



Congratulations for picking the Grand version of [Flowplayer](#)!

This is your unique Flowplayer distribution. You can now generate your own license keys. They will validate exclusively with the `flowplayer[.min].js` and `flowplayer.swf` files contained here.

You are in charge of the distribution and generation of license keys specifically for this release. Included are two scripts – [key-gen.js](#) (JavaScript) and [key-gen.py](#) (Python) – containing your personal key generation algorithm.

Additionally there's [key-gen.php](#) which autogenerates the key for the current host. Try it with the [auto.php](#) page on your server.

Key generation script usage

[key-gen.js](#) requires [nodejs](#). Download [nodejs](#) and install. Then fire up a terminal, and at the command-line prompt enter:

```
node key-gen.js mydomain.com [otherdomain.org ...]
```

If you have a file containing domain names:

```
node key-gen.js -f filewithdomainnames
```

Alternatively, if you have [Python](#) installed, run the [key-gen.py](#) script:

```
python key-gen.py mydomain.com [otherdomain.org ...]  
python key-gen.py -f filewithdomainnames
```

Help is available via the `--help` or `-h` option for both scripts.

SWF configuration

Always set the locations of `flowplayer.swf` and `flowplayerhls.swf` explicitly. The [global configuration](#) is a good place:

```
flowplayer.conf = {  
    swf: "/path/to/flowplayer.swf",  
    swfHls: "/path/to/flowplayerhls.swf"  
};
```

Protecting your unlimited license

Keep the license key generation scripts containing your secret tokens in a safe place. Do not share or distribute them.

Updating

Bugfix upgrades are free. As the compilation of your unique Flowplayer distribution cannot be automated, please drop us an email at

support@flowplayer.org

containing your Flowplayer login email address, and we will add a new release to your Flowplayer [account](#).

When you deploy an upgrade you have to re-generate the license keys with the scripts pertaining to the upgrade package.

Enjoy [Flowplayer](#)!