

# **Game Multimedia Engine**

## **SDK Download Guide**

### **Product Documentation**



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# SDK Download Guide

Last updated : 2024-06-18 11:30:38

This document describes how to download the SDKs for Tencent Cloud GME.

## Release History

Check the [Product Updates](#) first before downloading the SDK.

## Getting Started

If it is your first time to use the SDK, please refer to [User Tutorial](#).

## Guide for Sample Project

### Sample Project usage

For any problems encountered when using the downloaded SDK or Demo, please see [Demo Usage](#), or [submit a ticket](#) for assistance.

#### Note:

To compile and run the downloaded demo, you need to replace relevant strings with the SDK AppID and key you have applied for. For example, the code file **UserConfig.cs** needs modification for using the Unity demo. For more information on the service application, please see [Voice Service Activation Guide](#).

### Sample Project debugging

You can refer to the following documents when performing debugging.

For issues of room entering failure, see [Room Entering Failed](#).

For issues of no sound, see [Sound and Audio Problems](#).

For service calling errors, see [Error Codes](#).

If the problem persists, please [submit a ticket](#) to contact us.

### Demo export

For any problems encountered when exporting the demo as an executable file, please see [Program Export](#).

## Version Updates

The v2.9.12 is updated as follows:

Update	Description	Release Date	Documentation
SDK v2.9.12 is released	Supports Unreal 5.3. Supports PS4 11.500 and PS5 9.000 SDK. Automatically chooses connecting to Chinese mainland or international sites based on the APPID. Fixes some known issues.	2024-06-06	-

### Note on Updates :

To upgrade to v2.9.12, see [SDK Version Upgrade Guide](#).

## SDK v2.9.12 GA Download

OS/Engine	Update Time	SDK Download	Sample Project Download	Documents
Unity	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Quick Integration of SDK for Unity</a>
Unreal Engine	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Quick Integration of SDK for Unreal Engine</a>
Cocos2D	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Getting Started</a>
Windows	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Native SDK Quick Access</a>
iOS	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Quick Integration of Native SDK</a>
Android	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Quick Integration of Native SDK</a>
macOS	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Quick Integration of Native SDK</a>
Web	June 06, 2024	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">API Documentation</a>

### Note:

GME SDK also supports game consoles (PlayStation, Xbox and Nintendo Switch). [Submit a ticket](#) if needed.

For SDK compilation toolchains on all platforms, see [Toolchain](#).

Currently, only the ITMG\_ROOM\_TYPE\_FLUENCY audio quality type is provided by default. To use other audio quality types, [submit a ticket](#).