



# VideoKit

## License management

for license holders

Email: [support@iosvideokit.com](mailto:support@iosvideokit.com)  
website: <http://iosvideokit.com>

last updated : May 1, 2017

## About this document

This document is a reference to show how to complete registration of your purchased product, basically there are 2 main steps to follow which are registering your application(s) bundle identifier to our web service and, with getting the secret key for your app id, filling the license-form.plist file with username and secret key.

## Introduction

With beginning of VideoKit version 2.0, after the purchase is done, customers must register application bundle identifiers in our web service in order to distribute their apps that including our framework. After registering the app bundle id, a secret key will be generated and then customer need to use this secret key and the his/her username in a plist file. By this way, apps that using VideoKit framework will be checked locally & remotely and if the application bundle id is not authorized, or the registered application does not belong to owner of the license (except Distributor and Enterprise license owners) then, VideoKit will stop working.

## Enterprise License Holders

There is **NO** license-check mechanism for Enterprise license holders, they don't need to register any application bundle IDs to our web service.

License checking is enabled by default, therefore mechanism should be disabled, to do this, please find below line in VideoKit sources and change the line from below,

```
#define VK_DISABLE_LICENSE_CHECK    0
```

to this,

```
#define VK_DISABLE_LICENSE_CHECK    1
```

**Then,** to remove trial limitations

find below line in VideoKit sources,

```
#define TRIAL        @"trial_enabled"
```

and comment out it as below,

```
//#define TRIAL        @"trial_enabled"
```

That's all for enterprise license holders, please read below if your license is not Enterprise license.

## Step 1: Server Registration

After the completion of purchase process, our web service automatically creates a user with your email address. Then, your user related information will send you via email and you get the below sample email,

*Subject: [VideoKit] Your username and password*

*Dear mert,*

*Below are your login details:*

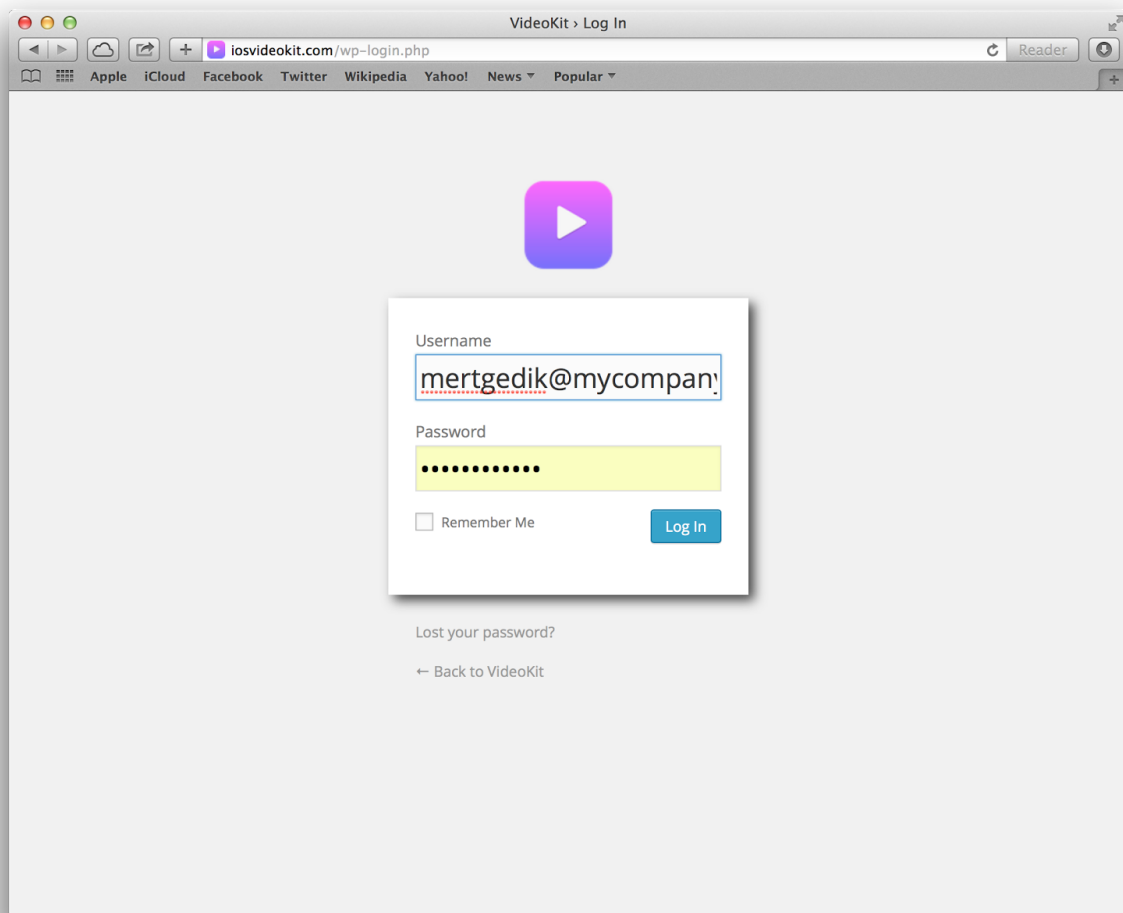
*Your Username: mertgedik@mycompany.net*

*Your Password: xYzXyzxyzXYZxYZx*

*Login: <http://iosvideokit.com/wp-login.php>*

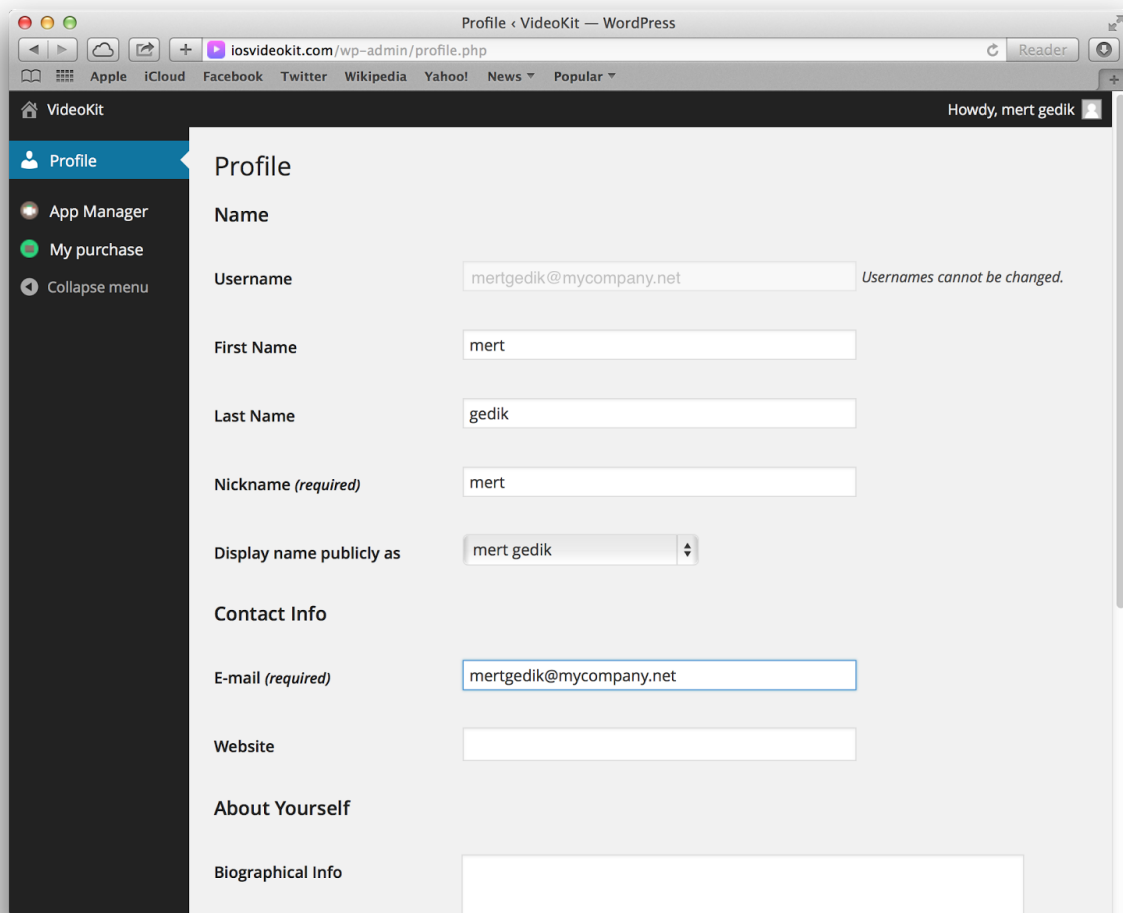
### Important!

If you don't have a user, then please inform us,  
We will create a user with your email address for you and assign your purchase to your user.



> Please goto <http://iosvideokit.com/wp-login.php>

Above screen will be shown, enter your username and password



When you logged-in you will see above screen, let me explain the left menu,

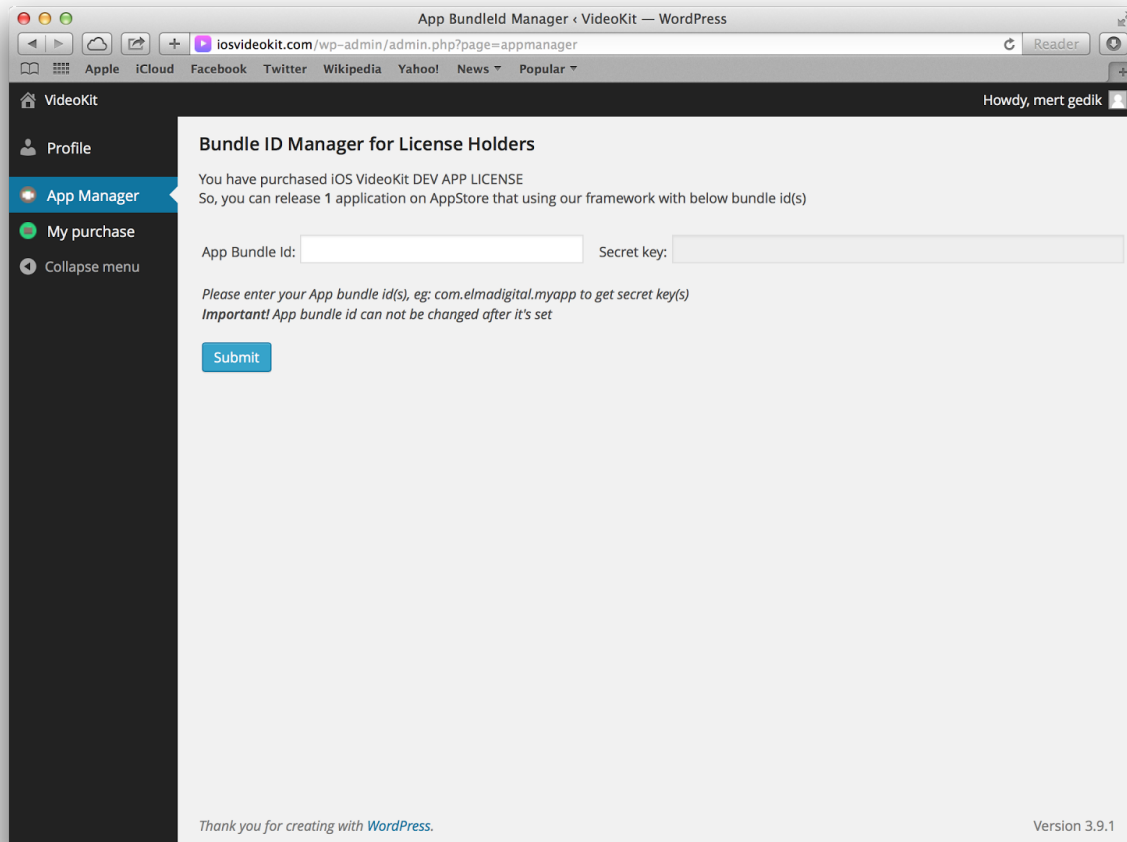
**Profile** : You can change your name, surname or email address in this section but the username can not be changed after it's created.

**App Manager** : This is where you register your application bundle identifier(s) and get the secret key(s) for each. We will show how to do that in below.

**My Purchase** : You can see all purchases and their details made with the logged-in user

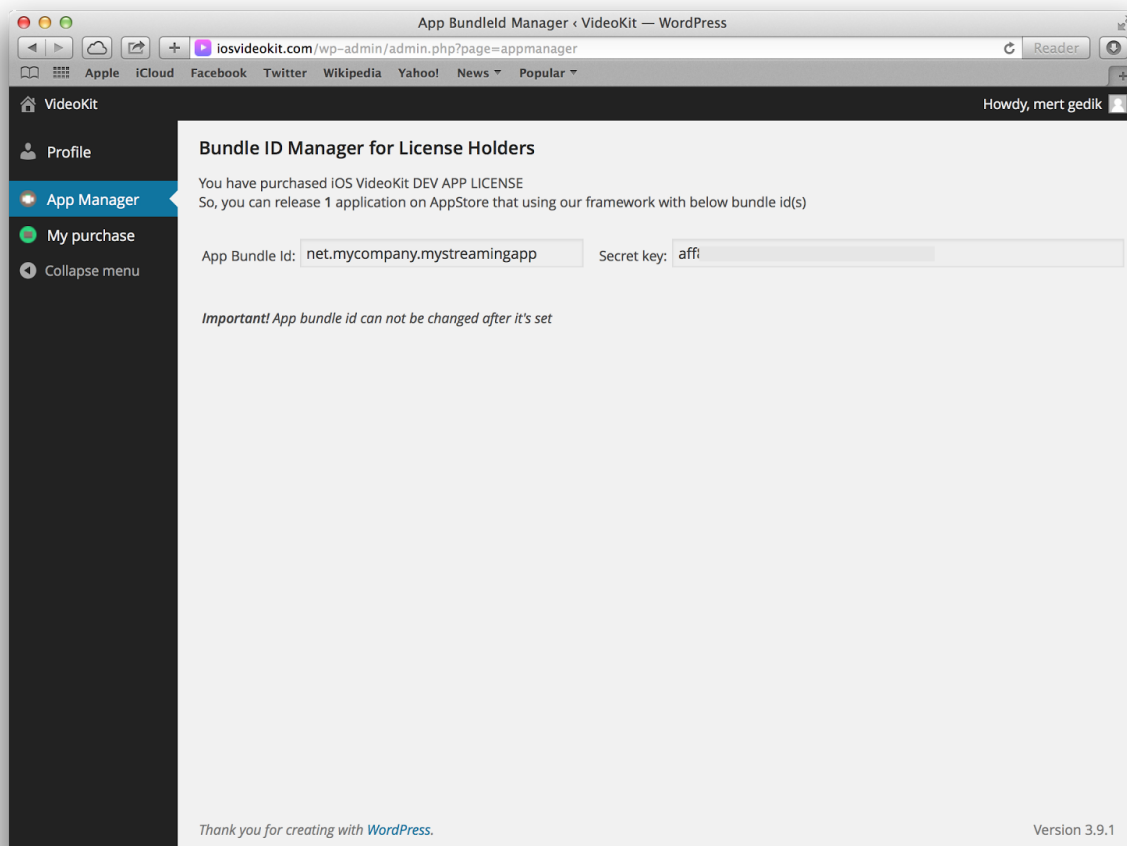
## App Manager

### I. Licenses that has app count limitation



As shown above, the user purchased iOS VideoKit **Dev App License**, and the user can release **1** application in AppStore, this application must also belong to the user's company, **not the user's client**. (All client related releases are only allowed with Distributor license and Enterprise license)

Please enter your application bundle identifier (for more information about bundle ID, see [here](#)) and then press submit button



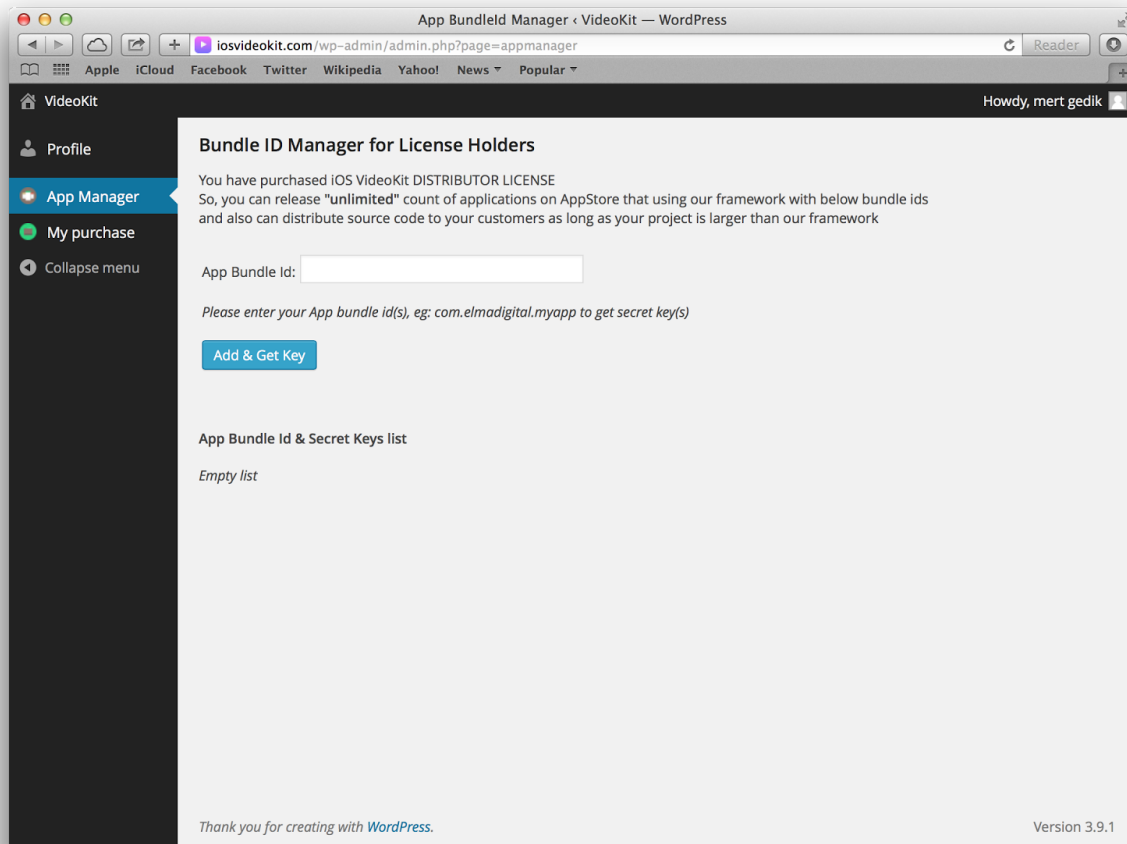
Your secret key is ready, We will then use this secret key in our xcode project.

### Important!

This process can not be undone, please be very careful when you are entering your application bundle ID.

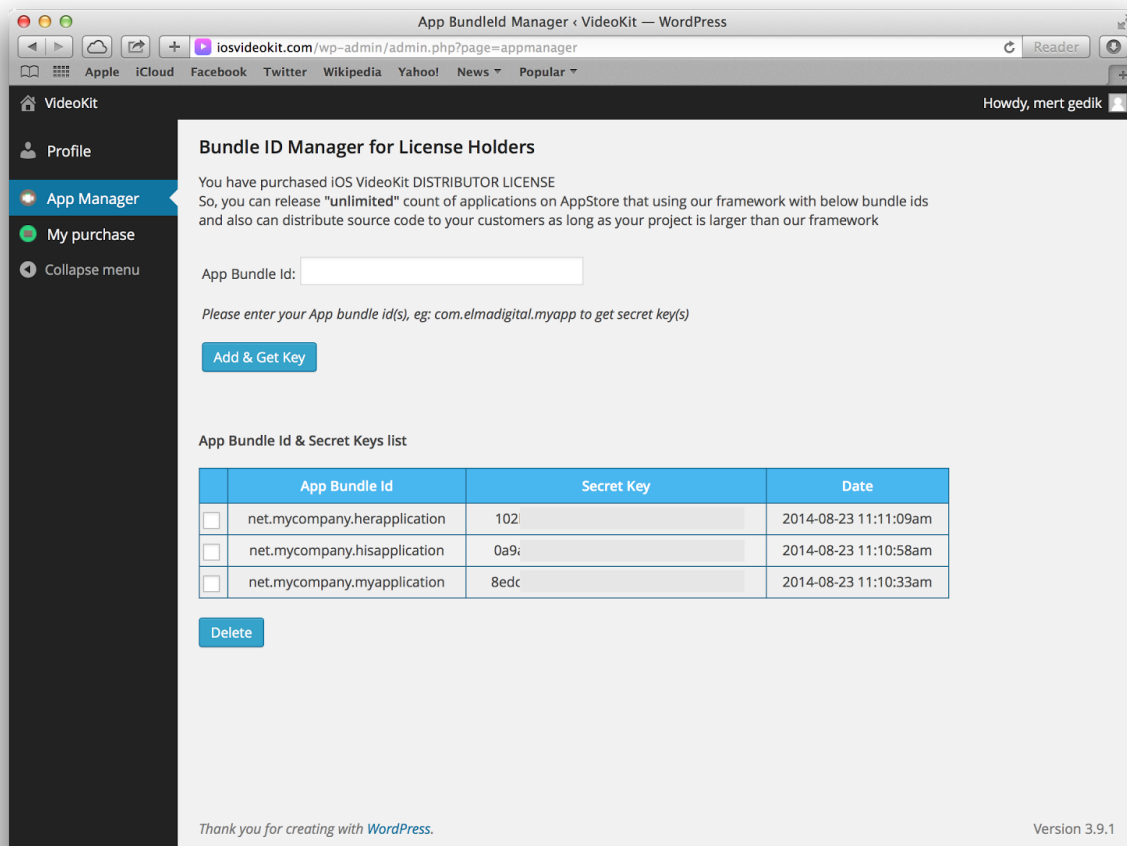
## II. Licenses that has no app count limitation





As shown above, the user purchased iOS VideoKit **Distributor license**, and the user can release **unlimited** applications in AppStore, and also can distribute source code to user's customers as long as user's project is larger than our framework.

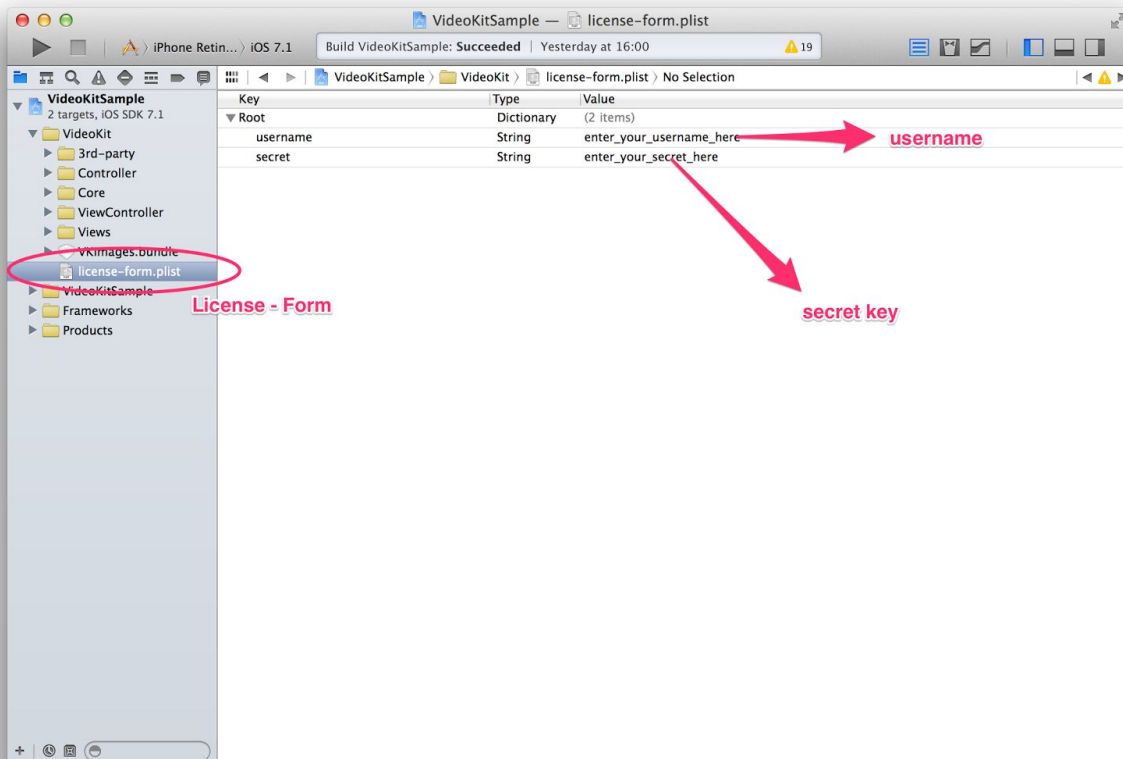
Please enter your application bundle identifier (for more information about bundle ID, see [here](#)) and then press Add & Get Key button



As long as an application bundle ID is added, the corresponding secret key will be generated as seen in above screen. Please copy your secret key for your current bundle ID, We will then use this secret key in our xcode project.

## Step 2: Completing the registration in client side

### I. License-form



1. Please find license-form.plist file in VideoKit folder
2. Enter your username, username may not be your email address, therefore be sure that you enter right value for username (You can see your username after logged-in our site (<http://iosvideokit.com/wp-login.php>))

3. Enter your secret key which you got from our site in App Manager section (If you don't have secret key, please see the App Manager section in this document)

### Important!

If your application is not suitable to use the licence-form.plist file because of something, then it's possible to pass your credentials via API as below,

//Sample code to show how to pass credentials on VKPlayerViewController or VKPlayerController instance

```
player.username = @"enter_your_username_here";  
player.secret = @"enter_your_secret_here";
```

## II. Removing Trial Version limitations

VideoKit is distributed as trial version as default but license holders have the source code, and so they can disable the Trial version's limitations. To do that please follow the steps below,

1. find below line in VideoKit sources,

```
#define TRIAL          @"trial_enabled"
```

and comment out it as below,

```
//#define TRIAL          @"trial_enabled"
```

2. Then rebuilt the project, trial limitations will be gone

## COMPLETED !

Your license registration from both sides (server & client sides) are completed and you successfully removed trial limitations ...

Thank you again for purchasing our product.