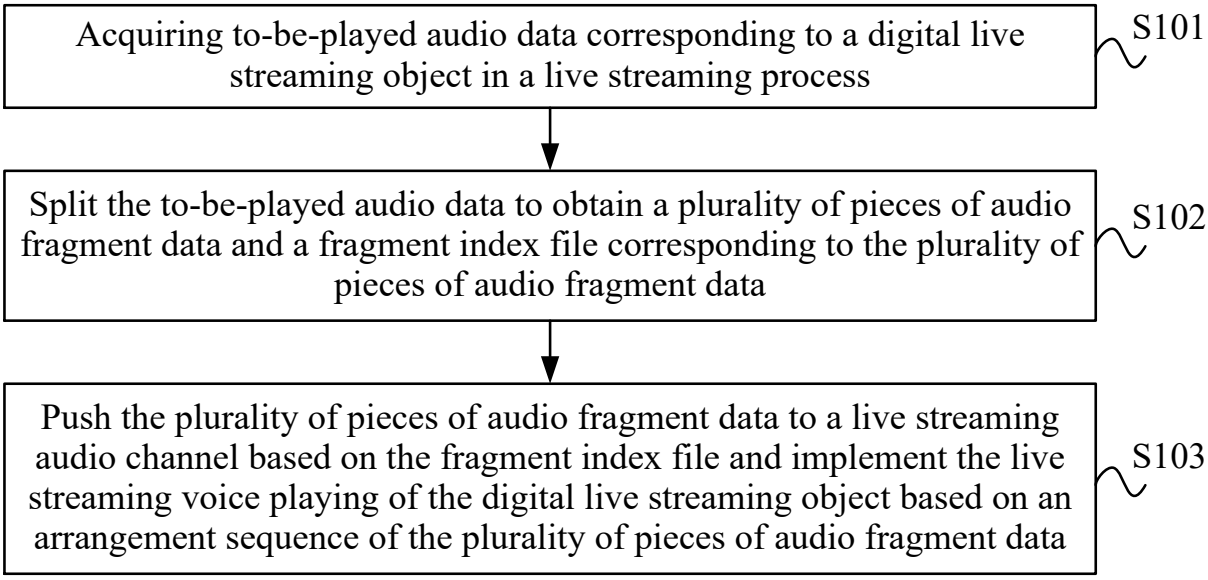

Acquiring to-be-played audio data corresponding to a digital live streaming object in a live streaming process
S101
Split the to-be-played audio data to obtain a plurality of pieces of audio fragment data and a fragment index file corresponding to the plurality of pieces of audio fragment data
S102
Push the plurality of pieces of audio fragment data to a live streaming audio channel based on the fragment index file and implement 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

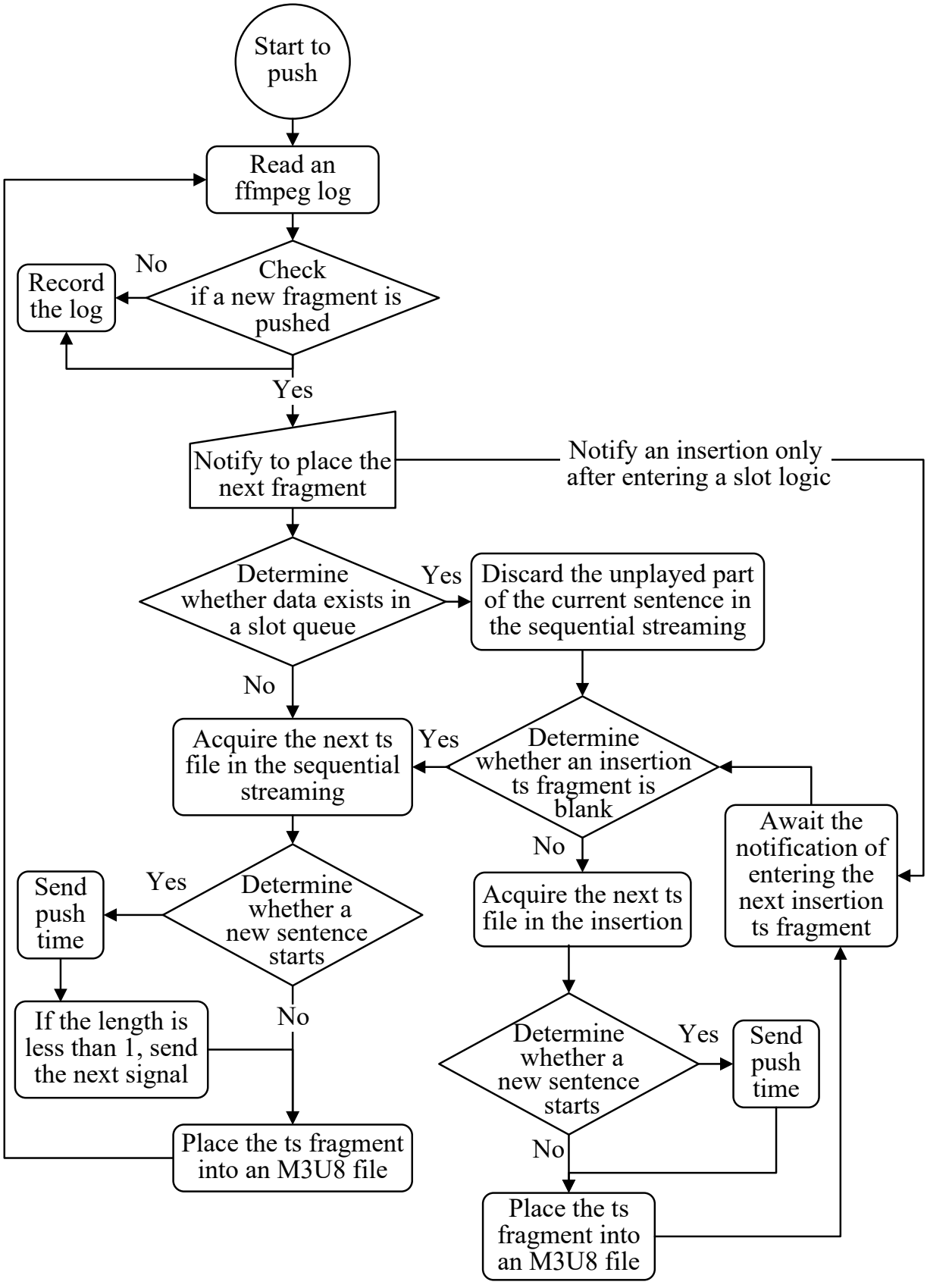

Start to push
Read an ffmpeg log
Check if a new fragment is pushed
No
Record the log
Yes
Notify to place the next fragment
Notify an insertion only after entering a slot logic
Determine whether data exists in a slot queue
Yes
Discard the unplayed part of the current sentence in the sequential streaming
No
Acquire the next ts file in the sequential streaming
Yes
Determine whether an insertion ts fragment is blank
No
Await the notification of entering the next insertion ts fragment
Send push time
Yes
Determine whether a new sentence starts
Acquire the next ts file in the insertion
If the length is less than 1, send the next signal
No
Determine whether a new sentence starts
Yes
Send push time
No
Place the ts fragment into an M3U8 file
Place the ts fragment into an M3U8 file

FIG. 2

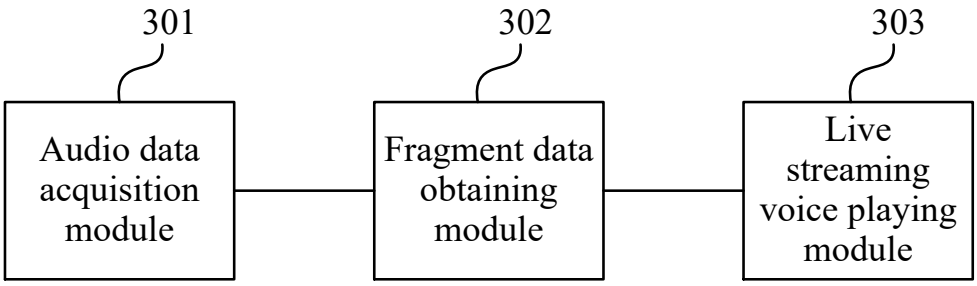

301
302
303
Audio data acquisition module
Fragment data obtaining module
Live streaming voice playing module

FIG. 3

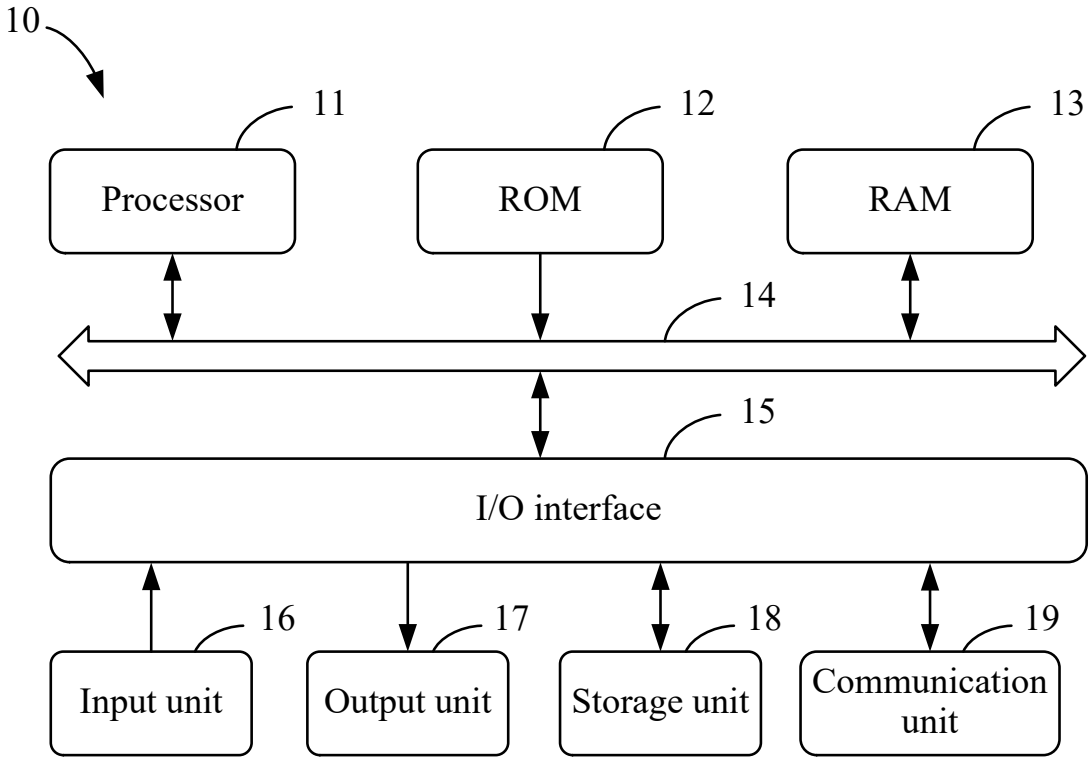

10
11
12
13
Processor
ROM
RAM
14
15
I/O interface
16
17
18
19
Input unit
Output unit
Storage unit
Communication unit

FIG. 4