

ABSTRACT

A method and device for previewing in-game behaviors under an out-of-game environment, a terminal and a storage medium, which relate to the field of games. The method comprises: displaying an out-of-game environment interface (201); when a triggering operation for a target preview control in the out-of-game environment interface is received, obtaining a target configuration file corresponding to the target preview control (202), the target configuration file being used for controlling a target role model to carry out corresponding in-game behaviors in the game; generating out-of-game model preview information according to the target configuration file (203); and according to the out-of-game model preview information, controlling the target role model to carry out the in-game behaviors in the out-of-game environment interface (204). The in-game behaviors of the role model are previewed in the out-of-game environment by reusing the in-game configuration file, thus enriching the types of the in-game behaviors capable of being previewed. In addition, videos corresponding to the in-game behaviors do not need to be stored, and so the videos of the in-game behaviors are prevented from occupying the storage space of the terminal.

FIG. 2