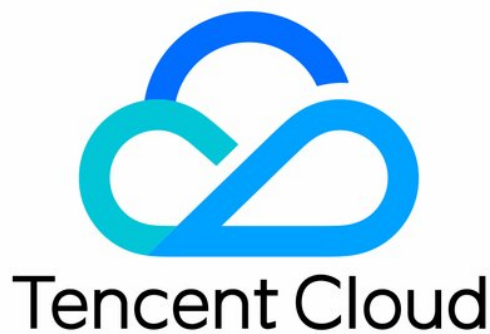


Mobile Live Video Broadcasting Licenses Product Documentation



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Adding and Renewing a License

Last updated : 2025-02-13 09:51:51

After purchasing a license, you can bind it in the [CSS console](#), or the [VOD console](#) to add a new license or extend the validity of an existing license. This document is used to show you how to activate a capability using a trial or official license, and how to extend the validity of an existing capability.

After purchasing or renewing a new license, the terminal application will automatically complete the update when it is connected to the Internet. If it is not effective, it may be affected by the local cache. You can solve this problem by restarting the application.

Note:

Starting from v10.1, the MLVB license can also activate the video playback capability. This means you can now use the video playback capability of the Player SDK with a MLVB license or UGSV license.

By default, only one set of License URL and Key is generated under a single Tencent Cloud account, regardless of License types and quantities. The License URL and Key are unique and unchangeable. (This means under one account, regardless of how many SDK Licenses are added, how many package names are added, or whether Licenses expire/renew/are newly purchased, the License URL and Key remain constant).

Purchasing an official license

You can obtain usage rights by [purchasing](#) a standalone MLVB license (Starting from the day of purchase, the authorization is valid until 00:00:00 the day after 1 year).

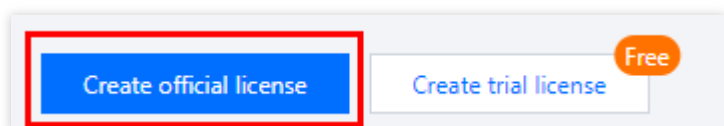
Binding an Official License

You can either choose to **bind an official license to a new application**, or **activate the capability for an existing application** to bind the official license.

Bind an official license to a new application

Activate the capability for an existing application

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



2. Enter the `App Name` , `Package Name` and `Bundle ID` , select **MLVB License** (publishing + video playback), and click **Next**.

Create official license ×

1 Select capabilities for your license > **2** Bind license resources

Basic information

i 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
CDN playback: Play live videos from CDNs on iOS or Android
VOD playback: Play videos on demand on iOS or Android

Next

3. Enter the **Create official license** interface, click **Bind**. Select the unbound MLVB package, and click **Create** can then generate official license. If you don't have any packages to bind, go to the [Purchase Page](#) to buy a package.

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
MLVB	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"/>	MLVB Resource ID: [blurred]	2023-07-25 to 2024-07-25
<input type="radio"/>	MLVB Resource ID: [blurred]	2023-05-11 to 2024-05-11
<input type="radio"/>	MLVB Resource ID: [blurred]	2023-05-05 to 2024-05-05
<input type="radio"/>	MLVB Resource ID: [blurred]	2023-04-27 to 2024-04-27

You can go to the [Licenses](#) page.

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.**

4. Upon successful creation of an official license, the page will display the generated official license information. During the SDK initialization configuration, the License URL and License key must be entered. Please store the following information carefully.

▼ SDKTest **Official license** Edi

Package name SDKTest Bundle ID SDKTest Creation time 2023-11-01 15:48:43

Basic information

License URL [\[Redacted\]](#) 🔗

License key [\[Redacted\]](#) 🔗

Player

Status **Normal**

Feature Video Playback

Validity period 2023-11-03 11:43:44 - 2024-11-04 00:00:00

UGSV Lite Upgrade Update validity

Status **Normal**

Feature Video production (lite) + Video playback

Validity period 2023-05-11 17:03:10 - 2024-05-12 00:00:00

Auto-renewal Disabled [Enable](#)

MLVB Update validity

Status **Normal**

Feature Publishing + Video playback

Validity period 2023-05-11 17:02:06 - 2024-05-12 00:00:00

Auto-renewal Disabled [Enable](#)

1. Select an existing official license to which you want to add the **MLVB** capability (publishing + video playback), and click **Activate more capabilities**.

▼ SDKTest **Official license** Edi

Package name SDKTest Bundle ID SDKTest Creation time 2023-11-01 15:48:43

Basic information

License URL [\[Redacted\]](#) 🔗

License key [\[Redacted\]](#) 🔗

Player

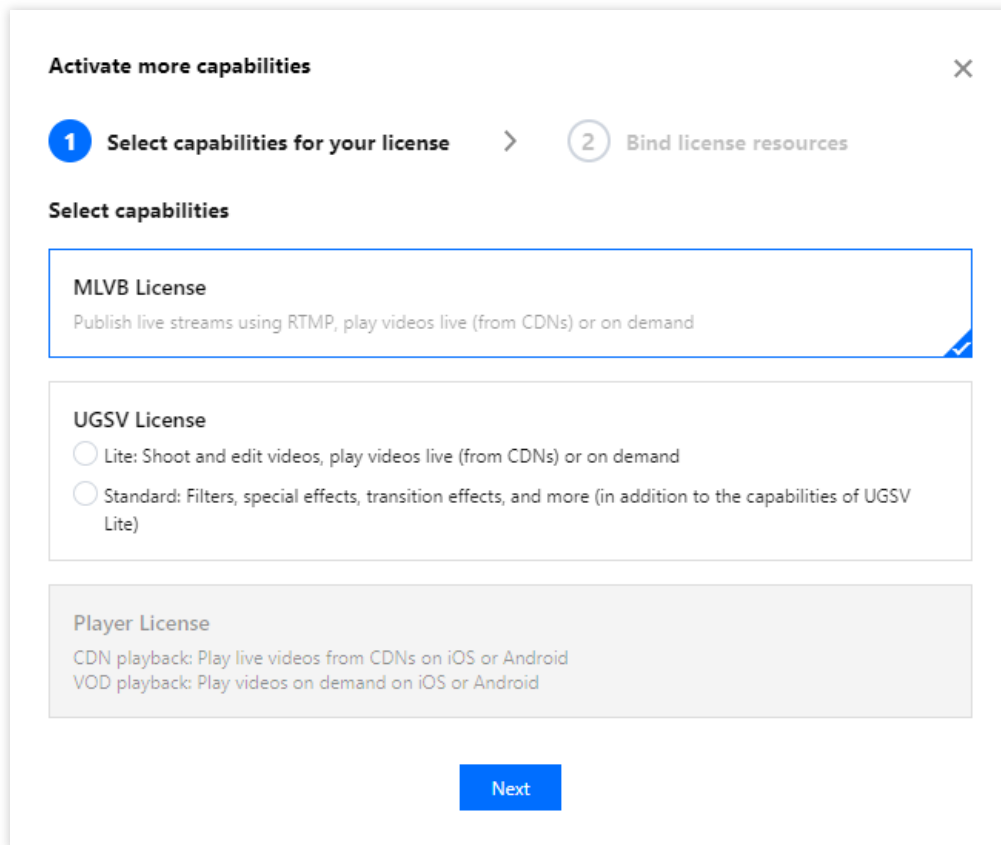
Status **Normal**

Feature Video Playback

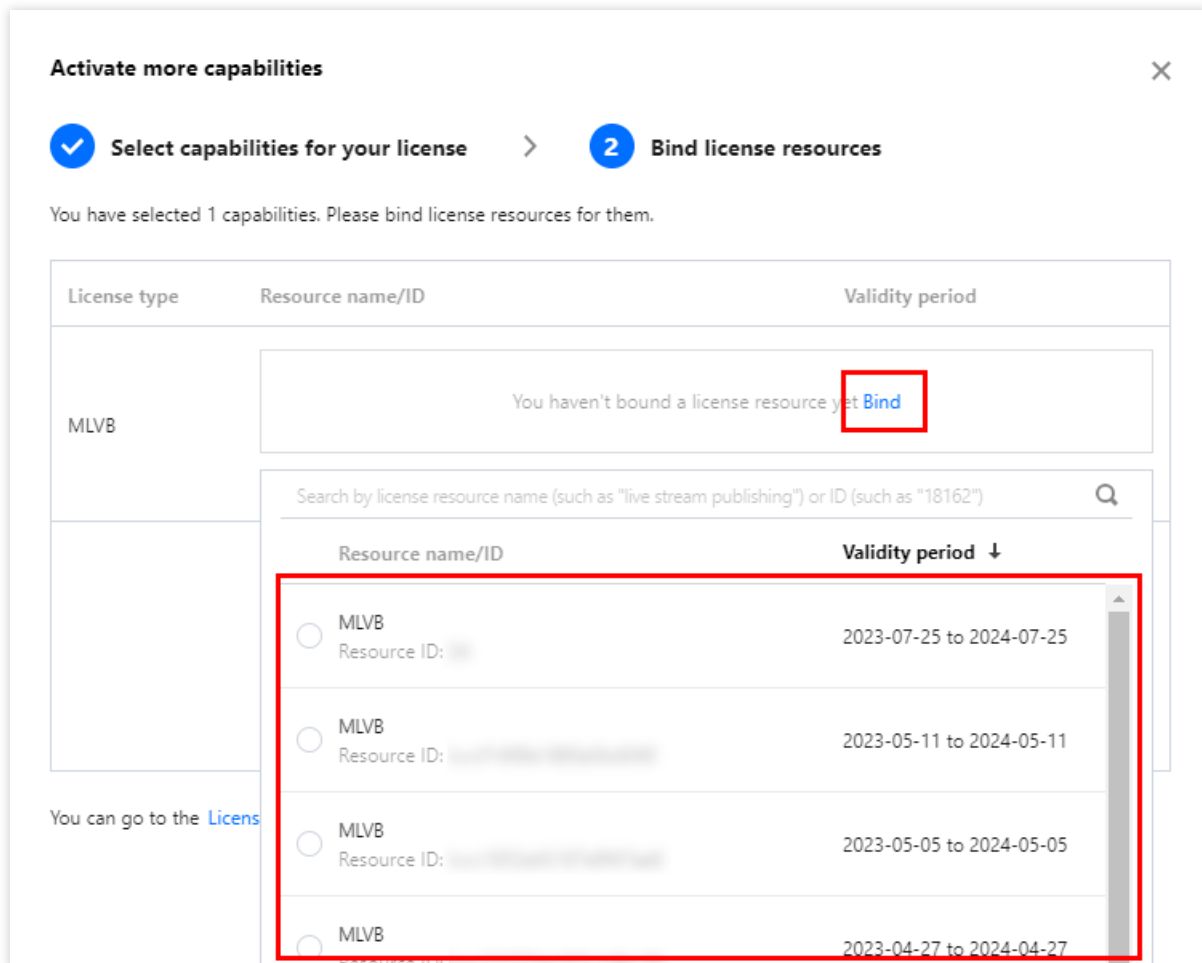
Validity period 2023-11-03 11:43:44 - 2024-11-04 00:00:00

[Activate more capabilities](#)

2. Select **MLVB publishing** (publishing + video playback) and click **Next**.



3. Enter the **Activate more capabilities** interface, click **Bind**. Select the unbound MLVB package, and click **Confirm** can then generate official MLVB license under the application. If you don't have any packages to bind, go to the [Purchase Page](#) to buy a package.

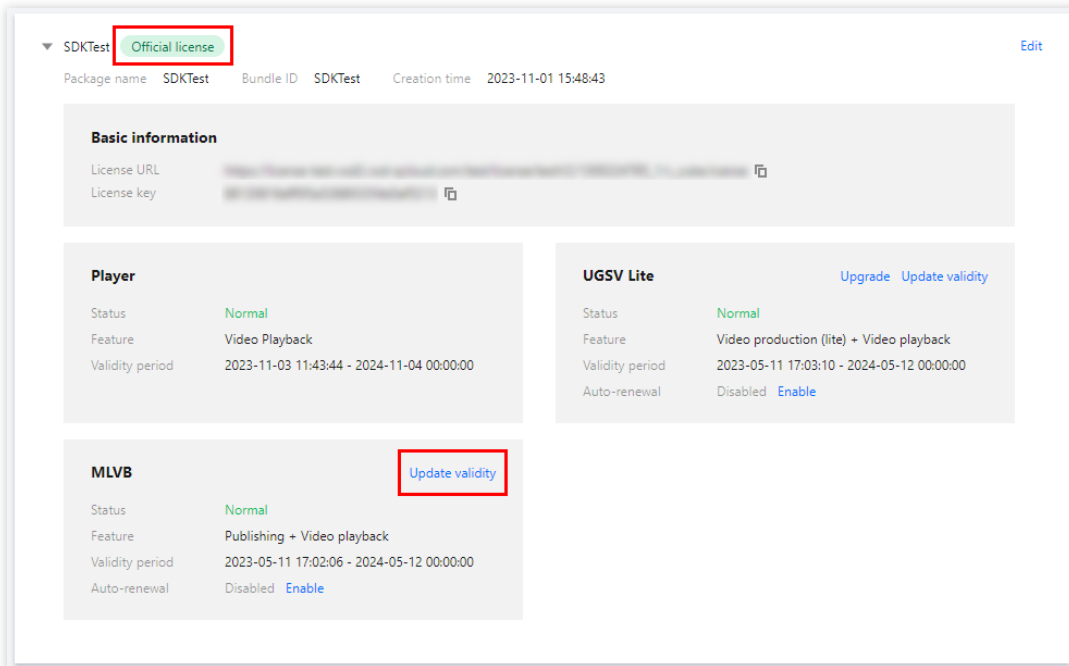


Update official license valid period

You can log in to the [CSS console](#), or the [VOD console](#) page to view the validity of the MLVB official license. You can also subscribe to the MLVB SDK under [Message Subscription](#), and select **Message Center/Email/SMS** as the message receipt channel to get notified when the license is about to expire. Notifications will be sent out 32, 7, 3, and 1 days before the license expires. If the license is renewed after it expires, it may be affected by the local cache and may not take effect in time. Therefore, it is recommended that you renew it in advance to ensure business continuity.

If your MLVB official license has expired, you can follow the steps below to renew it:

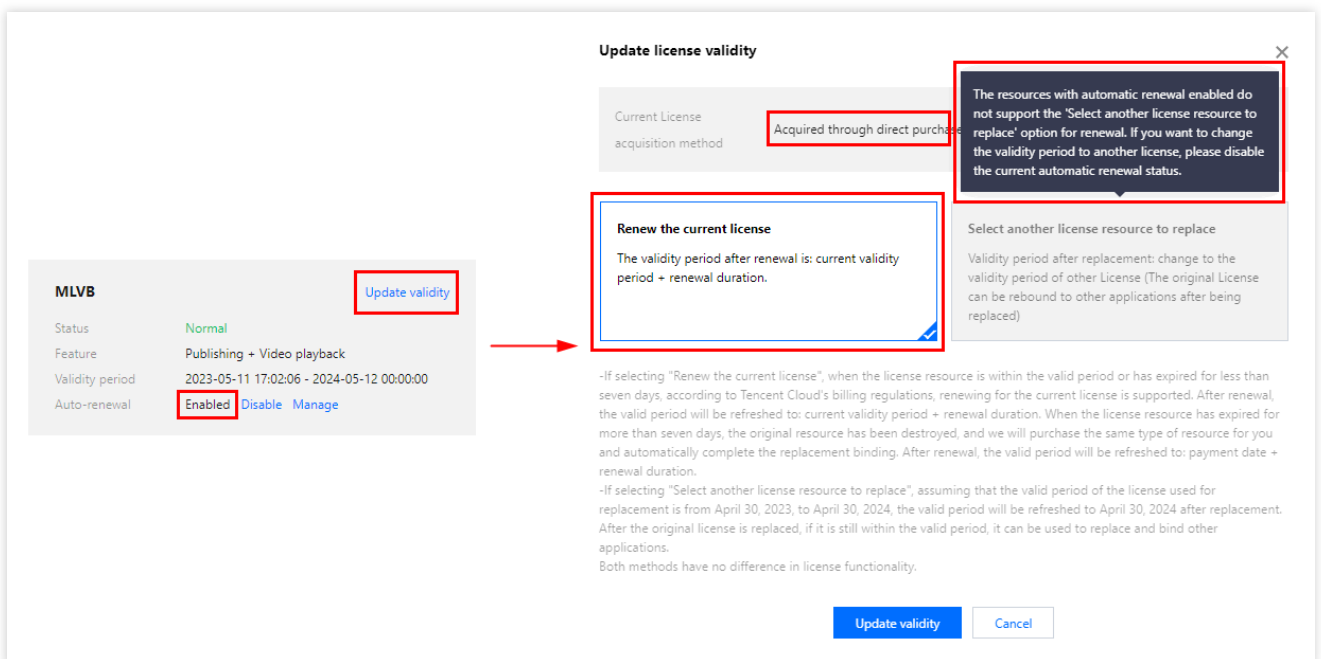
1. Select the license you need to renew and click **Update Validity** in the **MLVB** capability.



2. The acquisition method of the MLVB is **Acquired through direct purchase**. The validity can be extended through two methods: **Renew the current license** or **Select another license resource to replace**. The detailed steps are described 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.



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

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**. MLVB license renews **annual**. Click **Confirm** to extend the license valid period.

Renewal

License type	Current Ex...	Renewal period ⓘ	Expiration time...	Unit Price	Renewal A...
MLVB License	2024-05-12	1 year ▼	2025-05-12	USD	USD

Total Cost **USD** ⓘ

Confirm **Cancel**

1. Click **Select another license resource to replace**, then 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)

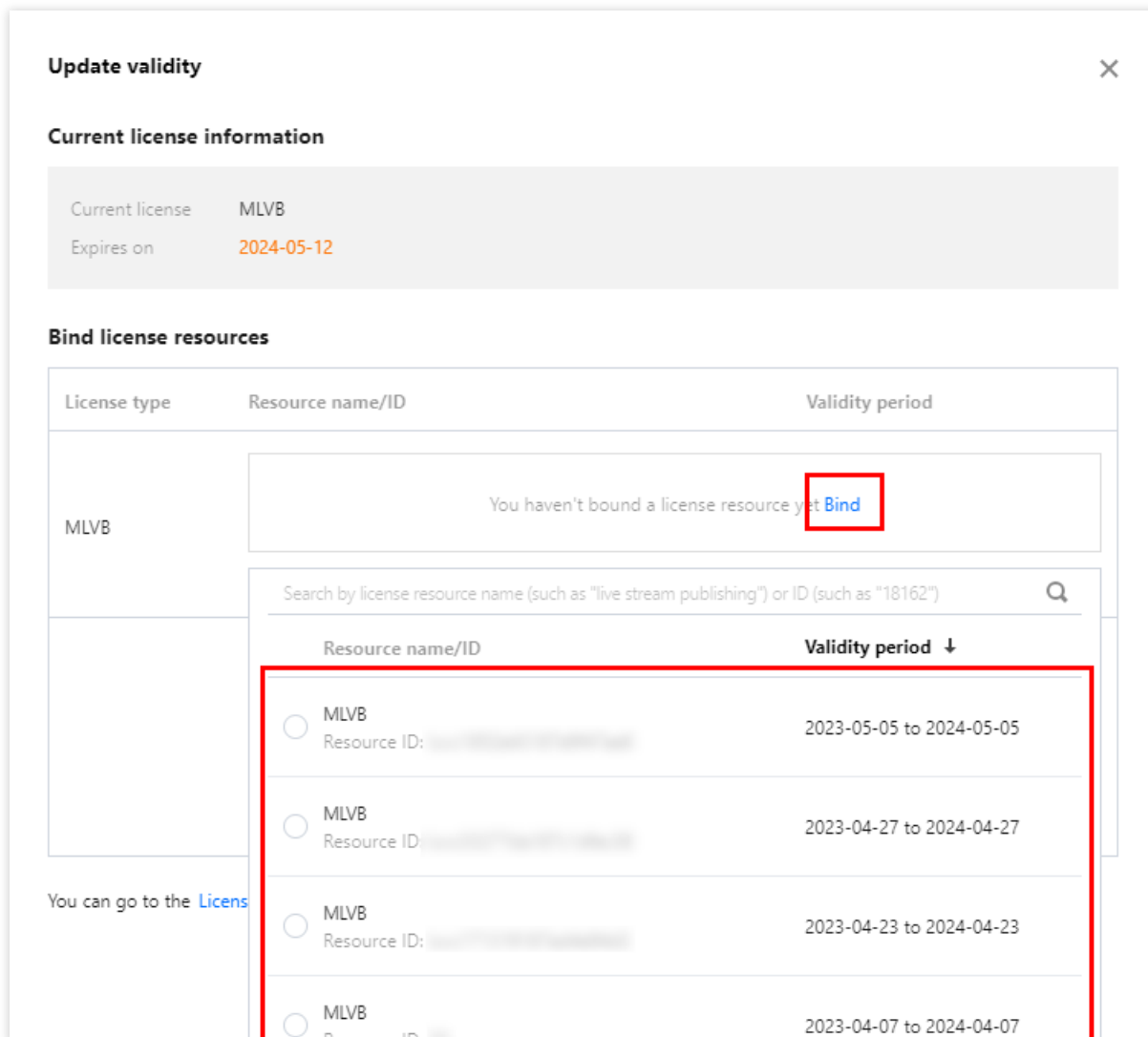
-If selecting "Renew the current license", when the license resource is within the valid period or has expired for less than seven days, according to Tencent Cloud's billing regulations, renewing for the current license is supported. After renewal, the valid period will be refreshed to: current validity 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 MLVB package (if there is no available resource pack to bind, you can go to [Audio and Video Terminal SDK Purchase Page](#) to buy), and click **Confirm**.



Auto-renewal

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

Console

Billing center

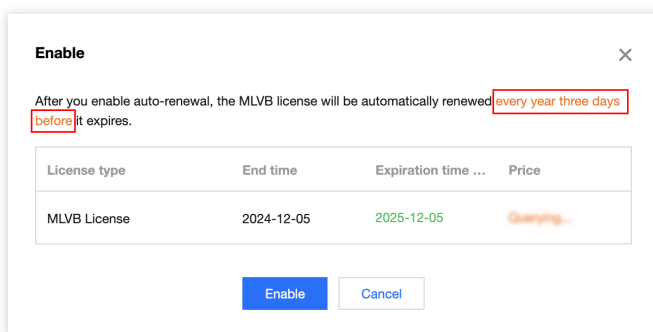
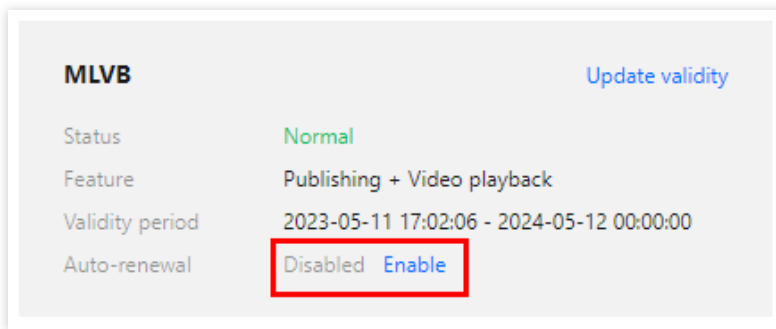
A license acquired through [direct purchase](#) supports the enabling of automatic renewal. License resources with automatic renewal enabled will be **automatically renewed on an annual basis 3 days before expiration.**

Make sure your account has sufficient available balance before enabling automatic renewal. Otherwise, it may lead to a renewal failure and affect your usage.

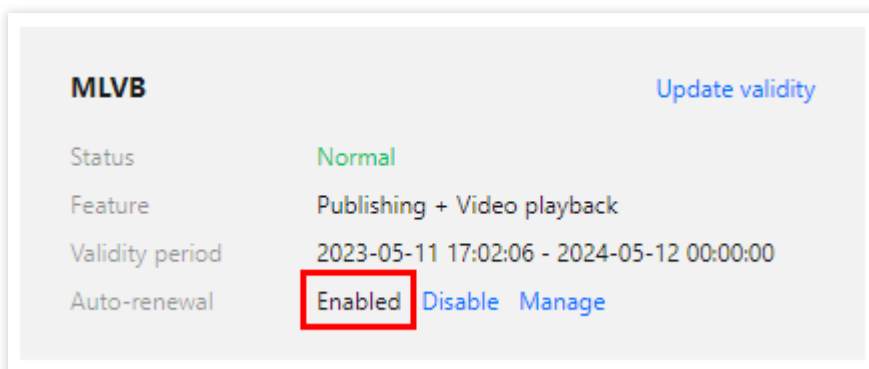
Log in to the [CSS](#), or [VOD](#) console of any of these products and open the **License Management** page. locate the license you wish to manage for automatic renewal:

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 **annually** 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.

MLVB Update validity

Status Normal

Feature Publishing + Video playback

Validity period 2023-05-11 17:02:06 - 2024-05-12 00:00:00

Auto-renewal Enabled Disable Manage

Disable ✕

After you disable auto-renewal, the MLVB license will no longer be automatically renewed when it expires.
If you want to continue to use the MLVB feature, remember to renew the license manually before it expires.

Next expiration time 2024-05-12

Disable Cancel

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

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

Manual Renewal (24) Auto-renewal (16) Non-renewal (0) luvc 🔍 🔄 ⋮

[Batch Renewal](#) [Set to Auto-Renewal](#) [Set to Non-Renewal](#)

<input type="checkbox"/>	Instance ID/Name	Product Name	Region	Expiration Date(UTC+ 8) ↑	Project ▾	Unit Price	Operation
<input type="checkbox"/>	...	RT-Cube SDK	Other (others)	2023-11-26	DEFAULT PROJECT	USD/ month	Renew Set to Auto-Renewal More ▾
<input type="checkbox"/>	...	RT-Cube SDK	Other (others)	2023-11-26	DEFAULT PROJECT	USD/ month	Renew Set to Auto-Renewal More ▾
<input type="checkbox"/>	...	RT-Cube SDK	Other (others)	2023-11-26	DEFAULT PROJECT	USD/ month	Renew Set to Auto-Renewal More ▾

Configuring and Viewing a License

Last updated : 2024-01-13 15:49:41

Configuration

Before you call the APIs of the media SDKs, follow the steps below to configure the license:

iOS

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

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary * const licenceURL = @"<The license URL obtained>";
NSString * const licenceKey = @"<The key obtained>";
// `V2TXLivePremier` is in the header file `V2TXLivePremier.h`.
[V2TXLivePremier setLicence:licenceURL key:licenceKey];
[V2TXLivePremier setObserver:self];
NSLog(@"SDK Version = %@", [V2TXLivePremier getSDKVersionStr]);
return YES;
}
#pragma mark - V2TXLivePremierObserver
- (void)onLicenceLoaded:(int)result Reason:(NSString *)reason {
    NSLog(@"onLicenceLoaded: result:%d reason:%@", result, reason);
}
@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
        V2TXLivePremier.setLicence(this, licenceURL, licenceKey);
        V2TXLivePremier.setObserver(new V2TXLivePremierObserver() {
            @Override
            public void onLicenceLoaded(int result, String reason) {
                Log.i(TAG, "onLicenceLoaded: result:" + result + ", reason:" +
reason);
            }
        });
    }
}
```


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();
```