CLAIMS

1. An interactive video play control method, comprising:

receiving a branching message sent by a server in response to determining that a current script time of an interactive video reaches an execution time of executing a plot branching operation on the interactive video, wherein the current script time is a time offset of a play time of a current video frame in the interactive video relative to a start play time of the interactive video;

determining whether a difference between a current play time of playing the interactive video by a client and the execution time is greater than or equal to a preset time threshold; and

in response to determining that the difference is greater than or equal to the preset time threshold, responding to the branching message to display branching options on the client.

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

in response to determining that the difference is less than the preset time threshold, determining whether the current play time reaches the execution time; and

in response to determining that the current play time reaches the execution time, responding to the branching message to display the branching options on the client.

3. The method according to claim 2, wherein a display countdown of the branching options is set to:

T=T3-(T1-T2),

wherein T represents the display countdown of the branching options, T1 represents the execution time, T2 represents the current play time, and T3 represents the time threshold.

4. The method according to claim 1, further comprising:

in response to determining that the difference is greater than the preset time threshold, upon receiving the branching message, skipping some frames of the interactive video according to the server.

5. The method according to claim 1, further comprising:

in response to determining that the difference is greater than the preset time threshold, upon receiving a heartbeat packet sent by the server, skipping some frames of the interactive video according to the server.

6. The method according to claim 4 or 5, wherein skipping some frames of the interactive video according to the server comprises:

through a pre-established interface between the client and a content delivery network, acquiring video contents starting from a target play time of the interactive video, wherein a difference between the target play time and the execution time is less than the time threshold; and

playing the video contents.

7. The method according to claim 6, wherein acquiring the video contents comprises:

searching for the video contents starting from the target play time of the interactive video in a video buffer area;

in response to searching out the video contents, acquiring the video contents from the video buffer area; and

in response to not searching out the video contents, obtaining the video contents starting from the target play time of the interactive video from the content delivery network through the pre-established interface.

8. The method according to claim 1, further comprising:

receiving a selection instruction of a user for the branching options; and

in response to the selection instruction, playing video contents corresponding to a selected branching option of the interactive video.

9. An interactive video play control system, comprising:

a server; and

a plurality of clients each including a processor and a memory for storing a processor-executable computer program, wherein the computer program is executed by a processor to implement a method according to any of claims 1 to 10,

wherein the server is configured to send the branching message to each of the clients when the current script time of the interactive video reaches the execution time of executing a plot branching operation on the interactive video.

10. The play control system according to claim 9, wherein

a live broadcast platform is implemented on the server, and the live broadcast platform includes a node editor and a video editor;

the node editor is configured to:

receive a node editing instruction,

create play nodes according to the node editing instruction, and

configure a play time offset for each of the play nodes, wherein the play nodes includes at least one branching node, and at least two child nodes of the at least one branching node; and

the video editor is configured to:

receive multiple video files, and

respectively associate the video files with multiple play sub-paths between adjacent play nodes to generate the interactive video, wherein each play sub-path of a same branching node corresponds to multiple parallel plot branches in the interactive video, and the play time offset is configured to control a play progress of playing the interactive video by each client in a live broadcast room, such that a difference between play times of playing the interactive video by any two clients in the live broadcast room is less than a preset value.

11. The play control system according to claim 10, wherein the live broadcast platform further comprises:

a video manager configured to receive play time information and play number information of each interactive video, and associate the play time information and the play number information of each interactive video with corresponding interactive video.

12. The play control system according to claim 10, wherein the live broadcast platform further comprises:

an instructor console configured to, during playing of the interactive video, in response to receiving an interactive video editing instruction, insert a play node in the interactive

video, delete a play node from the interactive video, and/or insert an advertisement in the interactive video.

13. The play control system according to claim 11, wherein the live broadcast platform further comprises:

an instruction controller configured to:

acquire a server time, and

in response to determining that the server time reaches a play time indicated by play time information of the interactive video, send an interactive video play start instruction to the client through a long connection pre-established with the client, wherein the interactive video play start instruction is configured to instruct the client to access a video address of the interactive video to start to play the interactive video.

14. The play control system according to claim 10, wherein the live broadcast platform further comprises:

a bullet chat processor configured to:

acquire a bullet-screen comment message sent by the client,

acquire a current play path of playing the interactive video when the client sends the bullet-screen comment message, and

send the bullet-screen comment message to other clients on the current play path.

15. The play control system according to claim 14, wherein the bullet chat processor is further configured to:

acquire a second time offset between a time of sending a bullet-screen comment message by a second client and a start play time of the interactive video, and

send the bullet-screen comment message sent by the second client to a first client, wherein a first time offset between a current play time of the first client and a start play time of the interactive video is less than the second time offset.

16. The play control system according to claim 10, wherein the live broadcast platform further comprises:

a player configured to:

receive a play path selection instruction from the client,

determine a target play sub-path for the interactive video according to the play path selection instruction, and

send a uniform resource locator (URL) of a video file associated with the target play sub-path to the client.

17. The play control system according to claim 16, wherein

the player is further configured to send the current script time of the interactive video to the client; and

the client is configured to, when a difference between the current script time and an actual play time of currently playing the interactive video is greater than a second preset time threshold, skipping some frames of the interactive video according to the server.

18. The play control system according to claim 16, wherein the player is further configured to:

acquire a bullet chat white list of a first client, wherein the bullet chat white list is used to store a list of preset play paths, and a bullet-screen comment message sent by any client on the preset play paths are allowed to be displayed on the first client;

when receiving a bullet-screen comment message sent by a second client, determine whether a current play path of the second client is in the bullet chat white list; and

in response to determining that the current play path of the second client is not in the bullet chat white list, prevent the bullet-screen comment message sent by the second client from being sent to the first client.

19. The play control system according to claim 16, wherein the player is further configured to:

store a bullet chat functioning scope for each play node;

in response to determining that a current play path for a first client is within the bullet chat functioning scope, prevent a bullet-screen comment message sent by a second client for which current play path is not within the bullet chat functioning scope from being sent to the first client.

20. The play control system according to claim 16, wherein the player is further configured to:

update play paths for the client.