

Game Multimedia Engine

Console Guide

Product Documentation



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Usage Querying





Last updated : 2024-09-09 18:31:19

Use Cases

This document describes how to view the application usage statistics in the Game Multimedia Engine (GME) console. The statistics include the usage of real-time voice service, voice messaging service, speech-to-text service and text translation service.

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	 

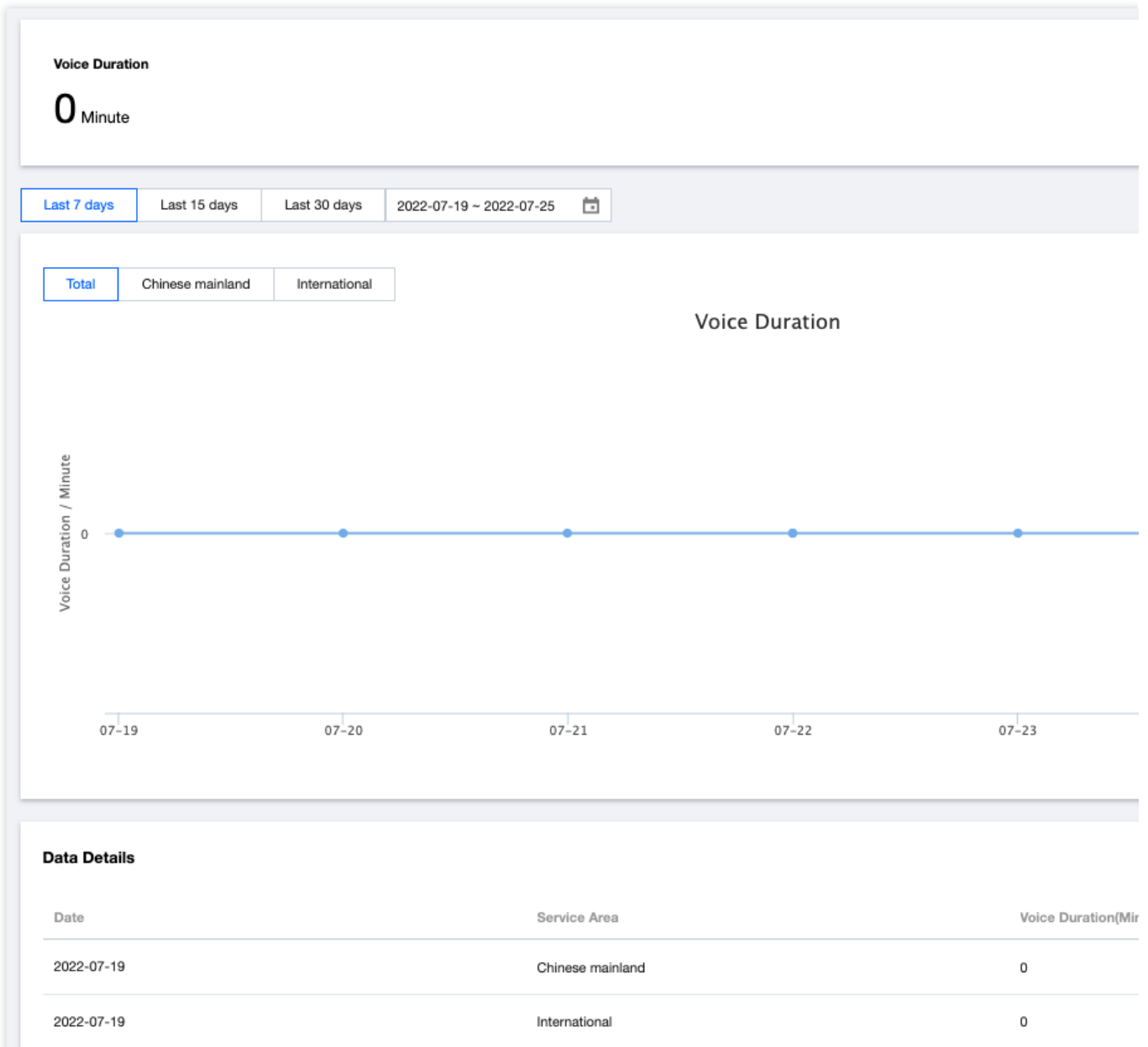
Usage Statistics

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.

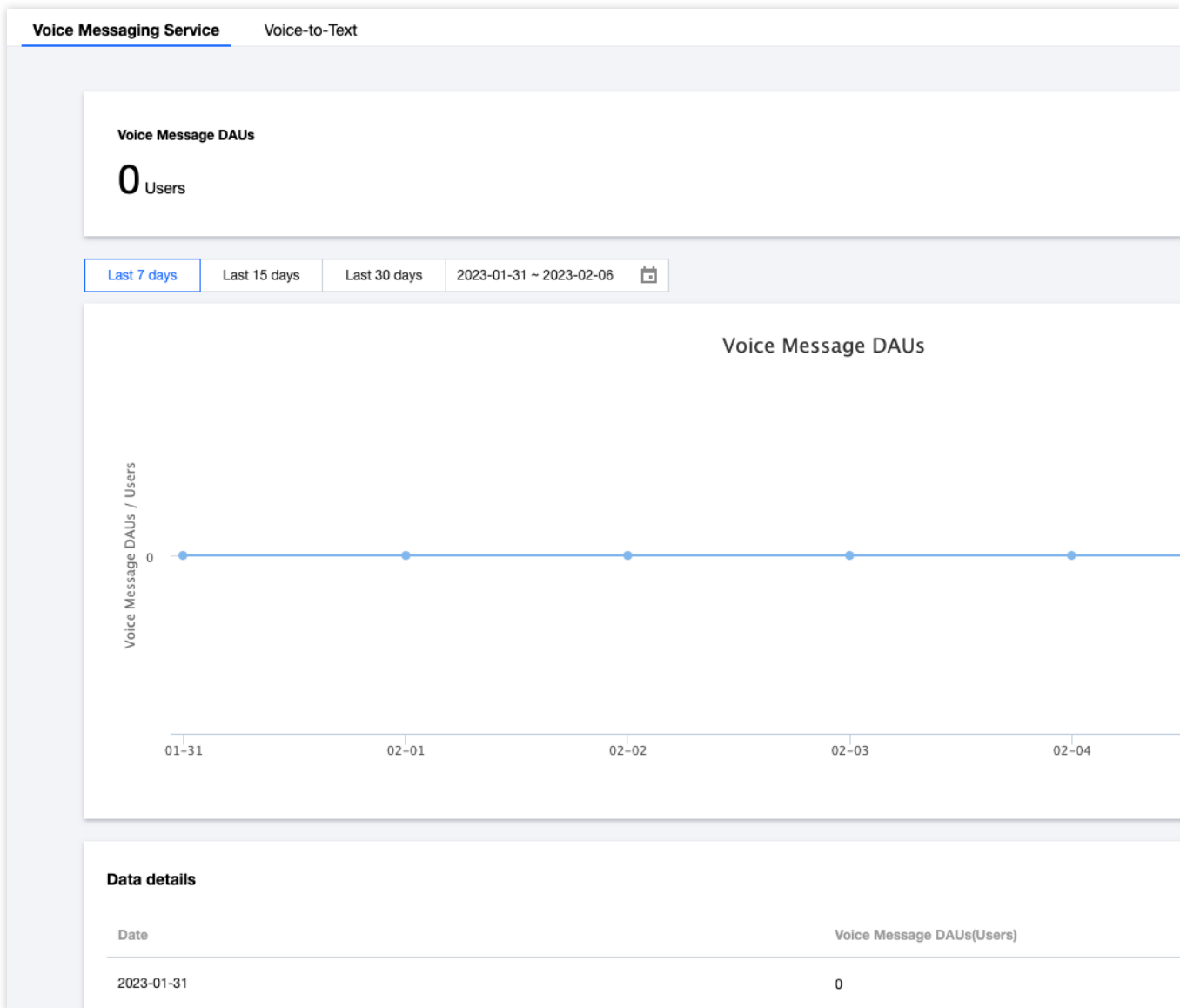


Voice messaging

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.

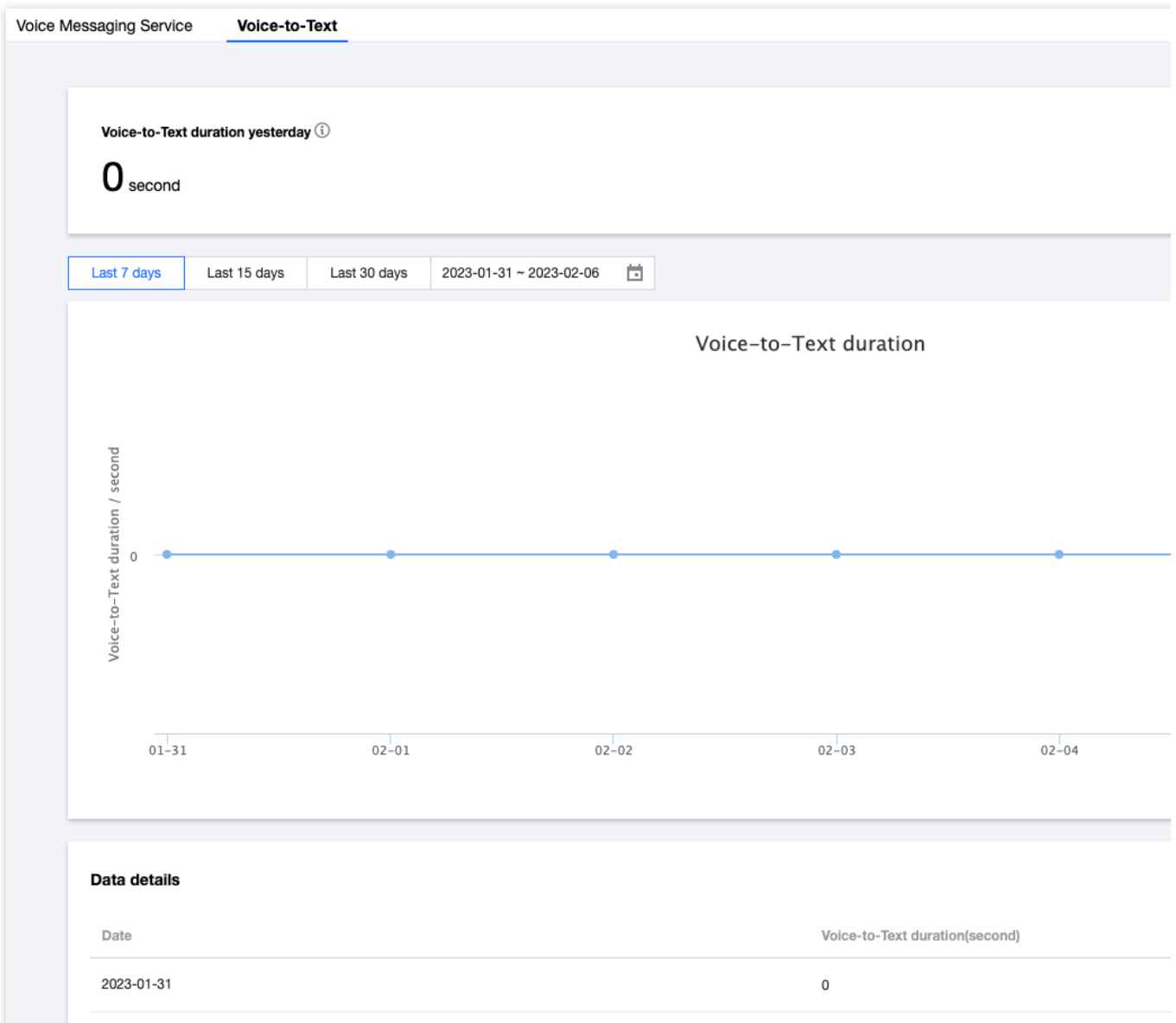


Speech-to-text

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.



Text Translation

The **Total characters handled yesterday** at the top displays the total number of characters used in the text translation service by the application yesterday. Total characters handled = language-detected characters + translated characters.

The **Language-detected characters yesterday** at the top displays the number of characters submitted for language detection by the application yesterday.

The **Translated characters yesterday** at the top displays the number of text characters submitted for translation by the application yesterday.

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

Usage statistics ()

Real-time Voice Service Voice Messaging Service Speech-to-Text **Text Translation Service**

Total characters handled yesterday

0

Language-detected characters yesterday

0

Translated ch

0

Last 7 days

Last 15 days

Last 30 days

2024-08-22 ~ 2024-08-28



Total characters handled

Language-detected characters

Translated characters

Total characters handled

Total characters handled /

0

08-22

08-23

08-24

08-25

08-26

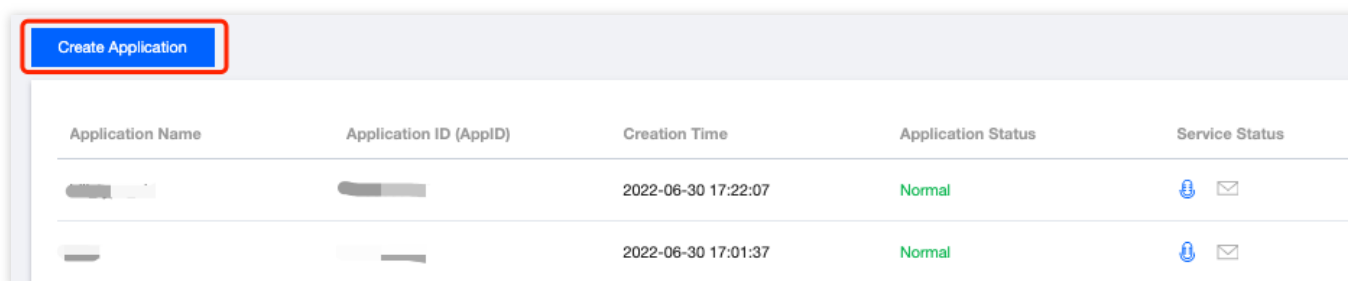
Activating Services

Last updated : 2024-09-09 18:31:19

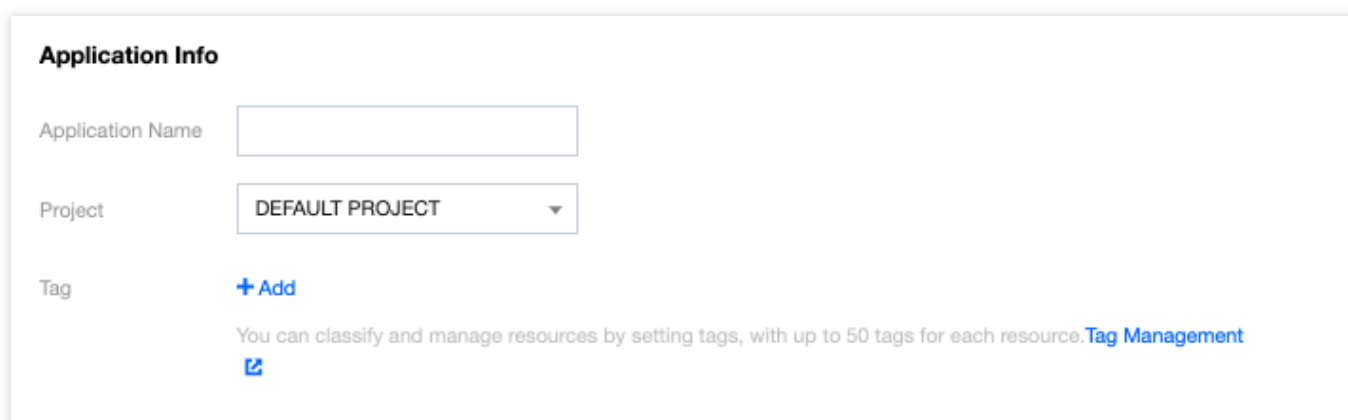
This document describes how to create an application and activate the services.

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**.



3. Complete the application information.

The screenshot shows the 'Application Info' form. It has three main sections: 'Application Name' with a text input field, 'Project' with a dropdown menu currently set to 'DEFAULT PROJECT', and 'Tag' with a '+ Add' button. Below the 'Tag' section, there is a note: 'You can classify and manage resources by setting tags, with up to 50 tags for each resource. [Tag Management](#)' with a small icon.

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 ServiceService Enabled/Disabled Enable Disable

Enable or disable **Voice Messaging**.

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

Voice Messaging ServiceService enabled/disabled Enable DisableIt 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-TextService 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.

Enable or disable **Text Translation Service**.

Text Translation is billed by the number of characters.





Text Translation ServiceService enabled/disabled Enable DisableText Translation Service is charged based on the number of characters handled. [Learn more](#)

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

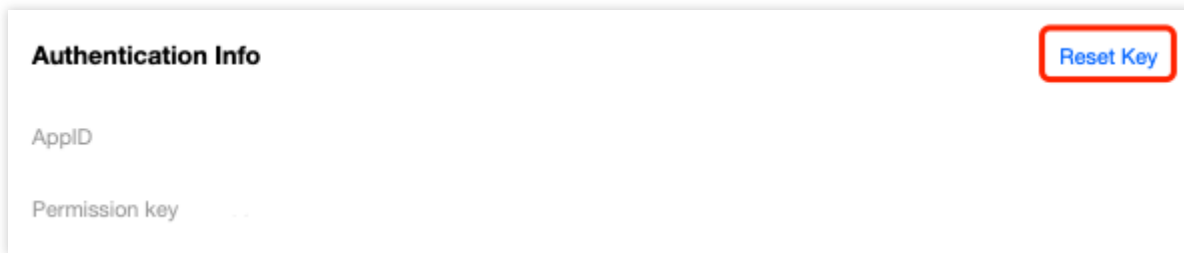
Standard quality is billed by voice PCU and HD quality is billed by voice minutes.

[View Details](#) ▼

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

Key Parameters

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



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.

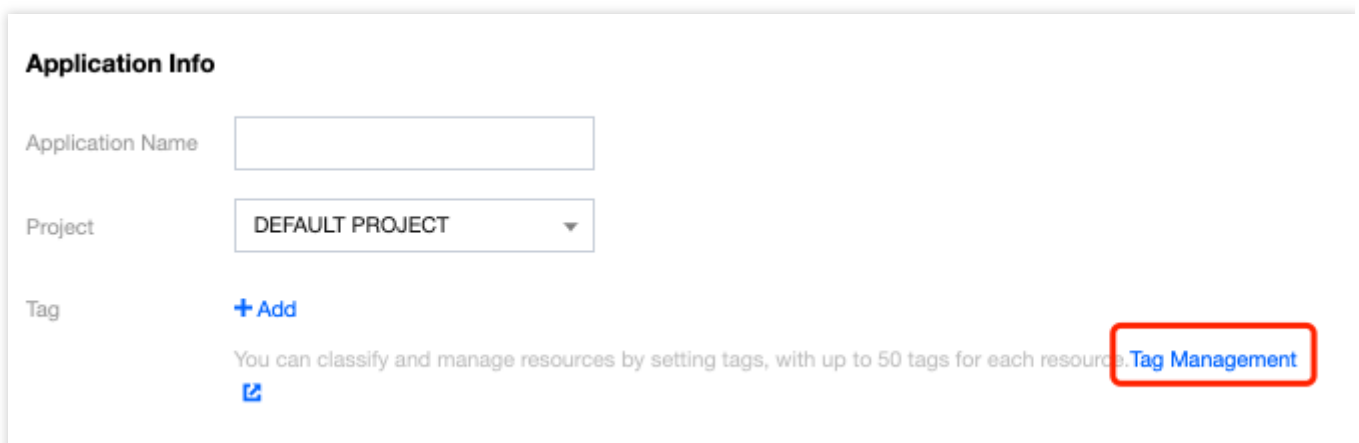
The option of **Reset key** is only available for the account that creates the game, root account, and global collaborators.

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.



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](#)

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	i ✉
		2022-06-30 17:01:37	Normal	i ✉

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

Real-time Voice Service

Service enabled/disabled Enable Disable