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(81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG,

(54) Title: GAME DATA PROCESSING METHOD AND APPARATUS, AND STORAGE MEDIUM

(54) 发明名称: 一种游戏数据处理方法、装置及存储介质

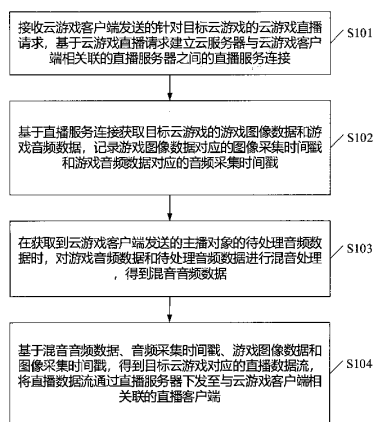


图 3

S101 Receive a cloud game live broadcast request for a target cloud game that is sent by a cloud game client, and establish, on the basis of the cloud game live broadcast request, a live broadcast service connection between a cloud server and a live broadcast server associated with the cloud game client

S102 On the basis of the live broadcast service connection, acquire game image data and game audio data of the target cloud game, and record an image collection timestamp corresponding to the game image data and an audio collection timestamp corresponding to the game audio data

S103 When audio data to be processed of a live streamer object that is sent by the cloud game client is acquired, perform sound mixing processing on the game audio data and the audio data to be processed, so as to obtain sound-mixed audio data

S104 On the basis of the sound-mixed audio data, the audio collection timestamp, the game image data and the image collection timestamp, obtain a live broadcast data stream corresponding to the target cloud game, and issue, by means of the live broadcast server, the live broadcast data stream to a live broadcast client associated with the cloud game client

(57) Abstract: Disclosed in the embodiments of the present application are a game data processing method and apparatus, and a storage medium. The method comprises: receiving a cloud game live broadcast request for a target cloud game that is sent by a cloud game client, and establishing, on the basis of the cloud game live broadcast request, a live broadcast service connection between a cloud server and a live broadcast server associated with the cloud game client (S101); on the basis of the live broadcast service connection, acquiring game image data and game audio data of the target cloud game, and recording an image collection timestamp corresponding to the game image data and an audio collection timestamp corresponding to the game audio data (S102); when audio data to be processed of a live streamer object that is sent by the cloud game client is acquired, performing sound mixing processing on the game audio data and the audio data to be processed, so as to obtain sound-mixed audio data (S103); and on the basis of the sound-mixed audio data, the audio collection timestamp, the game image data and the image collection timestamp, obtaining a live broadcast data stream corresponding to the target cloud game, and issuing, by means of the live broadcast server, the live broadcast data stream to a live broadcast client associated with the cloud game client (S104).

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TG)。

本国际公布:

— 包括国际检索报告(条约第21条(3))。

(48) 更正本的公布日:

2023 年 9 月 7 日 (07.09.2023)

(15) 更正内容:

见 2023 年 9 月 7 日 (07.09.2023) 公布的公告

(57) 摘要: 本申请实施例公开一种游戏数据处理方法、装置及存储介质, 其中, 方法包括: 接收云游戏客户端发送的针对目标云游戏的云游戏直播请求, 基于云游戏直播请求建立云服务器与云游戏客户端相关联的直播服务器之间的直播服务连接(S101); 基于直播服务连接获取目标云游戏的游戏图像数据和游戏音频数据, 记录游戏图像数据对应的图像采集时间戳和游戏音频数据对应的音频采集时间戳(S102); 在获取到云游戏客户端发送的主播对象的待处理音频数据时, 对游戏音频数据和待处理音频数据进行混音处理, 得到混音音频数据(S103); 基于混音音频数据、音频采集时间戳、游戏图像数据和图像采集时间戳, 得到目标云游戏对应的直播数据流, 将直播数据流通过直播服务器下发至与云游戏客户端相关联的直播客户端(S104)。