CLAIMS

What is claimed is:

1. A method for playing a behavior event, a behavior event played in the method being corresponding to at least two sound events, the method comprising:

at an intelligent terminal having one or more processors and memory storing program modules to be executed by the one or more processors:

determining at least two sound events corresponding to a current to-be-played behavior event, wherein the at least two sound events occur during the behavior event, and the behavior event is configured for a virtual object in an application;

acquiring a state of the behavior event, each sound event that corresponds to the behavior event having different playback time information in a sound track when the behavior event is in different states, and the playback time information comprising at least a playback point and playback duration, wherein each sound event that corresponds to the behavior event has different playback durations when the behavior event is in different states; and

determining playback time information of each sound event according to the state of the behavior event, and playing each sound event according to the playback time information of each sound event during playback of the current behavior event.

2. The method according to claim 1, before the determining at least two sound events corresponding to a current to-be-played behavior event, further comprising:

determining, among preset sound events, at least two sound events corresponding to each behavior event, and storing a correspondence between each behavior event and sound events, wherein

the determining at least two sound events corresponding to a current to-be-played behavior event comprises:

determining, according to the stored correspondence between each behavior event and sound events, at least two sound events corresponding to the current to-be-played behavior

event.

3. The method according to claim 1, wherein the determining playback time information of each sound event according to the state of the behavior event comprises:

determining, according to the state of the behavior event, a playback point and playback duration that correspond to each sound event during a playback time of the behavior event, and determining the playback point and playback duration that correspond to each sound event during the playback time of the behavior event as the playback time information of each sound event.

4. The method according to any one of claims 1 to 3, wherein the state of the behavior event is a current playback frequency of the behavior event; and

the determining playback time information of each sound event according to the state of the behavior event comprises:

determining playback time information of each sound event according to the current playback frequency of the behavior event.

5. The method according to claim 4, before the determining playback time information of each sound event according to the current playback frequency of the behavior event, further comprising:

storing in advance a correspondence between playback frequencies of each behavior event and playback time information of sound events, wherein

the determining playback time information of each sound event according to the current playback frequency of the behavior event comprises:

searching the stored correspondence between playback frequencies of each behavior event and playback time information of sound events for playback time information of each sound event corresponding to the current playback frequency of the behavior event.

6. An apparatus for playing a behavior event, a behavior event played by the apparatus being corresponding to at least two sound events, the apparatus comprising:

one or more processors;

memory; and

a plurality of program modules, when, executed by the one or more processors, cause an intelligent terminal to perform predefined functions, the plurality of program modules further comprising:

a first determining module, configured to determine at least two sound events corresponding to a current to-be-played behavior event, wherein the at least two sound events occur during the behavior event, and the behavior event is configured for a virtual object in an application;

an acquiring module, configured to acquire a state of the behavior event, each sound event that corresponds to the behavior event having different playback time information in a sound track when the behavior even is in different states, and the playback time information comprising at least a playback point and playback duration, wherein each sound event that corresponds to the behavior event has different playback durations when the behavior event is in different states;

a second determining module, configured to determine playback time information of each sound event according to the state of the behavior event; and

a playback module, configured to play each sound event according to the playback time information of each sound event during playback of the current behavior event.

7. The apparatus according to claim 6, wherein the plurality of program modules further comprises:

a third determining module, configured to determine, among preset sound events, at least two sound events corresponding to each behavior event; and

a first storage module, configured to store a correspondence between each behavior event and sound events, wherein

the first determining module is configured to determine, according to the stored

correspondence between each behavior event and sound events, at least two sound events corresponding to the current to-be-played behavior event.

8. The apparatus according to claim 6, wherein the second determining module is configured to determine, according to the state of the behavior event, a playback point and playback duration that correspond to each sound event during a playback time of the behavior event, and determine the playback point and playback duration that correspond to each sound event during the playback time of the behavior event as the playback time information of each sound event.

9. The apparatus according to any one of claims 6 to 8, wherein the state of the behavior event is a current playback frequency of the behavior event; and

the second determining module is configured to determine playback time information of each sound event according to the current playback frequency of the behavior event.

10. The apparatus according to claim 9, wherein the plurality of program modules further comprises:

a second storage module, configured to store in advance a correspondence between playback frequencies of each behavior event and playback time information of sound events, wherein

the second determining module is configured to search the stored correspondence between playback frequencies of each behavior event and playback time information of sound events for playback time information of each sound event corresponding to the current playback frequency of the behavior event.

11. A non-transitory computer-readable medium, having instructions stored thereon, which when executed by one or more processors cause the processors to perform operations comprising:

determining at least two sound events corresponding to a current to-be-played behavior event, wherein the at least two sound events occur during the behavior event, and the behavior

event is configured for a virtual object in an application;

acquiring a state of the behavior event, each sound event that corresponds to a behavior event having different playback time information in a sound track when the behavior even is in different states, and the playback time information comprising at least a playback point and playback duration, wherein each sound event that corresponds to the behavior event has different playback durations when the behavior event is in different states; and

determining playback time information of each sound event according to the state of the behavior event, and playing each sound event according to the playback time information of each sound event during playback of the current behavior event.

12. The non-transitory computer-readable medium according to claim 11, before the determining at least two sound events corresponding to a current to-be-played behavior event, further comprising:

determining, among preset sound events, at least two sound events corresponding to each behavior event, and storing a correspondence between each behavior event and sound events, wherein

the determining at least two sound events corresponding to a current to-be-played behavior event comprises:

determining, according to the stored correspondence between each behavior event and sound events, at least two sound events corresponding to the current to-be-played behavior event.

13. The non-transitory computer-readable medium according to claim 11, wherein the determining playback time information of each sound event according to the state of the behavior event comprises:

determining, according to the state of the behavior event, a playback point and playback duration that correspond to each sound event during a playback time of the behavior event, and determining the playback point and playback duration that correspond to each sound

event during the playback time of the behavior event as the playback time information of each sound event.

14. The non-transitory computer-readable medium according to any one of claims 11 to 13, wherein the state of the behavior event is a current playback frequency of the behavior event; and

the determining playback time information of each sound event according to the state of the behavior event comprises:

determining playback time information of each sound event according to the current playback frequency of the behavior event.

15. The non-transitory computer-readable medium according to claim 14, before the determining playback time information of each sound event according to the current playback frequency of the behavior event, further comprising:

storing in advance a correspondence between playback frequencies of each behavior event and playback time information of sound events, wherein

the determining playback time information of each sound event according to the current playback frequency of the behavior event comprises:

searching the stored correspondence between playback frequencies of each behavior event and playback time information of sound events for playback time information of each sound event corresponding to the current playback frequency of the behavior event.