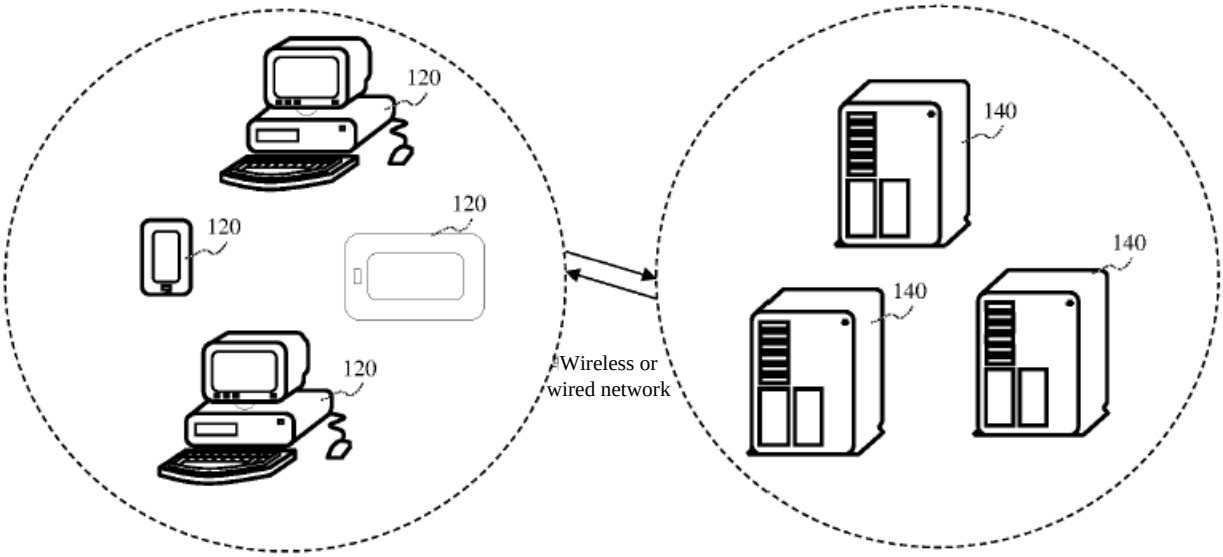

FIG. 1

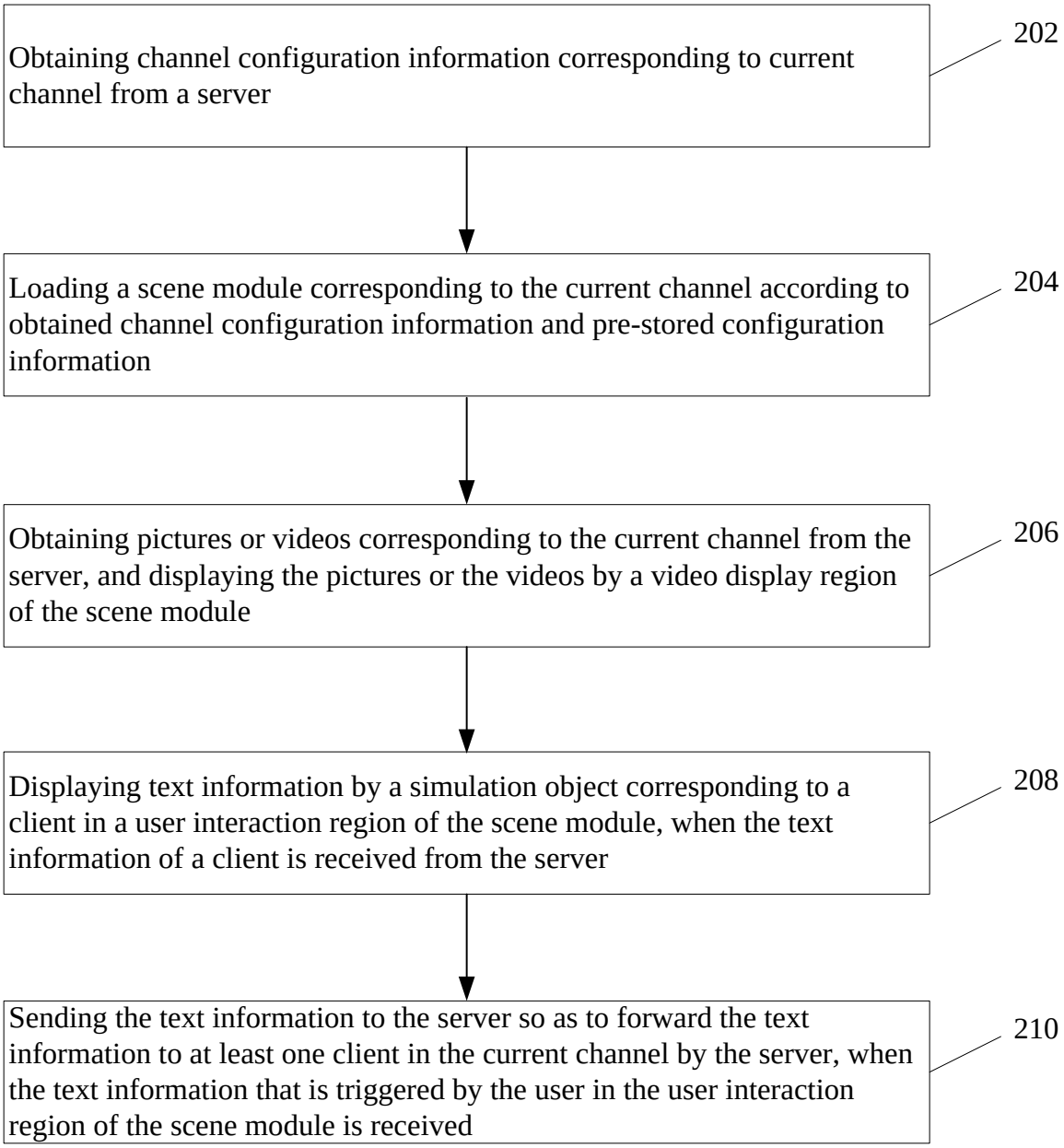
Obtaining channel configuration information corresponding to current channel from a server
202
Loading a scene module corresponding to the current channel according to obtained channel configuration information and pre-stored configuration information
204
Obtaining pictures or videos corresponding to the current channel from the server, and displaying the pictures or the videos by a video display region of the scene module
206
Displaying text information by a simulation object corresponding to a client in a user interaction region of the scene module, when the text information of a client is received from the server
208
Sending the text information to the server so as to forward the text information to at least one client in the current channel by the server, when the text information that is triggered by the user in the user interaction region of the scene module is received
210

FIG. 2

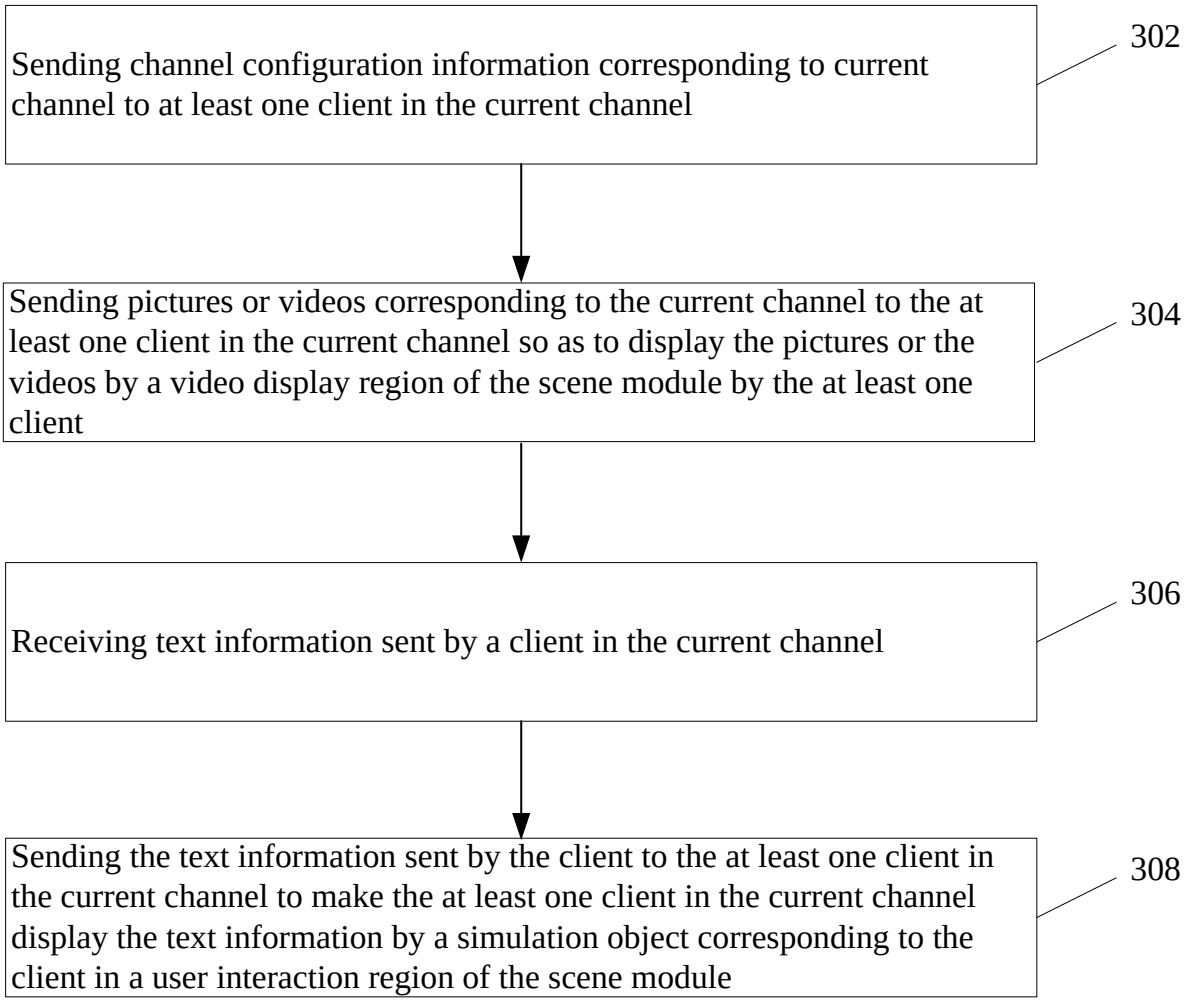
Sending channel configuration information corresponding to current channel to at least one client in the current channel
302
Sending pictures or videos corresponding to the current channel to the at least one client in the current channel so as to display the pictures or the videos by a video display region of the scene module by the at least one client
304
Receiving text information sent by a client in the current channel
306
Sending the text information sent by the client to the at least one client in the current channel to make the at least one client in the current channel display the text information by a simulation object corresponding to the client in a user interaction region of the scene module
308

FIG. 3

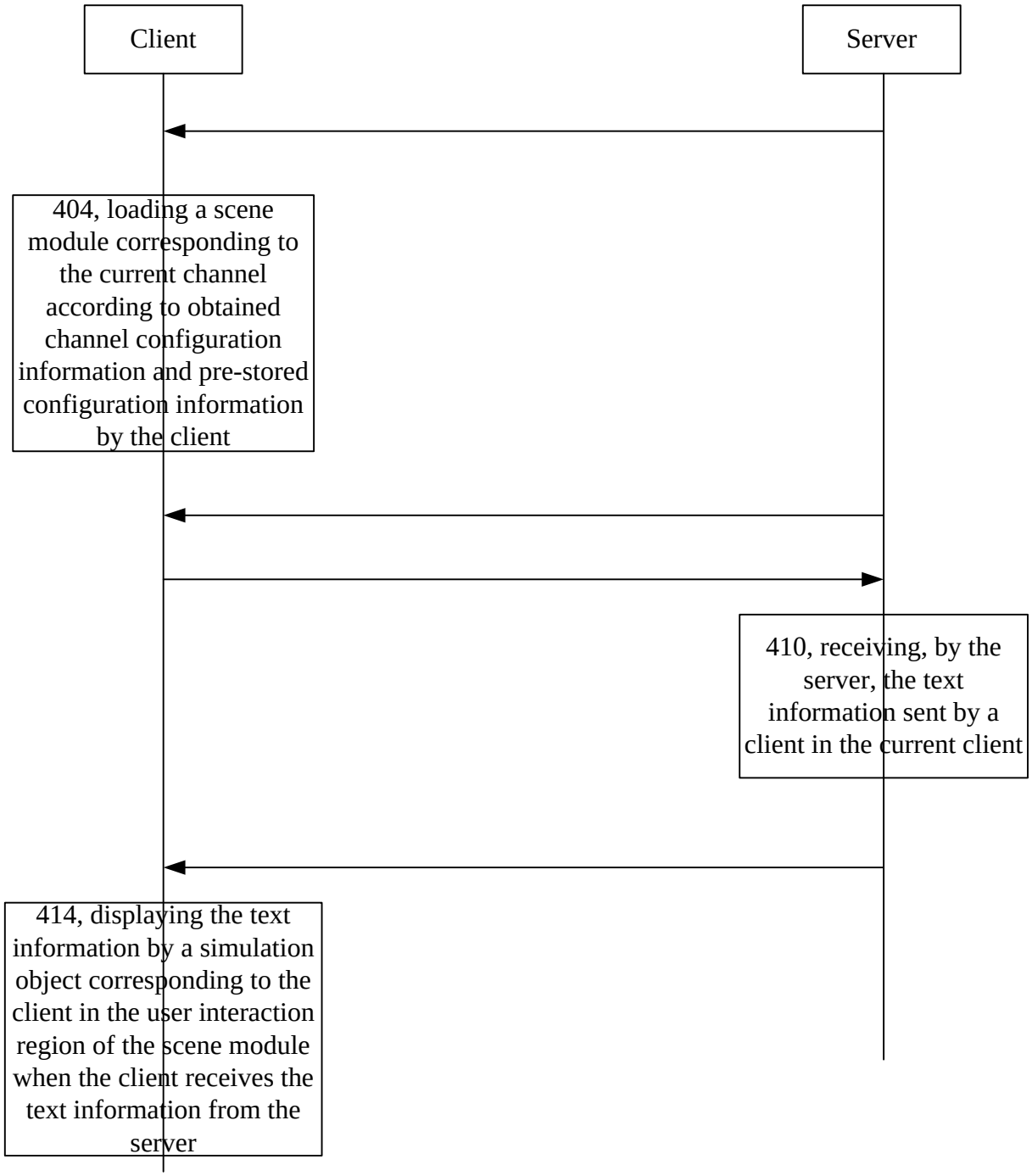
Client
Server
404, loading a scene module corresponding to the current channel according to obtained channel configuration information and pre-stored configuration information by the client
410, receiving, by the server, the text information sent by a client in the current client
414, displaying the text information by a simulation object corresponding to the client in the user interaction region of the scene module when the client receives the text information from the server

FIG. 4A

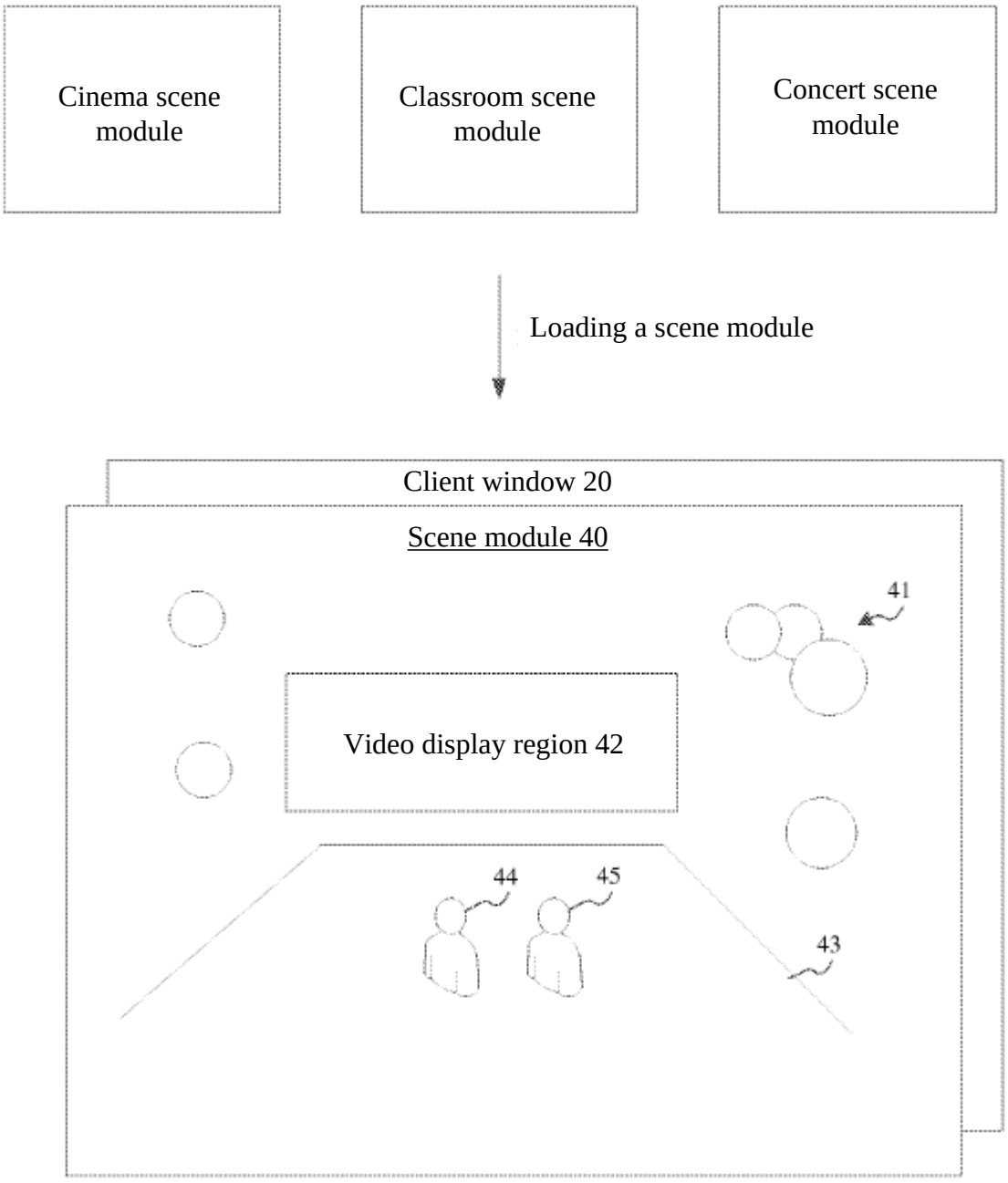
Cinema scene module
Classroom scene module
Concert scene module
Loading a scene module
Client window 20
Scene module 40
41
Video display region 42
44
45
43

FIG. 4B

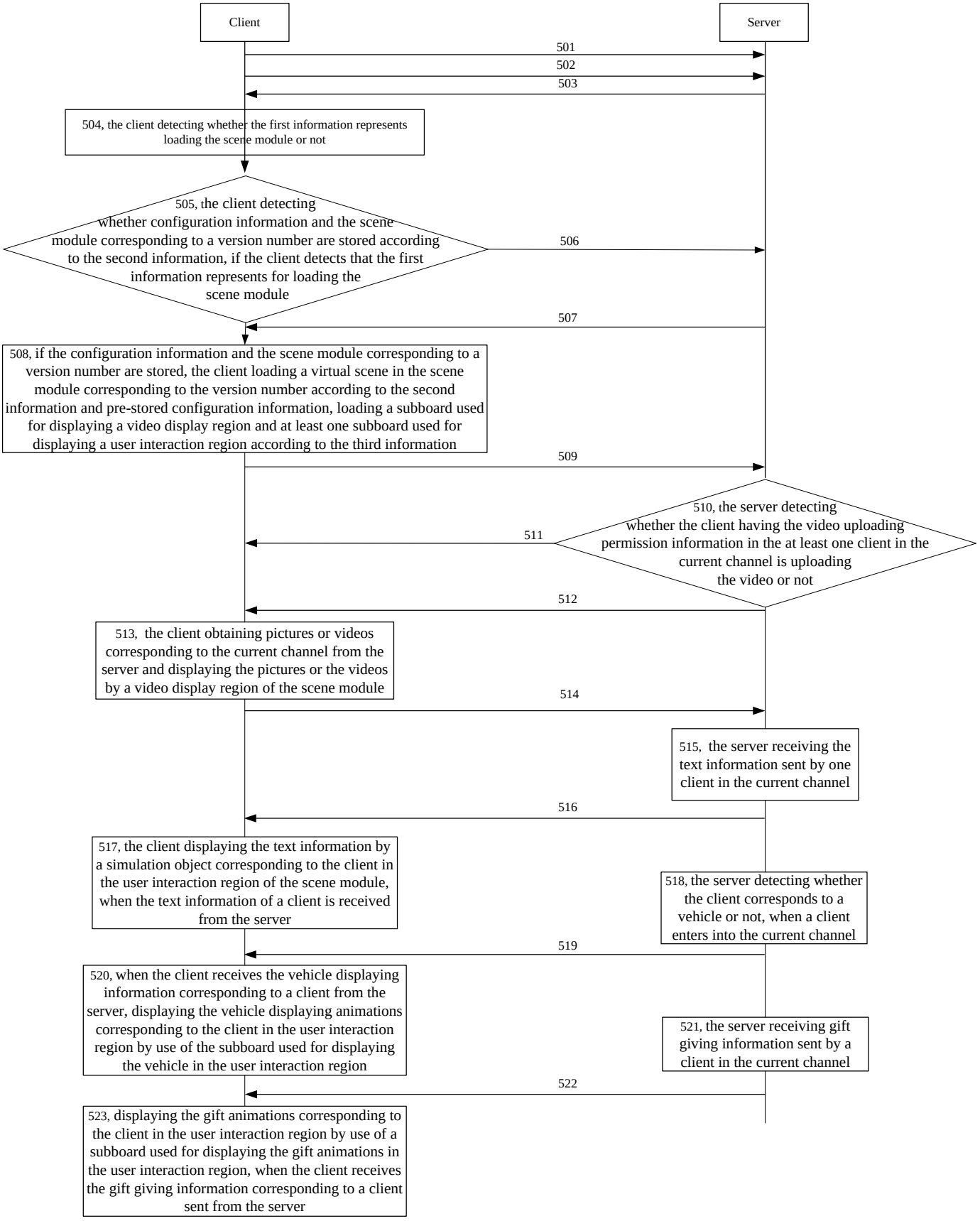
Client
Server
501
502
503
504, the client detecting whether the first information represents loading the scene module or not
505, the client detecting whether configuration information and the scene module corresponding to a version number are stored according to the second information, if the client detects that the first information represents for loading the scene module
506
507
508, if the configuration information and the scene module corresponding to a version number are stored, the client loading a virtual scene in the scene module corresponding to the version number according to the second information and pre-stored configuration information, loading a subboard used for displaying a video display region and at least one subboard used for displaying a user interaction region according to the third information
509
510, the server detecting whether the client having the video uploading permission information in the at least one client in the current channel is uploading the video or not
511
512
513, the client obtaining pictures or videos corresponding to the current channel from the server and displaying the pictures or the videos by a video display region of the scene module
514
515, the server receiving the text information sent by one client in the current channel
516
517, the client displaying the text information by a simulation object corresponding to the client in the user interaction region of the scene module, when the text information of a client is received from the server
518, the server detecting whether the client corresponds to a vehicle or not, when a client enters into the current channel
519
520, when the client receives the vehicle displaying information corresponding to a client from the server, displaying the vehicle displaying animations corresponding to the client in the user interaction region by use of the subboard used for displaying the vehicle in the user interaction region
521, the server receiving gift giving information sent by a client in the current channel
522
523, displaying the gift animations corresponding to the client in the user interaction region by use of a subboard used for displaying the gift animations in the user interaction region, when the client receives the gift giving information corresponding to a client sent from the server

FIG. 5A

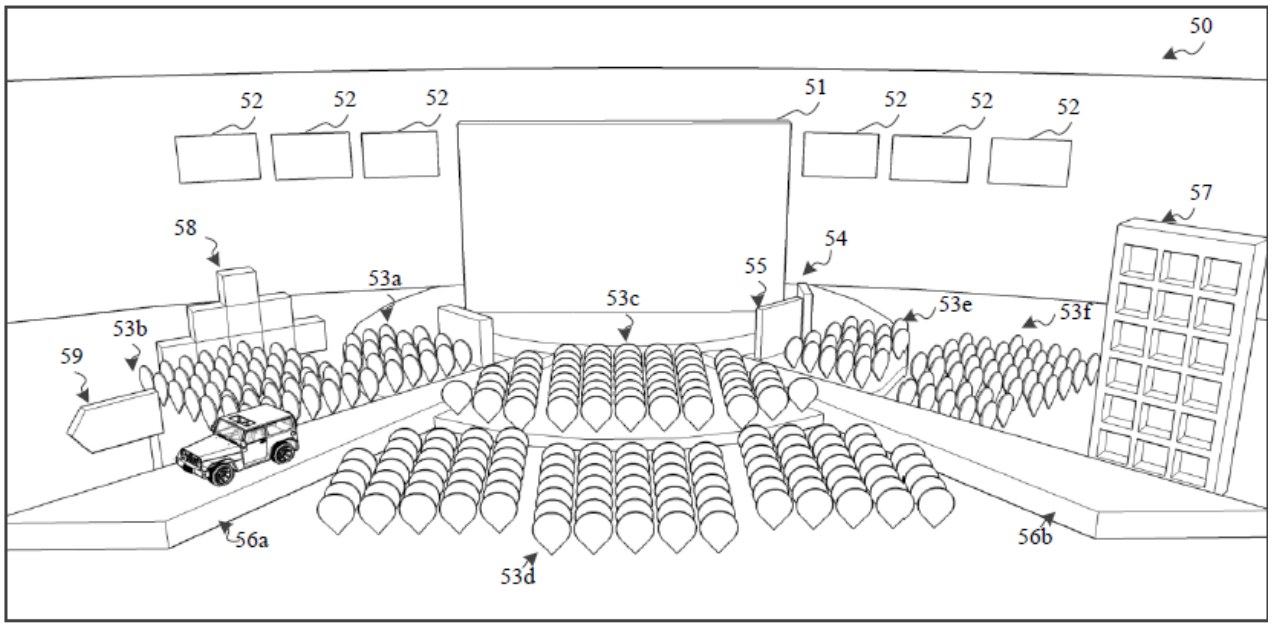
50
52
52
52
51
52
52
52
57
58
54
55
53a
53c
53e
53f
53b
59
56a
53d
56b

FIG. 5B

King
Duke
Earl
Viscount
Baron
Marquis

FIG. 5C

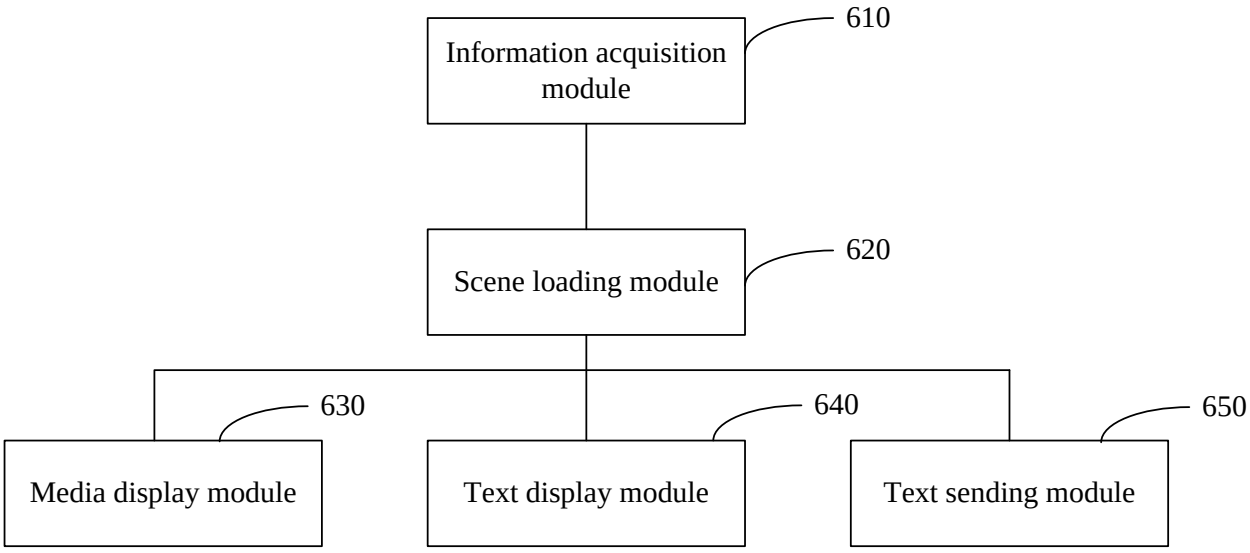

FIG. 6

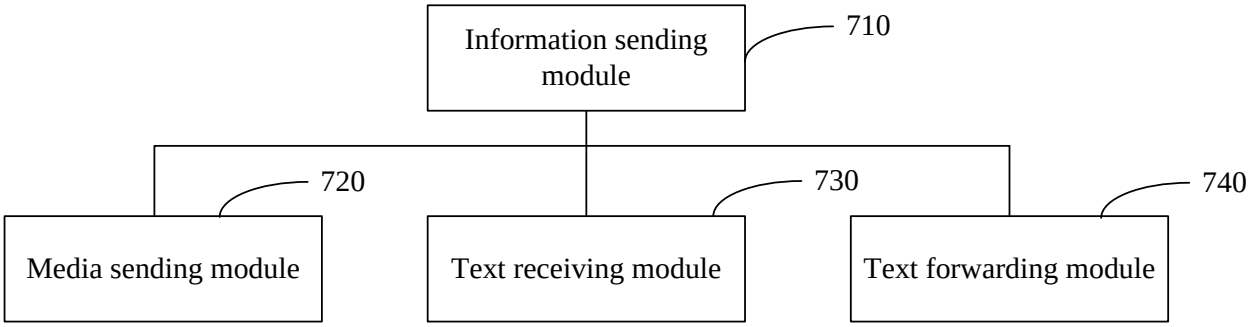

FIG. 7

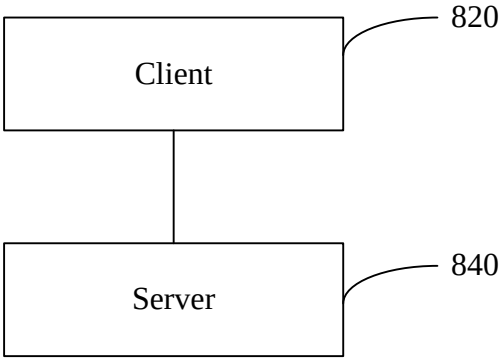

FIG. 8