

AAMP Error Codes

Code	Description	Details
10	AAMP: init failed	<ol style="list-style-type: none"> 1. Manifest request failure. 2. Invalid or insufficient data in the manifest playlist (content length if "0"). 3. If av track duration is "0". 4. If the seek target is out of range.
10	AAMP: Manifest Download failed : Http Error Code %ld or AAMP: Manifest Download failed : Curl Error Code %ld	If the manifest download failed and retry count exceeds MAX_MANIFEST_DOWNLOAD_RETRY(3)
10	AAMP: init failed (unable to download video playlist) : Http Error Code %ld or AAMP: init failed (unable to download video playlist) : Curl Error Code %ld	<ol style="list-style-type: none"> 1. If video playlist download failed. 2. Invalid or insufficient data in the manifest playlist (content length if "0").
10	AAMP: init failed (unable to download audio playlist) : Http Error Code %ld or AAMP: init failed (unable to download audio playlist) : Curl Error Code %ld	<ol style="list-style-type: none"> 1. If audio playlist download failed 2. Invalid or insufficient data in the manifest playlist (content length if "0").
10	AAMP: fragment download failures : Http Error Code %ld or AAMP: fragment download failures : Curl Error Code %ld	<p>If fragment download failed and retry count exceeds MAX_SEG_DOWNLOAD_FAIL_COUNT(10)</p> <p>(*) Failure with VOD/cDVR playback, the HTTP error code reflects actual CDN response in terms of Curl or HTTP error values.</p> <p>(*) Failure with Linear playback via FOG, the HTTP error code reflects FOG reported failure, which does not necessarily imply a CDN download failure.</p>
10	AAMP: init fragment download failed : Http Error Code %ld or AAMP: init fragment download failed : Curl Error Code %ld	<p>Failed to download the initialization fragment, results in tune failure.</p> <p>(*) Failure with VOD/cDVR playback, the HTTP error code reflects actual CDN response in terms of Curl or HTTP error values.</p> <p>(*) Failure with Linear playback via FOG, the HTTP error code reflects FOG reported failure, which does not necessarily imply a CDN download failure.</p>
10	AAMP: Invalid Manifest, parse failed	If the format of Manifest is invalid, then it will result in tune failure.
10	AAMP: init fragments missing in playlist	Init fragment from the manifest is missing.
20	AAMP: Resource was not found at the URL(HTTP 404)	If the manifest/fragment download failed with HTTP 404 error, then this error will be logged. Maybe the requested manifest/fragment might not be available in the server.

40	AAMP: Authorization failure (or) AAMP: Authorization failure majorError	<p>The user is not entitled to the requested stream/content. In HLS : majorError = 3329 and minorError in (12012, 12013) In DASH : Depends on sec-client error codes</p> <p>When using secclient or Secmanager for license acquisition, along with current error status AAMP also sends a verbose error code set to differentiate various types of DRM errors. The verbose error contains of the following parameters ,</p> <ol style="list-style-type: none"> 1. "class" : Secmanager error class 2. "reason" : Secmanager error reason 3. "businessStatus" : Secclient business status <ul style="list-style-type: none"> • Detailed list of the Secmanager error class and error reason can be found here: https://etwiki.sys.comcast.net/pages/viewpage.action?spaceKey=RDKV&title=AAMP+-+SecManagerApi • Detailed list of the Secclient business reason can be found here https://github.com/comcast/contentsecurity/spec/blob/master/feature-spec/ServiceErrorCodes.md
50	if 3321: AAMP: Individualization server down majorerror (or) AAMP: DRM Failure majorError (or) if AES(HLS): AAMP: DRM Failure	This can come in the case of unknown DRM errors, we can check the logs for understanding the DRM major and minor error codes to map the failure. This can be seen with Adobe Access and AES DRMs.
50	AAMP: DRM Initialization Failed	Widevine/PlayReady DRM session initialization failed. A platform or implementation issue can cause this error.
50	AAMP: InitData-DRM Binding Failed	Failed to bind init data with DRM, could be due to invalid or incomplete initdata
50	AAMP: DRM License Challenge Generation Failed	Failed to generate DRM license request. Might be due to outdated data in /opt/drm
50	AAMP: DRM License Request Timed out	The license request to the server got timed out.
50	AAMP: DRM License Request Failed : Secclient Error Code %ld or AAMP: DRM License Request Failed : Curl Error Code %ld or AAMP: DRM License Request Failed : Http Error Code %ld	License request failed with server returned error code. HLS with AES DRM. DASH with WV and PR.
50	AAMP: Invalid Key Error, from DRM	Failed to extract license key from license response. It could be because of wrong response data or an invalid key. HLS with AES DRM. DASH with WV and PR.
60	AAMP: Unsupported Stream Type	Unsupported media type received for session creation.
60	AAMP: No supported Audio Types in Manifest	If the audio type in the manifest is unknown by the player, then the playback will be failed.
50	AAMP: Failed to parse key id from PSSH	Failed to parse key id from init data.

50	<p>AAMP: Failed to get access token from Auth Service : Access Token Parse Error</p> <p>or</p> <p>AAMP: Failed to get access token from Auth Service : Invalid status code</p> <p>or</p> <p>AAMP: Failed to get access token from Auth Service : Http Error Code</p>	Failed to get access token from Auth Service; Access token is required to get the license for Comcast streams from MDS servers.
50	AAMP: DRM Metadata error majorError	Multiple times same Metadata is set to AVE-DRM session or a bad Metadata for a stream set. DRM Major errorcode : 3314
50	AAMP: DRM Decryption Failed for Fragments	If fragment decryption and retry count exceeds MAX_SEG_DRM_DECRYPT_FAIL_COUNT(10) or more fragments.
50	AAMP: Failed to process DRM key	Failed to process DRM key. Error code returned from the update API provides more details.
51	<p>AAMP: DRM failure due to Corrupt DRM files</p> <p>(or)</p> <p>If 3322, 3328: AAMP: DRM Failure possibly due to corrupt drm data; majorError</p> <p>If 3307: AAMP: DRM Failure possibly due to corrupt CertStore majorError</p>	<p>Class of AVE DRM library errors that suggest cached DRM files are corrupted. (/opt/persistent/adobe - might be corrupted)</p> <p>DRM Major errorcode : 3322, 3328, 3307</p> <p>This should trigger automatic "self healing" for next tune.</p>
50	AAMP: DRM error untracked error	Untracked DRM Error, this needs to be analyzed from the logs to find the root cause.
50	AAMP: DRM Session ID Empty	Session ID for the license request is empty.
50	AAMP: DRM failure due to Bad DRMMetadata in stream	License request failed due to bad DRM metadata.
52	AAMP: Device not provisioned	The device is not provisioned, see sec-client error SEC_CLIENT_RESULT_MAC_AUTH_NOT_PROVISIONED
53	AAMP: HDCP Compliance Check Failure	HDCP Compliance Check failed; incompatible HDCP version for playback
80	<p>GstPipeline Error:Decrypt Error</p> <p>GstPipeline Error:Your GStreamer installation is missing a plug-in</p> <p>GstPipeline Error:video decode error</p> <p>GstPipeline Error:HDCP Authentication Failure</p>	<p>Triggered by GST_MESSAGE_ERROR, with human-readable description extracted using gst_message_parse_error.</p> <p>Check the logs for a better understanding.</p>
80	AAMP: Playback failed due to PTS error	If the injected fragment is discarded by the decoder due to PTS and other errors, then the playback will be failed with this error.
81	RDKBROWSER_RENDER_PROCESS_CRASHED	WebProcess crashed
100	AAMP: Unknown Failure	Other than the above-described failures will be logged with unknown failures.
7600	AAMP: Playback was stalled due to lack of new fragments	AAMP playback stalled because of the non-availability of sufficient fragments before the pipeline will be moved to the playing state.
7600	Playback has been stalled for more than	AAMP playback stalled because of the non-availability of sufficient fragments for more than 10 seconds.
50	AAMP: DRM format Unsupported	AAMP playback stalled because the DRM format is unsupported.
50	AAMP: DRM license request aborted by player	AAMP playback stalled because request for DRM license was aborted by player.

