

Game Multimedia Engine

Release Notes

Product Documentation



Copyright Notice

©2013-2024 Tencent Cloud. All rights reserved.

Copyright in this document is exclusively owned by Tencent Cloud. You must not reproduce, modify, copy or distribute in any way, in whole or in part, the contents of this document without Tencent Cloud's the prior written consent.

Trademark Notice



All trademarks associated with Tencent Cloud and its services are owned by Tencent Cloud Computing (Beijing) Company Limited and its affiliated companies. Trademarks of third parties referred to in this document are owned by their respective proprietors.

Service Statement

This document is intended to provide users with general information about Tencent Cloud's products and services only and does not form part of Tencent Cloud's terms and conditions. Tencent Cloud's products or services are subject to change. Specific products and services and the standards applicable to them are exclusively provided for in Tencent Cloud's applicable terms and conditions.

Release Notes

Last updated : 2024-06-18 11:30:13

June 2024

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	-

November 2023

Update	Description	Release Date	Documentation
SDK v2.9.11 is released	Supports PS4 11.000 and PS5 8.000 SDK. Optimizes export symbols for the Android platform. Supports Android 14. Fixes some known issues.	2023-11-30	-

July 2023

Update	Description	Release Date	Documentation
SDK v2.9.10 is released	Optimizes console logs for the Android platform. Unity engine supports system audio capture on Windows and MAC platforms. Adds the TrackingVolume API to call back the volume level of users in a room in real time. Enables getting the microphone on/off status of other users in the room.	2023-07-27	-

May 2023

Update	Description	Release Date	Documentation
SDK v2.9.9 is released	The SDK is compatible with both UE4.x and UE5.x. Disables Bitcode on iOS and Mac platforms. Fixes some known issues.	2023-05-10	-

January 2023

Update	Description	Release Date	Documentation
SDK v2.9.6 is released	Supports the Electron framework. Supports setting the play progress when playing MP3 files online. Supports the M1 Arm64 architecture on the MAC platform. WebGL supports Unity 2021. Fixes compatibility issues with Android 5.1. Fixes memory issues caused by looping playback of voice messages.	2023-01-12	-

November 2022

Update	Description	Release Date	Documentation
SDK v2.9.5 is released	Adds the setting of anchor and audience roles to the voice chat feature, and enhances support for related games such as Nation War and SLG. Supports playing 2 BGM channels simultaneously. Optimizes Bluetooth permissions for Android 12.	2022-11-08	-

August 2022

Update	Description	Release Date	Documentation
SDK v2.9.4 is released	The text translation feature supports returning the result of language detection. Adds the translation feature to the speech-to-text API. Supports the Unity WebGL platform. Supports Unreal Engine 5. Supports PlayStation 5.	2022-08-18	-

July 2022

Update	Description	Release Date	Documentation
SDK v2.9.3 is released	OpenID supports strings (the earlier SDK only supports digit forms). Adds the input API of 3D local positions for better adapting to VR scenarios. Supports the Xbox Gamerscore platform. Optimizes the startup time of hardware device, to reduce the time of room entry for the voice chat feature.	2022-07-05	-

April 2022

Update	Description	Release Date	Documentation
SDK v2.9.1 is released	Improves the success rate of streaming voice message recognition.	2022-04-12	-

March 2022

Update	Description	Release	Documentation
--------	-------------	---------	---------------

		Date	
SDK v2.9.1 is released	<p>The Text-to-Speech feature is available. Users can experience it in Demo.</p> <p>The text translation feature is available.</p> <p>You can choose whether to send the background music to other members in the room.</p> <p>The version of SDK ndr for Android is upgraded to r23.</p> <p>The supported version of SDK Xcode for iOS is upgraded to Xcode13.1.</p>	2022-03-16	Game Multimedia Engine Tencent Cloud

November 2021

Update	Description	Release Date	Documentation
SDK v2.8.4 is released	<p>Added mute key detection and device occupancy detection features.</p> <p>The log file size can be modified.</p> <p>The GME Unity Engine SDK supports the PS5 platform.</p> <p>The GME Unreal Engine SDK is compatible with Unreal 4.26.</p> <p>Optimizes the network module and increases the success rate of room entry on Windows platform.</p> <p>Increases the streaming voice message-to-text speed.</p> <p>Optimizes the Bluetooth headset experience for Android.</p>	2021-11-08	Voice Chat

July 2021

Update	Description	Release Date	Documentation
SDK v2.8.3 is released	The real-time speech recognition feature is now available in beta. The speech in the audio call	2021-07-09	Voice Chat

	<p>can be recognized to text in real time. To try it out, please submit a ticket.</p> <p>Optimizes the network module and increases the success rate of room entry on Windows platform.</p> <p>Updates the SDK of H5 platform and adds the adaptation for browsers.</p> <p>Optimizes the performance and increases the speed of room entry and the stability of SDK.</p> <p>Optimizes the new version of iOS with microphone effects.</p> <p>Makes adaptations to global compliance.</p>		
--	--	--	--

June 2021

Update	Description	Release Date	Documentation
SDK v2.8.2 is released	<p>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.</p> <p>Optimizes the network module and increases the success rate of room entry on Windows platform.</p> <p>Updates the SDK of H5 platform and adds the adaptation for browsers.</p> <p>Optimizes the performance and increases the speed of room entry and the stability of SDK.</p>	2021-06-11	Voice Chat

January 2021

Update	Description	Release Date	Documentation
SDK v2.8 is released	<p>Releases the custom audio routing feature. Combined with range voice, it realizes the enhanced battle royale voice.</p> <p>Adds the API <code>SetSpeakerVolumeByOpenID</code> , which is</p>	2021-01-20	Custom Audio Forwarding Routing

	<p>used to set the speaking volume of a room member heard by the local.</p> <p>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.</p> <p>Optimizes SDK performance and stability.</p> <p>Improves the voice quality outside the Chinese mainland.</p>		
--	---	--	--

October 2020

Update	Description	Release Date	Documentation
SDK 2.7.1 is released	<p>The room management feature is now available in beta. To try it out, please submit a ticket.</p> <p>The voice changing feature is now available for voice messages.</p> <p>The pitch of the accompaniment can be adjusted.</p> <p>The cross-room antiphonal singing feature is now available in beta. To try it out, please submit a ticket.</p> <p>The issue where the volume level was low on iOS14 is fixed.</p>	2020-10-22	Real-time Voice Accompaniment

July 2020

Update	Description	Release Date	Documentation
The beta SDK 2.6.0 is released	<p>The room entry process is optimized to improve the success rate of room entry on weak networks.</p> <p>The capture delay on Android devices is lowered.</p> <p>The speech recognition feature is added to the speech-to-text service.</p> <p>The SDK stability is improved.</p>	2020-07-07	SDK Download Guide

October 2019

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

June 2019

Update	Description	Release Date	Documentation
SDK v2.5.1 is released	<p>The APIs for getting a room member's upstream and downstream volume levels are added for voice chat.</p> <p>The APIs for setting and getting recording/playback volume levels are added for voice messaging and speech-to-text conversion.</p> <p>The APIs for pausing and resuming recording are added for voice messaging and speech-to-text conversion.</p> <p>Error codes are refined.</p>	June 27, 2019	-

March 2019

Update	Description	Release Date	Documentation
SDK v2.3.5 is released	<p>Android v8a architecture is now supported.</p> <p>Low-latency capturing and playback are now adapted to Android.</p> <p>The stability is improved.</p>	2019-03-25	-

January 2019

Update	Description	Release	Documentation
--------	-------------	---------	---------------

		Date	
SDK v2.3 is released	<p>Voice messaging and speech-to-text conversion can now be used during voice chat now.</p> <p>Voice chat can now be filtered for offensive, insecure, or inappropriate information.</p> <p>The range voice APIs of the SDK are optimized to lower the access threshold.</p> <p>HTML5-based voice chat is supported now, making voice chat available across all operating systems.</p> <p>Noise reduction for voice is optimized.</p> <p>Memory usage by the SDK is greatly reduced.</p>	2019-01-11	H5 SDK API Documentation

October 2018

Update	Description	Release Date	Documentation
SDK v2.2 is released	<p>Multiple karaoke sound effects are added.</p> <p>The user experience of large rooms is optimized with improved latency and smoothness.</p> <p>Voice messages can now be converted to text in a steaming manner.</p> <p>Accompaniment is now supported for Windows.</p> <p>Voice bandwidth utilization is optimized to reduce traffic usage.</p> <p>CPU and memory performance is optimized.</p>	2018-10-29	Real-time Sound Effect

September 2018

Update	Description	Release Date	Documentation
SDK v2.1.5 is released	<p>The <code>roomId</code> parameter for <code>GenAuthBuffer</code> is changed from int32 type to string type.</p> <p>Changes the type of parameter <code>roomId</code> in <code>EnterRoom</code> from int32 to string.</p> <p>Changes the feature of <code>SetMicVolume</code> from setting the microphone device volume to setting</p>	2018-09-13	-

	<p>the microphone software volume.</p> <p>Changes the feature of GetMicVolume from getting the microphone device volume to getting the microphone software volume.</p> <p>Room number is upgraded from int32 type to string type.</p> <p>The volume level adjusting API is changed from setting and getting the hardware volume level to setting and getting the software volume level.</p> <p>Some bugs are fixed and the stability is improved.</p>		
--	---	--	--

August 2018

Update	Description	Release Date	Documentation
SDK v2.1 is released	<p>Voice changing is now supported for Windows.</p> <p>Voice messaging and speech-to-text conversion is now supported for Windows.</p> <p>3D sound effects are now supported for Windows.</p> <p>The SDK for Android now supports the x86 architecture.</p> <p>The SDKs for iOS and macOS are now adapted to Xcode 10.</p> <p>Authentication for voice messaging and speech-to-text conversion is optimized.</p> <p>Mobile devices can now be shut down separately.</p> <p>Immunity to bad network condition is optimized for sound quality.</p>	2018-08-21	-

June 2018

Update	Description	Release Date	Documentation
SDK v2.0 is released	<p>GME for PC Native and PC Unity is released.</p> <p>GME now supports the Unreal engine.</p>	2018-06-22	3D Sound Effect

	<p>GME now supports up to 120 languages for speech-to-text conversion.</p> <p>GME for PC now supports 3D voice chat.</p> <p>The SDKs for iOS and macOS are now adapted to Xcode 10.</p> <p>The HD experience is improved under call volume.</p> <p>The access threshold is lowered, and LD, SD, and HD sound quality options are provided.</p> <p>The stability is improved.</p>		
--	--	--	--

April 2018

Update	Description	Release Date	Documentation
SDK v1.2 is released	<p>GME now supports the Cocos engine.</p> <p>An API for adjusting the mic volume level is added.</p> <p>Range voice is now supported for mobile devices, which better supports games similar to PUBG.</p> <p>Playback accompaniment in multiple formats is now supported for PC.</p> <p>Accompaniment playback on Android now supports more formats.</p> <p>Optimizes the audio pre-processing effect for Werewolf scenarios to deliver a more clear sound quality in multi-person chatting.</p> <p>The sound performance is optimized in various scenarios such as karaoke to support configuring higher sound quality.</p> <p>The voice delay is reduced for team voice chat in the MOBA scenario.</p> <p>The noise reduction algorithm is optimized to make the sound more crystal clear.</p>	2018-04-02	Range Voice

October 2017

Update	Description	Release Date	Documentation

SDK v1.1 is released	<p>The gaming SDK now supports multiple formats of accompaniment and sound effects.</p> <p>Voice messaging and speech-to-text conversion capabilities are added for the gaming scenario.</p> <p>A client implementation module for room entry authentication is provided to lower the SDK access threshold.</p> <p>Howling suppression is optimized for iOS and Android.</p> <p>Fixes the system crash issue on Android 4.2 and below.</p> <p>Metrics such as sound quality smoothness and immunity to bad network condition in the Werewolf scenario are optimized.</p>	2017-10-18	-
----------------------	--	------------	---