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(54) Title: INTERACTION METHOD AND DEVICE IN TOUCH TERMINAL, AND INTERACTION METHOD, SERVER AND COMPUTER STORAGE MEDIUM IN NETWORK APPLICATION

(54) 发明名称: 触摸终端中的交互方法及装置、网络应用中的交互方法及服务器、计算机存储介质

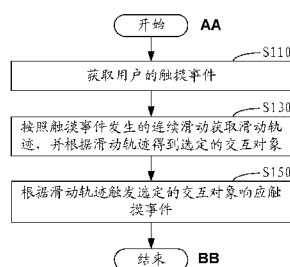


图 1 / Fig. 1

S110 ACQUIRING TOUCH EVENT FROM A USER
S130 ACQUIRING A SLIDE TRACK BASED ON CONTINUOUS SLIDE OCCURRED BY THE TOUCH EVENT, AND OBTAINING A SELECTED INTERACTION OBJECT BASED ON THE SLIDE TRACK
S150 TRIGGERING THE SELECTED INTERACTION OBJECT TO RESPONSE THE TOUCH EVENT BASED ON THE SLIDE TRACK
AA START
BB END

(57) Abstract: The invention relates to an interaction method and a device in a touch terminal, and an interaction method, a server and a computer storage medium in network application. The Interaction method in the touch terminal comprises steps of: acquiring touch event from a user; acquiring a slide track based on the continuous slide occurred by the touch event, and obtaining a selected interaction object based on the slide track; triggering the selected interaction object to response the touch event based on the slide track. By means of obtaining selected interaction object and slide track based on touch event inputted by user, and then realizing response of touch event by the slide track, the interaction method and the device in the touch terminal, and the interaction method, the server and the storage medium can achieve interaction operations without operations like click selection, twice confirmation, etc., the complexity of operation is reduced effectively and the convenience of operation is improved.

(57) 摘要:

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RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, **本国际公布:**

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— 包括国际检索报告(条约第 21 条(3))。

本发明涉及一种触摸终端中的交互方法及装置、网络应用中的交互方法及服务器、计算机存储介质。所述触摸终端中的交互方法，包括如下步骤：获取用户的触摸事件；按照所述触摸事件发生的连续滑动获取滑动轨迹，并根据所述滑动轨迹得到选定的交互对象；根据所述滑动轨迹触发所述选定的交互对象响应所述触摸事件。上述触摸终端中的交互方法及装置、网络应用中的交互方法及服务器、计算机存储介质，通过用户输入的触摸事件得到选定的交互对象以及滑动轨迹，进而由滑动轨迹来实现触摸事件的响应，不需要进行点击选定、二次确认等操作即可完成交互操作，有效地降低了操作的复杂性，提高了操作上的方便性。