

Game Multimedia Engine

Release Notes

Product Documentation



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Release Notes

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June 2021

Update	Description	Release Date	Related Documents
SDK v2.8.2 is released	<ul style="list-style-type: none">• The real-time speech recognition feature is now available in beta. The speech in the audio call can be recognized to text in real time. To try it out, please submit a ticket.• Optimizes the network module and increases the success rate of room entry on Windows platform.• Updates the SDK of H5 platform and adds the adaptation for browsers.• Optimizes the performance and increases the speed of room entry and the stability of SDK.	2021-06-11	Voice Chat

January 2021

Update	Description	Release Date	Related Documents
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Update	Description	Release Date	Related Documents
SDK v2.8 is released	<ul style="list-style-type: none"> Releases the custom audio routing feature. Combined with range voice, it realizes the enhanced battle royale voice. Adds the API <code>`SetSpeakerVolumeByOpenID`</code>, which is used to set the speaking volume of a room member heard by the local. Adds the API of setting using regions, which is suitable for releasing features outside the Chinese mainland (in beta). To try it out, please submit a ticket for application. Performance optimization. Improve SDK stability. Improve the voice quality outside the Chinese mainland. 	2021-01-20	Custom Audio Forwarding Routing

October 2020

Update	Description	Release Date	Related Documents
SDK 2.7.1 is released	<ul style="list-style-type: none"> The room management feature is now available in beta. To try it out, please submit a ticket. The voice changing feature is now available for voice messages. The pitch of the accompaniment can be adjusted. The cross-room antiphonal singing feature is now available in beta. To try it out, please submit a ticket. The issue where the volume level was low on iOS14 is fixed. 	2020-10-22	Real-time Voice Accompaniment

July 2020

Update	Description	Release Date	Related Documents
The beta SDK 2.6.0 is released	<ul style="list-style-type: none"> The room entry process is optimized to improve the success rate of room entry on weak networks. The capture delay on Android devices is lowered. The speech recognition feature is added to the speech-to-text service. The SDK stability is improved. 	2020-07-07	SDK Download Guide

October 2019

Update	Description	Release Date	Related Documents
The speech analysis feature is launched	The newly launched speech analysis service is pay-as-you-go daily by the duration of analyzed audio.	2019-10-12	-

June 2019

Update	Description	Release Date	Related Documents
SDK v2.5.1 is released	<ul style="list-style-type: none"> The APIs for getting a room member's upstream and downstream volume levels are added for voice chat. The APIs for setting and getting recording/playback volume levels are added for voice messaging and speech-to-text conversion. The APIs for pausing and resuming recording are added for voice messaging and speech-to-text conversion. Error codes are refined. 	2019-06-27	-

March 2019

Update	Description	Release Date	Related Documents
SDK v2.3.5 is released	<ul style="list-style-type: none">• Android v8a architecture is now supported.• Low-latency capturing and playback are now adapted to Android.• The stability is improved.	2019-03-25	-

January 2019

Update	Description	Release Date	Related Documents
SDK v2.3 is released	<ul style="list-style-type: none">• Voice messaging and speech-to-text conversion can now be used during voice chat now.• Voice chat can now be filtered for offensive, insecure, or inappropriate information.• Optimized the range voice APIs of the SDK to lower the access threshold.• HTML5-based voice chat is supported now, making voice chat available across all operating systems.• Noise reduction for voice is optimized.• Memory usage by the SDK is greatly reduced.	2019-01-11	H5 SDK API Documentation

October 2018

Update	Description	Release Date	Related Documents
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Update	Description	Release Date	Related Documents
SDK v2.2 is released	<ul style="list-style-type: none"> • Multiple karaoke sound effects are added. • The user experience of large rooms is optimized with improved latency and smoothness. • Voice messages can now be converted to text in a steaming manner. • Accompaniment is now supported for Windows. • Voice bandwidth utilization is optimized to reduce traffic usage. • CPU and memory performance is optimized. 	2018-10-29	Real-time Sound Effect

September 2018

Update	Description	Release Date	Related Documents
SDK v2.1.5 is released	<ul style="list-style-type: none"> • The `roomId` parameter for `GenAuthBuffer` is changed from int32 type to string type. • Changes the type of parameter roomId in EnterRoom from int32 to string. • Changes the feature of SetMicVolume from setting the microphone device volume to setting the microphone software volume. • Changes the feature of GetMicVolume from getting the microphone device volume to getting the microphone software volume. • Room number is upgraded from int32 type to string type. • The volume level adjusting API is changed from setting and getting the hardware volume level to setting and getting the software volume level. • Some bugs are fixed and the stability is improved. 	2018-09-13	-

August 2018

Update	Description	Release Date	Related Documents
SDK v2.1 is released	<ul style="list-style-type: none"> • Voice changing is now supported for Windows. • Voice messaging and speech-to-text conversion is now supported for Windows. • 3D sound effects are now supported for Windows. • The SDK for Android now supports the x86 architecture. • The SDKs for iOS and macOS are now adapted to Xcode 10. • Authentication for voice messaging and speech-to-text conversion is optimized. • Mobile devices can now be shut down separately. • Immunity to bad network condition is optimized for sound quality. 	2018-08-21	-

June 2018

Update	Description	Release Date	Related Documents
SDK v2.0 is released	<ul style="list-style-type: none"> • GME for PC Native and PC Unity is released. • GME now supports the Unreal engine. • GME now supports up to 120 languages for speech-to-text conversion. • GME for PC now supports 3D voice chat. • The SDKs for iOS and macOS are now adapted to Xcode 10. • The HD experience is improved under call volume. • The access threshold is lowered, and LD, SD, and HD sound quality options are provided. • The stability is improved. 	2018-06-22	3D Sound Effect

April 2018

Update	Description	Release Date	Related Documents
SDK v1.2 is released	<ul style="list-style-type: none">• GME now supports the Cocos engine.• An API for adjusting the mic volume level is added.• Range voice is now supported for mobile devices, which better supports games similar to PUBG.• Playback accompaniment in multiple formats is now supported for PC.• Accompaniment playback on Android now supports more formats.• Optimizes the audio pre-processing effect for Werewolf scenarios to deliver a more clear sound quality in multi-person chatting.• The sound performance is optimized in various scenarios such as karaoke to support configuring higher sound quality.• The voice delay is reduced for team voice chat in the MOBA scenario.• The noise reduction algorithm is optimized to make the sound more crystal clear.	2018-04-02	Range Voice

October 2017

Update	Description	Release Date	Related Documents
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Update	Description	Release Date	Related Documents
SDK v1.1 is released	<ul style="list-style-type: none">• The gaming SDK now supports multiple formats of accompaniment and sound effects.• Voice messaging and speech-to-text conversion capabilities are added for the gaming scenario.• A client implementation module for room entry authentication is provided to lower the SDK access threshold.• Howling suppression is optimized for iOS and Android.• Fixes the system crash issue on Android 4.2 and below.• Metrics such as sound quality smoothness and immunity to bad network condition in the Werewolf scenario are optimized.	2017-10-18	-