

CLAIMS

1. A method for playing live video, comprising the following steps:

playing a live video of a primary streamer in a first live stream window, and playing a live video of a secondary streamer in a second live stream window, wherein the secondary streamer is a streamer that performs microphone-linked live stream with the primary streamer; and

adjusting the size of the second live stream window, and playing the live video of the secondary streamer in the adjusted second live stream window, when a window adjustment instruction corresponding to the second live stream window is received;

wherein the step of adjusting the size of the second live stream window when a window adjustment instruction corresponding to the second live stream window is received comprises:

detecting a duration of a touch signal when the touch signal in the second live stream window is detected, the duration being a period of time from detection of the touch signal to disappearance of the touch signal, whereby:

if the duration reaches a first preset duration threshold and does not reach a second preset duration threshold, increasing the size of the second live stream window, and playing the live video of the secondary streamer in the enlarged second live stream window;

if the duration reaches the second preset duration threshold, reducing the size of the second live stream window, and playing the live video of the secondary streamer in the shrunk second live stream window;

wherein adjusting the size of the second live stream window when a window adjustment instruction corresponding to the second live stream window is received is performed as follows:

pre-storing location information of the second live stream window, the location information being used to represent coordinate information of a vertex of the second live stream window;

when the window adjustment instruction is received, changing the location information of the second live stream window based on the window adjustment instruction; and

displaying the second live stream window based on the changed location information.

2. The method as recited in claim 1, further comprises:

playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window when a window switching instruction is received.

3. The method as recited in claim 2, wherein the step of playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window when a window switching instruction is received comprises:

detecting a duration of a touch signal when the touch signal in the second live stream window is detected; and

playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window if the duration is shorter than the first preset duration threshold.

4. The method as recited in claim 3, wherein the step of playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window if the duration is shorter than the first preset duration threshold comprises:

displaying a switching icon if the duration does not reach the first preset duration threshold; and

playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window when a triggering instruction of the switching icon is received.

5. A device for playing live videos, comprising:

a playback module, for playing a live video of a primary streamer in a first live stream window, and playing a live video of a secondary streamer in a second live stream window, wherein the secondary streamer is a streamer that performs microphone-linked live stream with the primary streamer; and

an adjustment module, for adjusting the size of the second live stream window, and playing the live video of the secondary streamer in the adjusted second live stream window, when a window adjustment instruction corresponding to the second live stream window is received;

wherein the adjustment module is configured to do the following steps:

detecting a duration of a touch signal when the touch signal in the second live stream window is detected, the duration being a period of time from detection of the touch signal to disappearance of the touch signal, whereby:

if the duration reaches a first preset duration threshold and does not reach a second preset duration threshold, increasing the size of the second live stream window, and playing the live video of the secondary streamer in the enlarged second live stream window; and

if the duration reaches the second preset duration threshold, reducing the size of the second live stream window, and playing the live video of the secondary streamer in the shrunk second live stream window;

wherein adjusting the size of the second live stream window when a window adjustment instruction corresponding to the second live stream window is received is performed as follows:

pre-storing location information of the second live stream window, the location information being used to represent coordinate information of a vertex of the second live stream window;

when the window adjustment instruction is received, changing the location information of the second live stream window based on the window adjustment instruction; and

displaying the second live stream window based on the changed location information.

6. The device as recited in claim 5, further comprising a switching module, for playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window when a window switching instruction is received.

7. The device as recited in claim 6, wherein the switching module comprises:
a detection sub-module for detecting a duration of a touch signal when the touch signal in the second live stream window is detected; and
a switch sub-module for playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window if the duration is shorter than the first preset duration threshold.

8. The device as recited in claim 7, wherein the switch sub-module comprises:
a display unit for displaying a switching icon if the duration does not reach the first preset duration threshold; and
a switching unit for playing the live video of the secondary streamer in the first live stream window, and playing the live video of the primary streamer in the second live stream window when a triggering instruction of the switching icon is received.