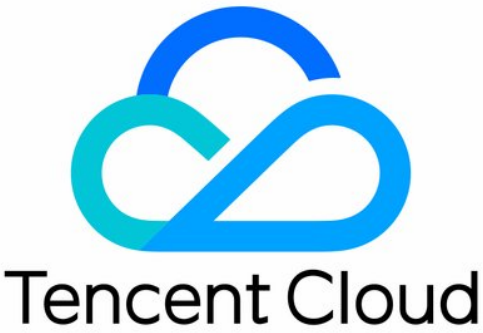
Game Multimedia Engine

User Guide

Product Documentation



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User Guide
Access Guide

Last updated : 2020-08-25 10:35:30

This document describes how to access the GME SDK.

Creating Service

Creating application

1. Log in to the GME Console and click **Service Management** on the left sidebar.
2. Enter the service management page and click **Create Application**.

Entering information

Enter the required information on the page and select the service you need.

- For billing details, please see Product Pricing or consult your Tencent Cloud rep. The settings can be modified afterwards.
- The settings for the voice messaging and speech-to-text service can be modified at any time.

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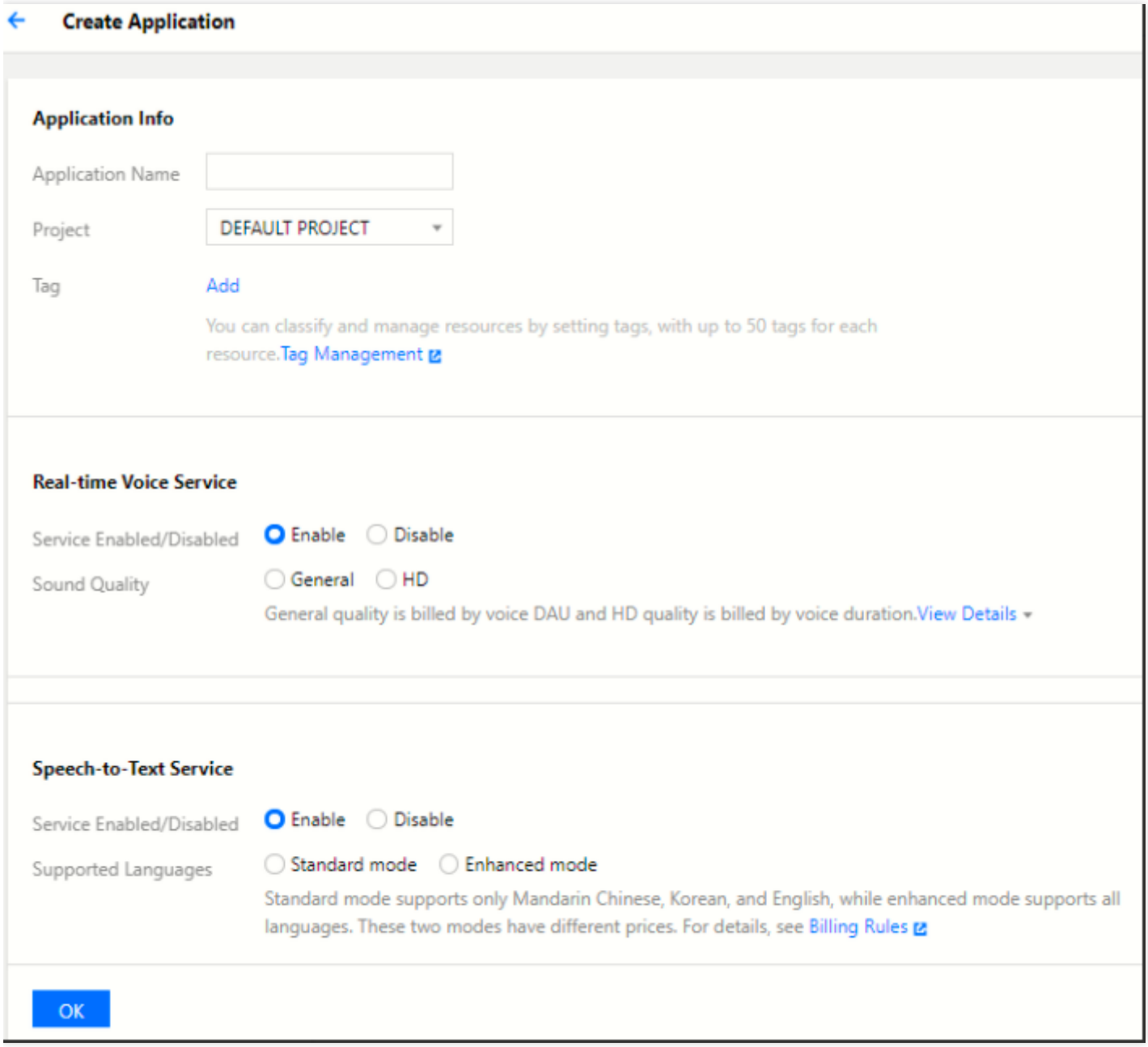

Setting Service

Viewing application

The `AppID` in the list is used as a parameter when accessing the SDK for development.

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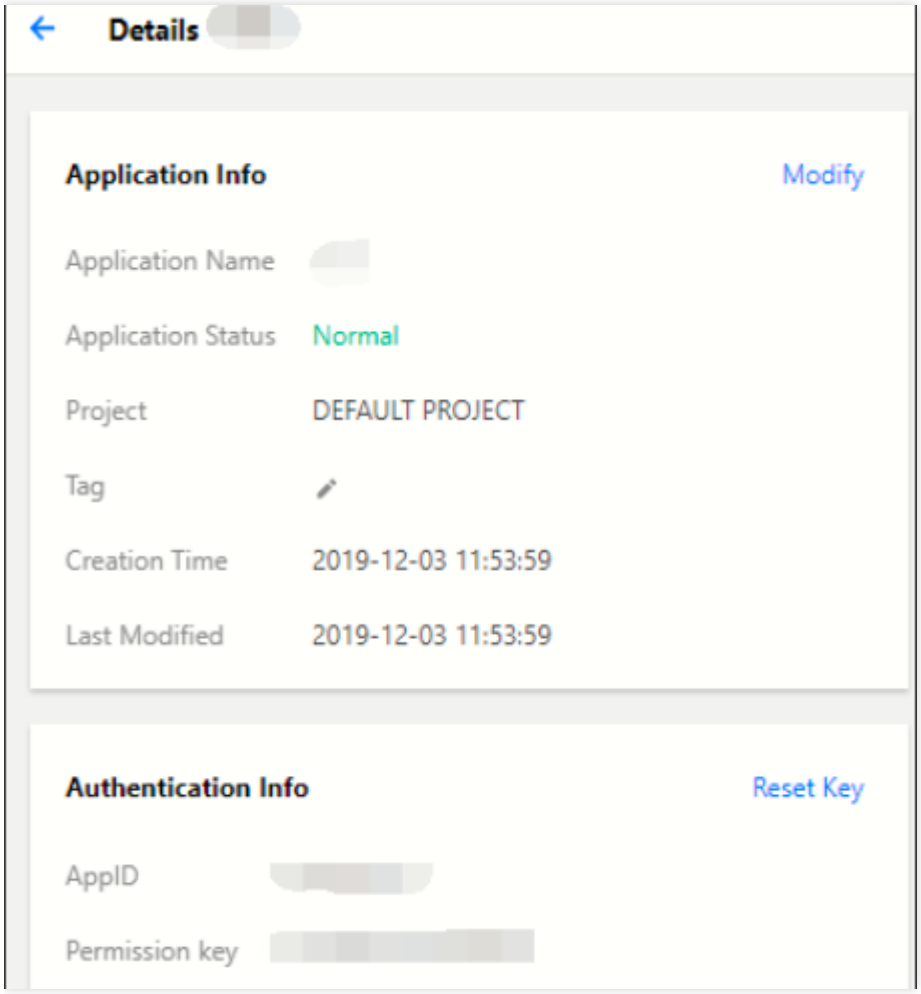
Application Name	AppID	Creation Time	Application Status	Service Status	Operation
GME	1400355150	2020-04-21 17:18:56	Normal		Settings Usage Statistics

Setting application

Click **Settings** to enter the application information module and click **Modify** to modify the information as needed.



Authentication information

- The permission key in this module is used as a parameter when accessing the SDK.
- Change of the key on this page takes effect within 15 minutes to 1 hour. You are not recommended to change it frequently.
- Only the account that creates the game, root account, and global collaborators can **reset the key**.

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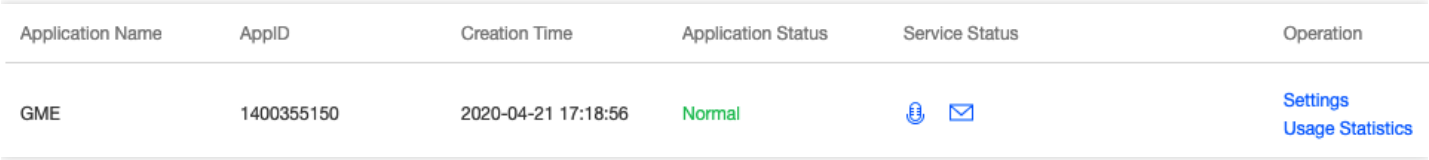
- For more information on how to use authentication, please see Authentication Key.

Enabling/Disabling business

You can enable or disable businesses and services here.



Application Name	AppID	Creation Time	Application Status	Service Status	Operation
GME	1400355150	2020-04-21 17:18:56	Normal		Settings Usage Statistics

Downloading SDK

1. Download address

Please download the relevant demo and SDK in the SDK Download Guide.

2. Preparations for access

To access the SDK, you need to use the `AppID` and related permission keys provided by Tencent Cloud, i.e., the `AppID` in the application management list and the authentication information in the application settings.

For more information on platform-specific configurations, please see the project configuration document for the platform.

3. Usage tips for official demo

The demo has a Tencent Cloud test account for functionality trial. If you want to use your personal or corporate test account, you need to replace the `AppID` of the Tencent Cloud test account on the corresponding page of the demo with the `AppID` you get in the console and change the permission key of voice chat in the `AVChatViewController-GetAuthBuffer` function.

API Documentation

You can refer to the following documents for access by platform or engine used:

Documents for Unity:
Project Configuration
API Documentation

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Documents for Unreal Engine:
Project Configuration
API Documentation

Documents for Cocos2d:
Project Configuration
API Documentation

Documents for Windows:
Project Configuration
API Documentation

Documents for iOS:
Project Configuration
API Documentation

Documents for Android:
Project Configuration
API Documentation

Documents for macOS:
Project Configuration
API Documentation

Documents for HTML5:
Project Configuration
API Documentation

Relevant Documents

For more information, please see Operation Guide.

If you have any questions, please see General FAQs and Error Codes.

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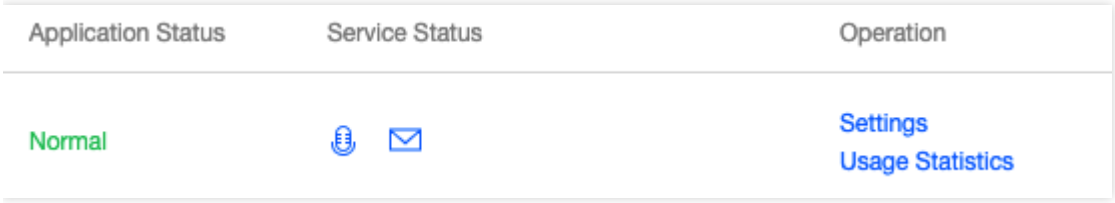
Operation Guide

Last updated : 2020-05-06 16:31:14

This document describes how to view the console usage statistics in the GME SDK, which divide into three services: voice chat, voice messaging and speech-to-text, and phrase filtering.

Log in to the GME Console and click **Usage Statistics** in the application you want to query.



Usage Statistics of Voice Chat

The usage statistics display the DAU data of a voice chat application.

- By default, the total DAU data for the last 7 days is displayed, and the usage data for different time periods and regions can be viewed.
- **Voice Duration**: it displays yesterday's voice duration information of the application.
- **Voice DAU**: it displays yesterday's voice DAU information of the application.
- **Voice PCU**: it displays yesterday's voice PCU information of the application.

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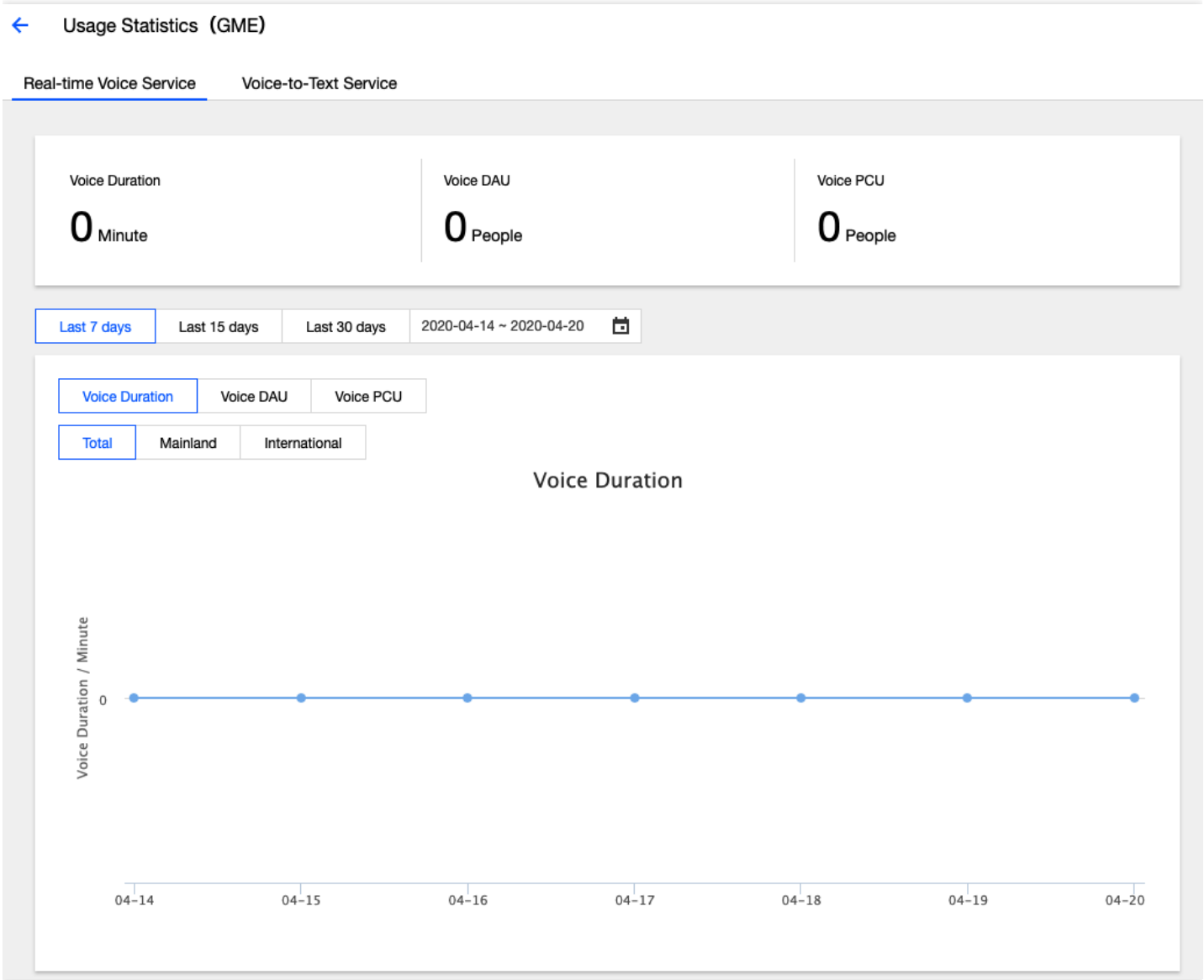

Voice Messaging and Speech-to-Text

The usage statistics display the DAU data of an offline voice application.

- **Voice Message DAU**: it displays yesterday's total number of voice DAUs of the application.
- **Number of Conversions**: it displays yesterday's number of speech-to-text conversions of the application.
- By default, the total DAU data for the last 7 days is displayed, and the usage data for different time periods can be viewed.

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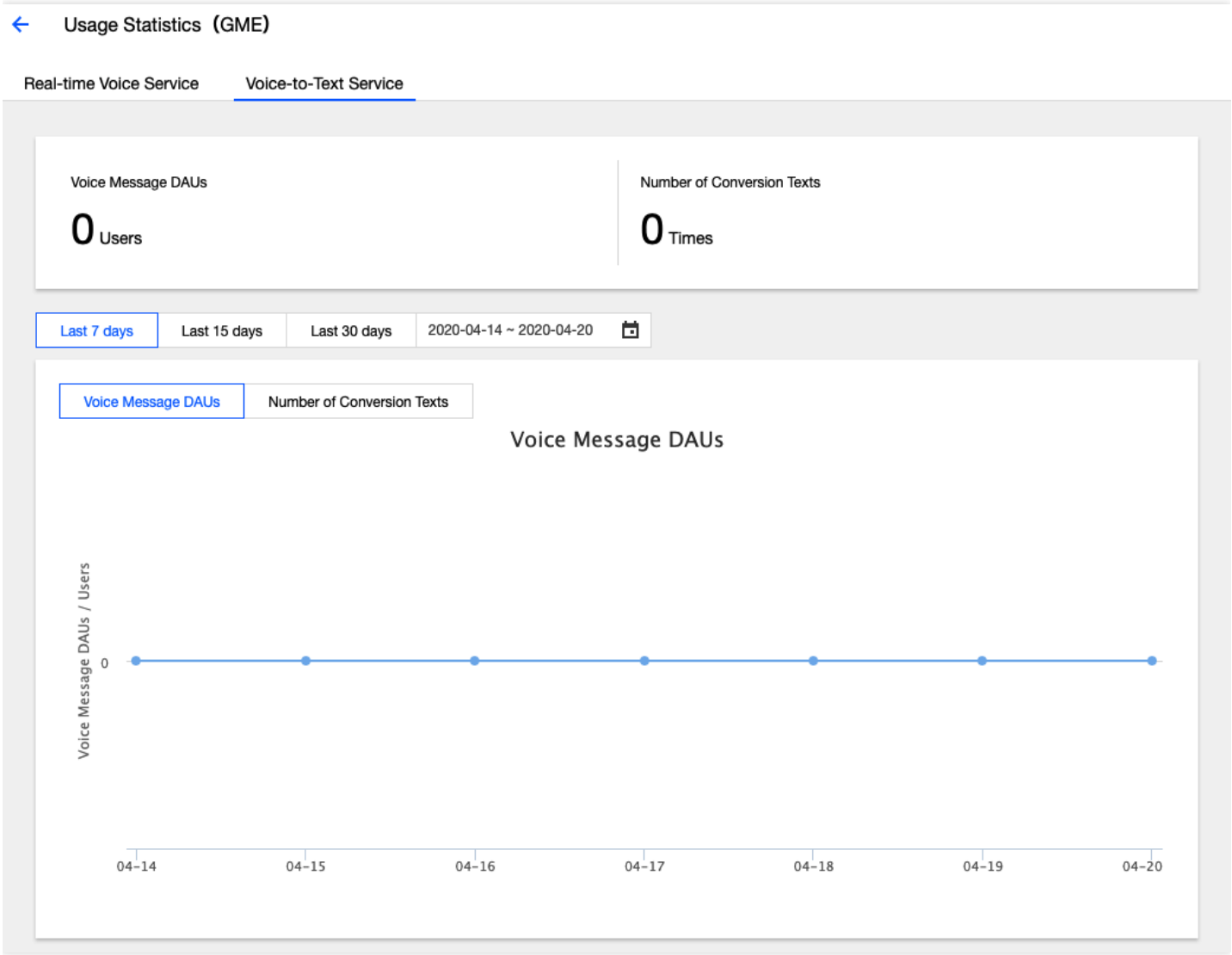

Phrase Filtering Service

The usage statistics display the duration of audio processed for phrase filtering.

- By default, the audio duration for the last 7 days is displayed, and the usage data for different time periods can be viewed.

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