

# **User Generated Short Video SDK**

## **License User Guide**

### **Product Documentation**



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# License User Guide

## Adding and Renewing a License

Last updated : 2025-02-13 09:55:30

After purchasing a UGSV license, you can bind it in the [CSS console](#), or the [VOD console](#) to add a new license, extend the validity of an existing license and version upgradation and downgrade. 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 and version upgradation and downgrade.

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.

The UGSV SDK provides a trial version license, you can **apply for a free** UGSV SDK trial version license to experience the **Video production + Video playback** features. For more details, see the [Free Trial License](#).

### Note:

The UGSV License provides UGSV + Video playback function. Starting from v10.1, if you only need the Video playback function, you can also apply for the Video playback license **separately** to unlock the Player SDK. [Apply for the video playback 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).

## Official License

### Purchasing an official license

Obtain usage rights by choose the appropriate UGSV license you need (Starting from the day of purchase, the authorization is valid until 00:00:00 the day after 1 year).

License Type	Validity Period	Capability	Price (USD)	How to Get
UGSV Lite	One year (from the date of purchase)	Video production (Lite) + Video playback	1,899	<a href="#">Buy now</a>
UGSV Standard	One year (from the date of purchase)	Video production (Standard) + Video playback	9,999	

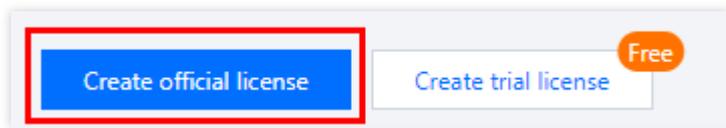
## Binding an Official License

After purchasing a UGSV License, you can bind the regular edition of UGSV License on the License management page of any product console in the [CSS console](#), or the [VOD console](#). 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.

Method1: Bind an official license to a new application

Method2: Activate the capability for an existing application

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



2. Enter the `App name` , `Package name` and `Bundle ID` of the regular application, select **UGSV License** (video production + video playback), choose **Standard** or **Lite**, 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 UGSV 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
UGSV Lite	You haven't bound a license resource yet <a href="#">Bind</a>	
	Search by license resource name (such as "live stream publishing") or ID (such as "18162")	
	Resource name/ID	Validity period ↓
<input type="radio"/>	UGSV Lite Resource ID: [REDACTED]	2023-05-11 to 2024-05-11

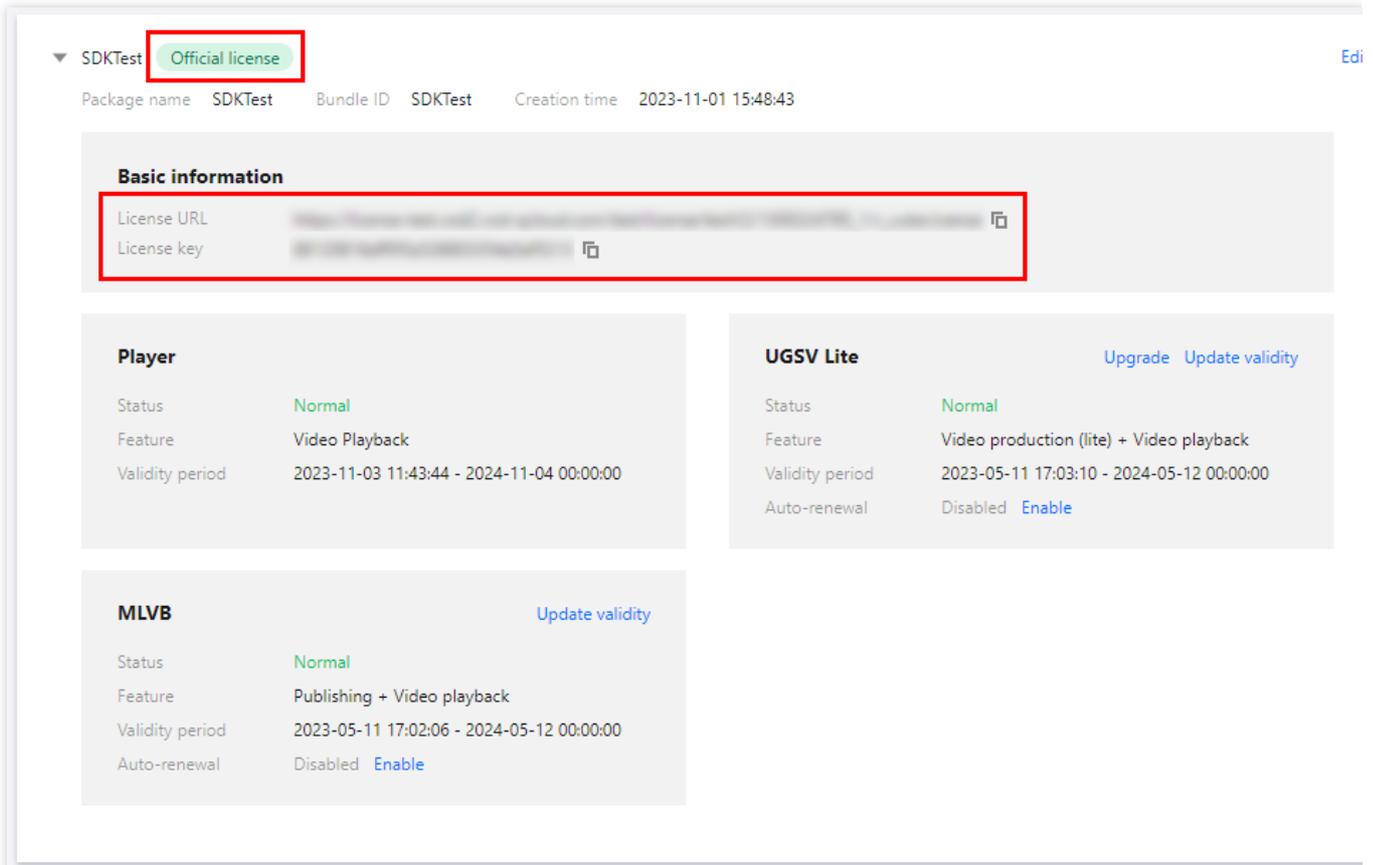
You can go to the [License Purchase Page](#) to buy new licenses

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

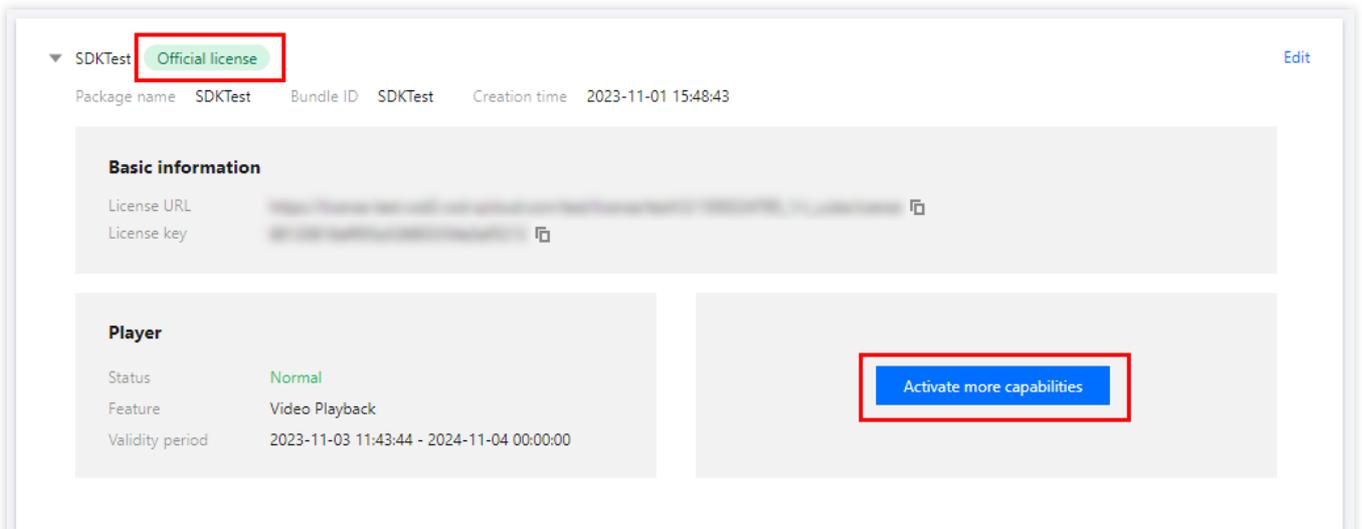
**Note:**

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.**

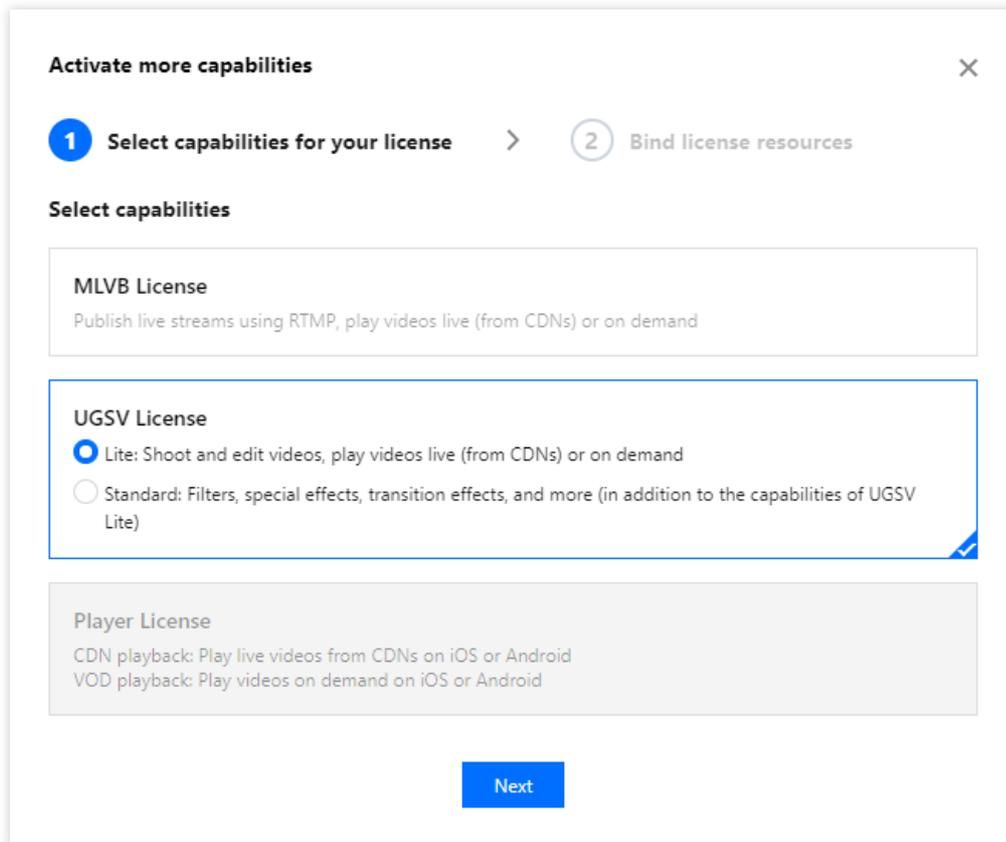
4. Upon successful creation of an official license, the page will display the generated official license information. During the SDK initialization configuration, the License URL and License Key must be entered. Please store the following information carefully.



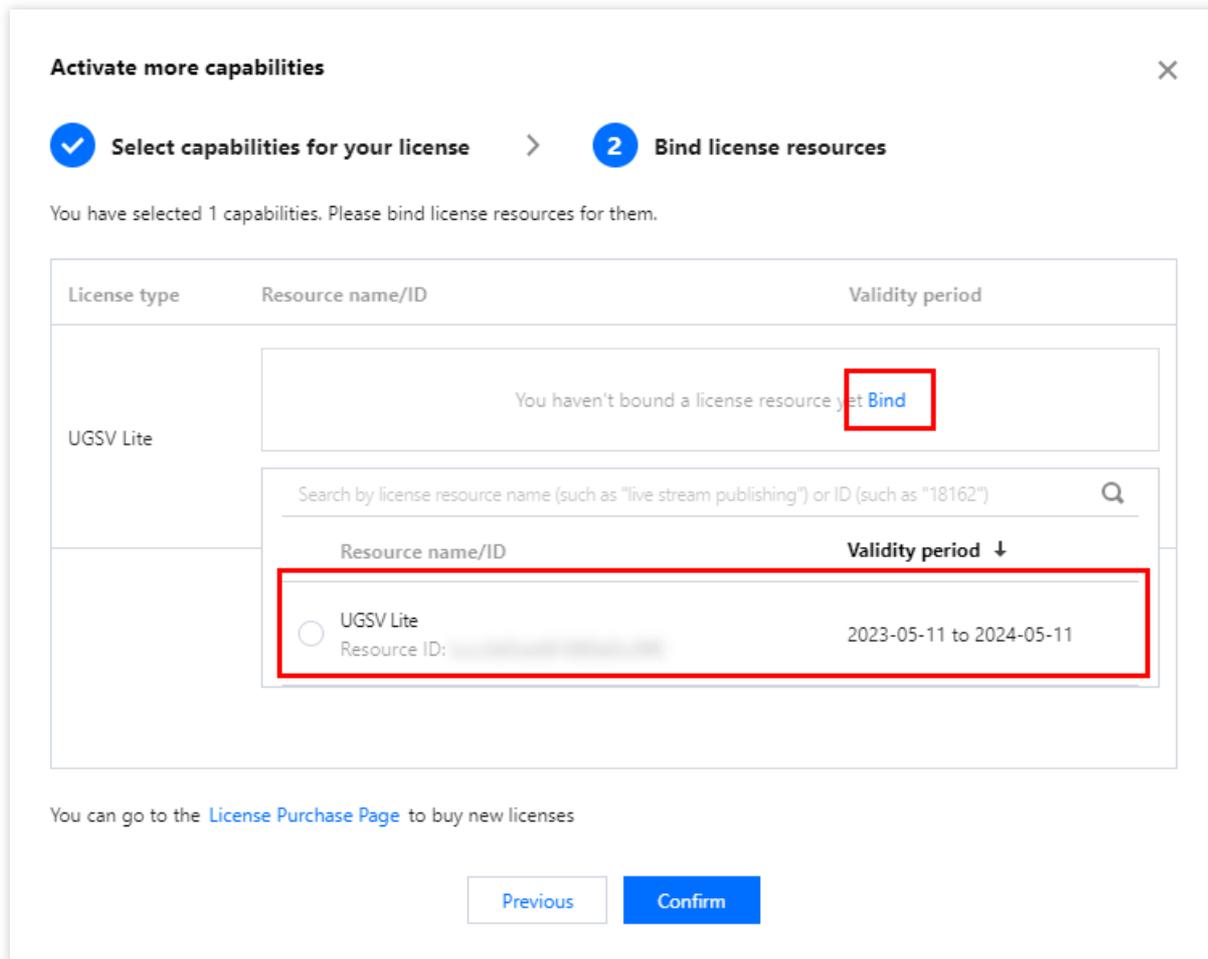
1. Select an existing official license to which you want to add the **UGSV** (video production + video playback), and click **Activate more capabilities**.



2. Select **UGSV License** (video production + video playback), choose **Standard** or **Lite**, and click **Next**.



3. Enter the **Activate more capabilities** interface, click **Bind**. Select the unbound UGSV package, and click **Confirm** can then generate official UGSV 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 UGSV official license. You can also subscribe to the UGSV 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 UGSV 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 **UGSV** capability.

SDKTest **Official license** Edit

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

**Basic information**

License URL [https://www.tencent.com/zh-cn/licenses/short-video-sdk/20231101154843/](#)

License key [20231101154843](#)

**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

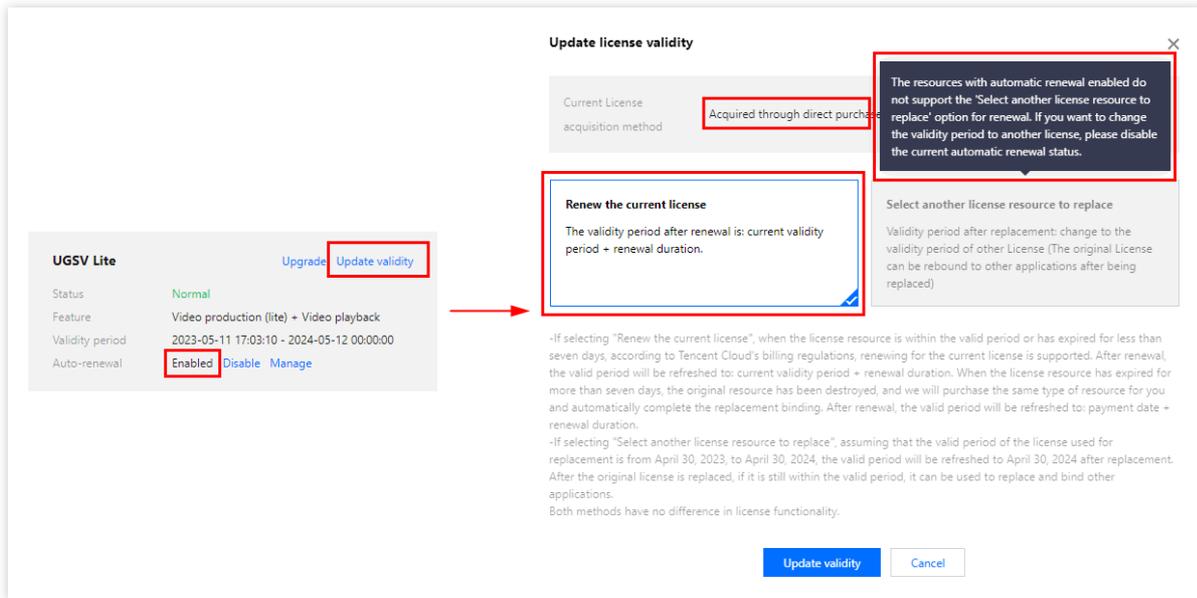
Validity period 2023-05-11 17:02:06 - 2024-05-12 00:00:00

Auto-renewal Disabled [Enable](#)

2. The acquisition method of the UGSV 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**. UGSV license renews **annual**. Click **Confirm** to extend the license valid period.

**Renewal** ✕

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

Total Cost: 1000.00 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 UGSV 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**.

### Update validity

**Current license information**

Current license	UGSV Lite
Expires on	2024-05-12

**Bind license resources**

License type	Resource name/ID	Validity period
UGSV Lite	You haven't bound a license resource yet <a href="#">Bind</a>	
	Search by license resource name (such as "live stream publishing") or ID (such as "18162")	
	<b>Resource name/ID</b>	<b>Validity period ↓</b>
<input type="radio"/>	UGSV Lite Resource ID: [REDACTED]	2023-11-03 to 2024-11-03

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

[Confirm](#) [Cancel](#)

3. Check the renewed validity period.

**Note:**

**You cannot modify the information of an official license.** If you want to use a package you purchased for a new application, click **Create official license** to bind it to a new application.

## Upgrade Lite to Standard License

If you already have an official UGSV Lite License and need more powerful capabilities such as speed change, background music, and filter effects, you can upgrade to the Standard License:

1. Select the target official UGSV Lite License, and click **upgrade**.



### Upgrade

**Upgrade information**

Current edition	UGSV Lite
Upgrade to	UGSV Standard

**Bind license resources**

License type	Resource name/ID	Validity period
UGSV Standard	You haven't bound a license resource yet <a href="#">Bind</a>	
	Search by license resource name (such as "live stream publishing") or ID (such as "18162")	
	<b>Resource name/ID</b>	<b>Validity period ↓</b>
	<input type="radio"/> UGSV Standard Resource ID: [REDACTED]	2023-05-16 to 2025-05-16
	<input type="radio"/> UGSV Standard Resource ID: [REDACTED]	2023-04-23 to 2024-05-09
	<input type="radio"/> UGSV Standard Resource ID: [REDACTED]	2023-05-05 to 2024-05-05

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

[Confirm](#) [Cancel](#)

**Note:**

After successfully upgrading the UGSV Lite License to the Standard License, the original binding of the Lite License will be released. This UGSV Lite License can be re-bound to other applications.

## Downgrade Standard to Lite License

If you need to **downgrade** the bound UGSV standard version license **to the UGSV lite version**, you can perform the downgrade operation **within seven days before** the standard version expires.

1. Select the target official UGSV Standard License, and click **Downgrade**.

▼ SDKTest **Official license** Ed

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 Standard** Downgrade [Update validity](#)

Status Expires in 4 day(s), 12 hour(s), and 39 minute(s)

Feature Video production (basic) + Video playback

Validity period 2023-05-11 17:03:10 - 2023-11-12 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](#)

2. Enter the **Downgrade** interface, click **Bind**. Choose the UGSV Lite License you want to bind, and click **Confirm** to downgrade.

### Downgrade

**Downgrade information**

Current edition	UGSV Standard
Downgrade to	UGSV Lite

**Bind license resources**

License type	Resource name/ID	Validity period
UGSV Lite	You haven't bound a license resource yet. <a href="#">Bind</a>	
	Search by license resource name (such as "live stream publishing") or ID (such as "18162")	
	<b>Resource name/ID</b>	<b>Validity period ↓</b>
<input type="radio"/>	UGSV Lite Resource ID: [REDACTED]	2023-06-12 to 2024-06-12

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

[Confirm](#) [Cancel](#)

#### Note:

After successfully downgrading the UGSV Standard License to the Lite License, the original binding of the Standard License will be released, allowing the Standard License to be re-bound to other applications.

## Auto-renewal

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

Console

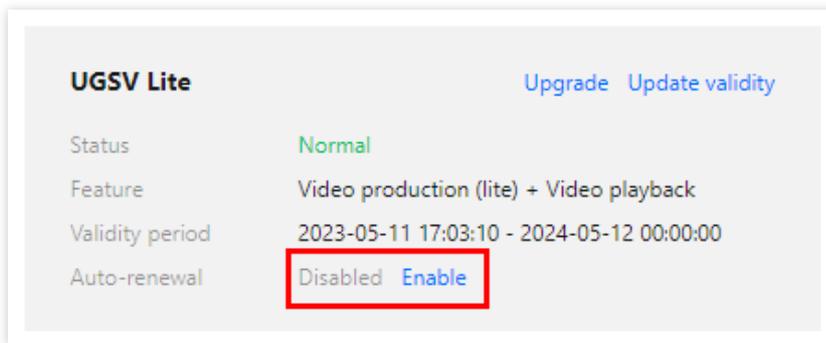
Billing center

**A license acquired through the direct purchase mode supports the enabling of automatic renewal.** License resources with automatic renewal enabled will be **automatically renewed on an annual/monthly 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.

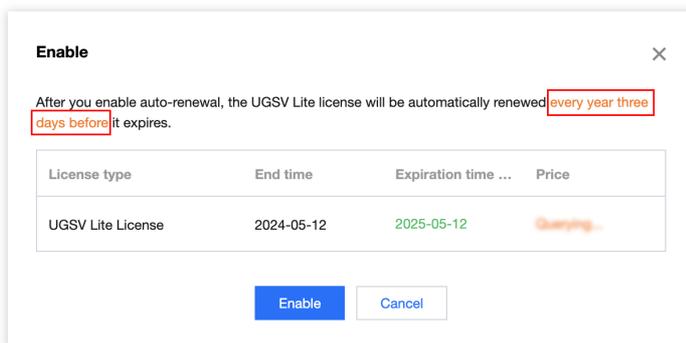
Log in to the [CSS](#), or the [VOD](#) console of any of these products and open the **License Management** page. locate the license you wish to manage for automatic renewal:

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.



The screenshot shows the 'UGSV Lite' license details. The 'Auto-renewal' status is currently 'Disabled', and the 'Enable' button is highlighted with a red box. Other details include: Status: Normal, Feature: Video production (lite) + Video playback, and Validity period: 2023-05-11 17:03:10 - 2024-05-12 00:00:00.

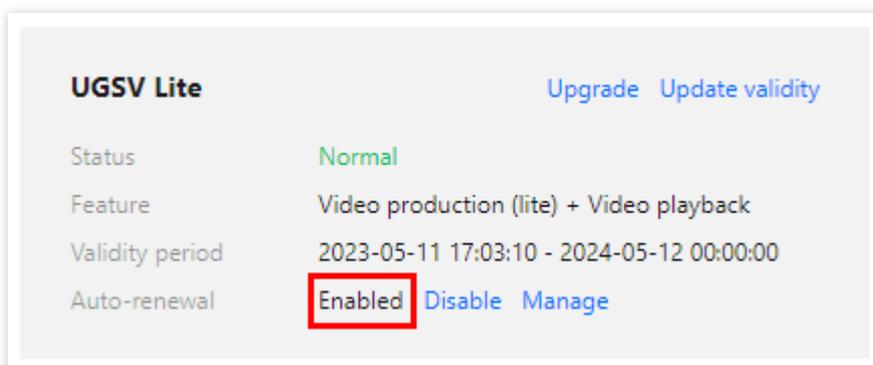


The 'Enable' dialog box contains the following text: 'After you enable auto-renewal, the UGSV Lite license will be automatically renewed every year three days before it expires.' Below this is a table with the following data:

License type	End time	Expiration time ...	Price
UGSV Lite License	2024-05-12	2025-05-12	Quota

At the bottom of the dialog are 'Enable' and 'Cancel' buttons.

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



The screenshot shows the 'UGSV Lite' license details. The 'Auto-renewal' status is now 'Enabled', and the 'Enable' button is highlighted with a red box. Other details include: Status: Normal, Feature: Video production (lite) + Video playback, and Validity period: 2023-05-11 17:03:10 - 2024-05-12 00:00:00.

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.

**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 Enabled Disable Manage

**Disable** ×

After you disable auto-renewal, the UGSV Lite license **will no longer be automatically renewed** when it expires.  
If you want to continue to use the UGSV Lite 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 UGSV, locate the target resource, and click **Set to Auto-Renewal**.

**Manual Renewal (24)** Auto-renewal (16) Non-renewal (0) luc + Q ↻ ↓

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	JSD/ month	<span>Renew</span> <span>Set to Auto-Renewal</span> <span>More ▾</span>
<input type="checkbox"/>	...	RT-Cube SDK	Other (others)	2023-11-26	DEFAULT PROJECT	JSD/ month	<span>Renew</span> <span>Set to Auto-Renewal</span> <span>More ▾</span>
<input type="checkbox"/>	...	RT-Cube SDK	Other (others)	2023-11-26	DEFAULT PROJECT	JSD/ month	<span>Renew</span> <span>Set to Auto-Renewal</span> <span>More ▾</span>

# Configuring and Viewing a License

Last updated : 2024-07-04 17:27:05

## UGSV License

### 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 *)launchOptions {
    NSString * const licenceURL = @"<The license URL obtained>";
    NSString * const licenceKey = @"<The key obtained>";

    // `TXUGCBase` is in the header file `TXUGCBase.h`.
    [TXUGCBase setLicenceURL:licenceURL key:licenceKey];
    NSLog(@"SDK Version = %@", [TXUGCBase getSDKVersionStr]);
    return YES;
}
- (void)onLicenceLoaded:(int)result Reason:(NSString *)reason {
    NSLog(@"onLicenceLoaded: result:%d reason:%@", result, reason);
}
@end
```

#### Android

We recommend adding the following in the application:

```
public class MApplication extends Application {

    @Override
    public void onCreate() {
        super.onCreate();
        String licenceURL = ""; // The license URL obtained
        String licenceKey = ""; // The license key obtained
        TXUGCBase.getInstance().setLicence(this, licenceURL, licenceKey);
        TXUGCBase.setListener(new TXUGCBaseListener() {
            @Override
            public void onLicenceLoaded(int result, String reason) {
                Log.i(TAG, "onLicenceLoaded: result:" + result + ", reason:" +
reason);
            }
        });
    }
}
```

```
    });  
  }  
}
```

**Note:**

If a live stream publishing license, a UGSV license, and a video playback license have the same license URL, you only need to configure license information once. You can apply for free trial licenses in the [CSS console](#), or the [VOD console](#), or you can [buy an official license](#).

**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(@"%@", [TXUGCBase getLicenceInfo]);
```

**Android:**

```
TXUGCBase.getInstance().getLicenceInfo(context);
```