

## Tvheadend - Feature #4347

### add iptv streams (e.g. m3u playlist) without scans for services

2017-05-02 13:57 - jody gugelhop

<b>Status:</b> Fixed	<b>Start date:</b> 2016-12-19
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b> IPTV	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b> Currently when adding a e.g. m3u playlist from an iptv provider, tvh needs to scan through the list (checking for input/signal) and only after that adds it as a service to the list as a channel. The desired behaviour would be to able to add the services/channels without doing the scan/check for a signal. There are several threads on the forum describing the issue with the current way tvh works, thus this feature request <a href="https://tvheadend.org/boards/4/topics/24677?r=26240#message-26240">https://tvheadend.org/boards/4/topics/24677?r=26240#message-26240</a> (more links to other threads in the post)	
<b>Subtasks:</b> Feature # 4144: Adding m3u file without mux checking <span style="float: right;"><b>Rejected</b></span>	

#### Associated revisions

##### Revision f156a38f - 2017-05-04 11:17 - Jaroslav Kysela

IPTV: autonet - fix the service detection when SID is set, fixes #4347

##### Revision 5145fcca - 2017-05-05 11:13 - Jaroslav Kysela

IPTV: autonet - fix the service detection when SID is set, fixes #4347

#### History

##### #1 - 2017-05-02 15:06 - Mark Clarkstone

jody gugelhop wrote:

.. snip ..

See [Automatic IPTV Network](#) & report back if that doesn't work.

##### #2 - 2017-05-02 18:52 - Giuseppe Sicilia

For me it doesnt work. I get services without scan, but if i map channels, they dont work at all.  
I tested same provider two times.

With scanning muxes -> get services from working channels -> map channels: channels are ok, stream ok

Without scan -> service id = 0 and create without scan -> mapped channel (same like above), stream doesnt work

Its a bug?

I found one thread with same issue:

<https://tvheadend.org/issues/4144>

I will check if there exists one reported bug.

##### #3 - 2017-05-02 21:00 - Andreas Fornberg

service id = 1 creates the services but you can't play them until it's scanned.  
I agree that this should be changed and automatic use network id you have set too.  
An option to automatic mapping channels after scan would be nice too.

##### #4 - 2017-05-02 23:51 - Mark Clarkstone

Seems there is a bug here, from my testing..

- Services won't play at all unless scanned first, regardless of Service ID (whether it's correct or not).
- To get the services to play (using the services play link) the service must be played using the mux play link first otherwise it results in an invalid

service.

A possible (and maybe horrible) solution would be just to redirect to the mux links?

**#5 - 2017-05-04 08:52 - Jaroslav Kysela**

If the 'Service ID' is correct, the tvh will fail for the first playback (HTTP) and the second should be fine. For Kodi (HTSP), it should be fine, because this protocol allows to send the stream reconfigure info. I need to check.

**#6 - 2017-05-04 13:18 - Jaroslav Kysela**

- Status changed from New to Fixed

Applied in changeset [tvheadend/f156a38f6150353e4177b8b3691fedce5c7ec1aa](#).

**#7 - 2017-05-04 13:19 - Jaroslav Kysela**

OK, it seems that the detection of the service without any other parameters than 'Service ID' was a bit lost (probably SAT>IP server related changes). It's now back. v4.3-34-gf156a38

**#8 - 2017-05-05 07:55 - Andreas Fornberg**

I think this would be good to backport to 4.2 stable branch.

**#9 - 2017-05-07 19:54 - Giuseppe Sicilia**

@Kysela

Thanks for your great work. Since i'm interested in Tvheadend i found so many threads where you're answering/working. Im not a really noob. But without Experts like you i would be caged in some beta non-free software.

**#10 - 2017-05-17 15:47 - Bert Haverkamp**

Thanks for the solution!

Has this patch been backported to the 4.2 branch as well now?

I would like to use it on a production system.(withouth having the patience to wait for the next release smile.png)

**#11 - 2017-05-17 16:22 - Andreas Fornberg**

Yes this is backported to 4.2 now

**#12 - 2017-05-17 17:53 - Jaroslav Kysela**

It's in 4.2.2.