CLAIMS

1. An interface display method in a livestreaming process, applied to an audience terminal, and the method comprising:

after a livestreaming room is in a preset state, in response to receiving a like trigger operation for the livestreaming room, determining, according to the like trigger operation, target like information corresponding to the preset state, the target like information being different from actual like information corresponding to the like trigger operation; and

based on the target like information, generating a like effect corresponding to the preset state, and displaying the like effect at a first preset position of a current livestreaming room screen;

wherein the preset state comprises a like boost state; and the like effect displayed when the livestreaming room is in the preset state is different from a like effect displayed when the livestreaming room is not in the preset state,

wherein the livestreaming room is in the like boost state when a number of people giving like in the livestreaming room at a same moment reaches a preset like object number threshold.

2. The method according to claim 1, wherein the target like information comprises a target number of likes, the actual like information comprises an actual number of likes, and the target number of likes is greater than the actual number of likes.

3. The method according to claim 2, wherein the target number of likes is N times the actual number of likes, and N is an integer greater than or equal to 2; and

the like effect comprises a prompt text for at least one selected from a group comprising N like figures and doubling a number of likes.

4. The method according to claim 1, further comprising:

generating, after the livestreaming room is in the preset state, a drifting like animation corresponding to the preset state, wherein the drifting like animation is an effect animation for representing a like popularity of the livestreaming room, and the drifting like animation is

different from a drifting like animation displayed when the livestreaming room is not in the preset state; and

displaying the drifting like animation corresponding to the preset state on the current livestreaming room screen.

5. The method according to claim 4, further comprising:

determining association information of a target object corresponding to the livestreaming room; and

displaying the association information of the target object in the displayed drifting like animation corresponding to the preset state;

wherein the target object is at least one object whose number of likes reaches a preset like number threshold or whose number of likes is highest, and the association information comprises at least one selected from a group comprising an identification of the target object and a number of likes corresponding to the target object.

6. The method according to claim 1, further comprising:

displaying, after the livestreaming room is in the preset state, prompt information indicating that the livestreaming room is in the preset state at a second preset position of the current livestreaming room screen.

7. The method according to claim 6, wherein the displaying prompt information indicating that the livestreaming room is in the preset state at a second preset position of the current livestreaming room screen comprises:

displaying in a scrolling manner the prompt information indicating that the livestreaming room is in the preset state at the second preset position of the current livestreaming room screen, and ending scrolling display of the prompt information when a display duration of the prompt information reaches a first preset duration; and

determining whether the livestreaming room is still in the preset state after a second preset duration, and in response to the livestreaming room being still in the preset state, returning to perform an operation of displaying in the scrolling manner the prompt information indicating

that the livestreaming room is in the preset state at the second preset position of the current livestreaming room screen.

8. The method according to claim 1, further comprising:

after the livestreaming room is in the like boost state, obtaining an adjusted preset like object number threshold by adjusting the preset like object number threshold every third preset duration and determining whether the number of people giving like in the livestreaming room at a current moment reaches the adjusted preset like object number threshold, and maintaining the like boost state of the livestreaming room in response to the number of people giving like in the livestreaming room at the current moment reaching the adjusted preset like object number threshold; and ending the like boost state of the livestreaming room in response to the number of people giving like in the livestreaming room at the current moment not reaching the adjusted preset like object number threshold.

9. The method according to any one of claims 1-8, further comprising:

determining whether a preset like vibration switch is turned on in response to a like trigger operation for a current livestreaming room; and controlling a current terminal device to vibrate in response to the preset like vibration switch being turned on.

10. An interface display method in a livestreaming process, applied to an audience terminal or a streamer terminal, and the method comprising:

generating, after a livestreaming room is in a preset state, a drifting like animation corresponding to the preset state, wherein the drifting like animation is an effect animation for representing a like popularity of the livestreaming room, and the drifting like animation is different from a drifting like animation displayed when the livestreaming room is not in the preset state; and

displaying the drifting like animation corresponding to the preset state on a current livestreaming room screen;

wherein the preset state comprises a like boost state; and the like effect displayed when the livestreaming room is in the preset state is different from a like effect displayed when the livestreaming room is not in the preset state,

wherein the livestreaming room is in the like boost state when a number of people giving like in the livestreaming room at a same moment reaches a preset like object number threshold.

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

determining association information of a target object corresponding to the livestreaming room; and

displaying the association information of the target object in the displayed drifting like animation corresponding to the preset state;

wherein the target object is at least one object whose number of likes reaches a preset like number threshold or whose number of likes is highest, and the association information comprises at least one selected from a group comprising an identification of the target object and a number of likes corresponding to the target object.

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

in response to receiving a trigger operation for the association information, determining at least one selected from a group comprising attribute information of the target object corresponding to the association information and a follow control for following the target object corresponding to the association information; and

displaying at least one selected from the group comprising the attribute information and the follow control in the current livestreaming room screen.

13. An interface display apparatus in a livestreaming process, configured at an audience terminal, and the apparatus comprising:

an information determination module, configured to: after a livestreaming room is in a preset state, in response to receiving a like trigger operation for the livestreaming room, determine, according to the like trigger operation, target like information corresponding to the preset state, the target like information being different from actual like information corresponding to the like trigger operation; and

an information display module, configured to: based on the target like information, generate a like effect corresponding to the preset state, and display the like effect at a first preset position of a current livestreaming room screen;

wherein the preset state comprises a like boost state; and the like effect displayed when the livestreaming room is in the preset state is different from a like effect displayed when the livestreaming room is not in the preset state,

wherein the livestreaming room is in the like boost state when a number of people giving like in the livestreaming room at a same moment reaches a preset like object number threshold.

14. An interface display apparatus in a livestreaming process, configured at an audience terminal or a streamer terminal, and the apparatus comprising:

an animation generation module, configured to generate, after a livestreaming room is in a preset state, a drifting like animation corresponding to the preset state, wherein the drifting like animation is an effect animation for representing a like popularity of the livestreaming room, and the drifting like animation is different from a drifting like animation displayed when the livestreaming room is not in the preset state; and

an animation display module, configured to display the drifting like animation corresponding to the preset state on a current livestreaming room screen;

wherein the preset state comprises a like boost state; and the like effect displayed when the livestreaming room is in the preset state is different from a like effect displayed when the livestreaming room is not in the preset state,

wherein the livestreaming room is in the like boost state when a number of people giving like in the livestreaming room at a same moment reaches a preset like object number threshold.

15. A computer device, comprising a memory, a processor, and a computer program stored in the memory and executable on the processor, when the processor executes the computer program, the interface display method in the livestreaming process according to any one of claims 1-12 being implemented.

16. A computer-readable storage medium, the computer-readable storage medium storing a computer program, when the computer program is executed by a processor, the interface display method in the livestreaming process according to any one of claims 1-12 being implemented.

17. A computer program product, comprising a computer program, when the computer program is executed by a processor, the interface display method in the livestreaming process according to any one of claims 1-12 being implemented.