CLAIMS

1. An application texture rendering method, performed by a first electronic device and comprising:

acquiring a target application texture resource and placeholder data of a target application, and transmitting the placeholder data to a second electronic device;

compressing the target application texture resource into a plurality of candidate compressed texture resources based on a plurality of candidate compression formats, respectively;

receiving a resource request transmitted by the second electronic device, the resource request being transmitted by the second electronic device after acquiring the placeholder data and being configured for requesting a target compressed texture resource, and the target compressed texture resource being obtained by compressing the target application texture resource in a target compression format; and

acquiring the target compressed texture resource from the plurality of candidate compressed texture resources if the target compression format belongs to the plurality of candidate compression formats, and transmitting the target compressed texture resource to the second electronic device;

wherein the target compressed texture resource is configured for the second electronic device to render the target application.

2. The application texture rendering method according to claim 1, wherein acquiring the target application texture resource of the target application comprises:

acquiring an initial resource package of the target application, the initial resource package comprising an initial compressed texture resource in an initial compression format for the target application; and

decompressing the initial compressed texture resource to obtain the target application texture resource.

3. The application texture rendering method according to claim 2, wherein the initial resource package further comprises an initial compression format name; and

decompressing the initial compressed texture resource to obtain the target application texture resource comprises:

acquiring an initial compression algorithm corresponding to the initial compression format

name; and

decompressing the initial compressed texture resource into the target application texture resource based on the initial compression algorithm.

4. The application texture rendering method according to any one of claims 1 to 3, further comprising: before transmitting the placeholder data to the second electronic device,

acquiring an initial resource package of the target application, the initial resource package comprising an initial compressed texture resource of the target application; and

replacing the initial compressed texture resource in the initial resource package with the placeholder data to obtain an updated resource package; and

transmitting the placeholder data to the second electronic device comprises:

transmitting the updated resource package to the second electronic device.

5. The application texture rendering method according to claim 4, further comprising: before transmitting the updated resource package to the second electronic device,

changing a texture resource compression format field of the updated resource package to an anchor compression format to obtain a new updated resource package; and

transmitting the updated resource package to the second electronic device comprises:

transmitting the new updated resource package to the second electronic device;

wherein the second electronic device adds a mandatory constraint to a texture processing script when identifying that the texture resource compression format field is the anchor compression format, the mandatory constraint indicating support for the anchor compression format.

6. The application texture rendering method according to any one of claims 1 to 5, wherein the placeholder data is a texture resource name, and the resource request comprises the texture resource name and the target compression format;

the application texture rendering method further comprises: after compressing the target application texture resource into the plurality of candidate compressed texture resources based on the plurality of candidate compression formats, respectively,

for each candidate compression format, storing the candidate compressed texture resource based on a candidate storage address corresponding to the texture resource name and the candidate compression format; and

acquiring the target compressed texture resource from the plurality of candidate compressed texture resources if the target compression format belongs to the plurality of candidate compression formats comprises:

acquiring the target compressed texture resource based on a target storage address corresponding to the texture resource name and the target compression format if the target compression format belongs to the plurality of candidate compression formats, wherein the target storage address belongs to a plurality of candidate storage addresses.

7. The application texture rendering method according to claim 6, wherein storing the candidate compressed texture resource based on the candidate storage address corresponding to the texture resource name and the candidate compression format comprises:

performing a target operation on the texture resource name and the candidate compression format to obtain the candidate storage address; and

storing the candidate compressed texture resource based on the candidate storage address; and

the application texture rendering method further comprises: before acquiring the target compressed texture resource based on the target storage address corresponding to the texture resource name and the target compression format,

performing the target operation on the texture resource name and the target compression format to obtain the target storage address, if the target compression format belongs to the plurality of candidate compression formats.

8. The application texture rendering method according to claim 6, wherein storing the candidate compressed texture resource based on the candidate storage address corresponding to the texture resource name and the candidate compression format comprises:

acquiring a first correspondence table, the first correspondence table indicating a correspondence among the texture resource name, the candidate compression format, and the candidate storage address; and

storing the candidate compressed texture resource based on the first correspondence table; and

the application texture rendering method further comprises: before acquiring the target compressed texture resource based on the target storage address corresponding to the texture resource name and the target compression format,

looking up the first correspondence table based on the texture resource name and the target compression format to obtain the target storage address, if the target compression format belongs to the plurality of candidate compression formats.

9. The application texture rendering method according to any one of claims 1 to 5, wherein the placeholder data is a texture resource name; the resource request comprises a target storage address that is determined by the second electronic device based on the texture resource name and the target compression format;

the application texture rendering method further comprises: after compressing the target application texture resource into the plurality of candidate compressed texture resources based on the plurality of candidate compression formats, respectively,

for each candidate compression format, storing the candidate compressed texture resource based on a candidate storage address corresponding to the texture resource name and the candidate compression format; and

acquiring the target compressed texture resource from the plurality of candidate compressed texture resources if the target compression format belongs to the plurality of candidate compression formats comprises:

acquiring the target compressed texture resource based on the target storage address in the resource request if the target compression format belongs to the plurality of candidate compression formats, wherein the target storage address belongs to a plurality of candidate storage addresses.

10. The application texture rendering method according to any one of claims 6 to 9, wherein acquiring the target compressed texture resource based on the target storage address in the resource request comprises:

acquiring a compression loss rate for each target compression format if a plurality of target compression formats are provided;

selecting, from target storage addresses corresponding to the target compression formats based on compression loss rates of the target compression formats, a target storage address corresponding to a target compression format with a minimum compression loss rate; and

acquiring the target compressed texture resource based on the selected target storage address.

11. The application texture rendering method according to any one of claims 6 to 9, wherein

acquiring the target compressed texture resource based on the target storage address in the resource request comprises:

acquiring a compression rate for each target compression format if a plurality of target compression formats are provided;

selecting, from target storage addresses corresponding to the target compression formats based on compression rates of the target compression formats, a target storage address corresponding to a target compression format with a maximum compression rate; and

acquiring the target compressed texture resource based on the selected target storage address.

12. The application texture rendering method according to any one of claims 1 to 11, further comprising: after compressing the target application texture resource into the plurality of candidate compressed texture resources based on the plurality of candidate compression formats, respectively,

storing the plurality of candidate compressed texture resources and the target application texture resource; and

acquiring the target application texture resource stored if the target compression format does not belong to the plurality of candidate compression formats, and transmitting the target application texture resource to the second electronic device.

13. An application texture rendering method, performed by a second electronic device and comprising:

determining a target compression format supported by the second electronic device in response to acquiring placeholder data of a target application transmitted from a first electronic device;

transmitting a resource request to the first electronic device, the resource request being configured for requesting a target compressed texture resource, and the target compressed texture resource being obtained by compressing a target application texture resource in the target compression format; and

receiving the target compressed texture resource from the first electronic device, and rendering the target application based on the target compressed texture resource;

wherein when transmitting the placeholder data of the target application, the first electronic device further compresses the acquired target application texture resource into a plurality of

candidate compressed texture resources based on a plurality of candidate compression formats, respectively; the plurality of candidate compression formats comprise the target compression format; and the plurality of candidate compressed texture resources comprise the target compressed texture resource.

14. The application texture rendering method according to claim 13, wherein the placeholder data is present in an application package; and

determining the target compression format supported by the second electronic device in response to acquiring placeholder data of the target application transmitted from the first electronic device comprises:

running the application package via main logic, and querying via a texture processing script to obtain the target compression format supported by the second electronic device in response to identifying that the application package contains the placeholder data during running,

wherein running the application package via the main logic, and querying via the texture processing script to obtain the target compression format supported by the second electronic device in response to identifying that the application package contains the placeholder data during running comprises:

running the application package via the main logic, and adding a mandatory constraint to the texture processing script in response to identifying that the application package contains the placeholder data during running and a texture resource compression format field in the application package being an anchor compression format, the mandatory constraint indicating support for the anchor compression format; and

transmitting a query request to the texture processing script; wherein the query request is configured for the texture processing script to verify the support for the anchor compression format based on the mandatory constraint and query to obtain the target compression format, other than the anchor compression format, supported by the second electronic device.

15. An electronic device, comprising:

a memory configured to store computer-executable instructions or a computer program; and

a processor configured to execute the computer-executable instructions or the computer program stored in the memory to implement the application texture rendering method according to any one of claims 1 to 14.