

# Game Multimedia Engine Free Demo Product Documentation





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# Free Demo

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Android	iOS
Scan QR code below	Scan QR code below

# Android/iOS Unity Demo

# Login

Enter your UserID and click Login. Once you are logged in, you will see two new buttons Voice Chat and Voice Message on the screen.

Userld:	Log	in	
Voic	e Chat	Voice Message	
	ApplyAccessTo	ken success	

• Click Voice Chat to start a voice chat.



• Click Voice Message to send a voice message.

### Voice chat

1. After logging in, click Voice Chat to enter the voice chat page.

sdk_ver:2.6.0.680.680_b7a9a00be appid:1400089356	
Userld: 18297	
Login	
	version

- RoomId: ID of the room. Users with the same room ID will enter the same room.
- RoomType: Controls the voice quality.
  - Fluency: Offers smooth audio playback with ultra low latency for team voice chat in game genres such as FPS and MOBA.
  - Standard: Offers high sound quality and low latency for voice chat in casual games such as Werewolf and board games.
  - High Quality: Offers ultra-high sound quality and high latency for music & dancing games and voice chat apps that may involve music playback or online karaoke.



2. Click **JoinRoom** to enter a room:

Talking Members:				
Mic	Speak	3D Voice Effect QuitRoom	Voice Change: Original	<b>bial version</b>

- Talking Members: specifies the members who are talking in the room. Their IDs will be displayed on the room screen.
- Mic: ticking this box enables the microphone.
- Speaker: ticking this box enables the speaker.
- 3D Voice Effect: ticking this box enables the 3D voice effect, for which you should configure the following:
  - Range: specifies the distance range for receiving audio using the distance unit of your own game engine.
  - X: the audio position along the X axis.
  - Y: the audio position along the Y axis.
  - Z: the audio position along the Z axis.
  - XR: the degrees by which the audio rotates around the X axis.
  - YR: the degrees by which the audio rotates around the Y axis.
  - ZR: the degrees by which the audio rotates around the Z axis.
- Voice Change: Provides various real-time voice sound effects. For more information, see Real-time Sound Effects.

#### Voice message



After	loaaina	in.	click	Voice	Message	to	enter the	voice	message	page
/ 1101	iogginig.	<b></b> ,	Onon	10100	message	10		10100	message	pugo

sdk_ver:2.7.1.40.40_7e5bd6	6bd appid:1400089356
Userld: 18297	
Lo	gin
Voice Chat	Voice Message
ApplyPTTAuth	buffer success

- Language: specifies the language used in a voice message.
- Audio: includes the recording and duration of a voice message. Click to play back the recording, and click it again to stop it.

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 Audio-to-Text: the text converted from an audio. Click and hold **Push To Talk** to start recording, and release this button to stop it.

# Windows 3D Voice Demo

#### **Prerequisites**

- The demo runs on a Windows platform.
- The demo requires two running sessions of the program on the same device, or running the program on two devices on the same LAN.
- The computer headset and microphone are available.
- Apply for GME Voice Chat service in advance.

#### 1. Download a package

Click to download 3D Voice Demo and decompress it.

#### 2. Open the Demo

Double-click to open the file **GMEDemo.exe**. Two Demos can be opened at the same time on the same device.

### 3. Initialize

To initialize the Demo, you need to enter the AppID and the key, which can be found in **Service Management** in Game Multimedia Engine Console. To apply for GME service, see Access Guide.

Note

- Keep the AppID and key secretly.
- Make sure the userId in the other demo application is different from the current userId.

appld:	
userld:	172343
authKey:	

Click **Initialize** > **Voice Chat** to enter the Voice Chat room filling page.

## 4. Enter a voice room

Now you can enter a room number. If you open another demo, please enter the same room number, and click **JoinRoom** to enter the **Same voice room**.





## 5. Game interface

See the interface details below:

- Exit: Go back to the voice room selection page.
- Microphone on/off: Mic is off by default. Turn it on to make a call.
- Help: Check the user guide.
- Accompaniment on: Play the accompaniment.
- Bottom-right corner: Logs of users entering and exiting the room.

• Top-left corner: Configure the local information to start the game.



### 6. Local connection

This demo requires a local LAN connection base.

LAN Host(H)	
LAN Client(C) localhost	
LAN Server Only(S)	
Enable Match Maker (M)	
	_

• The first room member:

The person who entered a room first is adopted as the host of the network connection. Therefore, the first member should click **LAN Host (H)** and then the member avatar will appear next to the coin.

• Other room members:

People entered the room later should connect with the host. Therefore, they need to click **LAN Client (C)** and then their avatars will appear next to the coin, and they can see the first member.

## 7. Turn on the microphone



Click to turn on the microphone and speak to room members.

### 8. Manipulate the avatar

After successfully connected, you can see other avatars. Press the keys *W*, *S*, *A*, and *D* to manipulate the avatar to go forward, backward, left, and right, and move your mouse to change the visual angle.



## 9. Experience

If you open two sessions of the demo on one device, move the visual angle of the avatar on one demo to the coin. Then turn on the microphone. Manipulate the avatar on the other demo to run away, and keep speaking to test the 3D voice effect. If you run to the map edge, the sound is barely heard.



# Voice Changing effects

GME provides various voice changing effects.

#### Prerequisites

- The demo runs on a Windows platform.
- Make sure computer headphone and microphone are available.
- Apply for GME Voice Chat service in advance.

#### **Open demo**

Click to download Voice Changing Demo and decompress it. Double-click to open the file **TMGSDK\_For\_Audio\_ApiExample.exe** and run the Demo.

### **Running interface**

#### 1. Enter AppID and Key

To initialize the Demo, you need to enter the AppID and the key, which can be found in **Service Management** in Game Multimedia Engine Console. To apply for GME service, see Access Guide.

Note

- Keep the AppID and key secretly.
- Make sure the userId in the other demo application is different from the current userId.

#### 2. Initialize

Click Init to initialize.

#### 3. Enter the room

Click **EnterRoom** to enter the room.

#### 4. Enable devices

Click EnableMic, EnableSpeaker, EnableLoopback to enable devices and in-ear monitoring.

#### 5. Experience

Speak into the microphone and experience the voice changing effect.

configuration description:

	^
ppID: 1 Key OpenID(Use	rid) 3828 Init UnInit OnlineDoc
al Time Voice	
RoomID 20210801 RoomType 1_ROOM_TYPE_FLUENC ~	VoiceType: baby
EnterRoom ExitRoom	Intelligib 13000.00
EnableMic ImableSpeaker ImableLoopback	Mix 1.00
EnterRoom complete: ret={"error_info":","","set!list":["3628"]} UserUpdate complete: ret={"event_id":1,"user_list":["3628"]} UserUpdate complete: ret={"event_id":5,"user_list":["3228"]}	Pitch 1.90
UserUpdate complete: ret={"event_id":6,"user_list":["3828"]}	VoiceVol 6.00
	_Master 1.00
	_Reduce -28.00

#### 6. Exit the room



When the test is over, click **ExitRoom** to exit the room. Otherwise, it may incur additional charges.