

Advanced Fire HLS Player v1.0.1 Update details

Important changes about licensing:

- Management panel (main license) system converted to a license key system that can work offline. it is constant now.
- Player domain license system has been revoked. (still can working in just one domain. it can be changed from the panel settings page now.)
- Cron license system has been revoked. now you are free to set up a stream server yourself.
- The player/assets/scripts.js file will be delivered non-encrypted. so that makes you can improve the player interface as easily.
- Google drive and ok.ru api system are included in the script. it no longer connects to the outside. added on/off connection to outside in order to use it in an emergency just in case. default is off.

These mean there is no longer a connection for license or api to the outside. ✓

Fixes:

- Permission edit bug (just on editor types, at saving) is fixed
- Tool page accessing problem by editors is fixed
- Loader problem in player page is fixed

Updates:

- Custom field system have added (modify in /admin/config.php) also possible to call this fields with player url https://player.com/embed2/FIELD_VALUE/ and possible to add/get videos at api with these fields. also you can edit value of these fields in video edit/add page.
- Google drive oAuth system have added for make possible download original video from Google Drive without any limit problem.
- Category+Subcategory system is have added.
- Group system applied to cron worker. It makes possible processing multi videos at the same time.
- AES-128 hls encryption system is have added. You can enable generate a separate key for all segments or a single key for all.
- Custom audio segment domain system have added (modify in /player/config.php)
- Custom file download domain system have added (modify in /player/config.php)
- Custom video type system have added (modify in /admin/config.php)
- Added "select all" button on video list page.

Todos:

- Subtitle protection is still in beta
- Automatic update (manually triggered) system