

# **Game Multimedia Engine**

## **Console Guide**

### **Dokumen produk**



Tencent Cloud

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## Direktori dokumen

Console Guide

Usage Querying

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# Console Guide

## Usage Querying





Waktu update terbaru : 2024-01-18 11:47:14

### Use Cases

This document describes how to view the application usage statistics in the GME console. The statistics include usage of the voice chat, voice messaging, and speech-to-text services.

### Prerequisites

Log in to the [GME Console](#) and click **Usage statistics** for the application you want to query.

Application Name	Application ID (AppID)	Creation Time	Application Status	Service Status
[REDACTED]	[REDACTED]	2022-06-30 17:22:07	Normal	 
[REDACTED]	[REDACTED]	2022-06-30 17:01:37	Normal	 

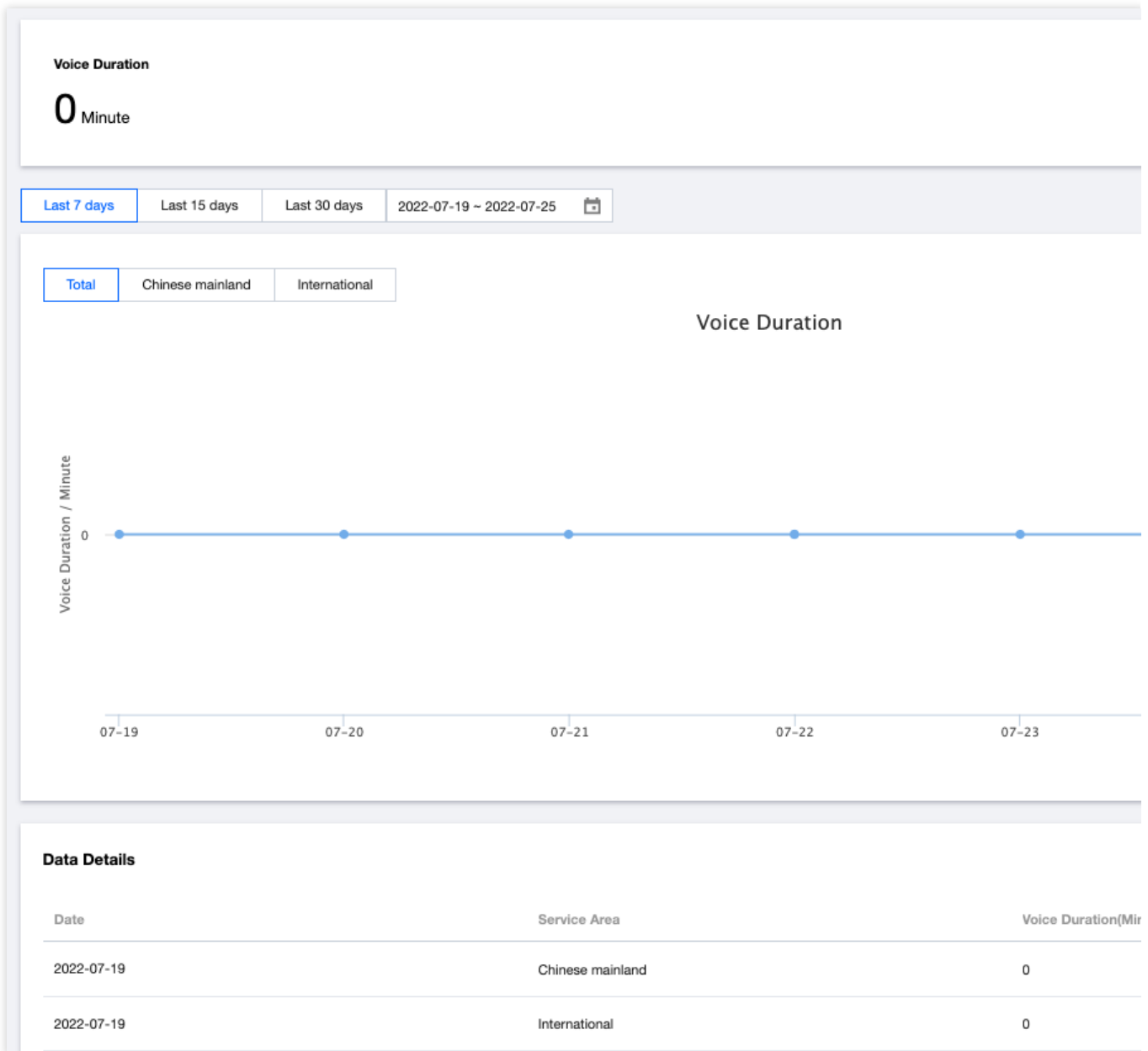
## Usage Statistics

### Real-time voice service (Voice chat)

The usage statistics are displayed based on the billing mode. For example, if the billing mode is usage duration, the statistics of voice duration are displayed.

The **Voice duration** displays the minutes of voice duration for the application yesterday.

The line chart displays the voice duration for the past 7 days by default. You can select other time ranges and regions to query the usage data.

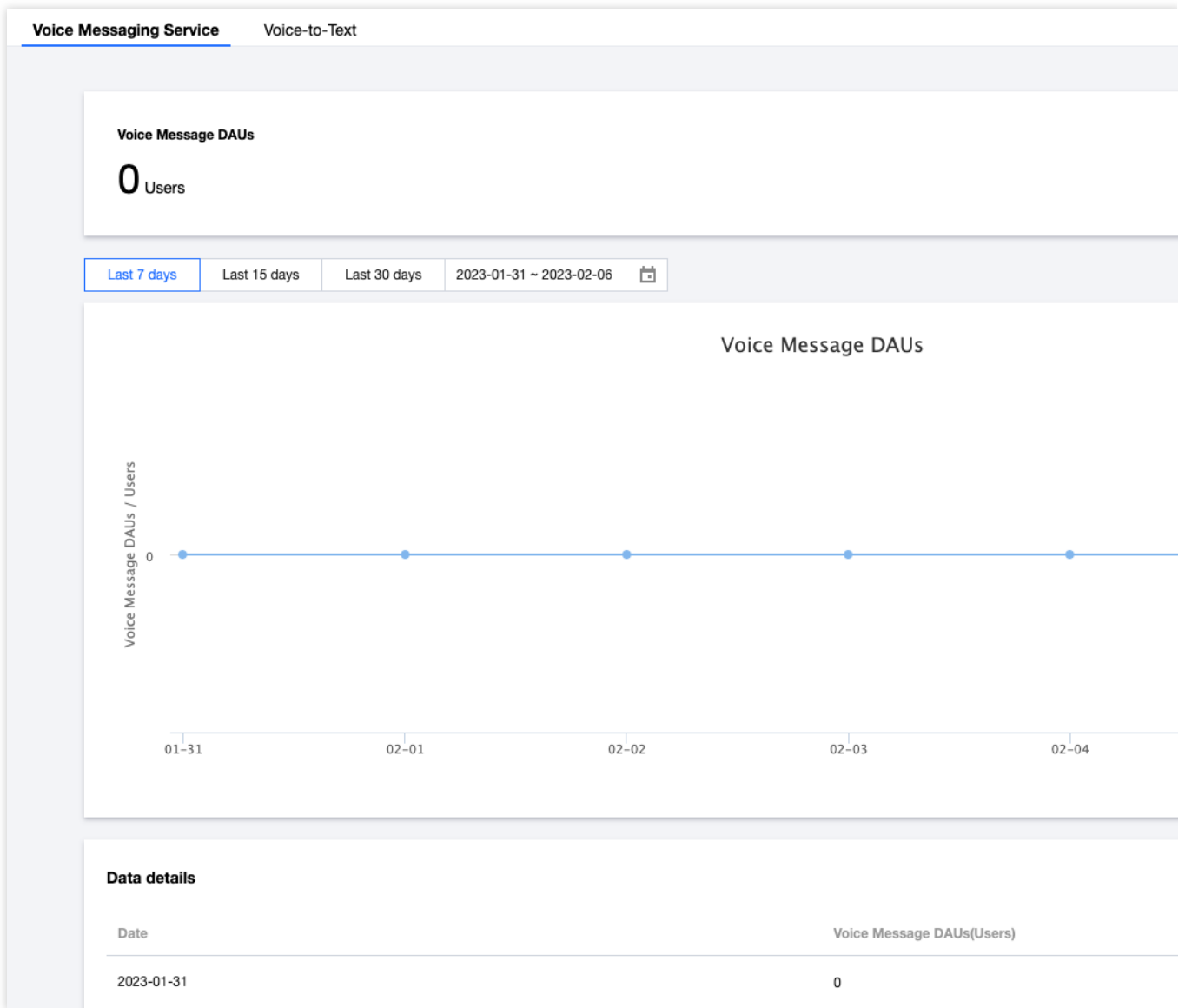


## Voice messaging

The statistics of voice message DAUs are displayed at the top.

The **Voice Message DAU** displays total number of voice message DAUs of the application yesterday.

The line chart displays the number of DAUs for the past 7 days by default. You can select other time ranges to query the data.



### Speech-to-text

The statistics of speech-to-text service duration are displayed.

**Speech-to-Text Duration** at the top displays the speech-to-text duration in seconds yesterday.

The line chart displays the total speech-to-text duration for the last seven days by default. You can select other time periods to query the data.

Voice Messaging Service

**Voice-to-Text**

Voice-to-Text duration yesterday ⓘ

0 second

Last 7 days

Last 15 days

Last 30 days

2023-01-31 ~ 2023-02-06



### Voice-to-Text duration

Voice-to-Text duration / second

0

01-31

02-01

02-02

02-03

02-04

#### Data details

Date

Voice-to-Text duration(second)

2023-01-31

0

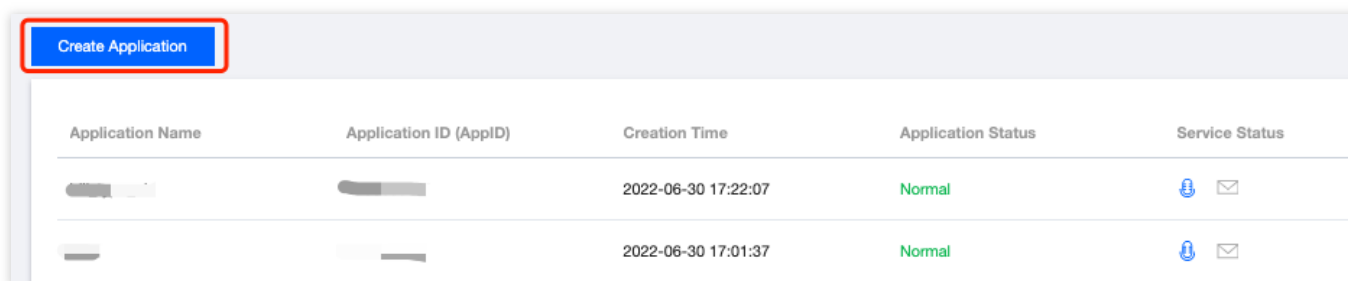
# Activating Services

Waktu update terbaru : 2024-01-18 11:48:04

This document describes how to create an application and activate the services.

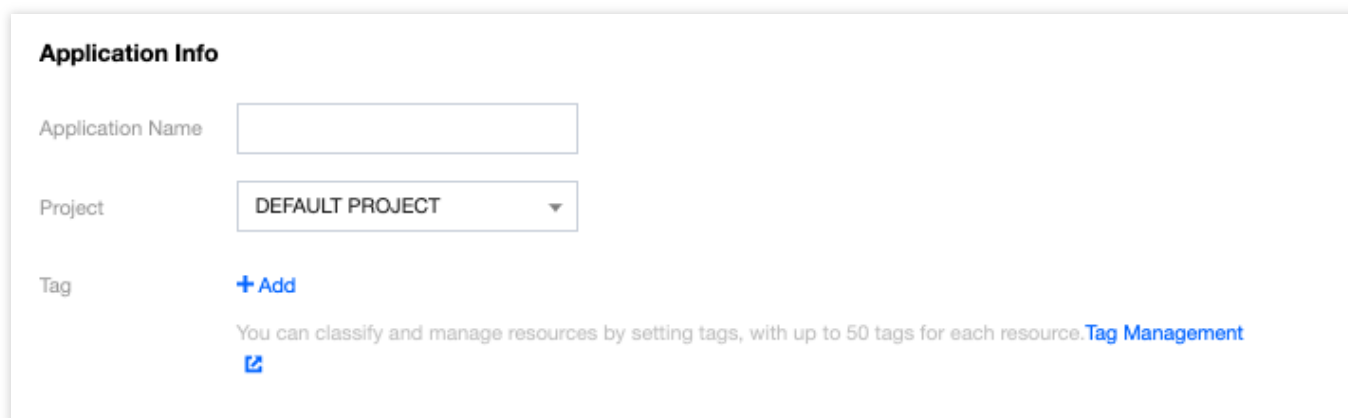
## Creating an Application

1. Log in to the [GME console](#) and click **Service Management** in the left sidebar to go to the “Service management” page.
2. On this page, click **Create application**.



Application Name	Application ID (AppID)	Creation Time	Application Status	Service Status
[Redacted]	[Redacted]	2022-06-30 17:22:07	Normal	
[Redacted]	[Redacted]	2022-06-30 17:01:37	Normal	

3. Complete the application information.



**Application Info**

Application Name

Project

Tag [+ Add](#)

You can classify and manage resources by setting tags, with up to 50 tags for each resource. [Tag Management](#)

Application name: Enter the application name, which will be displayed in the application list.

Project: A default project is selected. You can also select a project that you created. For details, see [Project Management - Create project](#).

Tag: Click **+Add** to add tags. For more information, see [Tag Management](#).

4. Enable or disable desired services based on your needs.

Enable or disable **Real-time Voice Chat**.

Voice Chat is billed by voice duration. You can enable it as needed.

**Real-time Voice Service**

Service Enabled/Disabled  Enable  Disable

Enable or disable **Voice Messaging**.

Voice Messaging is billed by DAU. You can enable it as needed.

**Voice Messaging Service**

Service enabled/disabled  Enable  Disable

It is billed by DAU of the relevant APIs. For details, see [Billing Rules](#) .

Enable or disable **Speech-to-Text**.

Speech-to-Text is billed by duration. You can enable it as needed.

**Voice-to-Text**

Service enabled/disabled  Enable  Disable





Voice-to-Text is billed by the duration of audio. The minimum billed duration is 15 seconds. Requests shorten than 15 seconds are rounded up to 15 seconds.

5. Tick "I have read and agree to GME [Service Level Agreement](#) and [SDK Privacy Agreement](#)".

6. Click **OK**.

## Setting an Application

After an application is created, it is displayed in the application list on the "Service management" page. Click **Set** to go to the application details page.

Application Name	Application ID (AppID)	Creation Time	Application Status	Service Status
[REDACTED]	[REDACTED]	2022-06-30 17:22:07	Normal	 
[REDACTED]	[REDACTED]	2022-06-30 17:01:37	Normal	 

## Modifying application information

1. Click **Modify** to modify the relevant information.
2. After completing the modification, click **Save**.

### Application Info


[Modify](#)

Application Name [REDACTED]

Application Status **Normal**

Acceleration for Chinese mainland

Project DEFAULT PROJECT

Tag 

Creation Time 2022-06-30 17:22:07

Last Modified 2022-07-26 11:34:00

## Modifying service status

1. Click **Modify** to enable/disable the desired service.
2. After completing the modification, click **Save**.

### Real-time Voice Service

Service enabled/disabled  Enable  Disable

Sound quality  Standard  HD

Standard quality is billed by voice PCU and HD quality is billed by voice minutes.  
[View Details](#) ▼

[Save](#) [Cancel](#)

## Key Parameters

In **Authentication info**, you can obtain the AppID and permission key required for the SDK voice services.

### Authentication Info

[Reset Key](#)

AppID

Permission key

### Note:

The permission key here will be used as a parameter when accessing the SDK.

After you reset the key, it will take effect within 15 minutes to 1 hour. It is not recommended to change it frequently.

The option of **Reset key** is only available for the account that creates the game, root account, and global collaborators.

For more information about authentication, see [Authentication Key](#).

## Tag management

When you [create an application](#), you can click **+Add** to add an existing tag to the application. If no tags are created, you can create tags by following the steps below:

1. When creating an application, you can click [Manage Tags](#) in the **Application info** section to go to the tag list page.

**Application Info**

Application Name

Project

Tag [+ Add](#)

You can classify and manage resources by setting tags, with up to 50 tags for each resource. [Tag Management](#)

2. Click **Create tag**, and complete the tag information.

**Create Tag**

**i** • Enter a new tag key and value, or select a tag key and add a new value to it.  
• Each tag key can have a maximum of 1,000 values. You can add 10 values at a time.

**Tag Key**  : **Tag Value**  [Delete](#)





[Add Tag Key](#)

[OK](#) [Cancel](#)

3. Click **OK**.

## Disabling Services

An existing application cannot be deleted. If you no longer want to use it, disable all services under it. After that, all requests for the application will be failed. To disable a service, log in to the [GME console](#), and click **Set** for the desired application to go to the application details page.

Application Name	Application ID (AppID)	Creation Time	Application Status	Service Status
		2022-06-30 17:22:07	Normal	 
		2022-06-30 17:01:37	Normal	 

Click **Modify** > **Disable** > **Save** for the desired service.

### Real-time Voice Service

Service enabled/disabled  Enable  Disable