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(54) Title: METHOD AND DEVICE FOR PREVIEWING IN-GAME BEHAVIORS UNDER OUT-OF-GAME ENVIRONMENT, TERMINAL AND STORAGE MEDIUM

(54) 发明名称: 局外环境下局内行为的预览方法、装置、终端及存储介质

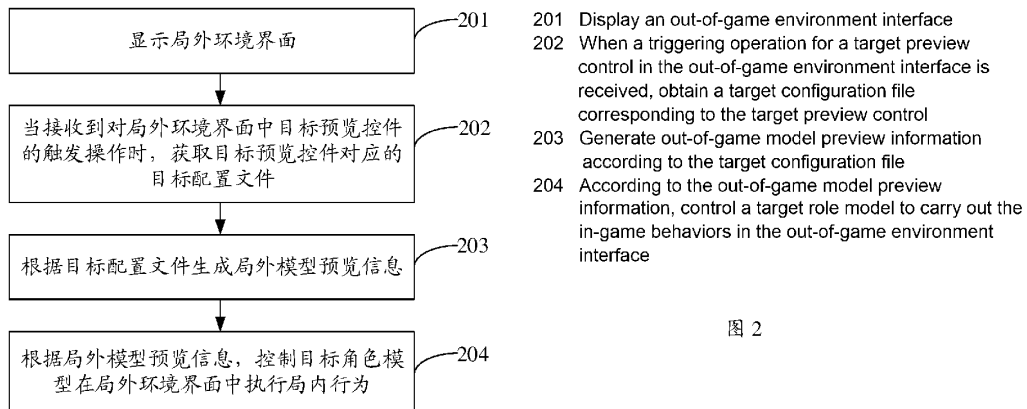


图 2

(57) Abstract: A method and device for previewing in-game behaviors under an out-of-game environment, a terminal and a storage medium, which relate to the field of games. The method comprises: displaying an out-of-game environment interface (201); when a triggering operation for a target preview control in the out-of-game environment interface is received, obtaining a target configuration file corresponding to the target preview control (202), the target configuration file being used for controlling a target role model to carry out corresponding in-game behaviors in the game; generating out-of-game model preview information according to the target configuration file (203); and according to the out-of-game model preview information, controlling the target role model to carry out the in-game behaviors in the out-of-game environment interface (204). The in-game behaviors of the role model are previewed in the out-of-game environment by reusing the in-game configuration file, thus enriching the types of the in-game behaviors capable of being previewed. In addition, videos corresponding to the in-game behaviors do not need to be stored, and so the videos of the in-game behaviors are prevented from occupying the storage space of the terminal.

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本国际公布:

— 包括国际检索报告(条约第21条(3))。

(57) 摘要: 一种局外环境下局内行为的预览方法、装置、终端及存储介质, 属于游戏领域。该方法包括: 显示局外环境界面(201); 当接收到对该局外环境界面中目标预览控件的触发操作时, 获取该目标预览控件对应目标配置文件(202), 该目标配置文件用于控制该目标角色模型在对局内执行相应的局内行为; 根据该目标配置文件生成局外模型预览信息(203); 根据该局外模型预览信息, 控制该目标角色模型在该局外环境界面中执行该局内行为(204)。通过复用局内配置文件实现在局外环境下对角色模型的局内行为预览, 丰富了可供预览的局内行为的种类, 且无需存储局内行为对应的视频, 避免局内行为视频占用终端存储空间。