

# **Game Multimedia Engine**

## **Glossary**

### **Product Documentation**



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# Glossary

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## Sample rate

Sample rate defines the number of samples per second (in Hz) taken from a continuous signal to make a discrete signal.

## In-ear monitoring

In-ear monitoring is a term in hosting. In GME, it refers to playing back the player's voice through the player's playback device to assist with monitoring.

## Range voice

Range voice refers to the feature that determines whether players can talk to each other based on their locations and voice ranges.

## GME

See [Game Multimedia Engine](#).

## Pull

Pull refers to the process where the client establishes a connection to a server and receives the audio/video data from it according to the protocol type such as RTMP, RTP, RTSP, or HTTP.

## Voice messaging

Voice messaging refers to the voice messaging service in GME.

## Bitrate

Bitrate refers to the number of bits required per unit time to play continuous media (such as compressed audio or video). It is measured in bit/s (or bps).

## Media volume

Different from the call volume, the media volume of a mobile phone is generally used in scenarios such as game sound effect and song playback.

## openID

`openID` is a unique identifier of a user in an application, and one user corresponds to one `openID` .

## Call volume

Different from the media volume, the call volume of a mobile phone is generally used in scenarios such as phone call.

## **Push**

Push refers to the process of transferring encapsulated captured content to the server, i.e., transferring captured audio/video signals to the network.

## **Audio routing**

Audio routing refers to the audio output device used by the application for audio playback. Common audio routing devices for mobile devices include receiver, speaker, wired headset, and Bluetooth headset.

## **Game Multimedia Engine**

Game Multimedia Engine (GME) is a one-stop voice solution that provides various services such as voice chat, voice messaging, speech-to-text conversion, voice content moderation, real-time interactive avatar, voice tag, voice recording, and library of copyrighted music for gaming scenarios. It can be used for various game types, including first-person shooter (FPS), multiplayer online battle arena (MOBA), massively multiplayer online role-playing game (MMORPG), casual and battle games, chess and card games, and online board games. It also supports cross-platform communication of PC, mobile, console, and browser games.