

Game Multimedia Engine

Purchase Guide

Product Documentation



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Purchase Guide

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Game Multimedia Engine (GME) currently offers live voice chat, voice messaging and speech-to-text converter. See below for the rates.

Live Voice Chat

Standard voice chat is billed by voice DAU. HD voice chat is billed by voice duration.

- We recommend standard sound quality for battle or casual games.
- We recommend HD sound quality for live voice broadcasting or online karaoke.
- For PCU billing, please contact our sales rep for details.

Free Quota

There are free quotas for both billing methods of the live voice chat service.

- Billed by voice DAUs: free of charge if the daily DAU is below 100.
- Billed by voice duration: free of charge if the daily duration is below 300 minutes.

After reaching free quotas, fees apply based on your utilization.

If an application has 150 minutes voice duration on a day (< 300 minutes), the service will be free of charge. If it has 1,000 minutes, the billable duration would be 0.94 USD (based on the voice duration unit price of 0.94 USD/1,000 minutes).

Rates

Standard Quality	Billed by Voice DAU	Paid	In Mainland China (USD/DAU/day)	Outside Mainland China (USD/DAU/day)
			0.0015	0.0072
		Free	DAU ≤ 100	
	Billed by Voice PCU	Paid	Unified Global Price for Service Region (USD/PCU/day)	
			0.14	
		Free	Contact sales rep for details	

HD Quality	Billed by Voice Duration	Paid	Unit Price (USD/1,000 minutes)
			0.94
	Billed by Voice PCU	Free	Duration \leq 300 minutes
		Paid	Unified Global Price for Service Region (USD/PCU/day)
			0.56
		Free	Contact sales rep for details

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- A voice DAU is counted when a user enters a room in the application. The total number of voice DAUs is based on deduplicated openIDs (openID is a unique user identifier in the application; one user is associated with one openID).
- Voice duration is calculated based on the time a user enters and exits the room. If user A enters a voice room at 12:00, user B enters the room at 12:30, and both of them exit the room at 12:40, the duration of voice use would be 50 minutes in total (40 minutes for user A and 10 minutes for user B).

Voice Messaging and Speech-to-text Converter

Voice messaging and speech-to-text converter billings are based on voice message DAUs.

Rates

Price Mode	Supported Languages	Unit Price (USD/DAU/day)
Billed by Voice Messaging DAUs	Simplified Chinese and English Only	0.0019
	All Languages	0.078

A voice message DAU is counted when a user receives or sends a voice message in the app. The total number of voice messaging DAUs is calculated based on deduplicated openIDs (openID is a unique user identifier in the application; one user is associated with one openID).

Voice Filtering

Voice filtering is billed by filtered audio length. Voice filtering service is still in beta test. Contact sales if you wish to use this service.

Rates

Price Mode	Unit Price (USD/1,000 minutes)
Billed by Filtered Audio Length	0.7