

# **User Generated Short Video SDK**

## **Release Notes and Announcements**

### **Product Documentation**



## Copyright Notice

©2013-2024 Tencent Cloud. All rights reserved.

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

## Trademark Notice



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

## Service Statement

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

# Contents

## Release Notes and Announcements

Release Notes

The “startPlay” API of the UGSV SDK Renamed

# Release Notes and Announcements

## Release Notes

Last updated : 2023-07-10 14:32:01

### December 2022

Update	Description	Release Date	Document
Version 10.9	Android&iOS : Optimize the issue of black edges caused by aligning the resolution to 16 when saving short videos Android : Optimize the issue of audio and video synchronization being out of sync after saving short videos with added background music recording Android : Add encoding profile definition and increase the value of recorded events	2022-12-30	<a href="#">SDK download</a>

### October 2022

Update	Description	Release Date	Document
Version 10.8	Android&iOS : Optimize the problem of BGM playback freeze in short video editing	2022-10-19	<a href="#">SDK download</a>

### September 2022

Update	Description	Release Date	Document
Version 10.7 startPlay renamed	In mobile editions (iOS & Android) of the SDK, the startPlay API of TXVodPlayer was renamed as startVodPlay.	2022-09-19	<a href="#">The "startPlay" API of the UGSV SDK Renamed</a>

## August 2022

Update	Description	Release Date	Document
Version 10.6	<p>Android: Short videos are now encoded using the High Profile.</p> <p>Android: A message is now shown if the format of a background music file is not supported.</p> <p>iOS: Fixed the issue of noise when videos are played in slow motion.</p>	2022-08-31	<a href="#">SDK download</a>
Version 10.5	<p>Android: Fixed the green screen issue in videos made from pictures on HarmonyOS.</p> <p>Android: Fixed the issue of incorrect length for edited videos.</p> <p>Android: Fixed failure to play or re-encode videos with multiple audio tracks.</p> <p>Android: Fixed the issue where the “rock light” effect is applied only once during the selected time period.</p> <p>Android &amp; iOS: Fixed the issue where, after a video segment is deleted during shooting, the playback progress of the background music does not match.</p>	2022-08-11	<a href="#">SDK download</a>

## June 2022

Update	Description	Release Date	Document
Version 10.2	<p>Android: Added support for editing videos without audio tracks.</p>	2022-06-22	<a href="#">SDK download</a>

	<p>Android: Sped up the loading of the first frame for playback after editing.</p> <p>Android: Fixed the issue where the wrong section of the video is cut during video shooting.</p> <p>Android: Fixed incorrect aspect ratio for H.265 videos decoded with hardware.</p> <p>iOS: Fixed incorrect video clipping time.</p> <p>iOS: Fixed occasional noise that occurs in videos shot with devices with OS later than iOS 14.</p> <p>iOS: Fixed the issue where the SDK occasionally crashes when the user returns to the shooting view after finishing video shooting.</p>		
--	---	--	--

## January 2022

Update	Description	Release Date	Document
Version 9.5	<p>iOS: fixed the issue where some triple split-screen videos cannot be previewed after shooting.</p> <p>iOS: fixed the issue where the SDK quits unexpectedly when videos are played during editing in certain scenarios.</p> <p>Android: fixed the issue where, when users shoot 1080p videos, beauty filters do not take effect due to failure to detect faces.</p>	2022-01-11	<a href="#">SDK download</a>

## December 2021

Update	Description	Release Date	Document
Version 9.4	<p>iOS: fixed the issue where, when animated effects are enabled, the effects are not applied to the videos shot.</p> <p>Android: fixed the issue where video editing does not support outputting 1080p videos.</p> <p>Android &amp; iOS: added HTTPDNS request URLs for video upload.</p>	2021-12-09	<a href="#">SDK download</a>

## November 2021

Update	Description	Release Date	Document
Version 9.3	<p>iOS: fixed the issue of playback speed change when special effects are previewed during post-shooting editing.</p> <p>iOS: fixed crash of `TXCRenderView`.</p> <p>Android: fixed lag and crash during composition of triple split-screen videos on Xiaomi Mi 9.</p>	2021-11-04	<a href="#">SDK download</a>

## September 2021

Update	Description	Release Date	Document
Version		2021-	<a href="#">SDK</a>

9.2	<p>Android: fixed the issue where only half of thumbnails are generated.</p> <p>Android: fixed lag during video composition on MediaTek Dimensity 1200.</p> <p>Android: improved compatibility with the 9:16 aspect ratio during video shooting.</p> <p>iOS: fixed audio exception when videos with 48000 Hz mono audio are spliced.</p>	09-26	<a href="#">download</a>
Version 9.1	<p>Android: fixed several stability issues.</p> <p>Android: improved the clarity of generated videos.</p> <p>Android: fixed crash during playback on certain Android 5.x devices.</p> <p>iOS: fixed the issue of color saturation distortion of exported videos on iPhone 12 and later models.</p>	2021-09-02	<a href="#">SDK download</a>

## August 2021

Update	Description	Release Date	Document
Version 9.0	<p>Android: fixed slow loading of the duet feature.</p> <p>Android: fixed occasional video clipping inaccuracy.</p> <p>Android: improved the performance of the UGC SDK.</p> <p>Android: improved stability.</p> <p>Android: fixed the compression error during video upload after the application is switched to the background.</p>	2021-08-06	<a href="#">SDK download</a>

## July 2021

Update	Description	Release Date	Document
Version 8.9	<p>iOS: fixed the issue where, after users add a sticker, switch to static stickers, and return, dynamic stickers are displayed instead of static ones.</p> <p>iOS: fixed the issue where, after users change the order of selected videos/images and click to deselect a video/image, the video/image in the original position of the clicked video/image is deselected.</p> <p>Android: fixed the issue where images are rotated when the slideshow feature is used on Xiaomi phones.</p>	2021-07-15	<a href="#">SDK download</a>

## June 2021

Update	Description	Release Date	Document
Version 8.8	<p>iOS: fixed memory leaks caused by frequent starting and stopping of the VOD player.</p> <p>iOS &amp; Android: fixed the issue where videos load slowly after users pause VOD playback to adjust the playback progress.</p>	2021-06-18	<a href="#">SDK download</a>

## May 2021

Update	Description	Release Date	Document
Version 8.7	iOS: fixed electrical noise of the shooting module on iOS 14.5.	2021-05-24	<a href="#">SDK download</a>
Version 8.6	iOS: fixed occasional surge in memory usage by the VOD player. iOS: fixed Swift compilation warnings. iOS&Android: fixed several stability issues of the UGC SDK. iOS & Android: optimized the upload path selection logic to reduce upload failure.	2021-05-06	<a href="#">SDK download</a>

## March 2021

Update	Description	Release Date	Document
Version 8.5	iOS & Android: improved the effects of advanced beauty filters including face slimming, eye enlarging, chin slimming, etc. iOS & Android: added an API for the advanced beauty filter of face narrowing. iOS & Android: enhanced the capability to detect facial features to improve the effects of advanced beauty filters. iOS & Android: added an API for the advanced beauty filter of face narrowing. iOS & Android: fixed the issue of slow seek operations of the superplayer for some network streams.	2021-03-18	<a href="#">SDK download</a>

## February 2021

Update	Description	Release Date	Document
Version 8.4	iOS & Android: fixed the verification safety issue. Android: supported preview with multiple audio tracks. iOS: optimized pre-processing performance and enhanced stability. iOS: fixed the problem with the callback of facial feature coordinates for beauty filter application.	2021-02-07	<a href="#">SDK download</a>

## January 2021

Update	Description	Release Date	Document
Version 8.3	Android: fixed the problem of failure to splice together video segments if users delete segments during shooting. Android: fixed multiple crash issues. iOS: fixed the problem of the SDK crashing when playing back videos in slow motion. iOS: fixed the problem of black screens during image transition in some operations. iOS: fixed some crash issues caused by incompatibility.	2021-01-15	<a href="#">SDK download</a>

## December 2020

Update	Description	Release Date	Document

Version 8.2	<p>Android: fixed the bug of the green screen feature no longer functioning after camera switch.</p> <p>Android: fixed the occasional instability of UGSV.</p> <p>iOS: fixed the bug of occasional incorrect aspect ratio after users rotate or flip a video.</p> <p>iOS: fixed the bug of video composition failure after the landscape mode is enabled during shooting.</p> <p>iOS: fixed the occasional instability of the superplayer.</p>	2020- 12-24	<a href="#">SDK download</a>
Version 8.1	<p>Android: improved the image quality and clarity of UGSV.</p> <p>Android: changed the type of beauty filter APIs from `int` to `float`.</p> <p>Android: fixed the problem of a value indicating failure being returned after shooting pauses.</p> <p>Android: fixed some crash and compatibility issues.</p>	2020- 12-03	<a href="#">SDK download</a>

## November 2020

Update	Description	Release Date	Document
Version 8.0	<p>iOS: fixed the problem of apps occasionally freezing after multiple stickers are added.</p> <p>iOS: fixed the problem of apps quitting unexpectedly during bubble subtitle editing.</p> <p>Android: supported the uploading of thumbnails on Android 9.0 and above.</p> <p>Android: fixed the issue where triple split-screen videos are out of sync after users switch the app to the background and back again.</p> <p>Android: fixed the UGCKit problem of occasional black screens when users preview compressed videos.</p> <p>Android: fixed the problem of failure to set volume with UGCKit in video editing.</p> <p>Android: fixed the UGCKit problem of the Undo button occasionally not showing on the actions UI.</p>	2020- 11-13	<a href="#">SDK download</a>

## October 2020

Update	Description	Release Date	Document
Version 7.9	<p>iOS: fixed the problem of audio missing towards the end of edited UGSV.</p> <p>iOS: fixed the problem of background music used for one shooting being applied to all shootings afterwards.</p> <p>Android: fixed multiple crash issues of the UGSV SDK and improved its stability.</p> <p>Android: fixed the crash when users shoot videos on Android whose version is below 5.0.</p> <p>iOS &amp; Android: optimized the delay control algorithm of the live streaming player to avoid frequent acceleration and deceleration.</p>	2020-10-23	<a href="#">SDK download</a>

## September 2020

Update	Description	Release Date	Documentation
Version 7.8	<p>iOS: fixed the superplayer's compatibility issue with iOS 14.</p> <p>Android: upgraded the video upload SDK in UGCKit.</p> <p>Android: fixed the problem of system crash when advanced beauty filters are used on Android 4.4.</p> <p>Android: fixed the problem of occasional lip-sync errors during shooting.</p> <p>Android: fixed the problem of the error log being printed during deinitialization of the UGSV SDK.</p> <p>Android: fixed the problem of slow callback of end to a shooting.</p> <p>Android: fixed multiple crash issues of the UGSV SDK reported recently.</p>	2020-09-27	<a href="#">SDK download</a>
Version 7.7	<p>Android: optimized basic beauty filters, and added the "skin lightening" and "natural" filters.</p> <p>iOS: fixed the compatibility issue with iOS 14.</p>	2020-09-08	<a href="#">SDK download</a>

## August 2020

Update	Description	Release Date	Documentation
Version 7.6	<p>iOS &amp; Android: optimized AI-based beauty filters: fixed wrong lipstick application, enhanced the accuracy of facial feature location, and improved the make-up effect for face profiles.</p> <p>iOS &amp; Android: internationalized the SDK event and error callback messages.</p> <p>Android: moved the callback of custom pre-processing of UGSV before the adding of stickers.</p>	2020-08-24	<a href="#">SDK download</a>

## July 2020

Update	Description	Release Date	Documentation
Version 7.5	<p>iOS: fixed the problem of watermarks flashing towards the end of UGSV playback.</p>	2020-07-31	<a href="#">SDK download</a>
Version 7.4	<p>iOS &amp; Android: fixed the problem of composition failure for videos with no audio tracks.</p> <p>Android: optimized the quality of edited UGSV, and fixed the lack of image clarity on some devices.</p>	2020-07-03	<a href="#">SDK download</a>

## April 2020

Update	Description	Release Date	Documentation
--------	-------------	--------------	---------------

Version 7.2	iOS & Android: optimized visual effect APIs such as filters and green screen keying, and integrated them into the `TXCBeautyManager` class to facilitate calling.	2020-04-17	<a href="#">TikTok-like effects (Android)</a>
----------------	---	------------	---

## March 2020

Update	Description	Release Date	Documentation
Version 7.1	Android: supported audio files in the HE-AAC format in video editing, providing better compatibility with third-party videos. Android: fixed UGCKit problems including occasional abnormal display of the video clipping page and occasional errors during shooting.	2020-03-30	<a href="#">SDK download</a>
Version 7.0	Android: fixed occasional crash when beauty filters or animated effects are used. Android: fixed the occasional crash when users end a shooting after frequent camera switch. iOS & Android: fixed a number of bugs.	2020-03-09	<a href="#">SDK download</a>

## January 2020

Update	Description	Release Date	Documentation
Version 6.9	iOS & Android: introduced UGC TUIKit to enable modular UI design and theme customization, facilitating integration and modification. iOS & Android: supported shooting of triple split-screen videos and volume adjustment. Android: made the SDK supported on Android 10. Android: started using hardware encoders for UGC to speed up pre-processing.	2020-01-15	<a href="#">SDK download</a>

	iOS: optimized the karaoke module, and fixed problems including lip-sync errors.		
--	--	--	--

## November 2019

Update	Description	Release Date	Documentation
Version 6.8	<p>iOS &amp; Android: supported shooting videos in the aspect ratio of 4:3.</p> <p>iOS &amp; Android: incorporated new image retouching features into the Enterprise Edition, including skin airbrushing, eye lightening, teeth whitening, wrinkle removing, make-up application, and gesture recognition.</p> <p>Android: sped up the generation of UGSV, including post-editing generation.</p> <p>Android: fixed the problem of the bottom-right lines of the focus frame being thicker than the top-left lines.</p> <p>Android: fixed the problem of the big eye and face slimming filters and animated effects in the Enterprise Edition SDK not working on some devices.</p> <p>iOS: fixed the problem of occasional black screens when users preview UGSV.</p>	2019-11-15	<a href="#">SDK download</a>

## September 2019

Update	Description	Release Date	Documentation
Version 6.7	<p>iOS &amp; Android: supported shooting videos in the aspect ratio of 16:9.</p> <p>iOS &amp; Android: fixed the occasional crash issues reported.</p> <p>Android: fixed occasional noise in videos after composition.</p> <p>iOS: supported Arabic.</p>	2019-09-29	<a href="#">SDK download</a>

	iOS: fixed the problem of users occasionally failing to save high-quality videos during editing.		
Version 6.6 Patch	iOS & Android: fixed a number of bugs. Android: fixed the memory usage and library conflict problems of the Enterprise Edition SDK. iOS: made the SDK supported on iOS 13.	2019-09-10	<a href="#">SDK download</a>

## August 2019

Update

Description

Release Date

Document

Version 6.6.7458

Android: made the Enterprise Edition SDK supported on 64-bit operating systems, and supported dynamic downloading from the library of image retouching materials.

Android: fixed the crash of the UGSV editing page.

iOS: fixed the problem of TXVideoEditor returning incorrect data when trying to get the thumbnail of a time point.

iOS: fixed the problem of animated effects not working after users switch apps to the background.

2019-08-06

[SDK download](#)

## June 2019

Update	Description	Release Date	Documentation
Version 6.5.7272	<p>iOS &amp; Android: supported uploading images.</p> <p>Android: fixed the problem of occasional OpenGL errors during the generation of UGSV.</p> <p>Android: fixed the problem of image updating failure when users pause and rotate a video during editing.</p>	2019-06-12	<a href="#">SDK download</a>

## May 2019

Update	Description	Release Date	Documentation
Version 6.4.7328	Fixed a number of bugs reported recently and enhanced the stability of the SDK.	2019-05-15	<a href="#">SDK download</a>

## January 2019

Update

Description

Release Date

Document

Version 5.4

iOS & Android: improved the success rate of UGSV uploading.

iOS: fixed some crash issues during the use of the slideshow feature.

2019-01-04

[SDK download](#)

## October 2018

Update

Description

Release Date

Document

Version 5.3

iOS & Android: supported fade-in and fade-out for background music.

iOS & Android: supported shooting 1080p videos.

iOS & Android: supported splicing videos without audio.

Android: fixed the delay in the callback of the shooting progress.

Android: fixed the problem of wrong rotation degrees for some video thumbnails.

Android: fixed stutter for pre-processing.

iOS: allowed users to choose whether to loop background music.

iOS: optimized the uploading of UGSV.

iOS: added the feature of generating GIFs of original videos to the demos.

2018-10-25

[SDK download](#)

## September 2018

Update

Description

Release Date

Document

Version 5.2

iOS & Android: supported editing long 4K videos and getting thumbnails in specified resolution.

iOS & Android: added an example on how to use the shooting draft feature.

iOS & Android: supported dynamically rotating video images during editing.

Android: added a quick thumbnail getting API for video editing.

Android: fixed the problem of rotation degree settings not working for animated effects.

Android: fixed occasional lip-sync errors of videos composed from multiple clips, and improved the image quality of the composed videos.

iOS: fixed the thread safety issue caused by frequent switching of background music.

iOS: fixed the problem of inconsistent background music volume for shooting and preview.

iOS: fixed the problem of watermark PTS exception towards the end of videos after users add the same special effects multiple times during video editing.

2018-09-14

[Video editing \(Android\)](#)

## August 2018

Update

Description

Release Date

Document

Version 5.1

iOS & Android: launched multiple editions of the UGSV SDK (Lite, Basic, Enterprise, Enterprise Pro) to cater to the varying needs of clients. Different editions require different licenses.

iOS & Android: optimized and redesigned beauty filters, and added a number of filters.

iOS & Android: allowed users to swipe to apply different filters during shooting and editing.

iOS & Android: optimized the duet karaoke feature.

iOS & Android: added gestures including “press and hold to shoot”, “click to shoot”, and “click to capture” to UGSV apps, added the countdown feature to the karaoke mode, and allowed reverb adding and voice changing during shooting.

iOS & Android: made UGSV apps available in both Chinese and English.

iOS & Android: redesigned the main UI of the demos for enhanced clarity and usability.

Android: allowed quick importing of long videos.

Android: added a filter intensity setting API for video editing.

iOS: supported two-pass encoding in video editing to generate videos of higher quality.

iOS: fixed the problem of high CPU usage when users open the editing page again after apps quit unexpectedly during shooting.

iOS: fixed the problem of blurry screens during shooting on iOS 12.

2018-08-18

[SDK download](#)

## July 2018

Update

Description

Release Date

Document

Version 5.0

iOS & Android: supported duet karaoke in dual (left/right) split screens.

iOS & Android: supported generating videos with two audio tracks in video editing.

iOS & Android: allowed setting of the audio sampling rate and rendering mode for shooting.

Android: optimized the image quality of videos generated after shooting and editing, and reduced the size of the files generated.

Android: sped up video pre-processing and generation.

Android: fixed the problem of black screens during shooting after landscape/portrait mode switch.

Android: fixed the problem of error reporting when users click to start and end shootings at short intervals.

iOS: reduced the loading time for video editing.

iOS: fixed the problem of occasional ripped images in edited videos.

iOS: fixed the problem of occasional black frames towards the end of an edited video.

iOS: fixed the problem of audio ending prematurely if users set the playback mode to slow motion when previewing edited videos.

iOS: made the demos compatible with iPhone X.

iOS: fixed memory leaks, enhanced stability, and added module definitions to better support Swift integration.

2018-07-18

[SDK download](#)

## June 2018

Update

Description

Release Date

Document

Version 4.9

Android & iOS: optimized the license integration method and supported auto-renewal.

Android: incorporated the image-to-video conversion capability and allowed the selection of image transition effects such as pan, zoom, zoom rotation, and fade.

Android: sped up the generation of UGSV after editing and fixed memory leaks.

iOS: sped up the loading of local background music and thumbnails, as well as the acquisition of video information.

iOS: optimized the image quality of post-editing UGSV.

iOS: fixed problems including occasional stutter and black frames during shooting, occasional flashing of watermarks towards the end of videos, memory leaks, etc.

2018-06-14

[SDK download](#)

## May 2018

Update

Description

Release Date

Document

### Version 4.7

iOS & Android: added filters for UGSV, including blinds, phantom, lightning, mirror, illusion, etc.

Android: supported texture for custom data.

Android: reduced peak memory usage during UGSV editing and composition.

iOS: added the image-to-video conversion capability and allowed the selection of image transition effects such as pan, zoom, zoom rotation, and fade.

iOS: fixed the problem of callbacks possible only after background music ends.

2018-05-25

[SDK download](#)

### Version 4.6

iOS & Android: added reverb effects such as hall and deep vocal, and voice changing effects such as girl and middle-aged man for UGSV shooting.

iOS & Android: added an external API for setting the directory to save video segments.

iOS & Android: supported adding background music to videos without audio in UGSV editing.

iOS & Android: added a split screen API for UGSV composition.

iOS & Android: lifted the upper limit on bitrate during UGSV shooting.

Android: optimized the uploading of small files and increased the success rate.

Android: fixed the crash caused by incorrect path for animated effects.

iOS: supported Bitcode.

2018-05-04

[SDK download](#)

## April 2018

Update

Description

Release Date

Document

Version 4.5

iOS & Android: added the demo code of the uploading feature and integrated the SDK with the VOD service so that it provides a comprehensive solution that covers video shooting, special effect adding, uploading, transcoding, porn detection, distribution and playback.

iOS & Android: supported uploading GIFs to be used as thumbnails and added the video segment splicing feature.

iOS & Android: added two actions for special effects: removing the background music of animated effects and removing all filters with one click.

Android: optimized the UGSV production process and fixed problems including playback failure after uploading of large files, occasional black frames in acquired thumbnails, lip-sync errors in some videos, etc.

Android: allowed users to set the bitrate when editing UGSV.

Android: allowed the editing of videos without audio.

2018-04-13

[SDK download](#)

## May 2017

Update

Description

Release Date

Document

### UGSV SDK release

Backed by Tencent's IM, social networking and user profile databases, the UGSV SDK offers powerful cloud-based capabilities including quick video uploading, transcoding and storage, and integrates the client components of video capturing, splicing, special effect adding, sharing and playback, allowing you to build your mobile UGSV business with ease.

2017-05

-

# The “startPlay” API of the UGSV SDK Renamed

Last updated : 2022-11-14 18:18:58

The `startPlay` API will be renamed in v10.7 of the UGSV SDK for mobile devices (to be released on September 19, 2022). The change will only affect the [video playback](#) feature.

The `startPlay` API is used to start playback. Its name will be changed as follows:

The `startPlay` API of `TXVodPlayer` will be renamed `startPlay`. For details, see [VOD API Documentation \(iOS\)](#) and [VOD API Documentation \(Android\)](#).

## Note

Versions earlier than v10.7 are not affected by the above change.

Please pay attention to the change if your SDK version is 10.7 or later.

If you have any questions, feel free to [contact us](#).

2022-09-19

Tencent Cloud