CLAIMS

What is claimed is:

1. A method for transmitting prompt information in a multiplayer online battle program, performed by a terminal, the method comprising:

displaying a user interface (UI) of the multiplayer online battle program;

receiving a directional operation on the UI, the directional operation being an operation for activating a prompt information transmission function and pointing to a target display element in the UI, the target display element being one of a plurality of display elements in the UI;

predicting target prompt information according to the target display element and battle information using a correspondence between display elements, battle information, and prompt information; and

transmitting the target prompt information to clients of teammate virtual characters of a master virtual character or all virtual characters in a battle;

wherein the target display element is one of a resource class display element, a virtual character class display element, and a construction class display element;

wherein the battle information includes one of vision information of the resource class display element, refresh information of the resource class display element, a state of the virtual character class display element, and a state of the construction class display element;

wherein predicting the target prompt information according to the target display element and the battle information using the correspondence between the display elements, the battle information, and the prompt information comprises at least one of:

when the target display element is the resource class display element and the vision information of the target display element has vision of an enemy, determining that the target prompt information is information indicating an enemy is obtaining resource corresponding to the resource class display element;

when the target display element is the resource class display element and the refresh information is valid, determining that the target prompt information is information indicating a remaining refresh time of the resource class display element;

when the target display element is the virtual character class display element and the state of the virtual character class display element is a first designated state, determining that the target prompt information is information indicating that the virtual character class display element is in the first designated state;

when the target display element is the construction class display element and the state of the construction class display element is a second designated state, determining that the target prompt information is information indicating that the construction class display element is in the second designated state.

2. The method according to claim 1, wherein the UI comprises an interaction panel region, the interaction panel region comprising a signal control; and the directional operation is an operation pointing from the signal control to a target display element in the UI.

3. The method according to claim 2, wherein the signal control comprises a button control, and the receiving a directional operation on the UI comprises:

receiving a first touch operation applied on the button control on the UI;

displaying one or more candidate display elements on the UI; and

receiving a second touch operation applied on the target display element in the candidate display elements on the UI.

4. The method according to claim 3, wherein the displaying one or more candidate display elements on the UI comprises:

displaying the one or more candidate display elements on the UI in a highlight manner,

the highlight manner comprising at least one of the following display manners: a target color display manner, an overlay masking display manner, a highlight display manner, and a contour display manner.

5. The method according to claim 2, wherein the signal control comprises a button control, and the receiving a directional operation on the UI comprises:

receiving a slide operation on the UI, a slide starting point of the slide operation being the button control, and a slide end point of the slide operation being the target display element.

6. The method according to claim 5, wherein the method further comprises:

displaying an auxiliary line or a movement route pointing from the slide starting point to the slide end point on the UI when the slide operation is received on the button control.

7. The method according to claim 2, wherein the signal control comprises a map expansion control, and the receiving a directional operation on the UI comprises:

receiving a third touch operation applied on the map expansion control on the UI;

displaying a map viewing control of a virtual environment on the UI according to the third touch operation; and

receiving a fourth touch operation applied on the target display element on the map viewing control.

8. The method according to claim 1, wherein the UI comprises a virtual environment image and an interaction panel region, the virtual environment image being an image of a virtual environment observed from a perspective corresponding to the master virtual character, the virtual environment being a battle environment configured for at least two virtual characters to battle; and

the display elements comprise at least one of the following elements:

three-dimensional models or two-dimensional elements forming battle function elements in the virtual environment;

information display elements in the interaction panel region; and

control function elements in the interaction panel region.

9. The method according to claim 8, wherein the display elements further comprise at least one of the following elements:

three-dimensional models or two-dimensional elements used for decoration in the virtual environment;

elements associated with a real world in the virtual environment;

elements associated with user accounts in the virtual environment; and

elements associated with teams to which the user accounts belong in the virtual environment.

10. The method according to claim 8, wherein the display elements further comprise at least one of the following elements:

prompt information transmitted by other user accounts.

11. The method according to any one of claims 1-10, wherein the predicting target prompt information according to the target display element and battle information comprises:

querying a behavior tree for the target prompt information according to the target display element and the battle information,

the behavior tree comprising a correspondence between the display elements, the battle information, and the prompt information.

12. The method according to claim 11, wherein the target display element comprises skill class display elements, and the battle information comprises a skill availability status; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, when the target display element is the skill class display element and a skill availability status corresponding to the target display element is unavailable, first target prompt information used for indicating that a skill is unavailable; and

determining, when the target display element is the skill class display element and a skill availability status corresponding to the target display element is available, second target prompt information used for indicating that a skill is available.

13. The method according to claim 11, wherein the target display element comprises skill class display elements, and the battle information comprises a skill cooldown (CD) time; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, in a case that the target display element is the skill class display element and a skill CD time corresponding to the target display element is valid, third target prompt information used for indicating the skill CD time.

14. The method according to claim 11, wherein the target display element comprises resource class display elements, and the battle information comprises vision information of the resource class display element; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, in a case that the target display element is the resource class display element and the vision information corresponding to the target display element has vision of an enemy, fourth target prompt information used for indicating that the enemy is obtaining the resource.

15. A method for displaying prompt information in a multiplayer online battle program, performed by a terminal, the method comprising:

displaying a user interface (UI) of the multiplayer online battle program;

receiving a directional operation on the UI, the directional operation being an operation for activating a prompt information transmission function and pointing to a target display element in the UI, the target display element being one of a plurality of display elements in the UI;

predicting target prompt information according to the target display element and battle information using a correspondence between display elements, battle information, and prompt information; and

displaying the target prompt information on the UI;

wherein the target display element is one of a resource class display element, a virtual character class display element, and a construction class display element;

wherein the battle information includes one of vision information of the resource class display element, refresh information of the resource class display element, a state of the virtual character class display element, and a state of the construction class display element;

wherein predicting the target prompt information according to the target display element and the battle information using the correspondence between the display elements, the battle information, and the prompt information comprises at least one of:

when the target display element is the resource class display element and the

vision information of the target display element has vision of an enemy, determining that the target prompt information is information indicating an enemy is obtaining the resource;

when the target display element is the resource class display element and the refresh information is valid, determining that the target prompt information is information indicating a remaining refresh time of the resource class display element;

when the target display element is the virtual character class display element and the state of the virtual character class display element is a first designated state, determining that the target prompt information is information indicating that the virtual character class display element is in the first designated state;

when the target display element is the construction class display element and the state of the construction class display element is a second designated state, determining that the target prompt information is information indicating that the construction class display element is in the second designated state.

16. An apparatus for transmitting prompt information in a multiplayer online battle program, comprising:

a display module, configured to display a user interface (UI) of the multiplayer online battle program;

an interaction module, configured to receive a directional operation on the UI, the directional operation being an operation for activating a prompt information transmission function and pointing to a target display element in the UI, the target display element being one of a plurality of display elements in the UI;

a prediction module, configured to predict target prompt information according to the target display element and battle information using a correspondence between display elements, battle information, and prompt information; and

a transmission module, configured to transmit the target prompt information to clients of teammate virtual characters of a master virtual character or all virtual characters in a battle;

wherein the target display element is one of a resource class display element, a virtual character class display element, and a construction class display element;

wherein the battle information includes one of vision information of the resource

class display element, refresh information of the resource class display element, a state of the virtual character class display element, and a state of the construction class display element;

wherein predicting the target prompt information according to the target display element and the battle information using the correspondence between the display elements, the battle information, and the prompt information comprises at least one of:

when the target display element is the resource class display element and the vision information of the target display element has vision of an enemy, the prediction module is configured to determine that the target prompt information is information indicating an enemy is obtaining the resource;

when the target display element is the resource class display element and the refresh information is valid, the prediction module is configured to determine that the target prompt information is information indicating a remaining refresh time of the resource class display element;

when the target display element is the virtual character class display element and the state of the virtual character class display element is a first designated state, the prediction module is configured to determine that the target prompt information is information indicating that the virtual character class display element is in the first designated state;

when the target display element is the construction class display element and the state of the construction class display element is a second designated state, the prediction module is configured to determine that the target prompt information is information indicating that the construction class display element is in the second designated state.

17. An apparatus for displaying prompt information in a multiplayer online battle program, comprising:

a display module, configured to display a user interface (UI) of the multiplayer online battle program;

an interaction module, configured to receive a directional operation on the UI, the directional operation being an operation for activating a prompt information transmission function and pointing to a target display element in the UI, the target

display element being one of a plurality of display elements in the UI; and

a prediction module, configured to predict target prompt information according to the target display element and battle information using a correspondence between display elements, battle information, and prompt information,

the display module being configured to display the target prompt information on the UI;

wherein the target display element is one of a resource class display element, a virtual character class display element, and a construction class display element;

wherein the battle information includes one of vision information of the resource class display element, refresh information of the resource class display element, a state of the virtual character class display element, and a state of the construction class display element;

wherein predicting the target prompt information according to the target display element and the battle information using the correspondence between the display elements, the battle information, and the prompt information comprises at least one of:

when the target display element is the resource class display element and the vision information of the target display element has vision of an enemy, the prediction module is configured to determine that the target prompt information is information indicating an enemy is obtaining the resource;

when the target display element is the resource class display element and the refresh information is valid, the prediction module is configured to determine that the target prompt information is information indicating a remaining refresh time of the resource class display element;

when the target display element is the virtual character class display element and the state of the virtual character class display element is a first designated state, the prediction module is configured to determine that the target prompt information is information indicating that the virtual character class display element is in the first designated state;

when the target display element is the construction class display element and the state of the construction class display element is a second designated state, the prediction module is configured to determine that the target prompt information is

information indicating that the construction class display element is in the second designated state.

18. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, and a code set or an instruction set, the at least one instruction, the at least one program, and the code set or the instruction set being loaded and executed by the processor to implement the method for transmitting prompt information in a multiplayer online battle program according to any one of claims 1-15.

19. A computer-readable storage medium, storing at least one instruction, at least one program, and a code set or an instruction set, the at least one instruction, the at least one program, and the code set or the instruction set being loaded and executed by a processor to implement the method for transmitting prompt information in a multiplayer online battle program according to any one of claims 1-15.

20. A computer program product, comprising instructions, the instructions, when run on a computer, causing the computer to perform the method for transmitting prompt information in a multiplayer online battle program according to any one of claims 1-15.