CLAIMS

What is claimed is:

1. A game data updating method, executed by a container in an electronic device, and comprising:

running a cloud gaming client mirroring data when a game update is to be performed, to generate a cloud gaming picture comprising an update trigger control;

obtaining operation coordinates corresponding to the update trigger control;

automatically simulating a trigger operation on the update trigger control according to the operation coordinates corresponding to the update trigger control, to generate a trigger instruction for the update trigger control;

updating the cloud gaming client mirroring data according to the trigger instruction;

capturing, in a process of updating the cloud gaming client mirroring data, a screenshot of the cloud gaming picture generated in the process to obtain a first captured image;

converting an image format of the first captured image, and transmitting the first captured image in a converted image format to a user interface identification server; and

receiving an update completion instruction transmitted by the user interface identification server, the update completion instruction being generated by the user interface identification server in response to identifying, in the first captured image in the converted image format, an update completion control representing completion of the update, and the update completion instruction indicating that the update of the cloud gaming client mirroring data is completed.

2. The game data updating method according to claim 1, further comprising:

obtaining version information of the cloud gaming client mirroring data transmitted by a mirroring management server; and

obtaining the cloud gaming client mirroring data from an image server according to the version information.

3. The game data updating method according to claim 2, further comprising:

packaging, after the update is completed, an updated cloud gaming client mirroring data; and

transmitting a packaged cloud gaming client mirroring data to the image server.

4. The game data updating method according to claim 1, wherein the capturing a screenshot of the cloud gaming picture generated in the process to obtain a first captured image comprises:

capturing, according to a preset time interval, a screenshot of the cloud gaming picture generated in the process to obtain the first captured image, the first captured image being a captured image set comprising one or more images; or,

capturing, according to a preset time interval when an update progress bar in the cloud gaming picture generated in the process reaches a first progress, a screenshot of the cloud gaming picture generated in the process, and capturing, when the update progress bar reaches a second progress, a screenshot of the cloud gaming picture generated in the process in real time to obtain the first captured image, the first captured image being a captured image set comprising one or more images.

5. The game data updating method according to claim 1, wherein the obtaining operation coordinates corresponding to the update trigger control comprises:

capturing, in a process of running the cloud gaming client mirroring data, a screenshot of the cloud gaming picture to obtain a target captured image;

converting an image format of the target captured image, and transmitting the second captured image in a converted image format to a user interface identification server, so that the user interface identification server identifies the update trigger control in the target captured image in the converted image format, and determines operation coordinates corresponding to the identified update trigger control; and

receiving the operation coordinates corresponding to the update trigger control and transmitted by the user interface identification server.

6. The game data updating method according to any one of claims 1 to 5, wherein the updating the cloud gaming client mirroring data according to the trigger instruction comprises:

replacing, according to pre-loaded cloud gaming update content when the trigger instruction is detected, content to be updated comprised in the cloud gaming client mirroring data.

7. The game data updating method according to any one of claims 1 to 5, further comprising:

transmitting an update state indicating an update node of the cloud gaming client mirroring

data to the mirroring management server, the update node of the cloud gaming client mirroring data comprising a cloud gaming server.

8. A game data updating system, comprising a cloud gaming server and a user interface identification server, each server comprising at least one memory and at least one processor coupled to the at least one memory:

the cloud gaming server is configured to run, when a game update is to be performed, a cloud gaming client mirroring data to generate a cloud gaming picture comprising an update trigger control, and transmit the cloud gaming picture to the user interface identification server;

the user interface identification server is configured to identify the update trigger control in the cloud gaming picture, determine operation coordinates corresponding to the identified update trigger control, and transmit the operation coordinates to the cloud gaming server; and

the cloud gaming server is further configured to:

automatically simulate a trigger operation on the update trigger control according to the operation coordinates corresponding to the update trigger control, to generate a trigger instruction for the update trigger control, and update the cloud gaming client mirroring data according to the trigger instruction; and

capture a screenshot of the cloud gaming picture to obtain a captured image, convert an image format of the captured image, and transmit the captured image in a converted image format to the user interface identification server,

wherein the user interface identification server is further configured to:

obtain an interface identifier corresponding to the cloud gaming client mirroring data;

when the captured image in the converted image format is identified as an update interface according to the interface identifier, mark the operation coordinates corresponding to the update trigger control in the update interface; and

when the captured image in the converted image format is identified as a login interface according to the interface identifier, mark a login control in the login interface, generate an update completion instruction, and transmit the update completion instruction to the cloud gaming server.

9. The game data updating system according to claim 8, further comprising an image server, wherein the cloud gaming server is further configured to obtain version information of the cloud gaming client mirroring data transmitted by a mirroring management server, and

obtain the cloud gaming client mirroring data from the image server according to the version information of the cloud gaming client mirroring data.

10. The game data updating system according to claim 9, wherein after the update of the cloud gaming client mirroring data is completed, the cloud gaming server is further configured to package an updated cloud gaming client mirroring data, and transmit a packaged cloud gaming client mirroring data to the image server.

11. The game data updating system according to claim 8, wherein the cloud gaming server is further configured to:

capture, according to a preset time interval, a screenshot of the cloud gaming picture generated in the process to obtain the first captured image, the first captured image being a captured image set comprising one or more images; or

capture, according to a preset time interval when an update progress bar in the cloud gaming picture generated in the process reaches a first progress, a screenshot of the cloud gaming picture generated in the process, and capture, when the update progress bar reaches a second progress, a screenshot of the cloud gaming picture generated in the process in real time to obtain the first captured image, the first captured image being a captured image set comprising one or more images.

12. The game data updating system according to claim 8, wherein the cloud gaming server is further configured to:

capture, in a process of running the cloud gaming client mirroring data, a screenshot of the cloud gaming picture to obtain a target captured image;

convert an image format of the second captured image, and transmitting the target captured image in a converted image format to a user interface identification server, so that the user interface identification server identifies the update trigger control in the target captured image in the converted image format, and determines operation coordinates corresponding to the identified update trigger control; and

receive the operation coordinates corresponding to the update trigger control and transmitted by the user interface identification server.

13. The game data updating system according to claim 8, wherein the cloud gaming server

is further configured to:

replace, according to pre-loaded cloud gaming update content when the trigger instruction is detected, content to be updated comprised in the cloud gaming client mirroring data.

14. The game data updating system according to claim 8, wherein the cloud gaming server is further configured to:

transmit an update state indicating an update node of the cloud gaming client mirroring data to the mirroring management server, the update node of the cloud gaming client mirroring data comprising a cloud gaming server.

15. A non-transitory computer-readable storage medium, having computer-readable instructions stored thereon, the computer-readable instructions, when executed by at least one processor of a computer, causing the at least one processor to perform:

running a cloud gaming client mirroring data when a game update needs to be performed, to generate a cloud gaming picture comprising an update trigger control;

obtaining operation coordinates corresponding to the update trigger control;

automatically simulating a trigger operation on the update trigger control according to the operation coordinates corresponding to the update trigger control, to generate a trigger instruction for the update trigger control;

updating the cloud gaming client mirroring data according to the trigger instruction;

capturing, in a process of updating the cloud gaming client mirroring data, a screenshot of the cloud gaming picture generated in the process to obtain a first captured image;

converting an image format of the first captured image, and transmitting the first captured image in a converted image format to a user interface identification server; and

receiving an update completion instruction transmitted by the user interface identification server, the update completion instruction being generated by the user interface identification server in response to identifying, in the first captured image in the converted image format, an update completion control representing completion of the update, and the update completion instruction indicating that the update of the cloud gaming client mirroring data is completed.

16. The storage medium according to claim 15, wherein the computer-readable instructions further cause the at least one processor to perform:

obtaining version information of the cloud gaming client mirroring data transmitted by a

mirroring management server; and

obtaining the cloud gaming client mirroring data from an image server according to the version information.

17. The storage medium according to claim 16, wherein the computer-readable instructions further cause the at least one processor to perform:

packaging, after the update is completed, an updated cloud gaming client mirroring data; and

transmitting a packaged cloud gaming client mirroring data to the image server.