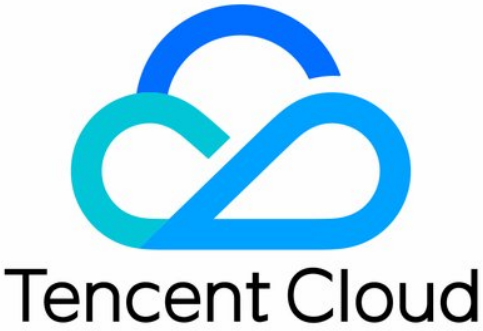
Cloud Streaming Services

SDK

Product Documentation



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LVB

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The MLVB SDK is the mobile version of LVB. It offers mobile publishing and playback solutions that allow **quick integration**, as well as all-in-one solutions that integrate the capabilities of CSS, VOD, IM, and COS. It also features beauty filters, AI-based special effects, and mic connect.

SDK and Source Code Download

You can use an MLVB license to unlock features in MLVB International and quickly integrate mobile streaming capabilities into your project.

Free Demo

MLVB offers a demo app TCToolkit, whose source code you can download at Trial Demo.

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LEB

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The LEB SDK is a mobile and ultra-low latency version of CSS. It offers a **quick-to-integrate solution** for playback on mobile devices with millisecond latency. It is suitable for scenarios with high requirements on latency, such as online education, sports streaming, online quizzes, and live auctions.

SDK and Source Code Download

The LEB SDK has been integrated into the MLVB SDK. You can use MLVB International to quickly enable playback on mobile devices with millisecond latency. For details, see Download.

Free Demo

TCToolkit is an open-source and comprehensive audio/video solution developed by Tencent Cloud. You can use it to try out LEB's capability to play live streams with millisecond latency.

Platform	Demo	Push Demonstration (Android)	Playback Demonstration (Android)
Android			
iOS			

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		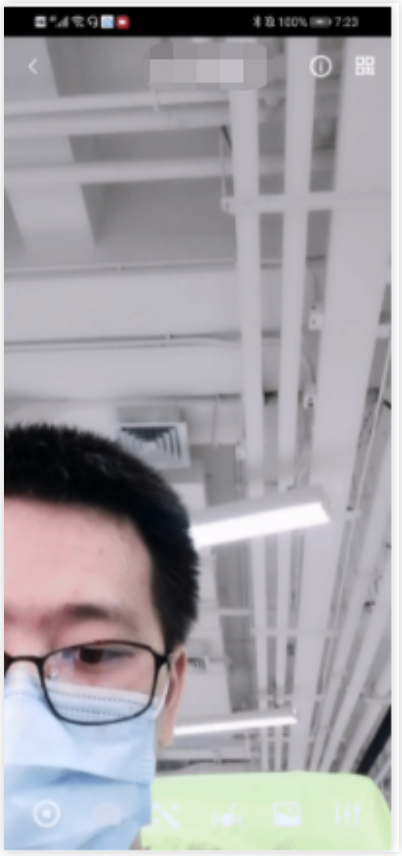	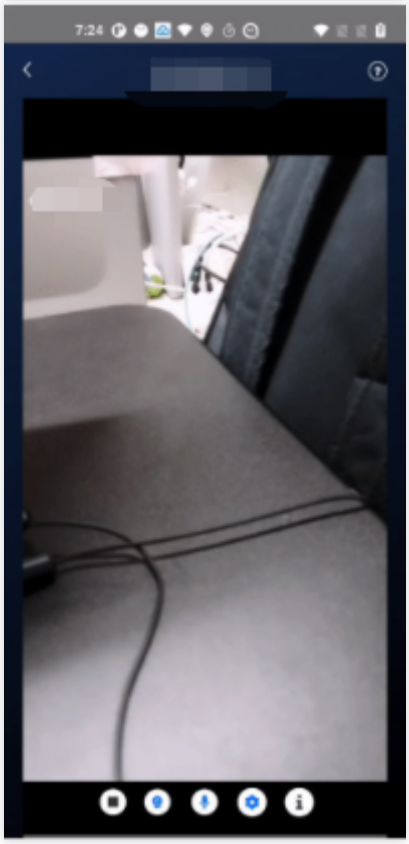

Learn More

- For more information about the capabilities of the LEB SDK, see iOS & Android.
- For billing details of LEB, see Billing of LEB.

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Web
LVB

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Push from Web

- You can push streams from the web in the CSS console via **CSS Toolkit** > **Web Push**. For details, see Web push.
- You can also use the TXLivePusher SDK to push streams. For details, see WebRTC Push.

> Note：
> WebRTC push uses the Opus audio codec. If you use an LVB protocol (RTMP, HTTP-FLV, or HLS) for playback, the system will automatically convert audio to AAC, which will incur transcoding fees. For details, see Live Transcoding > Audio Transcoding.

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LEB

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WebRTC Push

The TXLivePusher SDK is used for stream pushing for LEB (ultra-low latency streaming). It can push audio and video captured by the browser from the camera, screen, or a local media file to live streaming servers via WebRTC.

Note：
WebRTC push uses the Opus audio codec. If you use an LVB protocol (RTMP, HTTP-FLV, or HLS) for playback, the system will automatically convert audio to AAC, which will incur transcoding fees. For details, see Live Transcoding > Audio Transcoding.

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