ABSTRACT

Provided are a live streaming voice playing method and apparatus, a device, and a storage medium. The method includes the following: acquiring to-be-played audio data corresponding to a digital live streaming object in a live streaming process (S101); splitting the to-be-played audio data to obtain a plurality of pieces of audio fragment data and a fragment index file corresponding to the plurality of pieces of audio fragment data (S102); and pushing the plurality of pieces of audio fragment data to a live streaming audio channel based on the fragment index file and implementing the live streaming voice playing of the digital live streaming object based on an arrangement sequence of the plurality of pieces of audio fragment data (S103).

FIG. 1