CLAIMS

1. A method for interaction, comprising:

providing a first chat entry in an interface associated with a first user;

presenting a first chat window with a virtual object based on a selection of the first chat entry, the virtual object being created based on a configuration operation of the first user, the virtual object being associated with the first user; and

providing, based on a first message input by a second user in the first chat window, a second message from the virtual object in the first chat window, wherein the second message is generated based on the first message.

2. The method of claim 1, wherein the virtual object is created based on associated information of the first user indicated by the configuration operation, or

wherein the virtual object is associated with a visual identification, wherein the visual identification is an object visual identification of an object, or the visual identification is generated based on the object visual identification, or the visual identification is configured by the object.

3. The method of claim 2, wherein the associated information of the first user comprises at least one of:

text information associated with the first user,

audio information associated with the first user, or

video information associated with the first user.

4. The method of claim 1, wherein presenting the first chat window with the virtual object based on the selection of the first chat entry comprises:

presenting the first chat window with the virtual object based on the selection of the first chat entry in response to an interaction relationship between the second user and the first user satisfying a first predetermined condition,

wherein the method further comprises:

presenting a second chat window with the first user based on the selection of the first chat entry in response to the interaction relationship between the second user and the first user satisfying a second predetermined condition.

5. The method of claim 1, wherein the second message is generated by a model based on the first message, and the model is trained based on associated information of the first user, and

wherein the associated information of the first user is obtained based on at least one of:

reference information determined by the first user, or

historical dialogue information between the first user and the virtual object.

6. The method of claim 1, further comprising:

establishing a media conversation between the second user and the virtual object based on a media conversation request of the second user, the media conversation comprising a video conversation or an audio conversation, wherein during the media conversation, the first chat window is configured to provide video content and/or audio content from the virtual object.

7. The method of claim 1, further comprising:

causing a client associated with the first user to present a message viewing interface, the message viewing interface displaying a first set of dialogue messages between the second user and the virtual object.

8. The method of claim 1, wherein the interface comprises a personal homepage of the first user.

9. A method of interaction, comprising:

presenting a third chat window between a first user and a virtual object; and

posting the virtual object associated with an object based on a first predetermined operation of the first user on a configuration control in the third chat window, such that an interface associated with the first user provides a first chat entry for initiating a chat with the virtual object, the virtual object being associated with the first user.

10. The method of claim 9, wherein the virtual object is created based on associated information of the first user indicated by a configuration operation of the object, or

wherein the virtual object is associated with a visual identification, and wherein the visual identification is an object visual identification of the object, or the visual identification is generated based on the object visual identification, or the visual identification is configured by the object,

wherein the associated information of the first user comprises at least one of:

text information associated with the first user,

audio information associated with the first user, or

video information associated with the first user.

11. The method of claim 9, wherein the virtual object is configured to provide a message generated based on a model, and the model is trained based on associated information of the first user, and

wherein the associated information of the first user is obtained based on at least one of:

reference information determined by the first user, or

historical dialogue information between the first user and the virtual object, wherein the historical dialogue information comprises a second set of dialogue messages between the first user and the virtual object in the third chat window.

12. The method of claim 9, further comprising:

obtaining configuration information of the first user about the virtual object, the configuration information indicating at least one of:

whether the virtual object is allowed to reply to a message from a user, or

whether the virtual object is allowed to establish a media conversation with the user.

13. The method of claim 9, further comprising:

presenting a message viewing interface for displaying a third set of dialogue messages between at least one user and the virtual object,

wherein the method further comprises:

presenting a fourth chat window between the first user and the at least one user based on a second predetermined operation of the first user in the message viewing interface, wherein the second predetermined operation indicates a selection of at least one message from the third set of dialogue messages, and the fourth chat window presents a reference to the at least one message.

14. The method of claim 9, wherein the interface further presents an indication element of the virtual object being posted.

15. An electronic device, comprising:

at least one processing unit; and

at least one memory coupled to the at least one processing unit and storing instructions executable by the at least one processing unit, the instructions, when executed by the at least one processing unit, causing the electronic device to perform the method of any of claims 1 to 8 or 9 to 14.