CLAIMS

1. A system for managing game devices, comprising:

a plurality of game devices to be managed, and

a management device for managing the plurality of game devices,

wherein, for each of the plurality of game devices, the game device is configured with a first service, the management device is configured with a second service, the first service is provided with a remote procedure call RPC interface for the second service to call,

the second service is configured to:

obtain a management instruction input through an interactive interface of the management device, wherein the management instruction comprises identification information of one or more of the plurality of game devices, and

send the management instruction to the first service through the RPC interface in the one or more of the plurality of game devices based on the identification information, such that the first service configured in the one or more of the plurality of game devices executes the management instruction in response to receiving the management instruction;

the second service is further configured to:

receive a registration request sent by the game device after each time the game device is powered on, wherein the registration request comprises identification information of the game device and address information of the RPC interface of the game device; and

store the identification information and the address information of the RPC interface in association, such that the second service determines one or more game devices that are currently online by retrieving the stored identification information.

2. A method of managing a game device, wherein the method is executed by a first service pre-configured in the game device, the first service is provided with a Remote Procedure Call RPC interface for a second service configured in a management device to call, and the management device is configured to manage the game device, the method comprises:

receiving a management instruction, through the RPC interface, sent by the second service based on identification information of the game device, wherein the management instruction is input through an interactive interface of the management device, and the management instruction comprises the identification information; and

executing the management instruction;

the method further comprises: in response to determining that each time the game device is powered on, sending a registration request to the second service through the RPC interface, wherein the registration request comprises the identification information of the game device and address information of the RPC interface of the game device, such that the second service stores the identification information and the address information of the RPC interface in association, and the second service determines one or more game devices that are currently online by retrieving the stored identification information.

3. The method of claim 2, wherein the management instruction comprises an instruction for controlling a system of the game device, and executing the management instruction comprises:

calling a local system interface of the game device to execute the management instruction; and/or

the management instruction comprises an instruction for managing an application in the game device, and executing the management instruction comprises:

calling an Application Program Interface API provided by an application schedule platform in the game device to execute the management instruction.

4. The method of claim 3, wherein the instruction for controlling the system of the game device comprises one or more of: an instruction of powering on, an instruction of powering off, or an instruction of modifying system files; and/or

the instruction for managing an application in the game device comprises one or more of: installing an application, uninstalling an application, upgrading an application, restarting an application, or modifying configuration parameters of an application.

5. The method of claim 2, wherein the management instruction comprises an instruction for managing an application in the game device, and executing the management instruction comprises:

in response to detecting that the application is in a use state, storing the management instruction and continuously detecting the use state of the application; and

in response to detecting that the application is not in the use state, obtaining and executing the stored management instruction.

6. A method of managing game devices, wherein the method is executed by a second service configured in a management device, the management device is configured to manage a plurality of game devices, for each of the plurality of game devices, the game device is configured with a first service, and the first service is provided with a Remote Procedure Call RPC interface for the second service to call, the method comprises:

obtaining a management instruction input through an interactive interface of the management device, wherein the management instruction comprises identification information of a game device to be managed; and

sending the management instruction, through the Remote Procedure Call interface of the game device to be managed, to the first service of the game device to be managed based on the identification information, such that the first service of the game device to be managed executes the management instruction in response to receiving the management instruction;

the method further comprises:

receiving a registration request sent by the game device after each time the game device is powered on, wherein the registration request comprises identification information of the game device and address information of the RPC interface of the game device; and

storing the identification information and the address information of the RPC interface in association, such that the second service determines one or more game devices that are currently online by retrieving the stored identification information.

7. The method of claim 6, wherein the management instruction comprises an instruction for controlling a system of the game device to be managed, and/or the management instruction comprises an instruction for managing an application in the game device to be managed;

wherein the instruction for controlling the system of the game device to be managed comprises one or more of: an instruction of powering on, an instruction of powering off, or an instruction of modifying system files; and

the instruction for managing an application in the game device to be managed comprises one or more of: installing an application, uninstalling an application, upgrading an application, restarting an application, or modifying configuration parameters of an application.

8. The method of claim 6 or 7, further comprising:

in response to detecting that state information of the game device is updated, obtaining the updated state information through the RPC interface; and

displaying the obtained state information on the interactive interface of the management device.

9. The method of any one of claims 6-8, further comprising:

in response to determining that the game device is abnormal based on the obtained state information of the game device, sending alarm information, wherein the alarm information comprises the identification information of the abnormal game device.

10. The method of any one of claims 6-9, further comprising:

obtaining an image of the game device captured by an image capture device; and

displaying the image of the game device on the interactive interface of the management device, to determine whether to manage the game device based on the image of the game device.

11. An apparatus for managing a game device, wherein the apparatus is configured in a game device, the apparatus is provided with a Remote Procedure Call RPC interface for a second service configured in a management device to call, the management device is configured to manage the game device, and the apparatus comprises:

a receiving module configured to receive a management instruction, through the RPC interface, sent by the second service based on identification information of the game device, wherein the management instruction is input through an interactive interface of the management device, and the management instruction comprises the identification information; the receiving module further configured to, in response to determining that each time the game device is powered on, send a registration request to the second service through the RPC interface, wherein the registration request comprises the identification information of the game device and address information of the RPC interface of the game device, such that the second service stores the identification information and the address information of the RPC interface in association, and the second service determines whether the game device is currently online by retrieving the stored identification information; and

an executing module configured to execute the management instruction.

12. An apparatus for managing game devices, wherein the apparatus is configured in a management device, the management device is configured to manage a plurality of game devices, for each of the plurality of game devices, the game device is configured with a first service, and the first service is provided with a Remote Procedure Call RPC interface for the apparatus to call, the apparatus comprises:

an obtaining module configured to obtain a management instruction input through an interactive interface of the management device, wherein the management instruction comprises the identification information of a game device to be managed; and

a sending module configured to send the management instruction, through the RPC interface of the game device to be managed, to the first service of the game device to be managed based on the identification information, such that the first service of the game device to be managed executes the management instruction in response to receiving the management instruction; the sending module further configured to receive a registration request sent by the game device after each time the game device is powered on, wherein the registration request comprises identification information of the game device and address information of the RPC interface of the game device; and the sending module further configured to store the identification information and the address information of the RPC interface in association, such that a second service configured in the management device determines one or more game devices that are currently online by retrieving the stored identification information.

13. An electronic device, comprising:

one or more processors,

one or more memories, and

computer instructions stored in the one or more memories for execution by the one or more processors, when executed by the one or more processors, cause the one or more processors to implement the method according to any one of claims 2-5 or claims 6-10.