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# **Ace Stream Documentation**

**Ace Stream authors**

**Jul 09, 2020**



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### 1.1 Ace Stream LiveTV for Android

All channels and live broadcasts in one convenient TV interface

Available on Google Play: <https://play.google.com/store/apps/details?id=org.acestream.live>

#### APK download links

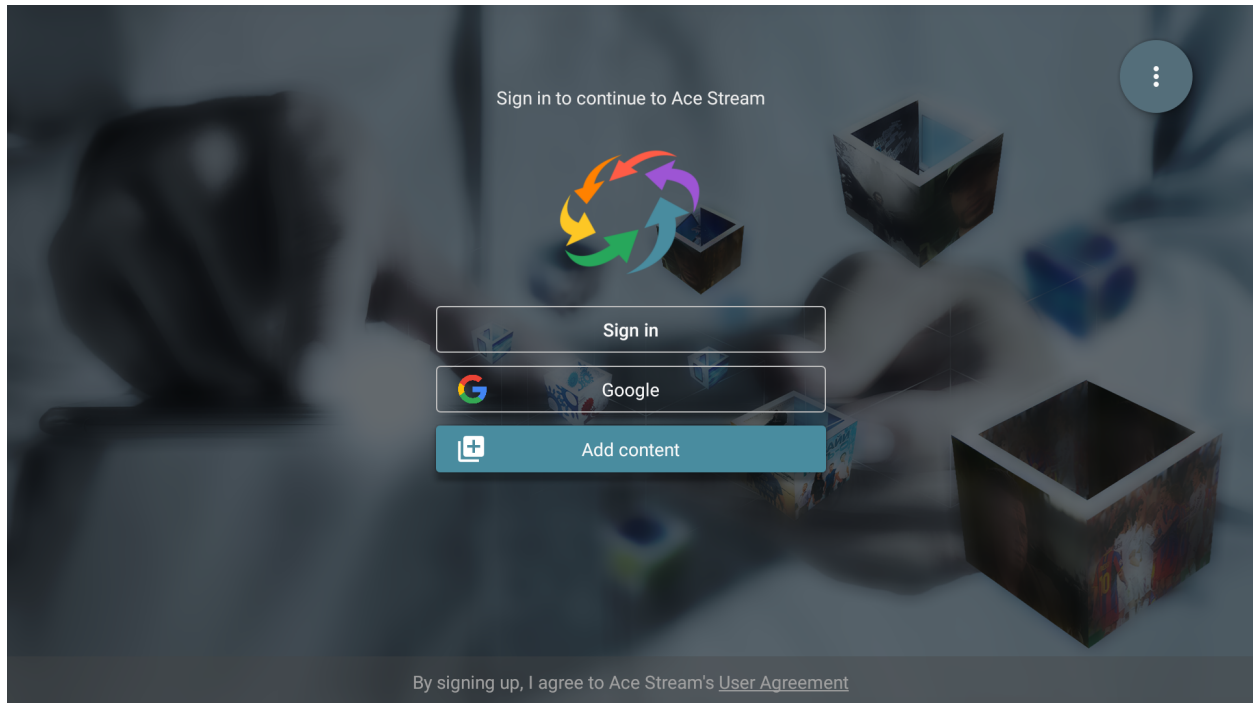
- ARMv7: <http://dl.acestream.org/products/android/acestream-livetv/armv7/latest>
- x86: <http://dl.acestream.org/products/android/acestream-livetv/x86/latest>
- ARMv8 (64 bit): [http://dl.acestream.org/products/android/acestream-livetv/armv8\\_64/latest](http://dl.acestream.org/products/android/acestream-livetv/armv8_64/latest)
- x86\_64: [http://dl.acestream.org/products/android/acestream-livetv/x86\\_64/latest](http://dl.acestream.org/products/android/acestream-livetv/x86_64/latest)

#### Table of contents

#### 1.1.1 First launch

After starting app you can:

- sign in to your account (account will be created automatically if you don't have one)
- add some content to app (see *Add content*)



### 1.1.2 Add content

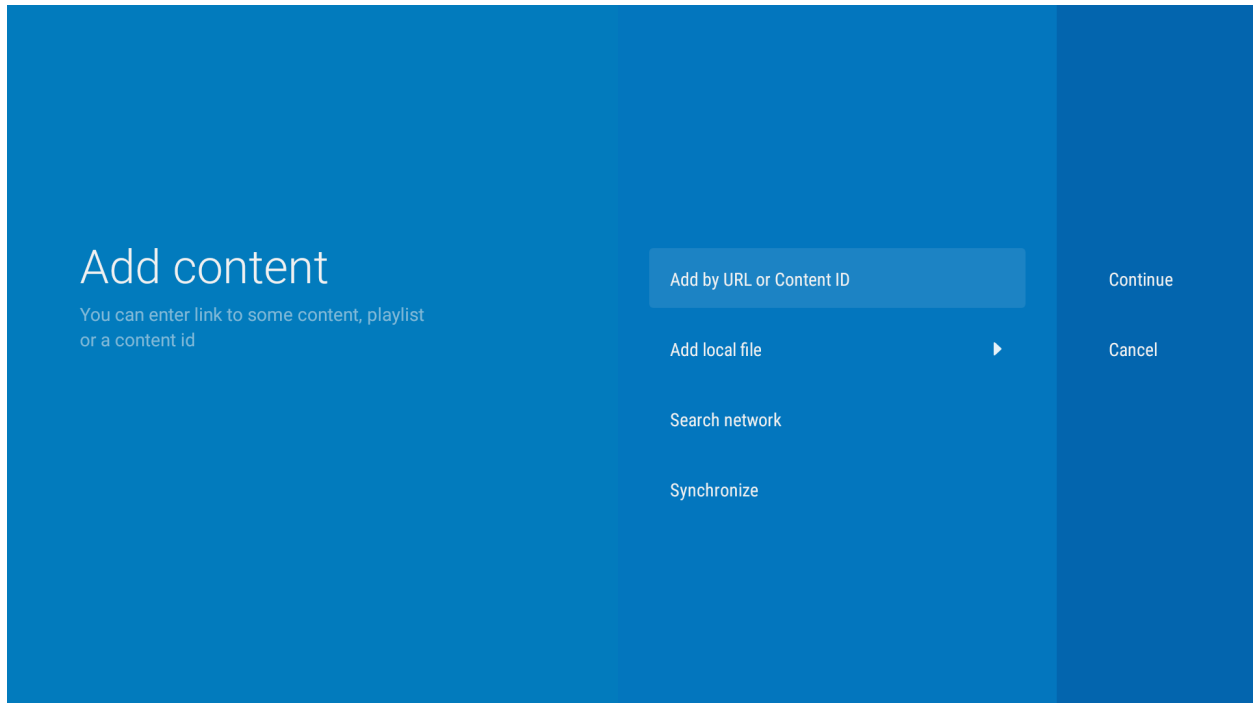
In this section you can:

- add playlist or single content by entering a link or selecting local file
- search network
- synchronize your account

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**Note:** To search network you need to add at least one channel source (see [Search settings](#))

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### 1.1.3 Search settings

In this section you can add and edit channel sources

Channel sources are external services which can exchange data with Ace Stream LiveTV app. “External” means that these services are not part of the app and they should be added by users.

*Known channel sources*

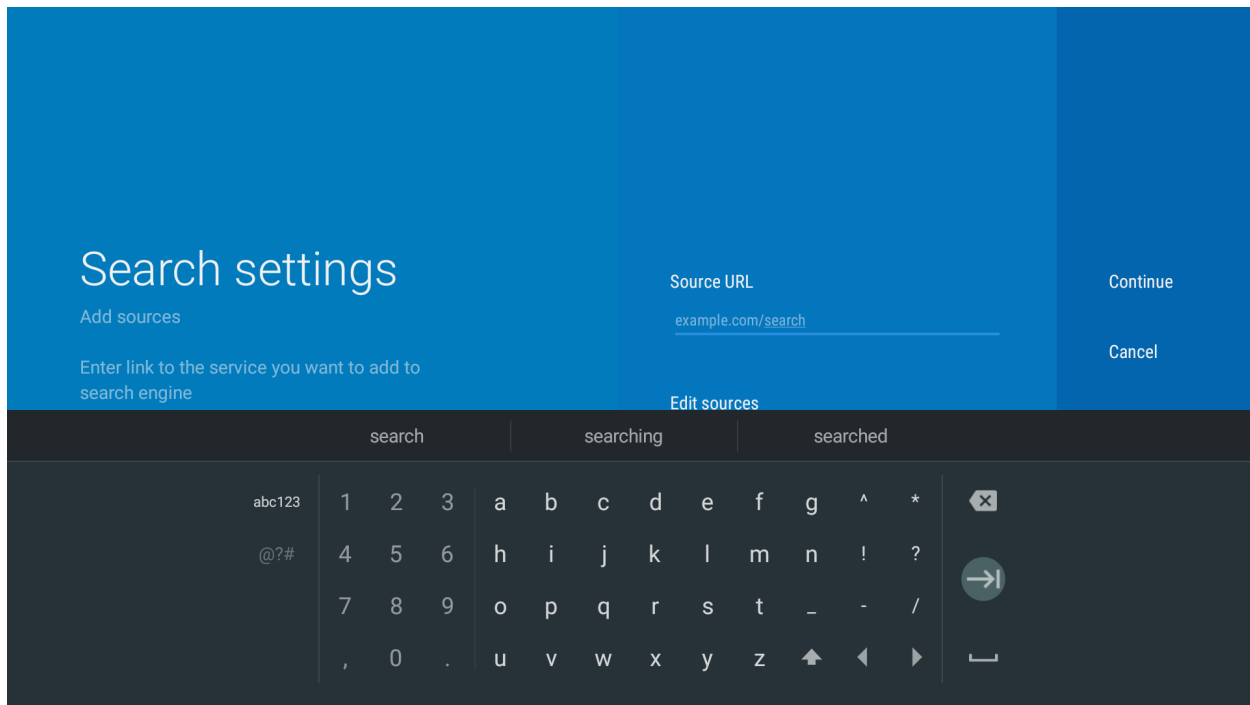
---

**Note:** Service providers who want to be compatible with Ace Stream LiveTV must implement *Search API*

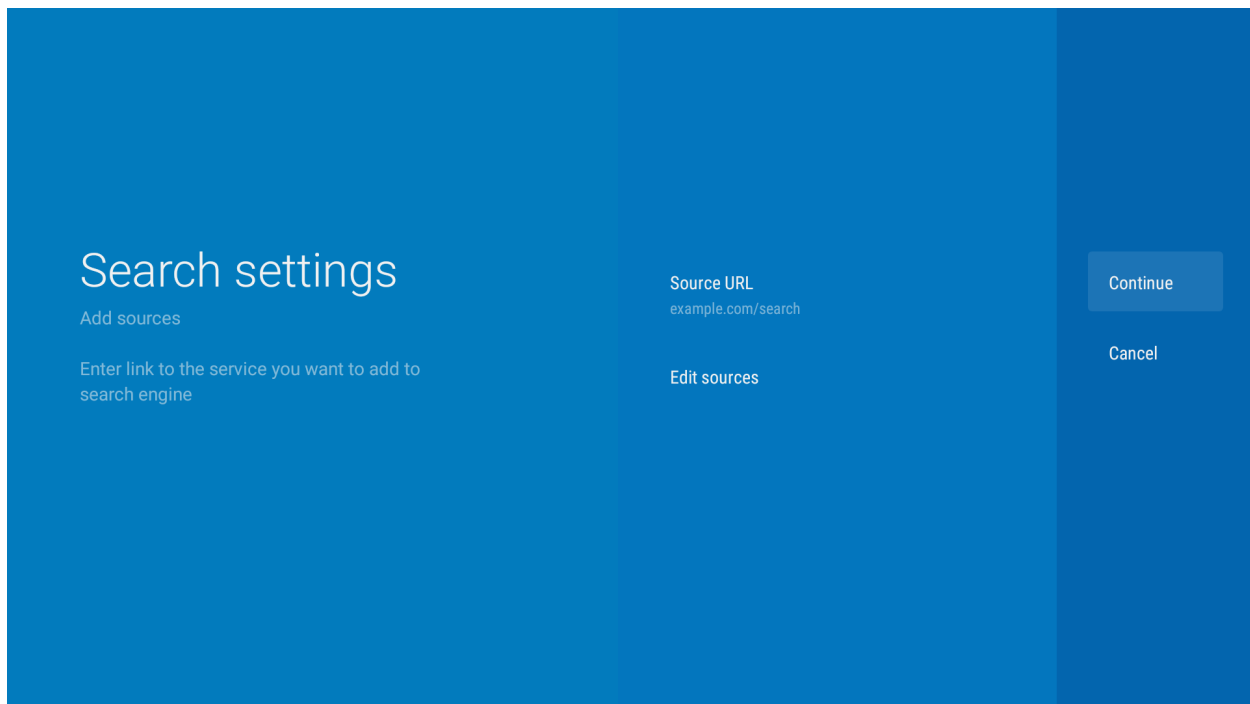
---

#### Add source

1. Enter the source URL:

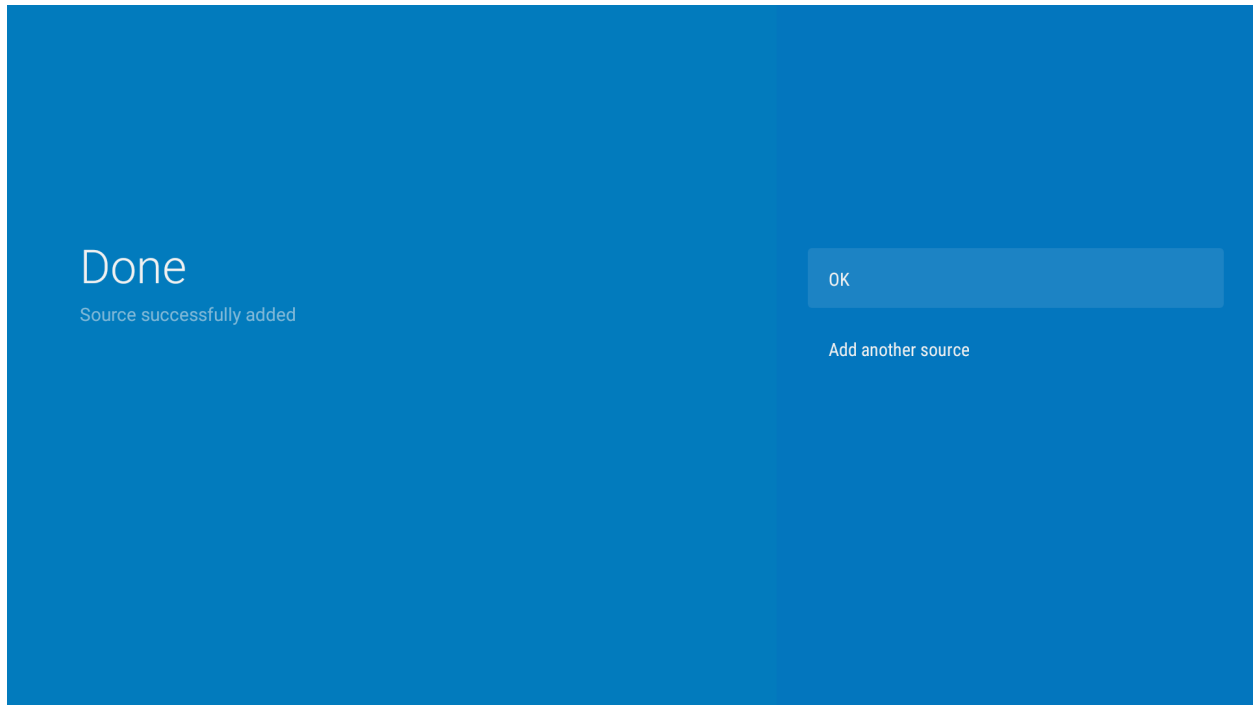


2. Press “Continue”:



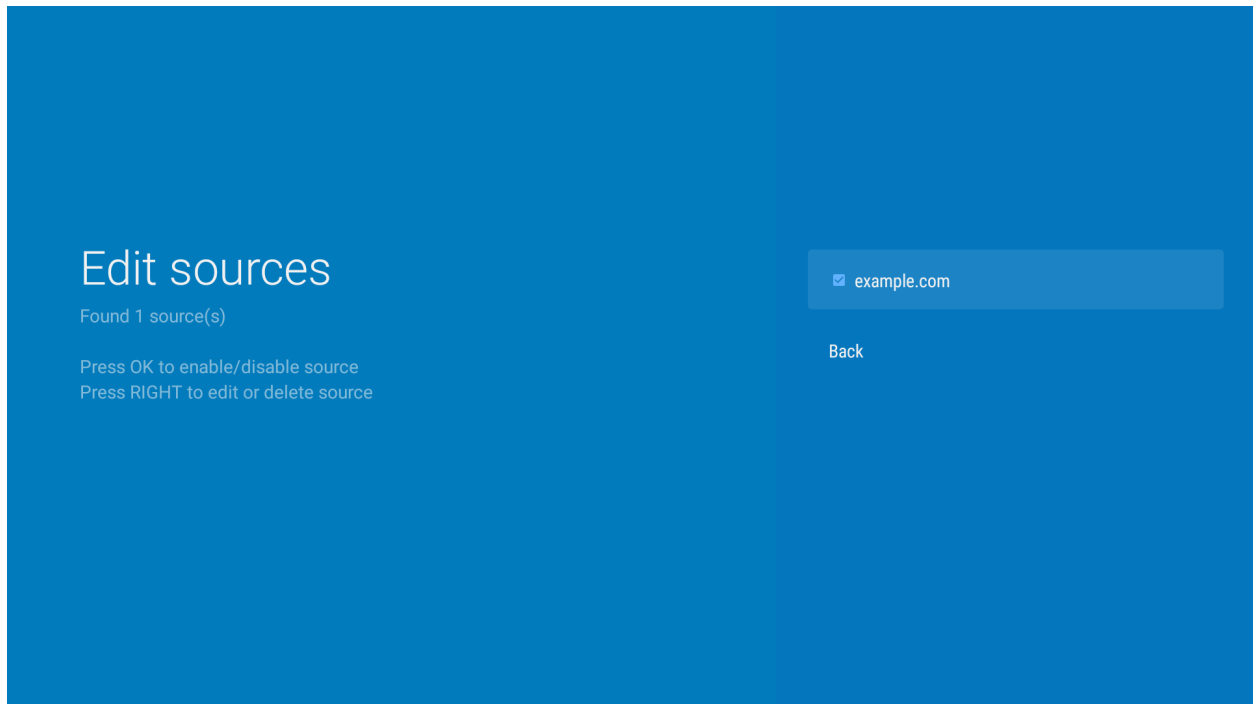
3. When the source is successfully added you should see this:

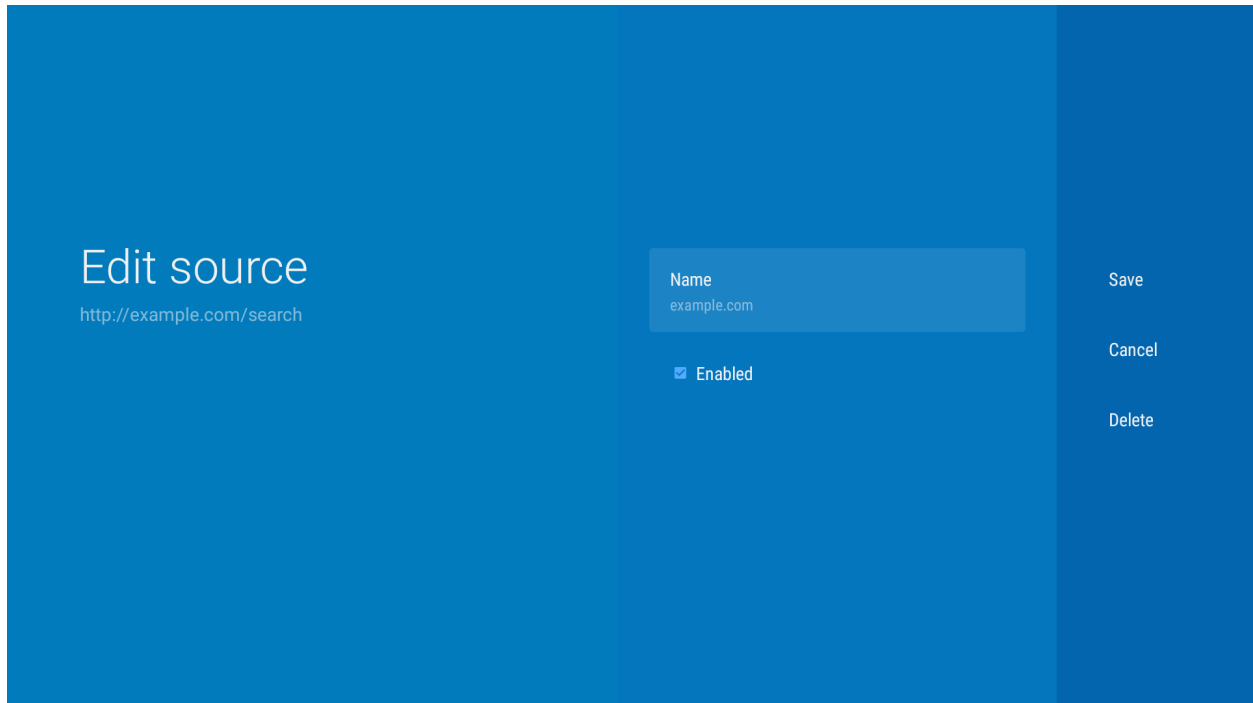




## Edit sources

Here you can enable, disable, rename or delete sources:





### 1.1.4 Search API

This API describes data exchange format between the Ace Stream LiveTV app and external services called “channel sources”, which are configured here: [Search settings](#)

Currently, to add new source user must enter its URL. It’s then used to exchange data between the Ace Stream LiveTV app and the source.

Interaction schema:

- when user searches for content an HTTP request is sent to the source’s URL
- the source generates response in the format described in this doc
- app parses the response and shows search results to the user

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**Note:** The default protocol for accessing source URL is `http`. This means that when user adds “example.com/search” it’s converted to “http://example.com/search”.

Services that implement channel sources API must always support `http` protocol. If the service wants to exchange data over `https` it must redirect from `http` to `https` URL.

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### Request params

- `api_version` (integer, optional) - API version which should be used to generate response (default is 4)
- `query` (string, optional) - search query
- `category` (string, optional) - filter by category (list of [categories](#))
- `page` (integer, optional) - page number (starting from 0, default is 0)
- `page_size` (integer, optional) - page size (default is 10)

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**Note:** When `query` param is empty service must return all available channels (pagination still applies).

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## Response format

Response must be JSON with such fields:

### Top level:

- `result` (Root object, required) - root object

### Root:

- `total` (integer, required) - total number of found items
- `time` (float, required) - query execution time
- `api_version` (integer, optional) - API version used to generate output
- `results` (array of Channel objects, required) - list of found channels

### Channel:

- `name` (string, required) - channel title
- `items` (array of objects, required) - list of streams for this channel (there can be more than one stream for each channel)
- `icons` (array of Icon objects, optional) - channel icons
- `epg` (array of EPG objects, optional) - channel EPG

### Stream:

- `url` (string, optional) - stream URL (for regular streams, without P2P support)
- `infohash` (string, optional) - infohash

### Icon:

- `type` (integer, required) - type of icon:
  - 0: just logo
  - 1: light logo (for dark themes)
  - 2: dark logo (for light themes)
  - 3: picon (220x132 image)
- `url` (string, required) - icon URL

### EPG:

- `start` (integer, required) - program start (seconds since epoch)
- `stop` (integer, required) - program start (seconds since epoch)
- `name` (string, required) - program title
- `description` (string, optional) - program description
- `poster_uri` (string, optional) - program poster URI

### API versioning

Current API version is 4. It's used as default when no API version is specified in either request or response.

### Categories

- informational
- entertaining
- educational
- movies
- documentaries
- sport
- fashion
- music
- regional
- ethnic
- religion
- teleshop
- erotic\_18\_plus
- other\_18\_plus
- cyber\_games
- amateur
- webcam
- kids
- series

### Examples

Assume that the source URL is *http://example.com/search*

### Empty response

```
GET /search?query=test HTTP/1.1
Host: example.com
Accept: application/json
```

```
{
  "result": {
    "time": 0.34,
    "total": 0,
    "results": []
  }
}
```

(continues on next page)

(continued from previous page)

```
}  
}
```

## Response with one channel

```
GET /search?query=brodilo HTTP/1.1  
Host: example.com  
Accept: application/json
```

```
{  
  "result": {  
    "time": 0.015,  
    "total": 1,  
    "results": [  
      {  
        "name": "Brodilo TV",  
        "items": [  
          { "url": "http://brodilo.tv/channel.php" }  
        ]  
      }  
    ]  
  }  
}
```

## Test channel source

You can play live with test channel source: [http://acestream.org/demo/channel\\_source/search](http://acestream.org/demo/channel_source/search)

## Pagination

Pagination is controlled by `page` and `page_size` request params and `total` response field.

For example, if the source has 15 channels then data can be retrieved with two requests.

1. Get first 10 channels:

```
GET /search?page=0&page_size=10 HTTP/1.1  
Host: example.com  
Accept: application/json
```

```
{  
  "result": {  
    "time": 0.05,  
    "total": 15,  
    "results": [  
      "// channels 1-10 here"  
    ]  
  }  
}
```

2. Get remaining 5 channels:

```
GET /search?page=1&page_size=10 HTTP/1.1
Host: example.com
Accept: application/json
```

```
{
  "result": {
    "time": 0.05,
    "total": 15,
    "results": [
      "// channels 11-15 here"
    ]
  }
}
```

### 1.1.5 Known channel sources

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#### Note:

Known sources are added by community.

Anyone can add new source by visiting open-source web-page which is hosted here:

[Add channel source](#)

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#### List of sources:

- Name: *P2P Search*  
Source URL: <http://127.0.0.1:6878/search>

### 1.1.6 Troubleshooting

#### Unsupported application

TBD .. You are using old unsupported application <application name>

### 1.1.7 Sending bug report

If you think that you have found a bug in the application please send us a bug report helping us to fix the issue.

Steps to send a report:

- Reproduce the problem right before sending the report
- Open application settings
- Select “Report a problem” menu
- Select category which describes your problem the best (select “Other” if you don’t know)
- Describe your problem in the “description” field
- Click “Send” button

You should see a message “Report has been sent” within a minute which means that the report was accepted by our servers. If you don’t see this message please try again later.

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**Note:** We examine only the reports with a meaningful description.

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Sometimes it's not convenient to write the problem description from your mobile device.

In such a case, you can send a report with just your email in the “description” field and then write an email with the problem description and send it to [acestream.player@gmail.com](mailto:acestream.player@gmail.com) (stating that you have recently sent a bug report).

## 1.1.8 Changelog

### 3.1.61.1 (2020-07-08)

- Fix crash when entering “Language/Country” settings

### 3.1.61.0 (2020-06-17)

- Fix bug with playback in external players
- Don't reset selected category in EPG after starting channel
- Fix bug with “frozen” timeline in EPG
- Preserve current position when EPG is updated while the user is browsing it
- Add preferred languages and countries to settings
- Add ability to find additional channel sources
- Show categories from playlist in EPG left menu
- Allow grouping by countries/languages in channel editor

### 3.1.60.0 (2020-05-20)

- Fix the order of last watched channels on the main Android TV screen
- Add support for “x-tvg-url” tag (link to the EPG source in the playlist)
- Fix the issue with possible disappearing of playlist after engine stopping
- Fix bug with endless “Initialization...” message
- Disable autoplay in channel editors (can be enabled in settings)
- Speed up EPG sources processing
- Changes in parental controls: \* fix bug: blocked channel was visible for a few seconds while tuning \* don't show blocked channels on the main Android TV screen \* entered PIN is remembered for one minute

### 3.1.59.4 (2020-04-30)

- Fix running on old Android versions

### 3.1.59.2 (2020-04-25)

- New feature: group channels by name
- New feature: automatically search for working sources
- Fix bug which could cause HLS broadcast freeze
- Speed up engine start
- Speed up playback start
- Speed up XMLTV processing
- Detect and notify missing network connection
- Sync changes from channel editor

### 3.1.58.0 (2020-03-02)

- Decrease playback start time for HLS broadcasts
- Improve peer discovery for HLS broadcasts
- Fix crashes on Android 4
- Add EPG source from “url-tvg” tag when importing playlist from uploaded file
- Fix processing large gzipped XMLTV files

### 3.1.57.1 (2020-02-19)

- Fix bug: some channels didn't start and app can crash when switching channels after previous app update

### 3.1.57.0 (2020-02-17)

- Improve playlist import
- Hide unknown bitrate from channel info instead of showing “?”
- Don't show error screen when GDPR notification failed to load
- Add link to GDPR consent in “About” screen
- Fixed “Edit search sources” screen (in previous versions list of sources may be empty)

### 3.1.56.3 (2019-12-30)

- Use system notifications for urgent alerts on Android 10

### 3.1.56.2 (2019-12-24)

- Fixed some translation issues
- Fixed bug: sometimes main content sound was heard during ads playback
- Fixed crash when media button was used on some devices
- Fixed crash when engine was accessed without storage permission



- Fixed crash on pressing RIGHT in empty channels editor
- Fixed several bugs causing crashes on app startup or when app is in background

#### **3.1.56.1 (2019-12-19)**

- Close app when “Cancel” is pressed in a notification about required remote control
- Minor bugfixes

#### **3.1.56.0 (2019-12-18)**

- Added custom EPG sources
- Added translations
- Fixed app crash when changing language
- Notify user that remote control is required for this app
- Fixed bug: on some devices main menu was not shown after pressing “OK”
- Fixed bug: sign in with Ace Stream account didn’t work sometimes

#### **3.1.55.4 (2019-12-10)**

- Fixed engine starting on ARMv8-64 devices
- Battery optimization: discover devices only on user’s request (don’t do it in background)
- Fixed crashes caused by using WebView in multiple processes on Android 9+
- Fixed AceCast device discovery issue (device was not visible for several minutes after it restarted on another port)
- Don’t stop playback on AceCast device when it’s disconnected by user

#### **3.1.55.1 (2019-12-03)**

Fix LibVLC options:

- change “enable\_time\_stretching\_audio” default value to “true”
- set default values for “deblocking” and “resampler” in runtime based on machine specs

#### **3.1.55.0 (2019-11-28)**

Allow adding custom channel sources. Read more here: [Search settings](#)

#### **3.1.54.0 (2019-11-18)**

Fixed several minor bugs

#### **3.1.53.0 (2019-11-14)**

Initial release

## 1.2 Ace Stream Engine

Basic Ace Stream application for Android (provides only core functionality)

Available on Google Play: <https://play.google.com/store/apps/details?id=org.acestream.core>

### APK download links

- ARMv7: <http://dl.acestream.org/products/android/acestream-core/armv7/latest>
- x86: <http://dl.acestream.org/products/android/acestream-core/x86/latest>
- ARMv8 (64 bit): [http://dl.acestream.org/products/android/acestream-core/armv8\\_64/latest](http://dl.acestream.org/products/android/acestream-core/armv8_64/latest)
- x86\_64: [http://dl.acestream.org/products/android/acestream-core/x86\\_64/latest](http://dl.acestream.org/products/android/acestream-core/x86_64/latest)

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### 1.2.1 Sending bug report

If you think that you have found a bug in the application please send us a bug report helping us to fix the issue.

Steps to send a report:

- Reproduce the problem right before sending the report
- Open application settings
- Select “Report a problem” menu
- Select category which describes your problem the best (select “Other” if you don’t know)
- Describe your problem in the “description” field
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### 1.2.2 Ace Stream Engine changelog

#### 3.1.61.0 (2020-06-17)

- Fix bug with playback in external players

#### 3.1.59.4 (2020-04-30)

- Fix running on old Android versions

**3.1.59.2 (2020-04-25)**

- Updated LibVLC
- Fix bug which could cause HLS broadcast freeze
- Speed up engine start
- Speed up playback start
- Speed up XMLTV processing

**3.1.58.0 (2020-03-04)**

- Decrease playback start time for HLS broadcasts
- Improve peer discovery for HLS broadcasts

**3.1.57.0 (2020-02-17)**

- Fix bug: it was impossible to change selected player from settings
- Don't show error screen when GDPR notification failed to load
- Add link to GDP consent in "About" screen

**3.1.56.3 (2019-12-30)**

- Use system notifications for urgent alerts on Android 10

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- Fixed several bugs causing crashes on app startup or when app is in background

**3.1.56.1 (2019-12-19)**

- Minor bugfixes

**3.1.56.0 (2019-12-18)**

- Fixed bug: sign in with Ace Stream account didn't work sometimes
- Added translations

### 3.1.55.4 (2019-12-10)

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Fix LibVLC options:

- change “enable\_time\_stretching\_audio” default value to “true”
- set default values for “deblocking” and “resampler” in runtime based on machine specs

### 3.1.55.0

- Allow adding custom channel sources

### 3.1.54.0

- Fixed several bugs

### 3.1.53.0

- Initial release of app with TV UI

### 3.1.52.0

- Use FFMPEG for HLS processing by default (can be disabled in preferences)
- Fix compatibility issues for old devices with 64-bit architecture

### 3.1.51.5

- Fixed bug with frozen video ads

### 3.1.51.4

- Fixed bug with external player detection while playing playlist

### 3.1.51.3

- Support for 64-bit architecture

### 3.1.51.1

- Fix crash in login screen
- Fixed several issues with playing HLS streams
- Fixed multicast peer exchange

### 3.1.50.1

- Fix playlist sorting issue over AceCast
- Update current playlist item style

### 3.1.50.0

- Fix bug in disk storage module for HLS
- Fix handling multi-file torrent from third-party apps

### 3.1.48.0

- Removed debug logging from engine
- Fixed issues in HLS downloader module

### 3.1.47.3

- A major optimization of connections handling module is done, which is aimed at improving the stability of the stream during playback
- Fixed bug in engine which caused speed drop and stopping of playback after some time of watching broadcast
- Fixed problem in LibVLC HLS module, which caused unexpected player closing during playback
- Fixed bug: engine failed to start when main port was busy
- Fixed bug (possible crash in player since 3.1.46.0)

### 3.1.46.0

- Added “lock” button
- “Info” button moved to bottom panel
- Fixed AceCast bug (playback was stopped when remote control is reconnected while player is paused)

### 3.1.45.3

- Added ability to remember player from notification
- Added “info” button to player (show P2P info)

### 3.1.45.2

- Use latest stable LibVLC

### 3.1.45.1

- Fixed playback of HLS broadcasts in “HLS” or “Original” output format in Ace Player
- Try to restore audio volume if it was reset by mistake

### 3.1.45.0

- Fixed crashes of rewarded ads
- Fixed integration bugs

### 3.1.44.1

- Fixed several bugs leading to crashes

### 3.1.44.0

- Fixed more issues with third-party app integration

### 3.1.43.0

- Fixed issues with third-party app integration

### 3.1.42.8

- Fix issue with subscriptions

### 3.1.42.7

- Fixed crash after selecting player from the list

### 3.1.42.6

- Fix crash when starting playback in Ace Player from notification

### 3.1.42.4

- Optimizations in engine
- Added PollFish OfferWall mode
- Fix to prevent “Context.startForegroundService() did not then call Service.startForeground()” on some devices
- Some other top crashes are fixed

### 3.1.41.1

- Fix some issues with authorization
- Optimizations in broadcast stability

### 3.1.37.9

- Fixed screen orientation preference
- Bug fixes

### 3.1.37.8

- Changed app shutdown procedure: “quit” menu should now work on all devices
- Fixed crashes on devices with missing WebView

### 3.1.37.7

- Fixed crash caused by seekbar inflate error (on old Android devices)
- Fixed crash when starting P2P content in external player (on some devices)

### 3.1.37.6

- Fix crash when starting content in third-party player
- Fix crash when starting content when both Ace Stream Media and Ace Stream Engine apps are installed
- Fix crash during channels setup on Android TV
- Fix crash when opening player settings on Android TV

### 3.1.37.5

- Fixed some crashes
- App now doesn't start after reboot by default

### 3.1.37.4

- Minor bug fixes

### 3.1.37.3

- Fix issue with changing locale
- Update translations

### 3.1.37.2

- Add bonuses for rewarded video in player
- Fixed some crashes
- Minor bug fixes

## 1.3 Ace Stream Engine for Android TV

Basic Ace Stream application for Android TV (provides core functionality and acts as content provider for Live Channels application)

Available on Google Play: <https://play.google.com/store/apps/details?id=org.acestream.core.atv>

### APK download links

- ARMv7: <http://dl.acestream.org/products/android-tv/acestream-core/armv7/latest>
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- ARMv8 (64 bit): [http://dl.acestream.org/products/android-tv/acestream-core/armv8\\_64/latest](http://dl.acestream.org/products/android-tv/acestream-core/armv8_64/latest)
- x86\_64: [http://dl.acestream.org/products/android-tv/acestream-core/x86\\_64/latest](http://dl.acestream.org/products/android-tv/acestream-core/x86_64/latest)

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- Select category which describes your problem the best (select “Other” if you don’t know)
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## 1.3.2 Ace Stream Engine for Android TV changelog

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- Fix bug with playback in external players

### 3.1.59.2 (2020-04-25)

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- Speed up engine start
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- Speed up XMLTV processing

### 3.1.58.0 (2020-03-04)

- Decrease playback start time for HLS broadcasts
- Improve peer discovery for HLS broadcasts

### 3.1.57.0 (2020-02-17)

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- Don't show error screen when GDPR notification failed to load
- Add link to GDP consent in "About" screen

### 3.1.56.3 (2019-12-30)

- Use system notifications for urgent alerts on Android 10

### 3.1.56.2 (2019-12-24)

- Fixed bug: sometimes main content sound was heard during ads playback
- Fixed crash when media button was used on some devices
- Fixed crash after device reboot
- Fixed crash when engine was accessed without storage permission
- Fixed several bugs causing crashes on app startup or when app is in background

### 3.1.56.1 (2019-12-19)

- Minor bugfixes

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- Added ability to remember player from notification
- Added “info” button to player (show P2P info)

### 3.1.45.2

- Use latest stable LibVLC

### 3.1.45.1

- Fixed playback of HLS broadcasts in “HLS” or “Original” output format in Ace Player
- Try to restore audio volume if it was reset by mistake

### 3.1.45.0

- Fixed crashes of rewarded ads
- Fixed integration bugs

### 3.1.44.1

- Fixed several bugs leading to crashes

### 3.1.44.0

- Fixed more issues with third-party app integration

### 3.1.43.0

- Fixed issues with third-party app integration

### 3.1.42.8

- Fix issue with subscriptions

### 3.1.42.7

- Fixed crash after selecting player from the list

### 3.1.42.6

- Fix crash when starting playback in Ace Player from notification

### 3.1.42.4

- Optimizations in engine
- Added PollFish OfferWall mode
- Fix to prevent “Context.startForegroundService() did not then call Service.startForeground()” on some devices
- Some other top crashes are fixed

### 3.1.41.1

- Fix some issues with authorization
- Optimizations in broadcast stability

### 3.1.37.9

- Fixed screen orientation preference
- Bug fixes

### 3.1.37.8

- Changed app shutdown procedure: “quit” menu should now work on all devices
- Fixed crashes on devices with missing WebView

### 3.1.37.7

- Fixed crash caused by seekbar inflate error (on old Android devices)
- Fixed crash when starting P2P content in external player (on some devices)

### 3.1.37.6

- Fix crash when starting content in third-party player
- Fix crash when starting content when both Ace Stream Media and Ace Stream Engine apps are installed
- Fix crash during channels setup on Android TV
- Fix crash when opening player settings on Android TV

### 3.1.37.5

- Fixed some crashes
- App now doesn't start after reboot by default

### 3.1.37.4

- Minor bug fixes

### 3.1.37.3

- Fix issue with changing locale
- Update translations

### 3.1.37.2

- Add bonuses for rewarded video in player
- Fixed some crashes
- Minor bug fixes

## 1.4 Ace Stream Media

Main Ace Stream application for Android:

- core functionality
- media library

Available on Google Play: <https://play.google.com/store/apps/details?id=org.acestream.media>

### APK download links

- ARMv7: <http://dl.acestream.org/products/acestream-engine/android/armv7/latest>
- x86: <http://dl.acestream.org/products/acestream-engine/android/x86/latest>
- ARMv8 (64 bit): [http://dl.acestream.org/products/acestream-engine/android/armv8\\_64/latest](http://dl.acestream.org/products/acestream-engine/android/armv8_64/latest)
- x86\_64: [http://dl.acestream.org/products/acestream-engine/android/x86\\_64/latest](http://dl.acestream.org/products/acestream-engine/android/x86_64/latest)

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#### 1.4.1 Sending bug report

If you think that you have found a bug in the application please send us a bug report helping us to fix the issue.

Steps to send a report:

- Reproduce the problem right before sending the report
- Open application settings
- Select “Report a problem” menu
- Select category which describes your problem the best (select “Other” if you don’t know)
- Describe your problem in the “description” field
- Click “Send” button

You should see a message “Report has been sent” within a minute which means that the report was accepted by our servers. If you don’t see this message please try again later.

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**Note:** We examine only the reports with a meaningful description.

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Sometimes it’s not convenient to write the problem description from your mobile device.

In such a case, you can send a report with just your email in the “description” field and then write an email with the problem description and send it to [acestream.player@gmail.com](mailto:acestream.player@gmail.com) (stating that you have recently sent a bug report).

## 1.4.2 Ace Stream Media changelog

### 3.1.61.0 (2020-06-17)

- Fix bug with playback in external players

### 3.1.59.5 (2020-05-01)

- Fix crash in “Browsing” section

### 3.1.59.4 (2020-04-30)

- Fix running on old android versions

### 3.1.59.3 (2020-04-30)

- Fix crash after opening settings

### 3.1.59.2 (2020-04-25)

- Fix bug which could cause HLS broadcast freeze
- Speed up engine start
- Speed up playback start
- Speed up XMLTV processing

### 3.1.58.0 (2020-03-04)

- Decrease playback start time for HLS broadcasts
- Improve peer discovery for HLS broadcasts

### 3.1.57.0 (unreleased)

- Don't show error screen when GDPR notification failed to load

### 3.1.56.4 (unreleased)

- Fixed crash on app start when preferences file contains unsupported values
- Fixed crash in renderers dialog

### 3.1.56.3 (2019-12-30)

- Use system notifications for urgent alerts on Android 10

### 3.1.56.2 (2019-12-24)

- Fixed bug: sometimes main content sound was heard during ads playback
- Fixed crash when media button was used on some devices
- Fixed crash when engine was accessed without storage permission
- Fixed several bugs causing crashes on app startup or when app is in background

### 3.1.56.1 (2019-12-19)

- Minor bugfixes

### 3.1.56.0 (2019-12-18)

- Fixed bug: sign in with Ace Stream account didn't work sometimes
- Added translations

### 3.1.55.4 (2019-12-10)

- Fixed engine starting on ARMv8-64 devices
- Battery optimization: discover devices only on user's request (don't do it in background)
- Fixed crashes caused by using WebView in multiple processes on Android 9+
- Fixed AceCast device discovery issue (device was not visible for several minutes after it restarted on another port)
- Don't stop playback on AceCast device when it's disconnected by user

### 3.1.55.1 (2019-12-03)

Changes in TV UI:

- fix translations on main screen
- add button to launch or install "Ace Stream LiveTV" app

### 3.1.52.0

- Use FFMPEG for HLS processing by default (can be disabled in preferences)
- Fix compatibility issues for old devices with 64-bit architecture

### 3.1.51.5

- Fixed bug with frozen video ads

### 3.1.51.4

- Fixed bug with external player detection while playing playlist



### 3.1.51.3

- Support for 64-bit architecture

### 3.1.51.1

- Fix crash in login screen
- Fixed several issues with playing HLS streams
- Fixed multicast peer exchange

### 3.1.50.1

- Fix playlist sorting issue over AceCast
- Update current playlist item style

### 3.1.50.0

- Fix bug in disk storage module for HLS
- Fix handling multi-file torrent from third-party apps

### 3.1.48.0

- Removed debug logging from engine
- Fixed issues in HLS downloader module

### 3.1.47.3

- A major optimization of connections handling module is done, which is aimed at improving the stability of the stream during playback
- Fixed bug in engine which caused speed drop and stopping of playback after some time of watching broadcast
- Fixed problem in LibVLC HLS module, which caused unexpected player closing during playback
- Fixed bug: engine failed to start when main port was busy
- Fixed bug (possible crash in player since 3.1.46.0)

### 3.1.46.0

- Added “lock” button
- “Info” button moved to bottom panel
- Fixed AceCast bug (playback was stopped when remote control is reconnected while player is paused)

### 3.1.45.3

- Added ability to remember player from notification
- Added “info” button to player (show P2P info)

### 3.1.45.2

- Use latest stable LibVLC

### 3.1.45.1

- Fixed playback of HLS broadcasts in “HLS” or “Original” output format in Ace Player
- Try to restore audio volume if it was reset by mistake

### 3.1.45.0

- Fixed crashes of rewarded ads
- Fixed integration bugs
- Reduced background memory usage

### 3.1.44.1

- Fixed several bugs leading to crashes

### 3.1.44.0

- Fixed more issues with third-party app integration

### 3.1.43.0

- Fixed issues with third-party app integration

### 3.1.42.8

- Fix issue with subscriptions

### 3.1.42.7

- Fixed crash after clicking “Load last playlist”
- Fixed crash after selecting player from the list

### 3.1.42.6

- Fix crash when starting playback in Ace Player from notification

**3.1.42.4**

- Added PollFish OfferWall mode
- Fix to prevent “Context.startForegroundService() did not then call Service.startForeground()” on some devices
- Some other top crashes are fixed

**3.1.42.2**

- Optimizations in engine
- Bug fixes

**3.1.41.1**

- Fix some issues with authorization
- Fixed bug: engine session was not stopped after clicking “stop” button when casting to Chromecast
- Fixed crashes on some Samsung devices
- Optimizations in broadcast stability

**3.1.40.0**

- Fixed one more bug in Engine API (stream was locked after STOP)

**3.1.39.0**

- Fixed bug in Engine API

**3.1.38.0**

- Added “Quit” button to notification (stops app)
- Fixed one more issue with unexpected app start on some devices
- Use latest jmDNS library (3.5.5)
- Added ability to select file from multi-file torrent when starting in Ace Player
- Fixed some bugs

**3.1.37.10**

- Fixed issue with unexpected app start on some devices
- Fixed resolver (all installed players should be available now)
- Fixed some bugs

### 3.1.37.9

- Fixed screen orientation preference
- Bug fixes

### 3.1.37.8

- Changed app shutdown procedure: “quit” menu should now work on all devices
- Fixed crashes on devices with missing WebView

### 3.1.37.7

- Fixed crash caused by seekbar inflate error (on old Android devices)
- Fixed crash when starting P2P content in external player (on some devices)
- Fixed crash when closing “Open link” dialog
- Added ability to share content with Ace Stream (“Open in Ace Stream” menu item when sharing)
- Fixed OutOfMemoryError when opening some big files

### 3.1.37.6

- Fix crash when starting content in third-party player
- Fix crash when starting content when both Ace Stream Media and Ace Stream Engine apps are installed
- Fix crash during channels setup on Android TV
- Fix crash when opening player settings on Android TV

### 3.1.37.5

- Fixed some crashes
- App now doesn’t start after reboot by default
- Fixed some issues with stopping engine
- Fixed “Open link” dialog on Android TV versions

### 3.1.37.4

- Minor bug fixes

### 3.1.37.3

- Fix issue with changing locale
- Update translations

### 3.1.37.2

- Fix LUA scripts (allow watching YouTube etc from “Open link” menu)
- Add bonuses for rewarded video in player
- Fixed some crashes
- Minor bug fixes

## 1.5 Ace Stream Media for Android TV

Main Ace Stream application for Android TV:

- core functionality
- media library
- content provider for Live Channels application

Available on Google Play: <https://play.google.com/store/apps/details?id=org.acestream.media.atv>

### APK download links

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- ARMv8 (64 bit): [http://dl.acestream.org/products/acestream-engine/android-tv/armv8\\_64/latest](http://dl.acestream.org/products/acestream-engine/android-tv/armv8_64/latest)
- x86\_64: [http://dl.acestream.org/products/acestream-engine/android-tv/x86\\_64/latest](http://dl.acestream.org/products/acestream-engine/android-tv/x86_64/latest)

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## **1.5.2 Ace Stream Media for Android TV changelog**

### **3.1.61.0 (2020-06-17)**

- Fix bug with playback in external players

### **3.1.59.5 (2020-05-01)**

- Fix crash in “Browsing” section

### **3.1.59.3 (2020-04-30)**

- Fix crash after opening settings

### **3.1.59.2 (2020-04-25)**

- Fix bug which could cause HLS broadcast freeze
- Speed up engine start
- Speed up playback start
- Speed up XMLTV processing

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- Decrease playback start time for HLS broadcasts
- Improve peer discovery for HLS broadcasts

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### **3.1.56.4 (unreleased)**

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- Add bonuses for rewarded video in player
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- Minor bug fixes



## 2.1 Ace Stream JS API Changelog

### 2.1.1 1.0.1

- Fix issues with multiple players on the same page

### 2.1.2 1.0.0

Initial release

## 2.2 Ace Script web extension changelog

### 2.2.1 1.1.17

- Add buttons to notifications in Chrome
- Fix .acestream.js installation from local files ([file://](#) URI) in Firefox
- Add analytics and privacy policy link

### 2.2.2 1.1.16

- Fix build scripts for Chrome and some localized strings

### 2.2.3 1.1.15

- Fix context menus API for Chrome

## 2.2.4 1.1.14

- Update to latest Violentmonkey commit ([f8daba](#))
- Build for Google Chrome (`chrome` build target)

## 2.3 Magic Player userscript changelog

### 2.3.1 1.1.4 (2019-12-19)

- Fixed button on “fast-torrent”

### 2.3.2 1.1.2 (2018-11-27)

- Fix typo in code (semicolon) which caused an error when userscript was loaded on docs.google.com

### 2.3.3 1.1.1 (2018-11-22)

- Add support for magnet links  
Magnet links can be opened in player from context menu “Watch online”
- Add android support  
On Android clicking “Play” button will open Ace Stream for Android app (if it’s installed)

## 2.4 P2P Search userscript changelog

### 2.4.1 0.25

- Fix search on Yandex (markup was changed)

### 2.4.2 0.24

- Fix search on Google (markup was changed)

### 2.4.3 0.23

- Support Google search on mobile devices. Tested in Firefox for Android.

### 2.4.4 0.22

- Fix Enter keypress behaviour on google

### 2.4.5 0.21

- Fix “P2P TV” tab on google (tab disappeared because of changes in markup)