CLAIMS

1. An audio play and acquisition method, applicable to a terminal connected to a Bluetooth headset, the terminal being configured with a terminal microphone, and the Bluetooth headset being configured with a headset microphone, the method comprising:

displaying a program interface of a target application program, the program interface being corresponding to first audio, and the first audio being played through the Bluetooth headset in a form of a stereo sound effect;

receiving a voice input signal, the voice input signal being used for enabling a voice input function of the terminal, and the voice input function being used for acquiring voice input content;

determining a play sound effect of the first audio played by the Bluetooth headset;

blocking, according to the voice input signal and in response to the play sound effect of the first audio being the stereo sound effect, a channel activating notification to be transmitted to the headset microphone, the channel activating notification being used for notifying the headset microphone to activate a first voice input channel; and

notifying the terminal microphone to activate a second voice input channel to acquire second audio as the voice input content.

2. The method according to claim 1, wherein the voice input function is a function provided by the program interface, and a connection mode between the Bluetooth headset and the terminal comprises any one of a stereo connection mode and a mono connection mode; and

wherein blocking, according to the voice input signal, the channel activating notification to be transmitted to the headset microphone comprises:

determining the connection mode between the Bluetooth headset and the terminal; and

blocking, in response to the connection mode between the Bluetooth headset and the terminal being the stereo connection mode, the channel activating notification to be transmitted to the headset microphone.

3. The method according to claim 2, wherein the connection mode between the Bluetooth headset and the terminal is the stereo connection mode; and

the stereo connection mode is a default connection mode between the Bluetooth headset and the terminal;

or

the stereo connection mode is a currently set connection mode between the Bluetooth headset and the terminal.

4. The method according to claim 2, further comprising:

notifying, in response to the connection mode between the Bluetooth headset and the terminal being the mono connection mode, the headset microphone to activate the first voice input channel to acquire the second audio as the voice input content, the first audio being played through the Bluetooth headset in a form of a mono sound effect.

5. The method according to claim 2, further comprising:

receiving a mode selection operation, the mode selection operation being used for selecting the connection mode between the Bluetooth headset and the terminal among the mono connection mode and the stereo connection mode; and

amplifying, in response to the selected connection mode corresponding to the mode selection operation being the stereo connection mode, a sound intensity of the acquired second audio by a preset multiple.

6. The method according to any one of claims 1 to 5, further comprising:

receiving a first volume adjustment operation, and adjusting a play volume of the first audio according to the first volume adjustment operation.

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

receiving a second volume adjustment operation, and adjusting, according to the second volume adjustment operation, the sound intensity of the acquired second audio.

8. The method according to any one of claims 1 to 5, wherein the target application program comprises a game application program, the program interface comprises a picture of observing a virtual environment according to a virtual object, the first audio is background audio in a game process, and the first audio is used for identifying an orientation of a sound-emitting position relative to the virtual object in the virtual environment in a case that the first audio is audio with the stereo sound effect.

9. An audio play and acquisition apparatus, applicable to a terminal connected to a Bluetooth headset, the terminal being configured with a terminal microphone, and the Bluetooth headset being configured with a headset microphone, the apparatus comprising:

a display module, configured to display a program interface of a target application program, the program interface being corresponding to first audio, and the first audio being played through

the Bluetooth headset in a form of a stereo sound effect;

a receiving module, configured to receive a voice input signal, the voice input signal being used for enabling a voice input function of the terminal, and the voice input function being used for acquiring voice input content; and

a transmitting module, configured to determine a play sound effect of the first audio played by the Bluetooth headset; block, according to the voice input signal and in response to the play sound effect of the first audio being the stereo sound effect, a channel activating notification to be transmitted to the headset microphone, the channel activating notification being used for notifying the headset microphone to activate a first voice input channel; and notify the terminal microphone to activate a second voice input channel to acquire second audio as the voice input content.

10. The apparatus according to claim 9, wherein the voice input function is a function provided by the program interface, and a connection mode between the Bluetooth headset and the terminal comprises any one of a stereo connection mode and a mono connection mode;

the apparatus further comprises:

a determining module, configured to determine the connection mode between the Bluetooth headset and the terminal; and

the transmitting module is further configured to block, in response to the connection mode between the Bluetooth headset and the terminal being the stereo connection mode, the channel activating notification to be transmitted to the headset microphone.

11. The apparatus according to claim 10, wherein the connection mode between the Bluetooth headset and the terminal is the stereo connection mode; and

the stereo connection mode is a default connection mode between the Bluetooth headset and the terminal; or the stereo connection mode is a currently set connection mode between the Bluetooth headset and the terminal.

12. The apparatus according to claim 10, wherein the transmitting module is further configured to notify, in response to the connection mode between the Bluetooth headset and the terminal being the mono connection mode, the headset microphone to activate the first voice input channel to acquire the second audio as the voice input content, the first audio being played through the Bluetooth headset in a form of a mono sound effect.

13. The apparatus according to claim 10, wherein the receiving module is further configured to receive a mode selection operation, the mode selection operation being used for selecting the

connection mode between the Bluetooth headset and the terminal among the mono connection mode and the stereo connection mode; and

an amplifying module is configured to amplify, in response to the selected connection mode corresponding to the mode selection operation being the stereo connection mode, a sound intensity of the acquired second audio by a preset multiple.

14. The apparatus according to any one of claims 9 to 13, wherein the receiving module is further configured to receive a first volume adjustment operation, and adjust a play volume of the first audio according to the first volume adjustment operation.

15. The apparatus according to any one of claims 9 to 13, wherein the receiving module is further configured to receive a second volume adjustment operation, and adjust, according to the second volume adjustment operation, the sound intensity of the acquired second audio.

16. The apparatus according to any one of claims 9 to 13, wherein the target application program comprises a game application program, the program interface comprises a picture of observing a virtual environment according to a virtual object, the first audio is background audio in a game process, and the first audio is used for identifying an orientation of a sound-emitting position relative to the virtual object in the virtual environment in a case that the first audio is audio with the stereo sound effect.

17. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by the processor to perform the audio play and acquisition method according to any one of claims 1 to 8.

18. A computer-readable storage medium, the storage medium storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by a processor to perform the audio play and acquisition method according to any one of claims 1 to 8.