SUMMARY

[0006] Embodiments of this application provide an information display method and apparatus, a terminal, a storage medium, and a computer program product, which can reduce processing overheads of a client in terms of detecting trigger operations. The technical solutions are as follows.

[0007] According to an aspect of the embodiments of this application, an information display method is provided, performed by a terminal, the method including:

[0008] displaying a user interface of a game application;

[0009] displaying ~~game rule introduction~~mandatory reading information and first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to a display trigger operation, the first prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a mandatory display state, the user interface skipping responding to a trigger operation in the mandatory display state of the ~~game rule introduction~~mandatory reading information; and

[0010] displaying second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of the mandatory display state, the second prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a normal display state, the user interface responding to the trigger operation in the normal display state of the ~~game rule introduction~~mandatory reading information.

[0011] According to an aspect of the embodiments of this application, an information display apparatus is provided, the apparatus including:

[0012] a user interface display module, configured to display a user interface of a game application;

[0013] a first prompt display module, configured to display ~~game rule introduction~~mandatory reading information and first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to a display trigger operation, the first prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a mandatory display state, the user interface skipping responding to a trigger operation in the mandatory display state of the ~~game rule introduction~~mandatory reading information; and

[0014] a second prompt display module, configured to display second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of the mandatory display state, the second prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a normal display state, the user interface responding to the trigger operation in the normal display state of the ~~game rule introduction~~mandatory reading information.

[0015] According to an aspect of the embodiments of this application, a terminal is provided and includes a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the foregoing information display method.

[0016] According to an aspect of the embodiments of this application, a computer-readable storage medium is provided and stores at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the foregoing information display method.

[0017] According to an aspect of the embodiments of this application, a computer program product or a computer program is provided, the computer program product or the computer program including computer instructions, the computer instructions being stored in a computer-readable storage medium, a processor of a terminal reading the computer instructions from the computer-readable storage medium, and executing the computer instructions, to cause the terminal to perform the foregoing information display method.

[0018] The technical solutions provided in the embodiments of this application may bring the following beneficial effects:

[0019] First prompt information is used for displaying to a user that a mandatory reading time of mandatory reading information has not ended, to prevent the user from triggering within the mandatory reading time a trigger operation to which a client needs to respond, thereby reducing processing overheads of detecting trigger operations by the client. Moreover, second prompt information is used for displaying to the user that the mandatory reading time has ended, so that after a mandatory reading duration corresponding to the mandatory reading information has ended, the user can trigger and generate in time a trigger operation to which the client needs

CLAIMS

What is claimed is:

1. An information display method, performed by a terminal, the method comprising:

displaying a user interface of a game application;

displaying ~~game rule introduction~~mandatory reading information and first prompt information corresponding to the mandatory reading~~game rule introduction~~ information in the user interface in response to a display trigger operation, the first prompt information being used for indicating that the mandatory reading~~game rule introduction~~ information is in a mandatory display state, the user interface skipping responding to a trigger operation in the mandatory display state of the ~~game rule introduction~~mandatory reading information; and

displaying second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of the mandatory display state, the second prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a normal display state, the user interface responding to the trigger operation in the normal display state of the ~~game rule introduction~~mandatory reading information.

2. The method according to claim 1, wherein the first prompt information comprises at least one of the following:

a prompt animation in which a plurality of dot interface elements are highlighted alternately and cyclically;

a prompt animation in which a bar interface element is highlighted in different positions alternately and cyclically; and

a prompt animation in which an annular interface element is highlighted in different positions alternately and cyclically.

3. The method according to claim 1, wherein the first prompt information is further used for indicating reading progress of the ~~game rule introduction~~mandatory reading information.

4. The method according to claim 3, wherein the first prompt information comprises at least one of the following:

a prompt animation in which a plurality of dot interface elements are highlighted alternately and sequentially according to the reading progress;

a prompt animation in which a bar interface element changes a display pattern according to the reading progress; and

a prompt animation in which an annular interface element changes a display pattern according to the reading progress.

5. The method according to claim 1, wherein the displaying ~~game rule introduction~~mandatory reading information and first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface comprises:

acquiring an amount of information contained in the ~~game rule introduction~~mandatory reading information;

determining a size parameter of a display window of the ~~game rule introduction~~mandatory reading information based on the amount of information, the size parameter being a minimum size parameter for displaying all content of the ~~game rule introduction~~mandatory reading information; and

displaying the display window in the user interface based on the size parameter, and displaying the ~~game rule introduction~~mandatory reading information and the first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the display window.

6. The method according to claim 1, wherein the displaying second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of the mandatory display state comprises:

displaying the second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of playing of a prompt animation corresponding to the first prompt information,

a total duration of the prompt animation corresponding to the first prompt information being equal to a total display duration of the mandatory display state.

7. The method according to any one of claims 1 to 6, further comprising:

transmitting a first instruction to an operating system in response to the display trigger operation,

the first instruction being used for instructing the operating system to control a terminal screen to enter a power saving working state, the terminal screen skipping receiving a trigger operation on the user interface in the power saving working state.

8. The method according to claim 7, further comprising:

acquiring the total display duration of the mandatory display state; and

performing, in response to that the total display duration of the mandatory display state being greater than a threshold, the operation of transmitting the first instruction to the operating system.

9. The method according to claim 7, further comprising:

transmitting a second instruction to the operating system in response to the end of the mandatory display state,

the second instruction being used for instructing the operating system to control the terminal screen to return to a normal working state, the terminal screen receiving the trigger operation on the user interface in the normal working state.

10. The method according to claim 7, wherein the first instruction comprises indication information of a first screen area, the operating system controls the first screen area according to the indication information to enter the power saving working state, and the first screen area belongs to the terminal screen.

11. The method according to claim 10, further comprising:

determining the first screen area and a second screen area contained in the terminal screen, the first screen area being used for receiving a trigger operation on content in the game application, the second screen area being used for receiving another operation not related to the game application; and

the transmitting a first instruction to an operating system in response to the display trigger operation comprises:

generating the first instruction according to the indication information of the first screen area in response to the display trigger operation; and

transmitting the first instruction to the operating system.

12. The method according to any one of claims 1 to 6, further comprising:

adding a mandatory reading marker to the ~~game rule introduction~~mandatory reading information in response to a mandatory reading operation on the ~~game rule introduction~~mandatory reading information,

the mandatory reading marker being used for indicating that the ~~game rule introduction~~mandatory reading information has the mandatory display state.

13. The method according to claim 1, wherein the mandatory reading information is game rule instruction information of the game application.

~~13~~14. An information display apparatus, comprising:

a user interface display module, configured to display a user interface of a game application;

a first prompt display module, configured to display ~~game rule introduction~~mandatory reading information and first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to a display trigger operation, the first prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a mandatory display state, the user interface skipping responding to a trigger operation in the mandatory display state of the ~~game rule introduction~~mandatory reading information; and

a second prompt display module, configured to display second prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the user interface in response to an end of the mandatory display state, the second prompt information being used for indicating that the ~~game rule introduction~~mandatory reading information is in a normal display state, the user interface responding to the trigger operation in the normal display state of the ~~game rule introduction~~mandatory reading information.

~~14~~15. The apparatus according to claim ~~13~~14, wherein the first prompt display module is configured to:

acquire an amount of information contained in the ~~game rule introduction~~mandatory reading information;

determine a size parameter of a display window of the ~~game rule introduction~~mandatory reading information based on the amount of information, the size parameter being a minimum size parameter for displaying all content of the ~~game rule introduction~~mandatory reading information; and

display the display window in the user interface based on the size parameter, and display the ~~game rule introduction~~mandatory reading information and the first prompt information corresponding to the ~~game rule introduction~~mandatory reading information in the display window.

~~15~~16. The apparatus according to claim ~~13~~14, further comprising: a terminal screen control module, wherein ~~a~~ the terminal screen control module comprises:

a first instruction transmission ~~unit~~module, configured to transmit a first instruction to an operating system in response to the display trigger operation, the first instruction being used for instructing the operating system to control a terminal screen to enter a power saving working state, the terminal screen skipping receiving a trigger operation on the user interface in the power saving working state.

~~16~~17. The apparatus according to claim ~~15~~16, wherein the terminal screen control module further comprises:

a second instruction transmission ~~unit~~module, configured to transmit a second instruction to the operating system in response to the end of the mandatory display state, the second instruction being used for instructing the operating system to control the terminal screen to return to a normal working state, the terminal screen receiving the trigger operation on the user interface in the normal working state.

~~17~~18. The apparatus according to claim ~~13~~14, further comprising:

an introduction information determining module, configured to add a mandatory reading marker to the ~~game rule introduction~~mandatory reading information in response to a mandatory reading operation on the ~~game rule introduction~~mandatory reading information, the mandatory reading marker being used for indicating that the ~~game rule introduction~~mandatory reading information has the mandatory display state.

~~18~~19. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the information display method according to any one of claims 1 to ~~12~~13.

~~19~~20. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program,the

code set, or the instruction set being loaded and executed by a processor to implement the information display method according to any one of claims 1 to ~~12~~13.

~~20~~21. A computer program product or a computer program, the computer program product or the computer program comprising computer instructions, the computer instructions being stored in a computer-readable storage medium, when a processor reads the computer instructions from the computer-readable storage medium, the processor executes the computer instructions to implement the information display method according to any one of claims 1 to ~~12~~13.