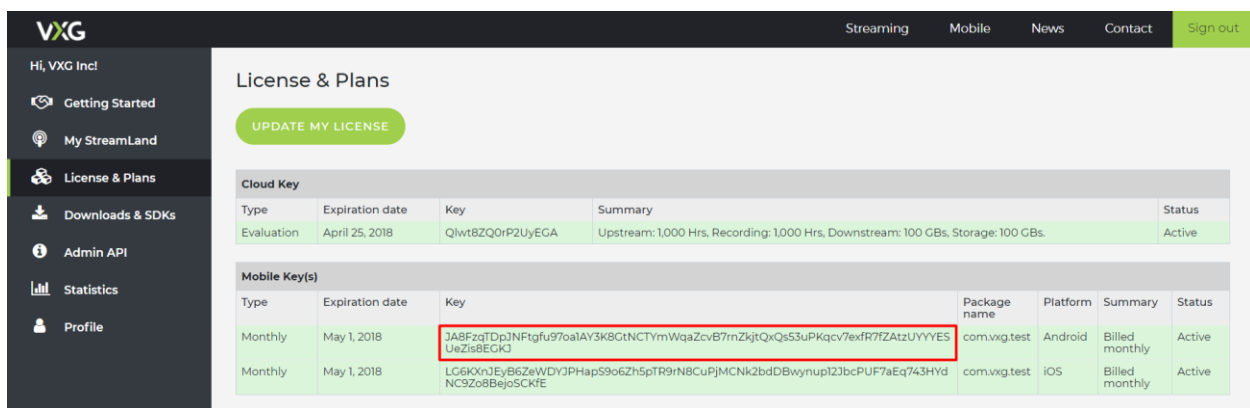


How to use my license key?

This is **not required for evaluation and testing**. It's required only after purchasing a license in order to remove evaluation version limitations.

On Android

Copy the Mobile license key from the License & Plans page:



License & Plans

[UPDATE MY LICENSE](#)

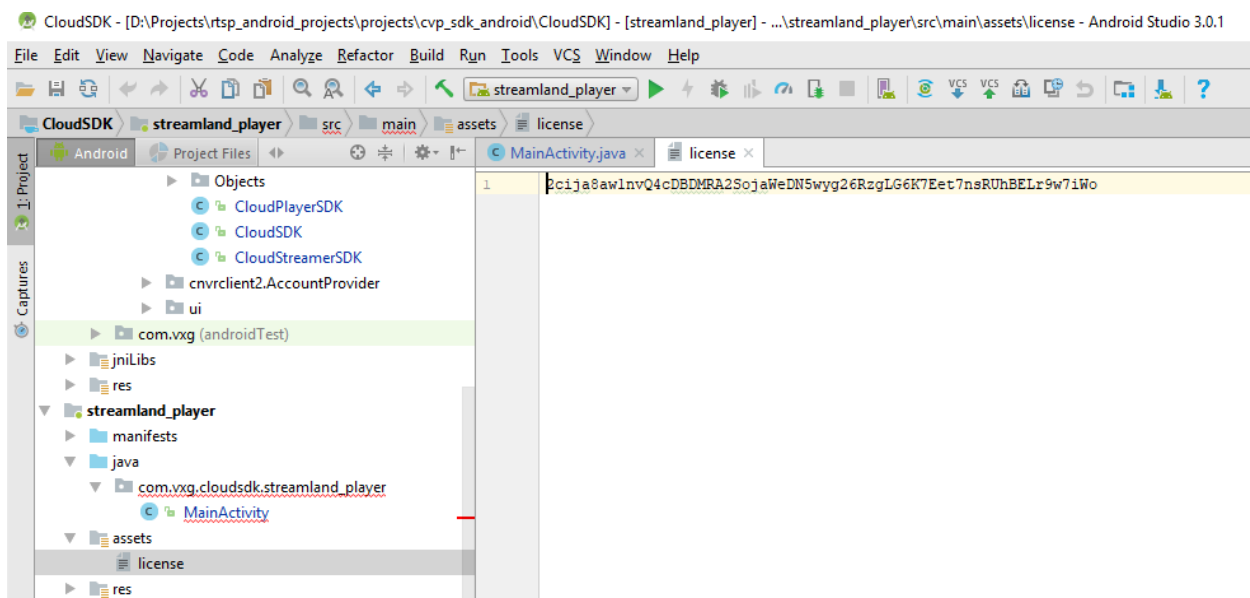
Cloud Key

Type	Expiration date	Key	Summary	Status
Evaluation	April 25, 2018	Qlwt8ZQ0rP2UyEGA	Upstream: 1,000 Hrs, Recording: 1,000 Hrs, Downstream: 100 GBs, Storage: 100 GBs.	Active

Mobile Key(s)

Type	Expiration date	Key	Package name	Platform	Summary	Status
Monthly	May 1, 2018	JABFzqTDp3NFtgu97oaIAV3k8CtNCTYmWqaZcvB7rnZkjtQxQs53uPKqc7exR7ZAtzUYYYESUeZis8EGKJ	com.vxg.test	Android	Billed monthly	Active
Monthly	May 1, 2018	LG6KXnJEyB6ZeWDY3PHapS9o6ZhsptR9nN8CuPjMCNk2bdDBwynupl2JbcPUF7aEq743HYdNC3Zo8BejoSCkFE	com.vxg.test	iOS	Billed monthly	Active

Create an empty file **'license'** in your application folder **'assets'** and paste your license key into this file. See the picture below how it should look in corresponded test applications **\streamland_streamer** and **\streamland_player**.



CloudSDK - [D:\Projects\rtsp_android_projects\projects\cvp_sdk_android\CloudSDK] - [streamland_player] - ...streamland_player\src\main\assets\license - Android Studio 3.0.1

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

streamland_player

CloudSDK streamland_player src main assets license

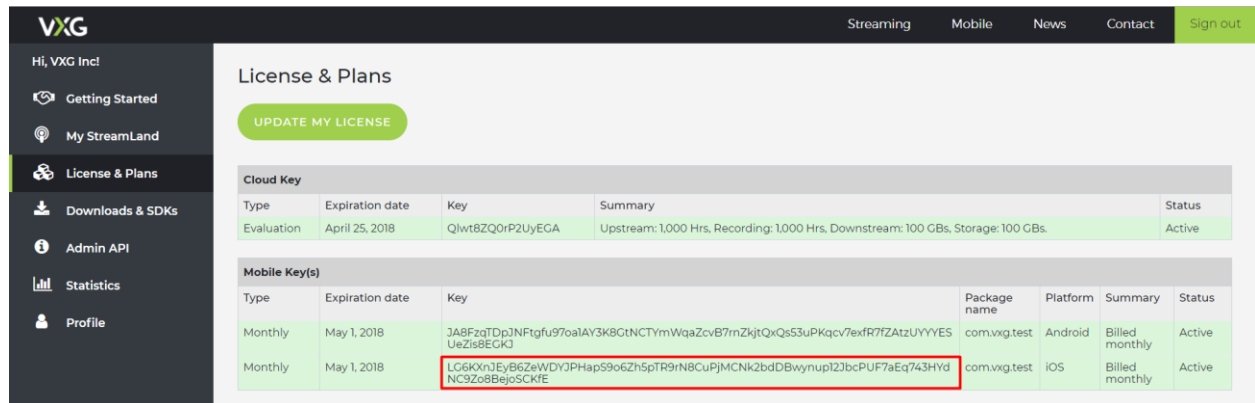
1 | bcija8awlnvQ4cDBDMRA2SojaWeDN5wyg26RzgLG6K7Eet7nsRUhBELr9w7iWo

Project Files

- Objects
 - CloudPlayerSDK
 - CloudSDK
 - CloudStreamerSDK
- cnvrclient2.AccountProvider
- ui
- com.vxg (androidTest)
 - jnilibs
 - res
- streamland_player
 - manifests
 - java
 - com.vxg.cloudsdk.streamland_player
 - MainActivity
 - assets
 - license
 - res

On iOS

Copy the Mobile license key from the License & Plans page:

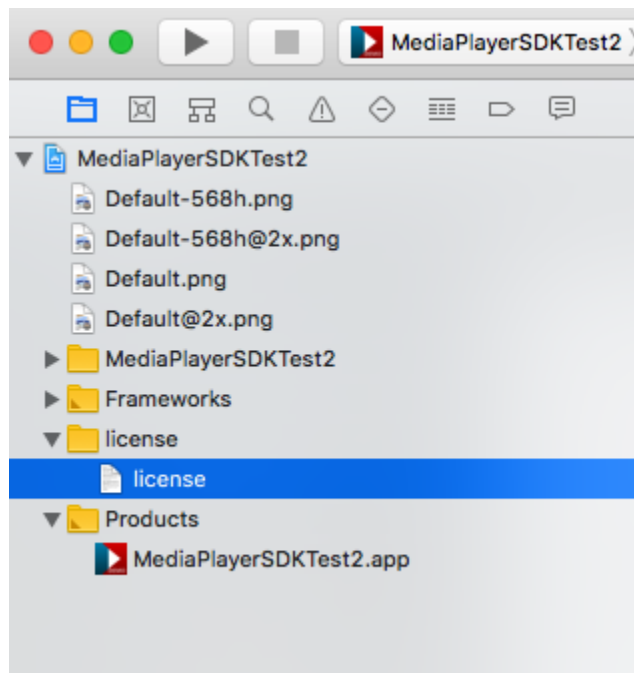


The screenshot shows the VxG 'License & Plans' page. It features a sidebar with navigation links: 'Hi, VxG Inc!', 'Getting Started', 'My StreamLand', 'License & Plans' (selected), 'Downloads & SDKs', 'Admin API', 'Statistics', and 'Profile'. The main content area has a 'License & Plans' header with an 'UPDATE MY LICENSE' button. Below this are two tables. The first table, 'Cloud Key', has columns for Type, Expiration date, Key, Summary, and Status, with one row for 'Evaluation' dated April 25, 2018. The second table, 'Mobile Key(s)', has columns for Type, Expiration date, Key, Package name, Platform, Summary, and Status. It lists two monthly licenses for May 1, 2018: one for Android (package name 'com.vig.test') and one for iOS (package name 'com.vig.test'). The iOS license key is highlighted with a red box.

Type	Expiration date	Key	Summary	Status
Evaluation	April 25, 2018	Qlw8ZQ0rP2UyEGA	Upstream: 1,000 Hrs, Recording: 1,000 Hrs, Downstream: 100 GBs, Storage: 100 GBs.	Active

Type	Expiration date	Key	Package name	Platform	Summary	Status
Monthly	May 1, 2018	JABFzqTDp3Nftgfu97oaIAV3K8GtNCTYmWqaZcvB7mZkjtQxQs53uPKqcv7exfR7fZAtzUYYYESUeZis8EGKQ	com.vig.test	Android	Billed monthly	Active
Monthly	May 1, 2018	LG6KXnJEyB6ZeWDV3PHapS9o6Zh5pTR9rN8CuPjMCNk2bdDBwynupl2JbcPUF7aEg743HYdNC9Zo8BejoSCKfE	com.vig.test	iOS	Billed monthly	Active

Create an empty file '**license**' in your application and paste your license key into this file. See the picture below how it should look in corresponded test applications **streamland_player**.



For **streamland_streamer** please use the following function:

```
MediaCaptureConfig *conf = [[MediaCaptureConfig alloc] init];  
[conf  
setLicenseKey:@"LG6KeXaJ2SeoMT3eX8F5KVw8m3jxQLy6qsHPCkhhKdxWGCJPty2Lg  
dmQcM3FURTE69t3RvwkLa6j8fTtc8jZmmw"];
```