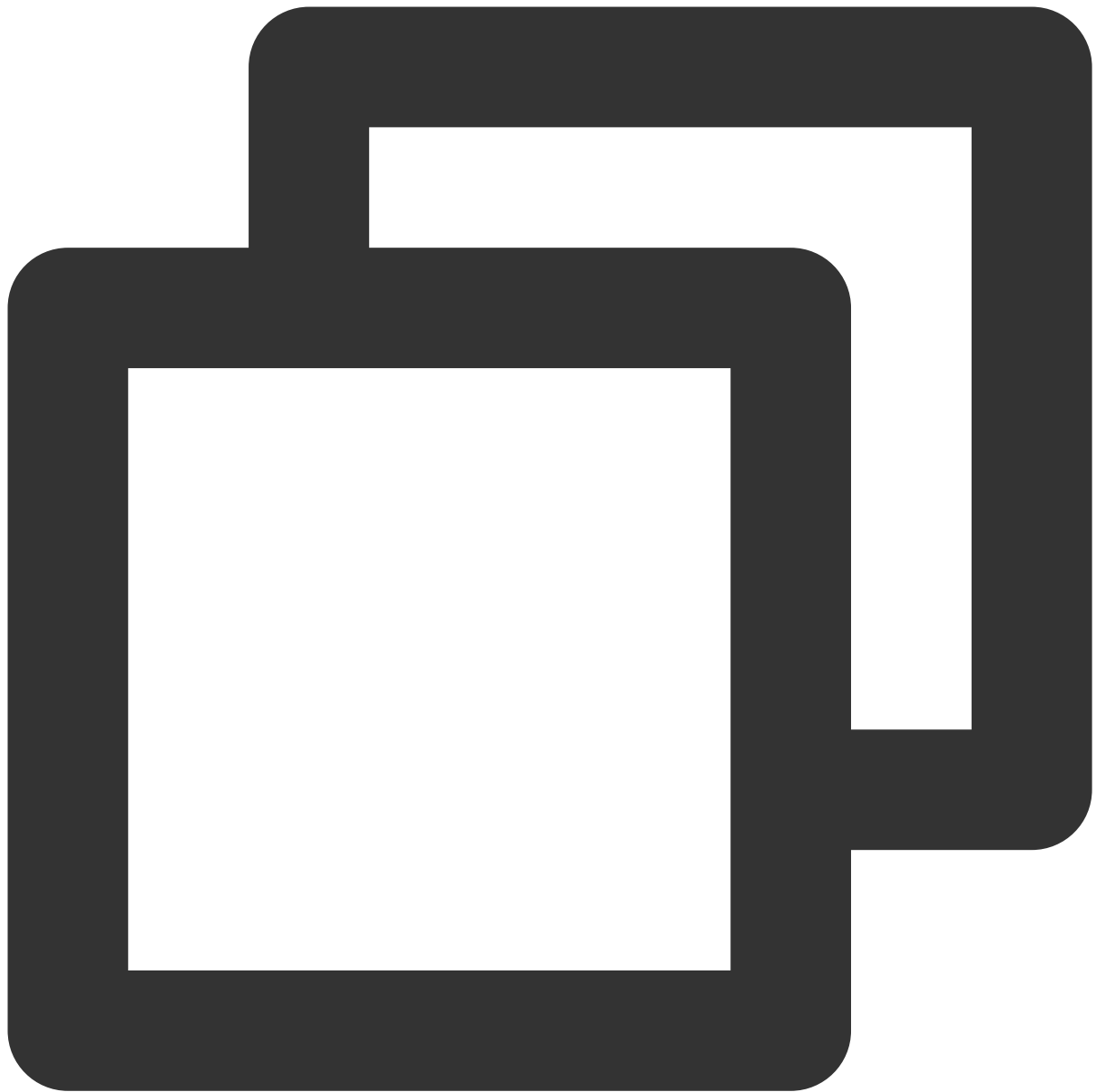
		applicable only to iOS.
ERROR_IOS_PIP_IS_RUNNING	-110	The PiP feature was running. This error is applicable only to iOS.
ERROR_IOS_PIP_NOT_RUNNING	-111	The PiP feature didn't start. This error is applicable only to iOS.

dispose

Description

This API is used to terminate the controller. After it is called, all notification events will be terminated, and the player will be released.

API



```
Future<void> dispose() async;
```

Parameter description

Unlimited

Returned value description

Unlimited

switchStream**Description**

This API is used to switch the stream played back.

API



```
Future<int> switchStream(String url) async;
```

Parameter description

Parameter	Type	Description
url	String	The video source to be switched to.

Returned value description

Parameter	Type	Description
result	int	The switch result.

FTXLivePlayConfig Class

Attribute configuration description

Parameter	Type	Description
cacheTime	double	The player cache time in seconds. The value must be greater than <code>0</code> . Default value: <code>5</code> .
maxAutoAdjustCacheTime	double	The maximum time for automatic cache time adjustment in seconds. The value must be greater than <code>0</code> . Default value: <code>5</code> .
minAutoAdjustCacheTime	double	The minimum time for automatic cache time adjustment in seconds. The value must be greater than <code>0</code> . Default value: <code>1</code> .
videoBlockThreshold	int	The alarm threshold for player video lag in milliseconds. Only when the rendering interval exceeds this threshold, will the <code>PLAY_WARNING_VIDEO_PLAY_LAG</code> notification be sent.
connectRetryCount	int	The default number of times the SDK tries reconnecting when the player is disconnected. Value range: 1–10. Default value: <code>3</code>
connectRetryInterval	int	The interval between network reconnections in seconds. Value range: 3–30. Default value: <code>3</code>
autoAdjustCacheTime	bool	Whether to automatically adjust the player cache time. Default value: <code>true</code> . Valid values: <code>true</code> : Enable automatic adjustment. You can use <code>maxCacheTime</code> and <code>minCacheTime</code> to specify the maximum and minimum cache time respectively; <code>false</code> : Disable automatic adjustment and use the default cache time (1s). You can use <code>cacheTime</code> to change the cache time.
enableAec	bool	Whether to enable acoustic echo cancellation (AEC). Default value: <code>false</code> .
enableMessage	bool	Whether to enable the message channel. Default value: <code>true</code> .
enableMetaData	bool	Whether to enable the <code>MetaData</code> callback. Default value: <code>false</code> . Valid values: <code>true</code> : The SDK throws the <code>MetaData</code>

		of the video stream through the <code>EVT_PLAY_GET_METADATA</code> message; <code>false</code> : The SDK doesn't throw the <code>MetaData</code> of the video stream.
<code>flvSessionKey</code>	String	Whether to enable HTTP header information callback. Default value: <code>" "</code>

TXVodDownloadController Class

startPreLoad

Description

Start preloading. Before starting preloading, please set the cache directory

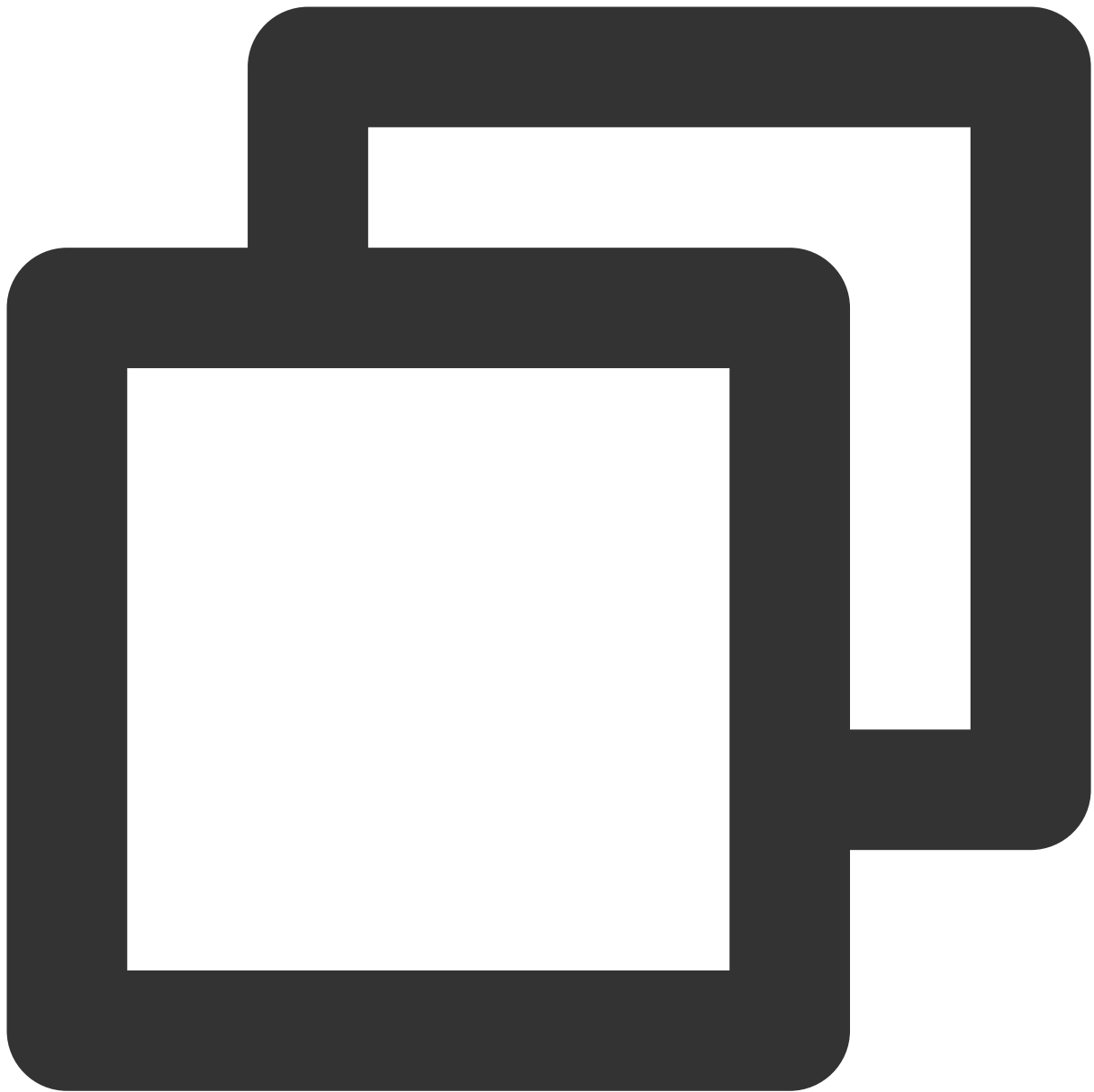
`[SuperPlayerPlugin.setGlobalCacheFolderPath]` and cache size

`[SuperPlayerPlugin.setGlobalMaxCacheSize]` of the playback engine. This setting is a global configuration and needs to be consistent with the player to avoid invalidating the playback cache.

API



```
Future<int> startPreLoad(  
    final String playUrl,  
    final int preloadSizeMB,  
    final int preferredResolution, {  
    FTXPredownloadOnCompleteListener? onCompleteListener,  
        FTXPredownloadOnErrorListener? onErrorListener,  
    }) async
```



```
Future<void> startPreload(TXPlayInfoParams txPlayInfoParams,
    final int preloadSizeMB,
    final int preferredResolution, {
    FTXPredownlodOnCompleteListener? onCompleteListener,
    FTXPredownlodOnErrorListener? onErrorListener,
    FTXPredownlodOnStartListener? onStartListener,
    }) async
```

Parameter description

Parameter	Type	Description
-----------	------	-------------

playUrl	String	The URL to be preloaded
preloadSizeMB	int	Size of preloaded data (unit: MB).
preferredResolution	int	Expected resolution, with the value in the format of height x width. For example, 720x1080. If multiple resolutions are not supported or not specified, pass -1.
onCompleteListener	FTXPredownloadOnCompleteListener?	Preloading successful callback, global.
onErrorListener	FTXPredownloadOnErrorListener	Preloading failed callback, global.

TXPlayInfoParams:

Parameter	Type	Description
appld	int	The application's appld, which is required.
fileId	String	The file ID, which is required.
url	String	Only one of the video url and fileId needs to be filled in. If both are filled in, the url takes priority.
sign	String	Hotlink protection signature, see Hotlink protection product documentation .

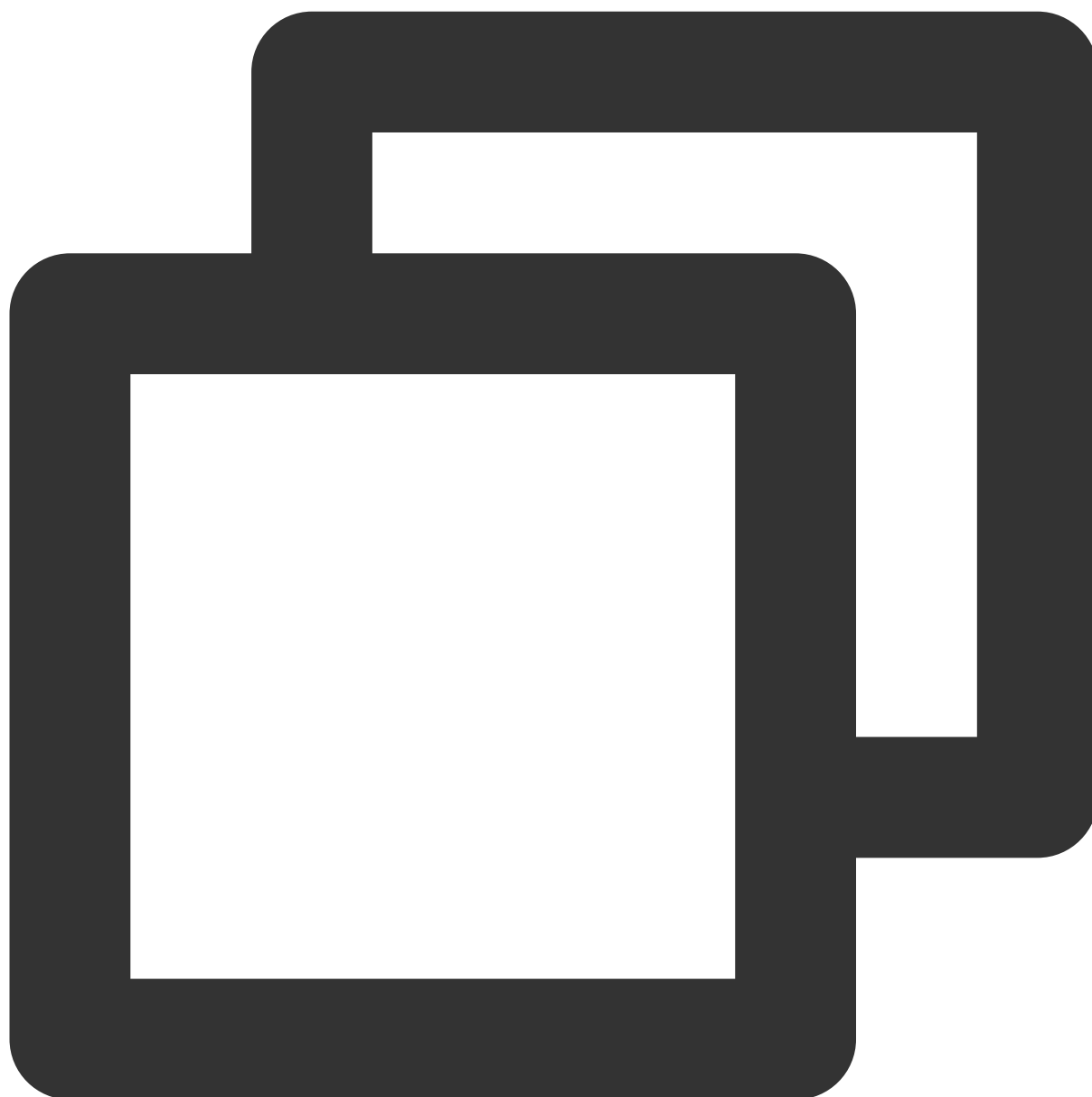
Returned value description

Parameter	Type	Description
taskId	int	task ID

stopPreLoad**Description**

Stop preloading.

API



```
Future<void> stopPreLoad(final int taskId) async
```

Parameter description

Parameter	Type	Description
taskId	int	task ID

Returned value description

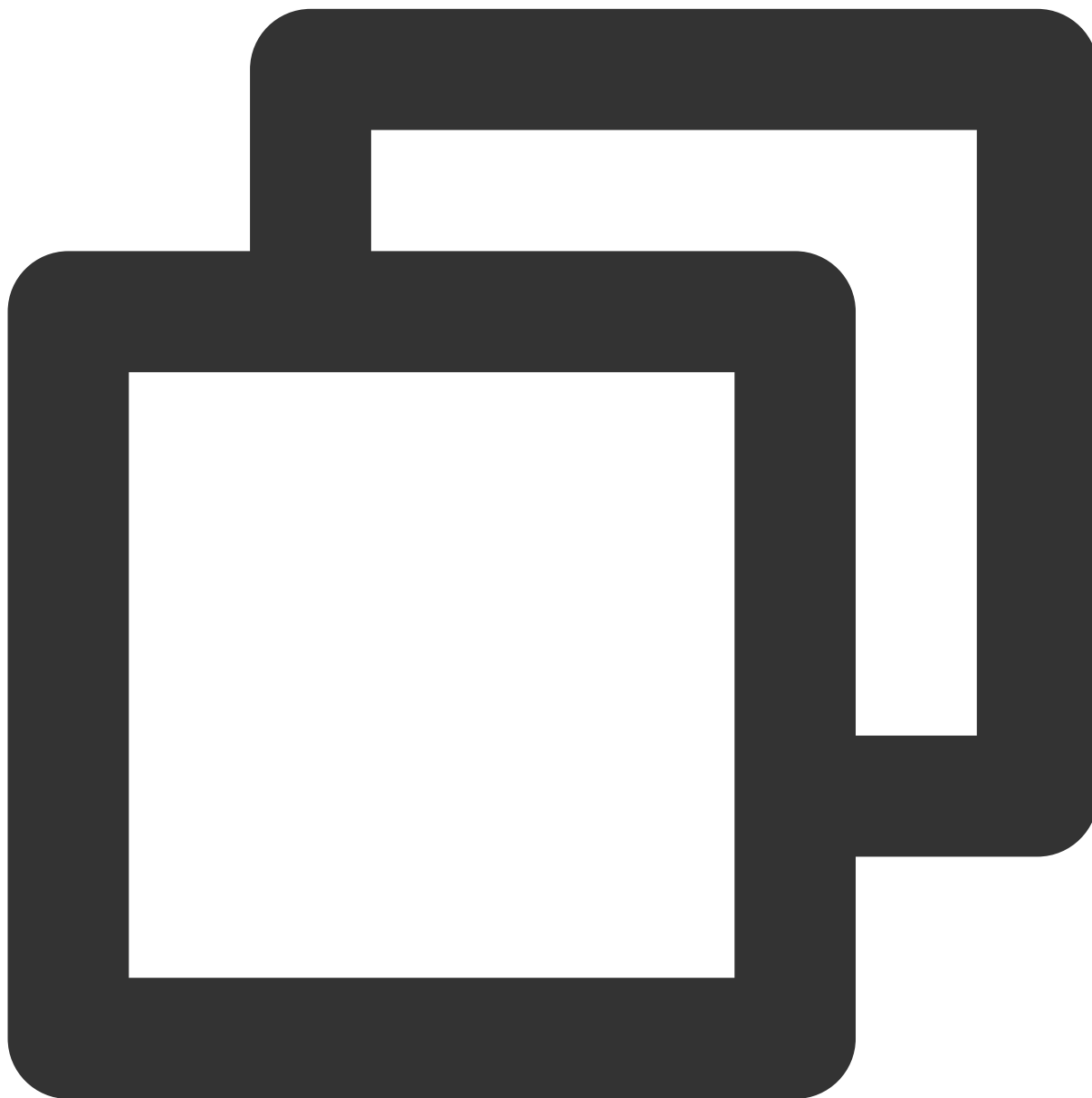
Unlimited

startDownload

Description

Start downloading the video.

API



```
Future<void> startDownload(TXVodDownloadMediaInfo mediaInfo) async
```

Parameter description

Parameter	Type	Description

mediaInfo

TXVodDownloadMediaInfo

Download task information.

TXVodDownloadMediaInfo

Parameter	Type	Description
playPath	String?	Cache address. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
progress	double?	Cache progress. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
downloadState	int?	Cache status. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
userName	String?	Download account name used to distinguish downloads from different accounts. Pass an empty string to use "default".
duration	int?	Total duration of cached video. The unit is milliseconds on Android and seconds on iOS. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
playableDuration	int?	Cached duration of the video. The unit is milliseconds on Android and seconds on iOS. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
size	int?	Total file size, in bytes. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
downloadSize	int?	Downloaded file size, in bytes. This value is obtained when accessing the video cache and does not need to be assigned when starting the download.
url	String?	The URL of the video to be downloaded. This is a required field for downloading URLs. Nesting m3u8 and mp4 downloads is not supported.
dataSource	TXVodDownloadDataSource?	File ID information of the video to be downloaded. Either the URL or this parameter can be used, but at least one is required.

speed	int?	Download speed, in units of KBytes/second.
isResourceBroken	bool?	Whether the resource is corrupted, e.g. the resource has been deleted.

TXVodDownloadDataSource

Parameter	Type	Description
appld	int?	The App ID corresponding to the downloaded file. This is a required field.
fileId	String?	The ID of the downloaded file. This is a required field.
pSign	String?	Encryption signature. This is a required field for encrypted videos.
quality	int?	The ID of the video quality. This is a required field.
token	String?	Encryption token.
userName	String?	Download account name used to distinguish downloads from different accounts. Pass an empty string to use "default".

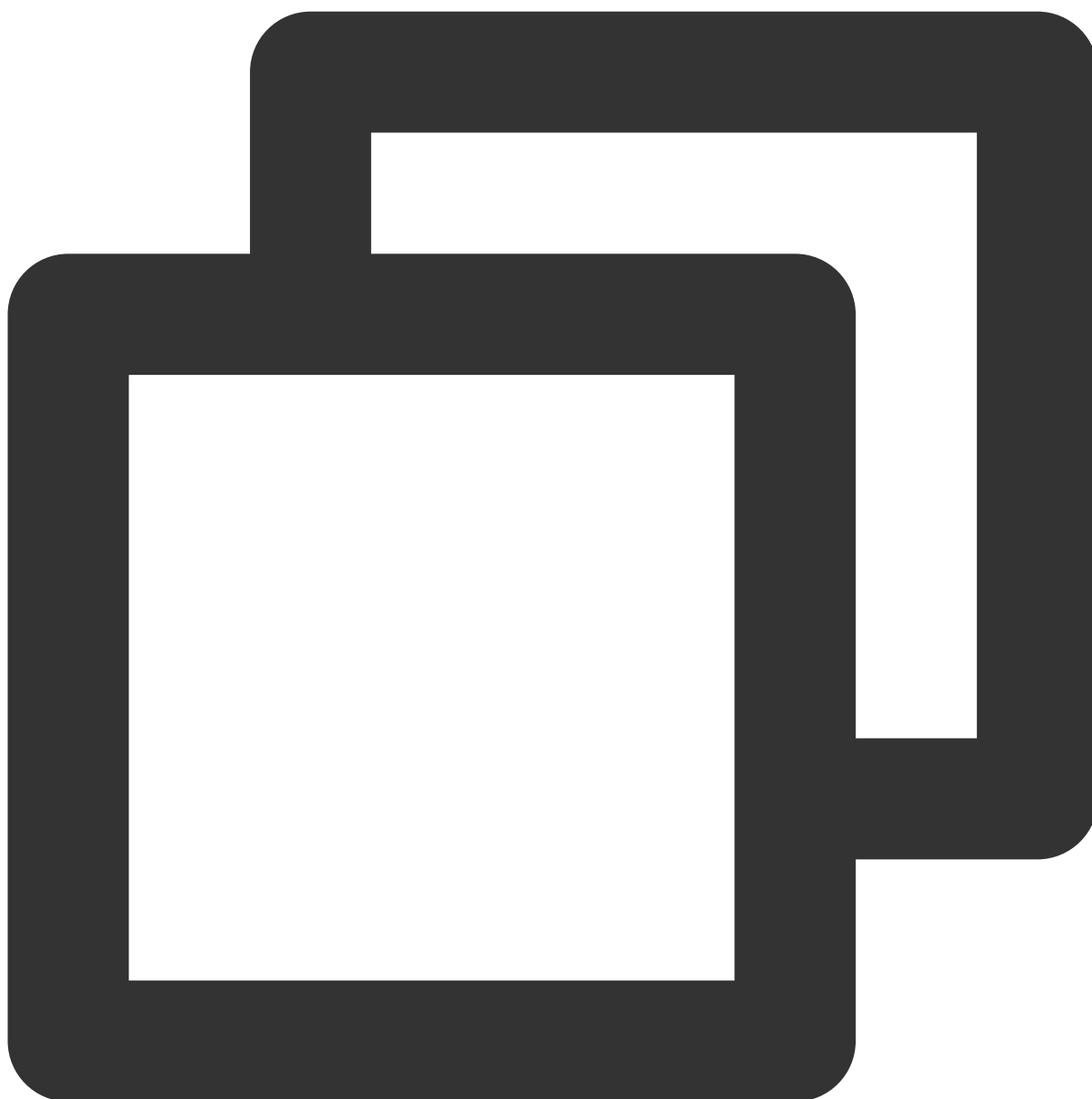
Returned value description

Unlimited

stopDownload**Description**

Stop downloading.

API



```
Future<void> stopDownload(TXVodDownloadMediaInfo mediaInfo) async
```

Parameter description

Parameter	Type	Description
mediaInfo	TXVodDownloadMediaInfo	Task information.

Returned value description

Unlimited

setDownloadHeaders

Description

Set the request header for the download task.

API



```
Future<void> setDownloadHeaders(Map<String, String> headers) async
```

Parameter descriptions

Parameter	Type	Description

headers

Map<String, String>

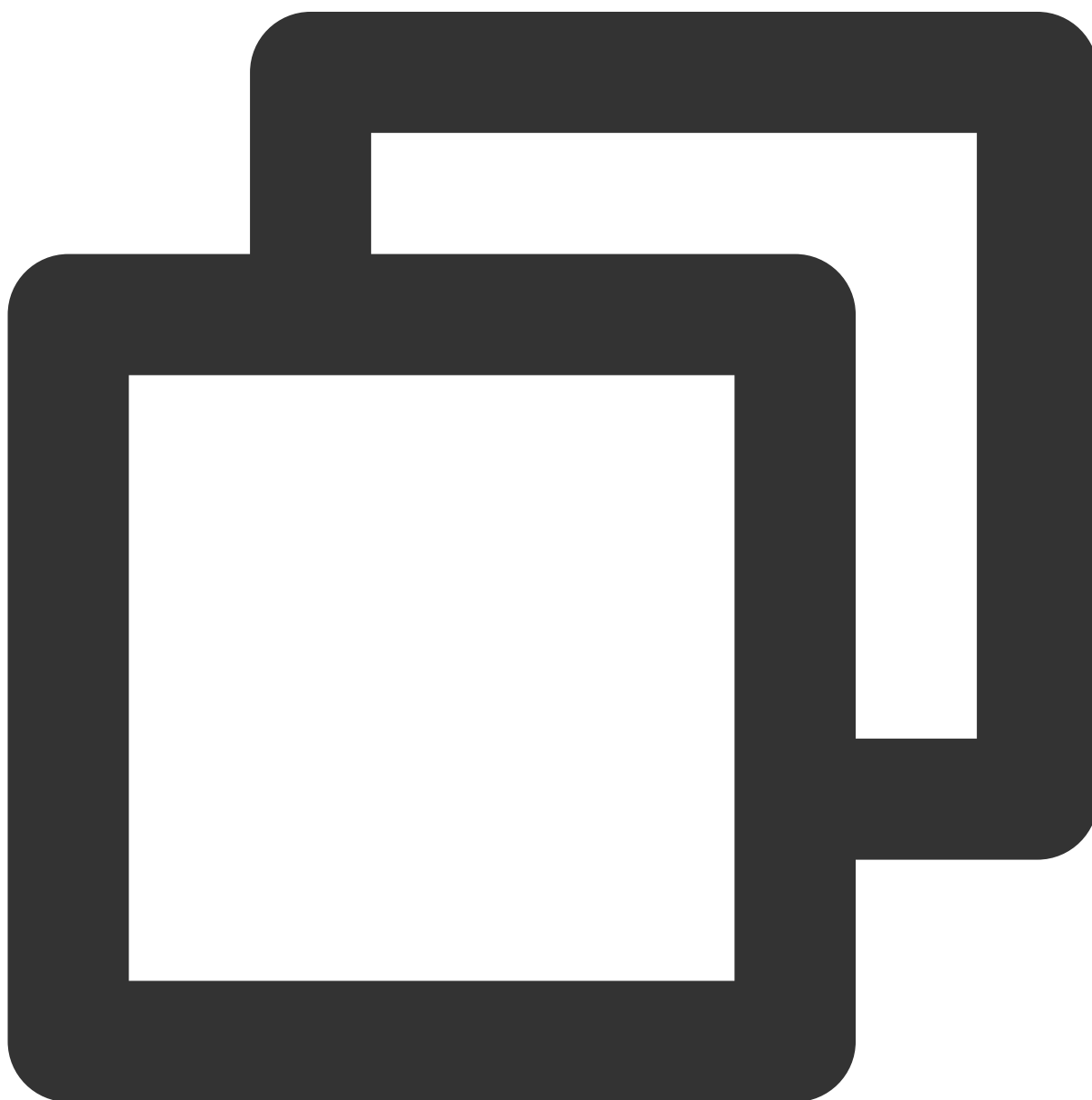
request head information

Returned value description

Unlimited

getDownloadList**Description**

Get all download tasks, including completed, in-progress, and failed tasks.

API

```
Future<List<TXVodDownloadMediaInfo>> getDownloadList () async
```

Parameter descriptions

Unlimited

Returned value description

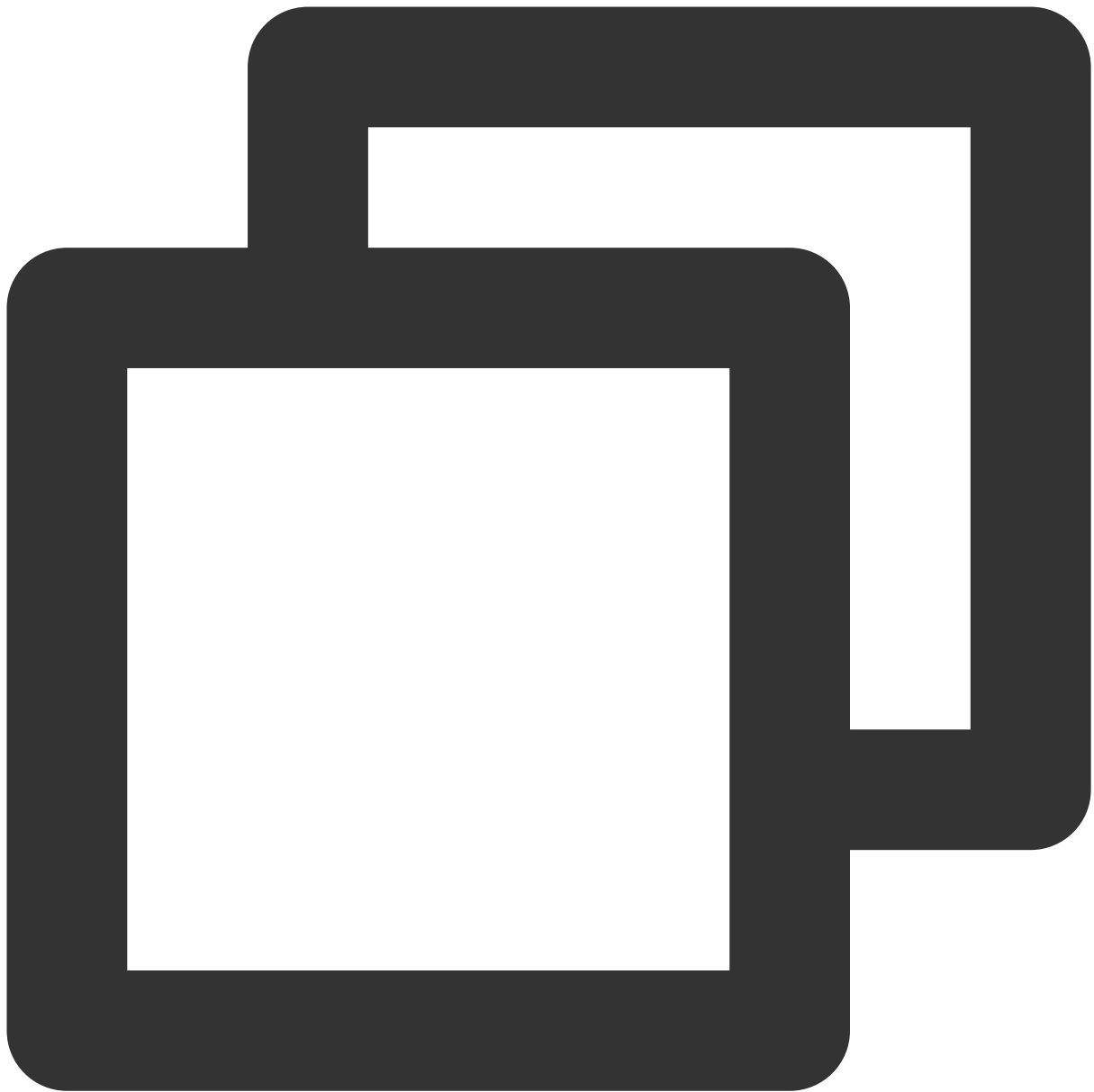
Parameter	Type	Description
mediaInfoList	List<TXVodDownloadMediaInfo>	Task list. Different users' downloads can be distinguished by comparing the user name.

getDownloadInfo

Description

Get download task information.

API



```
Future<TXVodDownloadMediaInfo> getDownloadInfo(TXVodDownloadMediaInfo mediaInfo) as
```

Parameter descriptions

Parameter	Type	Description
mediaInfo	TXVodDownloadMediaInfo	task information

Returned value description

Parameter	Type	Description
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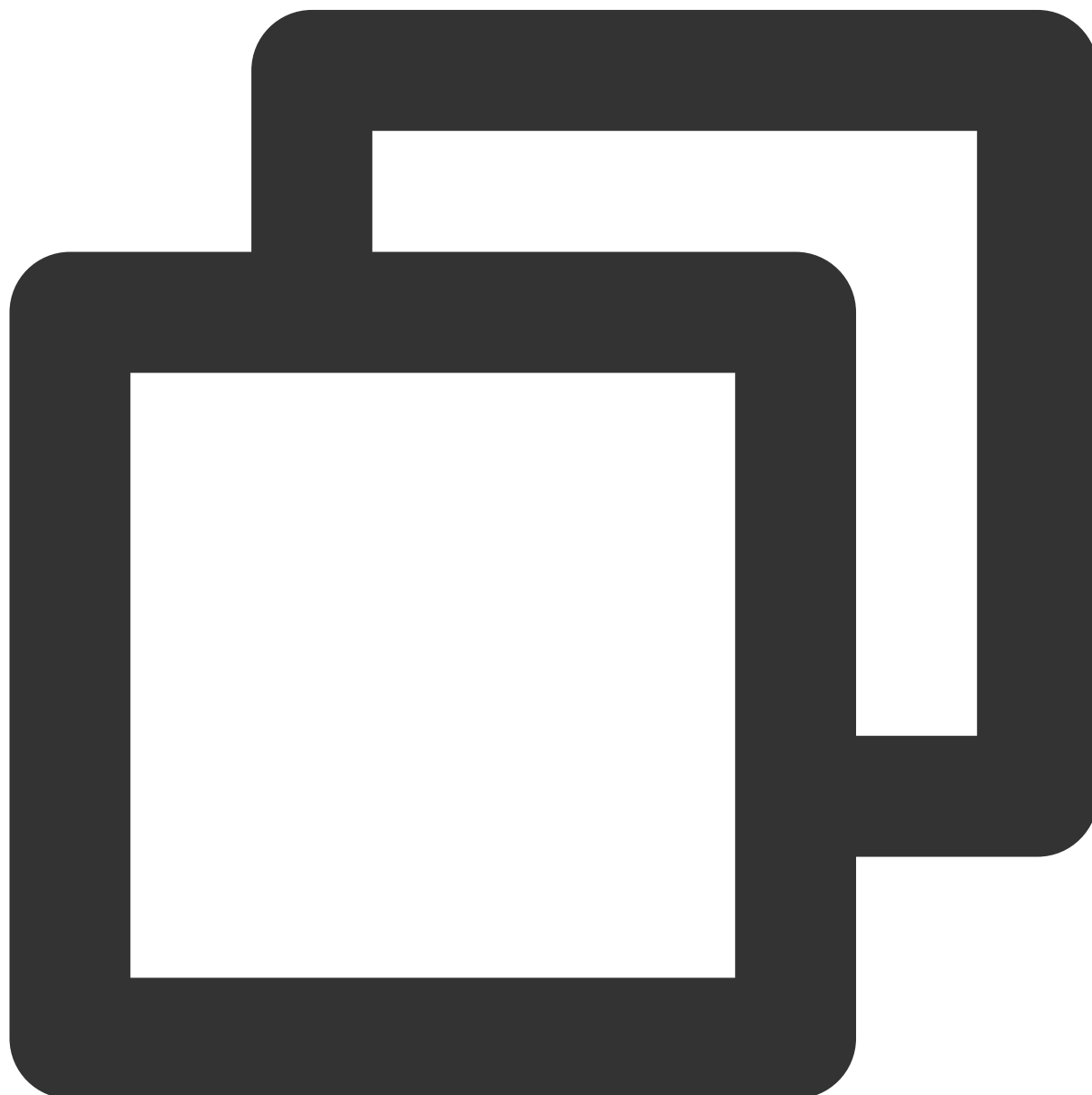
mediaInfo	TXVodDownloadMediaInfo	Cached task details.
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setDownloadObserver

Description

Get download task information.

API



```
void setDownloadObserver(FTXDownloadOnStateChangeListener downloadOnStateChangeListener)
```


Parameter descriptions

Parameter	Type	Description
downloadOnStateChangeListener	FTXDownloadOnStateChangeListener	Task download status callback.
downloadOnErrorListener	FTXDownloadOnErrorListener	Task download error callback.

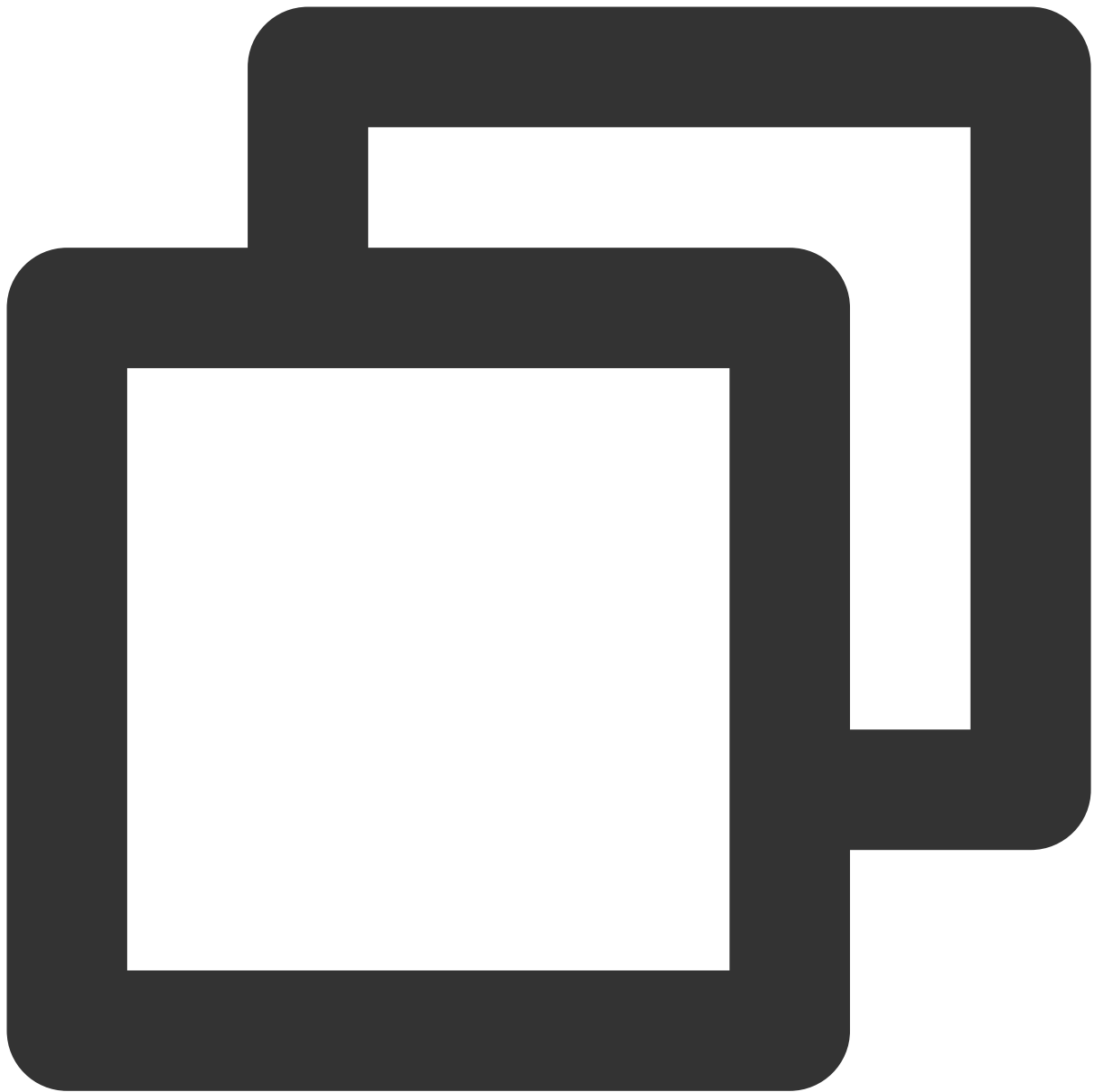
Returned value description

Unlimited

deleteDownloadMediaInfo**Description**

Delete downloaded video.

API



```
Future<bool> deleteDownloadMediaInfo(TXVodDownloadMediaInfo mediaInfo) async
```

Parameter descriptions

Parameter	Type	Description
mediaInfo	TXVodDownloadMediaInfo	Cached task details.

Returned value description

Parameter	Type	Description
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result	bool	Deletion result.
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Player Adapter

Player Adapter for iOS

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Player Adapter for iOS is a player plugin provided by VOD for customers who want to use a third-party or proprietary player to connect to Tencent Cloud PaaS resources. It is generally used by customers who strongly need to customize player features.

SDK Download

The Player Adapter SDK and demo for iOS can be downloaded [here](#).

Integration Guide

Environment requirements

To configure the support for HTTP requests, you need to set `App Transport Security Settings->Allow Arbitrary Loads` to `YES` in the `info.plist` file of your project.

Component dependency

Add the `GCDWebServer` component dependency.

```
pod "GCDWebServer", "~> 3.0"
```

GCDWebServer is a lightweight HTTP server based on GCD and can be used for OS X and iOS. This library also implements extended features such as web-based file upload and WebDAV server.

Using the Player

Declare the variables and then create an instance. The main class of the player is `TXCPlayerAdapter`, and videos can be played back after it is created.

A `fileId` is usually returned by the server after the video is uploaded:

1. After the video is published on the client, the server will return a `fileId` to the client.
2. When the video is uploaded to the server, the corresponding `fileId` will be included in the notification of upload confirmation.

If the file already exists in Tencent Cloud, you can go to [Media Assets](#) and find it. After clicking it, you can view relevant parameters in the video details on the right.

```
NSInteger appId; // `appid` can be applied for in Tencent Cloud VOD
NSString *fileId;
// `psign` is a player signature. For more information on the signature and how to
// generate it, visit https://cloud.tencent.com/document/product/266/42436.
NSString *pSign = self.pSignTextView.text;

TXCPlayerAdapter *adapter = [TXCPlayerAdapter shareAdapterWithAppId:appId];
```

Request the video information and play back the video:

```
id<ITXCPlayerAssistorProtocol> assistor = [TXCPlayerAdapter createPlayerAssistorW
ithFileId:fileId pSign:pSign];
[assistor requestVideoInfo:^(id<ITXCPlayerAssistorProtocol> response, NSError *er
ror) {
if (error){
NSLog(@"create player assistor error : %@",error);
[self.view makeToast:error.description duration:5.0 position:CSToastPositionBotto
m];
return;
}
[weakSelf avplayerPlay:response]; // Play back the video
}];

- (void)avplayerPlay:(id<ITXCPlayerAssistorProtocol>)response
{
AVPlayerViewController *playerVC = [[AVPlayerViewController alloc] init];
self.playerVC = playerVC;
TXCStreamingInfo *info = response.getStreamingInfo;
AVPlayer *player = [[AVPlayer alloc] initWithURL:[NSURL URLWithString:info.playUr
l]];
playerVC.player = player;
playerVC.title = response.getVideoBasicInfo.name;
[self.navigationController pushViewController:playerVC animated:YES];

[player addObserver:self forKeyPath:@"status" options:NSKeyValueObservingOptionNe
w context:nil];
}
```

Terminate the player after use:

```
[TXCPlayerAdapter destroy];
```

SDK API Description

Initializing Adapter

This API is used to initialize an Adapter singleton.

API

```
+ (instancetype)shareAdapterWithAppId:(NSUInteger) appId;
```

Parameter description

appId: Enter the `appId` (if a subapplication is used, enter the `subappId`). |

Terminating Adapter

This API is used to terminate Adapter. It can be called after the program exits.

API

```
+ (void)destroy;
```

Creating the Player auxiliary class

An auxiliary class of the player can be used to get the playback `fileId` and process DRM encryption APIs.

API

```
+ (id<ITXCPlayerAssistorProtocol>)createPlayerAssistorWithFileId:(NSString *)fileId  
pSign:(NSString *)pSign;
```

Parameter description

Parameter	Type	Description
fileId	String	The <code>fileId</code> of the video to be played.
pSign	String	The player signature.

Requesting video playback information

This API is used to request the stream information of the video to be played back from the Tencent Cloud VOD server.

API

```
- (void)requestVideoInfo:(ITXCRequestVideoInfoCallback)completion;
```

Parameter description

Parameter	Type	Description
completion	ITXCRequestVideoInfoCallback	Async callback function.

Terminating the Player auxiliary class

This API is used to terminate an auxiliary class. You can call it when exiting the player or switching to the next video for playback.

API

```
+ (void)destroyPlayerAssistor:(id<ITXCPlayerAssistorProtocol>)assistor;
```

Getting the basic video information

This API is used to get the video information and will take effect only after

`id<itxcplayerassistorprotocol>.requestVideoInfo` is called back.

API

```
- (TXCVideoBasicInfo *)getVideoBasicInfo;
```

Parameter description

The parameters of `TXCVideoBasicInfo` are as follows:

Parameter	Type	Description
name	String	Video name
size	Int	Video size in bytes
duration	Float	Video duration in seconds
description	String	Video description
coverUrl	String	Video cover

Getting video stream information

This API is used to get the video stream information list and will take effect only after

`id<itxcplayerassistortprotocol>.requestVideoInfo` is called back.

API

```
- (TXCStreamingInfo *)getStreamingInfo;
```

Parameter description

The parameters of `TXCStreamingInfo` are as follows:

Parameter	Type	Description
playUrl	String	Playback URL
subStreams	List	The adaptive bitrate substream information of the SubStreamInfo type.

The parameters of `TXCSubStreamInfo` are as follows:

Parameter	Type	Description
type	String	Substream type. Valid values: <code>video</code>
width	Int	The substream video width in px.
height	Int	The substream video height in px.
resolutionName	String	The name of the substream video displayed in the player.

Getting keyframe timestamp information

This API is used to get the video keyframe timestamp information and will take effect only after

`id<itxcplayerassistortprotocol>.requestVideoInfo` is called back.

API

```
- (NSArray<TXCKeyFrameDescInfo *> *)getKeyFrameDescInfos;
```

Parameter description

The parameters of `TXCKeyFrameDescInfo` are as follows:

Parameter	Type	Description
timeOffset	Float	1.1

Parameter	Type	Description
content	String	"Beginning now..."

Getting thumbnail information

This API is used to get the thumbnail information and will take effect only after

`id<itxcplayerassistprotocol>.requestVideoInfo` is called back.

API

```
- (TXCImageSpriteInfo *)getImageSpriteInfo;
```

Parameter description

The parameters of `TXCImageSpriteInfo` are as follows:

Parameter	Type	Description
imageUrls	List	Array of thumbnail download URLs of <code>String</code> type.
webVttUrl	String	Thumbnail VTT file download URL.

Player Adapter for Android

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Player Adapter for Android is a player plugin provided by VOD for customers who want to use a third-party or proprietary player to connect to Tencent Cloud PaaS resources. It is generally used by customers who strongly need to customize player features.

SDK Download

The Player Adapter SDK and demo for Android can be downloaded [here](#).

Integration Guide

Integrating the SDK

Integrate the SDK, copy `TXCPlayerAdapter-release-1.0.0.aar` to the `libs` directory, and add dependencies:

```
implementation(name:'TXCPlayerAdapter-release-1.0.0', ext:'aar')
```

Add the script for obfuscation:

```
-keep class com.tencent.** { *; }
```

Using the Player

Declare the variables and then create an instance. The main class of the player is `ITXCPlayerAssistor`, and videos can be played back after it is created.

A `fileId` is usually returned by the server after the video is uploaded:

1. After the video is published on the client, the server will return a `fileId` to the client.
2. When the video is uploaded to the server, the corresponding `fileId` will be included in the notification of upload confirmation.

If the file already exists in Tencent Cloud, you can go to [Media Assets](#) and find it. After clicking it, you can view relevant parameters in the video details on the right.

```
// `psign` is a player signature. For more information on the signature and how to generate it, visit https://cloud.tencent.com/document/product/266/42436.  
private String mFileId, mPSign;  
ITXCPlayerAssistor mPlayerAssistor = TXCPlayerAdapter.createPlayerAssistor(mFileId, mPSign);
```

Initialization:

```
// Initialize the component  
TXCPlayerAdapter.init(appId); // `appid` can be applied for in Tencent Cloud VOD  
TXCPlayerAdapter.setLogEnable(true); // Enable log  
mSuperPlayerView = findViewById(R.id.sv_videoplayer);  
mPlayerAssistor = TXCPlayerAdapter.createPlayerAssistor(mFileId, mPSign);
```

Request the video information and play back the video:

```
mPlayerAssistor.requestVideoInfo(new ITXCRequestVideoInfoCallback() {  
    @Override  
    public void onError(int errCode, String msg) {  
        Log.d(TAG, "onError msg = " + msg);  
        runOnUiThread(new Runnable() {  
            @Override  
            public void run() {  
                Toast.makeText(VideoActivity.this, "onError msg = " + msg, Toast.LENGTH_SHORT).show();  
            }  
        });  
    }  
    @Override  
    public void onSuccess() {  
        Log.d(TAG, "onSuccess");  
        TXCStreamingInfo streamingInfo = mPlayerAssistor.getStreamingInfo();  
        Log.d(TAG, "streamingInfo = " + streamingInfo);  
        runOnUiThread(new Runnable() {  
            @Override  
            public void run() {  
                if (mPlayerAssistor.getStreamingInfo() != null) {  
                    // Play back the video  
                    mSuperPlayerView.play(mPlayerAssistor.getStreamingInfo().playUrl);  
                } else {  
                    Toast.makeText(VideoActivity.this, "streamInfo = null", Toast.LENGTH_SHORT).show();  
                }  
            }  
        });  
    }  
});
```

```
}  
});
```

Terminate the player after use

```
TXCPlayerAdapter.destroy();
```

SDK API Description

Initializing TXCPlayerAdatper

This API is used to initialize Adapter each time.

API

```
TXCPlayerAdapter.init(String appId);
```

Parameter description

appid: Enter the `appid` (if a subapplication is used, enter the `subappid`). |

Terminating TXCPlayerAdatper

This API is used to terminate Adapter. It can be called after the program exits.

API

```
TXCPlayerAdapter.destroy();
```

Creating the Player auxiliary class

An auxiliary class of the player can be used to get the playback `fileId` and process DRM encryption APIs.

API

```
ITXCPlayerAssistor playerAssistor = TXCPlayerAdapter.createPlayerAssistor(String  
fileId, String pSign);
```

Parameter description

Parameter	Type	Description
fileId	String	The <code>fileId</code> of the video to be played. back.

Parameter	Type	Description
pSign	String	The player signature.

Terminating the Player auxiliary class

This API is used to terminate an auxiliary class. You can call it when exiting the player or switching to the next video for playback.

API

```
TXCPlayerAdapter.destroyPlayerAssistor(ITXCPlayerAssistor assistor);
```

Requesting video playback information

This API is used to request the stream information of the video to be played back from the Tencent Cloud VOD server.

API

```
playerAssistor.requestVideoInfo(ITXCRequestVideoInfoCallback callback);
```

Parameter description

Parameter	Type	Description
callback	ITXCRequestVideoInfoCallback	Async callback function.

Getting the basic video information

This API is used to get the video information and will take effect only after

`playerAssistor.requestPlayInfo` is called back.

API

```
TXCVideoBasicInfo playerAssistor.getVideoBasicInfo();
```

Parameter description

The parameters of `TXCVideoBasicInfo` are as follows:

Parameter	Type	Description
name	String	The video name.
duration	Float	The video duration in seconds.

Parameter	Type	Description
description	String	The video description.
coverUrl	String	The video thumbnail.

Getting video stream information

This API is used to get the video stream information list and will take effect only after

`playerAssistor.requestPlayInfo` is called back.

API

```
TXCStreamingInfo playerAssistor.getStreamimgInfo();
```

Parameter description

TXCStreamingInfo

Parameter	Type	Description
playUrl	String	The playback URL.
subStreams	List	The adaptive bitrate substream information of the SubStreamInfo type.

The parameters of `SubStreamInfo` are as follows:

Parameter	Type	Description
type	String	Substream type. Valid values: <code>video</code>
width	Int	The substream video width in px.
height	Int	The substream video height in px.
resolutionName	String	The specification name of the substream video displayed in the player.

Getting keyframe timestamp information

This API is used to get the video keyframe timestamp information and will take effect only after

`playerAssistor.requestPlayInfo` is called back.

API

```
List<TXCKeyFrameDescInfo> playerAssistor.getKeyFrameDescInfo();
```

Parameter description

The parameters of `TXCKeyFrameDescInfo` are as follows:

Parameter	Type	Description
timeOffset	Float	1.1
content	String	"Beginning now..."

Getting thumbnail information

This API is used to get the thumbnail information and will take effect only after

`playerAssistor.requestPlayInfo` is called back.

API

```
TXCImageSpriteInfo playerAssistor.getImageSpriteInfo();
```

Parameter description

The parameters of `TCXImageSpriteInfo` are as follows:

Parameter	Type	Description
imageUrls	List	Array of thumbnail download URLs of <code>String</code> type.
webVttUrl	String	Thumbnail VTT file download URL.

Player Adapter for Web

Last updated : 2022-10-17 11:42:21

This document describes the Player Adapter for web, which helps you quickly integrate third-party players with VOD capabilities through flexible APIs to implement video playback. It supports the acquisition of basic video information, video stream information, and keyframe and thumbnail information as well as private encryption. This document is intended for developers with a basic knowledge of JavaScript.

SDK Integration

Player Adapter for web supports **integration via CDN** and **npm**.

Integration via CDN

Import the initialization script to the page where videos need to be played back. The script will expose TcAdapter variables globally.

```
<script src="https://cloudcache.tencentcs.com/qcloud/video/dist/tcadapter.1.0.0.min.js"></script>
```

Integration via npm

```
// npm install
npm install tcadapter --save
// import TcAdapter
import TcAdapter from 'tcadapter';
```

Placing Player Container

Add the container to the page where the player needs to be displayed. TcAdapter only needs to carry the container for video playback. The playback styles and custom features can be implemented by third-party players or yourself.

```
<video id="player-container-id">
</video>
```

SDK Use Instructions

Checking the development environment

Check whether the current environment supports TcAdapter.

```
TcAdapter.isSupported();
```

Initializing Adapter

This API is used to initialize Adapter and create an Adapter instance. The initialization process will request the video file information from the Tencent Cloud VOD server.

API

```
const adapter = new TcAdapter('player-container-id', {
  fileId: string,
  appId: string,
  psign: string,
  hlsConfig: {}
}, callback);
```

Parameter description

Parameter	Type	Description
appId	String	The <code>APPID</code> of the VOD account.
fileId	String	The <code>fileId</code> of the video to be played back.
psign	String	The player signature.
hlsConfig	HlsConfig	HLS settings. Any parameters supported by <code>hls.js</code> can be used.
callback	TcAdapterCallBack	Callback for initialization completion. Basic video information can be obtained after this method is used.

Note :

The underlying layer of TcAdapter is implemented based on `hls.js`, and it can receive any parameters supported by `hls.js` through `HlsConfig` to fine-tune playback.

Getting the basic video information

This API is used to get the video information and will take effect only after initialization.

API

```
VideoBasicInfo adapter.getVideoBasicInfo();
```

Parameter description

The parameters of `VideoBasicInfo` are as follows:

Parameter	Type	Description
name	String	The video name.
duration	Float	Video duration in seconds.
description	String	The video description.
coverUrl	String	The video thumbnail.

Getting video stream information

API

```
List<StreamingOutput> adapter.getStreamingOutputList();
```

Parameter description

The parameters of `StreamingOutput` are as follows:

Parameter	Type	Description
drmType	String	The adaptive bitstream protection type. Valid values: <code>plain</code> (no encryption), <code>simpleAES</code> (HLS common encryption).
playUrl	String	Playback URL
subStreams	List	The adaptive bitrate substream information of the SubStreamInfo type.

The parameters of `SubStreamInfo` are as follows:

Parameter	Type	Description
type	String	Substream type. Valid values: <code>video</code>
width	Int	The substream video width in px.
height	Int	The substream video height in px.
resolutionName	String	The name of the substream video displayed in the player.

Getting keyframe timestamp information

API

```
List<KeyFrameDescInfo> adapter.getKeyFrameDescInfo();
```

Parameter description

The parameters of `KeyFrameDescInfo` are as follows:

Parameter	Type	Description
timeOffset	Float	1.1
content	String	"Beginning now..."

Getting thumbnail information

API

```
ImageSpriteInfo adapter.getImageSpriteInfo();
```

Parameter description

The parameters of `ImageSpriteInfo` are as follows:

Parameter	Type	Description
imageUrls	List	Array of thumbnail download URLs of <code>String</code> type.
webVttUrl	String	Thumbnail VTT file download URL.

Listening on events

The player can perform event listening through the objects returned by the initialization, for example:

```
const adapter = TcAdapter('player-container-id', options);
adapter.on(TcAdapter.TcAdapterEvents.Error, function(error) {
  // do something
});
```

Here, `type` is the event type. Supported events include HLS' native events and the following events. Event names can be accessed from `TcAdapter.TcAdapterEvents` :

Name	Description
------	-------------

Name	Description
LOADEDMETADATA	The corresponding video information was obtained through <code>playcgi</code> . Relevant video information can be obtained through this event callback.
HLSREADY	An HLS instance was created. At this point, you can call the various attributes and methods of the HLS instance object.
ERROR	This event will be triggered when an error occurs. You can view the specific failure cause according to the callback parameters.

Getting an HLS instance

The underlying layer of Adapter is implemented based on HLS.js. You can access an HLS instance and its attributes and methods through an Adapter instance to achieve fine control over the playback process.

```
adapter.on('hlsready', () => {  
  const hls = adapter.hls;  
  // ...  
})
```

Note :

For more information, see [hls.js](#).

Samples

Sample 1. Using TcAdapter in React

For the specific sample, see [tcplayer/tcadapter-combine-video](#).

```
import { useEffect, useRef } from 'react';  
import TcAdapter from 'tcadapter';  
function App() {  
  if (!TcAdapter.isSupported()) {  
    throw new Error('current environment can not support TcAdapter');  
  }  
  const videoRef = useRef(null);  
  useEffect(() => {  
    const adapter = new TcAdapter(videoRef.current, {  
      appID: '1500002611',  
      fileID: '5285890813738446783',  
    });  
  });  
}
```

```

psign: 'eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBzCI6MTUwMDAwMjYxMSwiZmlsZUlkIjoiaWNTI4NTg5MDgxMzczODQ0Njc4MyIsImN1cnJlbnRUaW1lU3RhbnXAiOjE2MTU5NTEyMzksImV4cGlyZVRpbWVtdGFtcCI6MjIxNTY1MzYyMywicGNmZyI6ImJhc2ljRHJtUHJlc2V0IiwidXJsQWNjZXRzSW5mbyI6eyJ0IjoiaWNTY1MzYyMyJ9fQ.hRrQYvC0UYtcO-ozB35k7LZI6E3ruvow7DC0XzzdYKE',
hlsConfig: {},
}, () => {
  console.log('basicInfo', adapter.getVideoBasicInfo());
});
adapter.on(TcAdapter.TcAdapterEvents.HLSREADY, () => {
  const hls = adapter.hls;
  // ...
})
}, []);

const play = () => {
  videoRef.current.play();
}
return (
  <div>
    <div>
      <video id="player" ref={ videoRef }></video>
    </div>
    <button onClick={play}>play</button>
  </div>
);
}
export default App;

```

Sample 2. Combining TcAdapter with Video.js

For the specific sample, see [tcplayer/tcadapter-combine-videojs](#).

```

// 1. Video.js playback over HLS uses '@videojs/http-streaming', so we have developed a set of policies for playback with TcAdapter to override the original logic (you can also directly modify the internal logic of '@videojs/http-streaming')
// src/js/index.js
import videojs from './video';
import '@videojs/http-streaming';
import './tech/tcadapter'; // Add logic
export default videojs;

// src/js/tech/tcadapter.js
import videojs from '../video.js';
import TcAdapter from 'tcadapter';
class Adapter {
  constructor(source, tech, options) {
    const el = tech.el();

```

```
// Get parameters and initialize the instance
const adapter = new TcAdapter(el, {
  appID: '1500002611',
  fileID: '5285890813738446783',
  psign: 'eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJhcHBzZCI6MTUwMDAwMjYxMSwiZmlsZUlkIjoIINTI4NTg5MDgxMzczODQ0Njc4MyIsImN1cnJlbnRUaW1lU3RhbXAiOjE2MTU5NTEyMzksImV4cGlyZVRpbWVtdGFtcCI6MjIxNTY1MzYyMywicGNmZyI6ImJhc2ljRHJtUHJlc2V0IiwidXJsQWNjZlZlZW5mb3R5I6eyJ0IjoimjIxNTY1MzYyMyJ9fQ.hRrQYvC0UYtcO-ozB35k7LZI6E3ruvow7DC0XzzdYKE',
  hlsConfig: {},
});
adapter.on(TcAdapter.TcAdapterEvents.LEVEL_LOADED, this.onLevelLoaded.bind(this));
}

dispose() {
  this.hls.destroy();
}

onLevelLoaded(event) {
  this._duration = event.data.details.live ? Infinity : event.data.details.totalduration;
}
}

let hlsTypeRE = /^application\/(x-mpegURL|vnd\.apple\.mpegURL)$/i;
let hlsExtRE = /\.m3u8/i;
let HlsSourceHandler = {
  name: 'hlsSourceHandler',
  canHandleSource: function (source) {
    // skip hls fairplay, need to use Safari resolve it.
    if (source.skipHlsJs || (source.keySystems && source.keySystems['com.apple.fps.1_0'])) {
      return '';
    } else if (hlsTypeRE.test(source.type)) {
      return 'probably';
    } else if (hlsExtRE.test(source.src)) {
      return 'maybe';
    } else {
      return '';
    }
  },
  handleSource: function (source, tech, options) {
    if (tech.hlsProvider) {
      tech.hlsProvider.dispose();
      tech.hlsProvider = null;
    } else {
      // After automatic loading is disabled for HLS, you need to manually load resources
      if (options.hlsConfig && options.hlsConfig.autoStartLoad === false) {
        tech.on('play', function () {
```

```
if (!this.player().hasStarted()) {
  this.hlsProvider.hls.startLoad();
}
});
}
}

tech.hlsProvider = new Adapter(source, tech, options);
return tech.hlsProvider;
},
canPlayType: function (type) {
  if (hlsTypeRE.test(type)) {
    return 'probably';
  }
  return '';
}
};

function mountHlsProvider(enforce) {
  if (TcAdapter && TcAdapter.isSupported() || !!enforce) {
    try {
      let html5Tech = videojs.getTech && videojs.getTech('Html5');
      if (html5Tech) {
        html5Tech.registerSourceHandler(HlsSourceHandler, 0);
      }
    } catch (e) {
      console.error('hls.js init failed');
    }
  } else {
    // TcAdapter is not imported, MSE is not available, or X5 kernel is disabled
  }
}

mountHlsProvider();
export default Adapter;
```

Player SDK Policy

Privacy Policy

Last updated : 2023-11-30 16:10:20

1. INTRODUCTION

This Module applies if you use Player SDK ("**Feature**"). This Module is incorporated into the privacy policy located at [Privacy Policy](#). Terms used but not defined in this Module shall have the meaning given to them in the Privacy Policy. In the event of any conflict between the Privacy Policy and this Module, this Module shall apply to the extent of the inconsistency.

2. CONTROLLERSHIP

The controller of the personal information described in this Module is as specified in the Privacy Policy.

3. AVAILABILITY

This Feature is available to users globally but primarily intended for users located in the same country/region as the selected service region for optimal performance.

4. HOW WE USE PERSONAL INFORMATION

We will use the information in the following ways and in accordance with the following legal basis:

Personal Information	Use	Legal Basis
----------------------	-----	-------------

Personal Information	Use	Legal Basis
<ul style="list-style-type: none">• Operation Data: configuration information of customer's Tencent Cloud console, information about the customer's network fluctuations, audio and video quality problems, SDK logs relating to the use of the SDK, customer SDK version number and OS type• Log Data: log files of the customer's backend, e.g. network download log, video decoding and encoding log, rendering screen log, API interface call log	<p>We use this information for troubleshooting, operation and maintenance analysis.</p> <p>Please note that this data is stored and backed up in TencentDB for MySQL ("MySQL").</p>	<p>We process this information as it is necessary for us to perform our contract with you to provide the Feature.</p>
<p>End User Network and Device Information: WiFi status, system properties, device model, operating system, sensor information, user IP address and user agent information.</p>	<p>We use this information for:</p> <ul style="list-style-type: none">• playback quality analysis;and• troubleshooting, operation and maintenance analysis. <p>Please note that this data is stored and backed up in our MySQL feature.</p>	<p>We process this information as it is necessary for us to perform our contract with you to provide the Feature.</p>

Personal Information	Use	Legal Basis
<p>Administrative Data: customer's app name, application package name (identifier for listing app on application store), bundle ID (identifier for listing app on application store), appId.</p> <p>Customer License Data: license type, license url and license key (to allow you to unlock access to the SDK), license details (expiry date, function module, automatic renewal or not).</p>	<p>We use this information to:</p> <ul style="list-style-type: none">• provide and allow you to access the Feature; and• for troubleshooting analysis. <p>Please note that this data is stored and backed up in our MySQL feature.</p>	<p>We process this information as it is necessary for us to perform our contract with you to provide the Feature.</p>

5. HOW WE SHARE AND STORE PERSONAL INFORMATION

As specified in the Privacy Policy.

6. DATA RETENTION

We will retain personal information in accordance with the following:

Personal Information	Retention Policy
Operational data	<p>Log data: We retain such data for 14 days.</p> <p>Operational data other than log data: We retain such data for as long as you use the Feature. When your use of the Feature is terminated, we will delete this data within 5 days.</p>
End user network and device data	<p>Automatically deleted after 14 days or for a longer or shorter retention period as requested by you. Under special circumstances, if the user account is attacked or hacked, we will delete the data.</p>
Administrative data	<p>This data will be deleted within 5 days of your request to deactivate your Tencent Cloud account, or immediately upon your data deletion request. Please note that if you submit a data deletion request, we will not be able to continue to provide you with the Feature.</p>