CLAIMS

1. A method for controlling display of a video call interface, comprising:

determining a current layout mode of the video call interface;

detecting a gesture operation acting on the video call interface; and

in response to the gesture operation satisfying a preset switch condition corresponding to the current layout mode, controlling the video call interface to switch to another corresponding layout mode;

wherein at least a first layout mode and a second layout mode exist in the video call interface;

the first layout mode comprises a main window and at least one sub-window, wherein the at least one sub-window is nested in the main window;

the second layout mode comprises at least two parallel windows, wherein each of the parallel windows displays a complete video picture of a calling party;

wherein the current layout mode is the first layout mode and there exist at least two sub-windows, the method further comprises:

in response to a second preset gesture operation acting on a first sub-window, switching video pictures of the first sub-window and a second sub-window hidden beneath the first sub-window;

in response to a third preset gesture operation acting on the first sub-window, switching all sub-windows hidden beneath the first sub-window to a top layer of the video call interface for displaying.

2. The method according to claim 1, wherein the first preset gesture operation is long press on the first sub-window, the second preset gesture operation is click on the first sub-window, and the third preset gesture operation is long press on the sub-window currently displayed.

3. The method according to claim 1, wherein if the current layout mode is the first layout mode, wherein in response to the gesture operation satisfying the preset switch condition corresponding to the current layout mode, controlling the video call interface to switch to another corresponding layout mode comprises:

in response to, according to the gesture operation, a first sub-window being dragged into a first preset area range at a center of the video call interface, switching and displaying the main window as a first parallel window in the second layout mode, and simultaneously displaying the first sub-window, in an original size, in a video frame corresponding to a second parallel window, and after the first sub-window being released according to the gesture operation, switching and displaying the first sub-window to fully occupy the video frame.

4. The method according to claim 3, wherein if the current layout mode comprises a second

sub-window, while displaying the first sub-window, in an original size, in the video frame corresponding to the second parallel window, the method further comprises:

displaying the second sub-window, in an original size, in a video frame corresponding to a third parallel window, or switching and displaying the second sub-window as a third parallel window.

5. The method according to claim 1, wherein if the current layout mode is the second layout mode, wherein in response to the gesture operation satisfying the preset switch condition corresponding to the current layout mode, controlling the video call interface to switch to another corresponding layout mode comprises:

in response to, according to the gesture operation, a first parallel window being dragged into a second preset area range at two sides of the video call interface, switching and displaying a second parallel window as the main window in the first layout mode, and simultaneously switching and displaying the first parallel window as a first sub-window, and after the first sub-window being released according to the gesture operation, fixing a display position of the first sub-window.

6. The method according to claim 1, wherein if the current layout mode is the first layout mode, in response to the gesture operation satisfying the preset switch condition corresponding to the current layout mode, controlling the video call interface to switch to another corresponding layout mode comprises:

in response to, according to the gesture operation, a size of a first sub-window being enlarged to a first preset size threshold, switching and displaying the main window as a first parallel window in the second layout mode, and simultaneously displaying the first sub-window, in a current size, in a video frame corresponding to a second parallel window, and after the first sub-window being released according to the gesture operation, switching and displaying the first sub-window to fully occupy the video frame.

7. The method according to claim 1, wherein if the current layout mode is the second layout mode, in response to the gesture operation satisfying the preset switch condition corresponding to the current layout mode, controlling the video call interface to switch to another corresponding layout mode comprises:

in response to, according to the gesture operation, a size of a first parallel window being narrowed to a second preset size threshold, switching and displaying a second parallel window as the main window in the first layout mode, and simultaneously switching and displaying the first parallel window as a first sub-window, and after the first sub-window being released according to the gesture operation, fixing a display position of the first sub-window.

8. The method according to any one of claims 1-7, wherein if the current layout mode is the

second layout mode, after the detecting the gesture operation acting on the video call interface, the method further comprises:

in response to, according to the gesture operation, a first parallel window being moving towards a second parallel window, and an overlapped area of the first parallel window and the second parallel window reaching a first area threshold, switching display positions of the first parallel window and the second parallel window.

9. The method according to any one of claims 1-7, after the detecting the gesture operation acting on the video call interface, the method further comprises:

in response to the gesture operation being a scaling operation acting on a first window, adjusting a display size of the first window according to the scaling operation.

10. The method according to any one of claims 1-7, wherein if the current layout mode is the first layout mode, after the detecting the gesture operation acting on the video call interface, the method further comprises:

in response to, according to the gesture operation, a first sub-window being dragged into a third preset area range in the main window, switching display positions of the first sub-window and the main window.

11. The method according to any one of claims 1-7, wherein the method further comprises:

in response to a first preset gesture operation acting on the first sub-window, hiding other sub-windows beneath the first sub-window.

12. An apparatus for controlling display of a video call interface, comprising:

a layout mode determining module, configured to determine a current layout mode of the video call interface;

a gesture operation detecting module, configured to detect a gesture operation acting on the video call interface;

a display controlling module, configured to: in response to the gesture operation satisfying a preset switch condition corresponding to the current layout mode, control the video call interface to switch to another corresponding layout mode;

wherein at least a first layout mode and a second layout mode exist in the video call interface;

the first layout mode comprises a main window and at least one sub-window, wherein the at least one sub-window is nested in the main window;

the second layout mode comprises at least two parallel windows, wherein each of the parallel windows displays a complete video picture of a calling party;

wherein the current layout mode is the first layout mode and there exist at least two sub-windows, the gesture operation detecting module is further configured to:

in response to a second preset gesture operation acting on a first sub-window, switch video pictures of the first sub-window and a second sub-window hidden beneath the first sub-window;

in response to a third preset gesture operation acting on the first sub-window, switch all sub-windows hidden beneath the first sub-window to a top layer of the video call interface for displaying.

13. A computer-readable storage medium, storing a computer program, wherein when the program is executed by a processor, the method according to any one of claims 1-11 is implemented.

14. An electronic device, comprising a memory, a processor and a computer program stored in the memory and executable on the processor, wherein when the processor executes the computer program, the method according to any one of claims 1-11 is implemented.

15. A computer program product, comprising a computer program instruction, wherein the computer program instruction, when executed by a computer, causes the computer to perform the method according to any one of claims 1-11.