CLAIMS

What is claimed is:

1. A method for transmitting prompt information in a multiplayer online battle program, performed by a terminal, the method comprising:

displaying a user interface (UI) of the multiplayer online battle program, the UI comprising a plurality of display elements and a signal control for activating a prompt information transmission function;

receiving a directional operation on the UI, the directional operation being an operation on the signal control and pointing to a target display element in the UI, the target display element being one of the display elements in the UI;

predicting target prompt information according to the target display element and battle information; and

transmitting the target prompt information to clients of teammate virtual characters of a master virtual character or all virtual characters in a battle;

wherein receiving the directional operation on the UI comprises:

receiving a touch operation on the signal control;

displaying at least one candidate display element of the display elements on the UI in a highlight manner;

receiving an operation on a target display element of the at least one candidate display element.

2. The method according to claim 1, wherein the predicting target prompt information according to the target display element and battle information comprises:

querying a behavior tree for the target prompt information according to the target display element and at least two pieces of real-time battle situation information,

wherein the behavior tree is in a tree structure which comprises a plurality of nodes and a plurality of leaves, each node is for performing a determination using a piece of the real-time battle situation information and leads to at least two branches corresponding to different determination results of the node, each branch leads to another node or a leaf which is associated with a piece of target prompt information.

3. The method according to claim 1, ;

wherein the target display element is one of: a display element for performing a skill, a display element for providing resources, a display element for a construction, a display element for indicating current network speed information of the terminal, a display element for indicating current hardware performance of the terminal, a display element for displaying prompt information;

wherein predicting target prompt information according to the target display element and battle information comprises:

determining the target prompt information with reference to real-time battle situation information using a behavior tree comprising a plurality of branches of “if-else”.

4. The method according to any one of claims 1-3, further comprising:

displaying a moving control at a left side marginal region of the UI, the moving control being for controlling a virtual character to move; and

displaying the signal control at a right side marginal region of the UI.

5. The method according to any one of claims 1-4, wherein

the highlight manner comprising at least one of the following display manners: a target color display manner, an overlay masking display manner, a highlight display manner, and a contour display manner.

6. The method according to any one of claims 1-4, wherein the signal control comprises a button control,

wherein the receiving a touch operation on the signal control comprises:

receiving a first touch operation applied on the button control on the UI; and

wherein the receiving an operation on a target display element of the at least one candidate display element comprises:

receiving a second touch operation applied on the target display element in the candidate display elements on the UI.

7. The method according to any one of claims 1-4, wherein the signal control comprises a button control,

wherein the receiving a touch operation on the signal control and receiving an operation on a target display element of the at least one candidate display element comprises:

receiving a slide operation on the UI, a slide starting point of the slide operation being the button control, and a slide end point of the slide operation being the target display element.

8. The method according to claim 7, wherein the method further comprises:

displaying an auxiliary line or a movement route pointing from the slide starting point to the slide end point on the UI when the slide operation is received on the button control.

9. The method according to claim 1, wherein the signal control comprises a map expansion control, and the receiving a directional operation on the UI comprises:

receiving a third touch operation applied on the map expansion control on the UI;

displaying a map viewing control of a virtual environment on the UI according to the third touch operation; and

receiving a fourth touch operation applied on the target display element on the map viewing control.

10. The method according to claim 2, wherein the target display element comprises skill class display elements, and the battle information comprises a skill availability status; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, when the target display element is the skill class display element and a skill availability status corresponding to the target display element is unavailable, first target prompt information used for indicating that a skill is unavailable; and

determining, when the target display element is the skill class display element and a skill availability status corresponding to the target display element is available, second target prompt information used for indicating that a skill is available.

11. The method according to claim 2, wherein the target display element

comprises skill class display elements, and the battle information comprises a skill cooldown (CD) time; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, in a case that the target display element is the skill class display element and a skill CD time corresponding to the target display element is valid, third target prompt information used for indicating the skill CD time.

12. The method according to claim 2, wherein the target display element comprises resource class display elements, and the battle information comprises vision information of the resource class display element; and

the querying a behavior tree for the target prompt information according to the target display element and the battle information comprises:

determining, in a case that the target display element is the resource class display element and the vision information corresponding to the target display element has vision of an enemy, fourth target prompt information used for indicating that the enemy is obtaining the resource.

13. A method for displaying prompt information in a multiplayer online battle program, performed by a terminal, the method comprising:

displaying a user interface (UI) of the multiplayer online battle program, the UI comprising a plurality of display elements and a signal control for activating a prompt information transmission function;

receiving a directional operation on the UI, the directional operation being an operation on the signal control and pointing to a target display element in the UI, the target display element being one of the display elements in the UI;

predicting target prompt information according to the target display element and battle information; and

displaying the target prompt information on the UI;

wherein receiving the directional operation on the UI comprises:

receiving a touch operation on the signal control;

displaying at least one candidate display element of the display elements on the

UI in a highlight manner;

receiving an operation on a target display element of the at least one candidate display element.

14. An apparatus for transmitting prompt information in a multiplayer online battle program, comprising:

a display module, configured to display a user interface (UI) of the multiplayer online battle program, the UI comprising a plurality of display elements and a signal control for activating a prompt information transmission function;

an interaction module, configured to receive a directional operation on the UI, the directional operation being an operation on the signal control and pointing to a target display element in the UI, the target display element being one of the display elements in the UI;

a prediction module, configured to predict target prompt information according to the target display element and battle information; and

a transmission module, configured to transmit the target prompt information to clients of teammate virtual characters of a master virtual character or all virtual characters in a battle;

wherein the interaction module is configured to:

receive a touch operation on the signal control;

display at least one candidate display element of the display elements on the UI in a highlight manner;

receive an operation on a target display element of the at least one candidate display element.

15. The apparatus according to claim 14, wherein the prediction module is configured to:

query a behavior tree for the target prompt information according to the target display element and at least two pieces of real-time battle information,

wherein the behavior tree is in a tree structure which comprises a plurality of nodes and a plurality of leaves, each node is for performing a determination using a piece of the real-time battle information and leads to at least two branches

corresponding to different determination results of the node, each branch leads to another node or a leaf which is associated with a piece of target prompt information.

16. The apparatus according to claim 14, wherein the UI comprises a virtual environment image and an interaction panel region;

wherein the target display element is one of: a display element for performing a skill, a display element for providing resources, a display element for a construction, a display element for indicating current network speed information of the terminal, a display element for indicating current hardware performance of the terminal, a display element for displaying prompt information;

wherein the prediction module is configured to:

determine the target prompt information with reference to real-time battle situation information using a behavior tree comprising a plurality of branches of "if-else".

17. The apparatus according to any one of claims 14-16, wherein the display module is configured to:

display a moving control at a left side marginal region of the UI, the moving control being for controlling a virtual character to move; and

display the signal control at a right side marginal region of the UI.

18. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, and a code set or an instruction set, the at least one instruction, the at least one program, and the code set or the instruction set being loaded and executed by the processor to implement the method for transmitting prompt information in a multiplayer online battle program according to any one of claims 1-12.

19. A computer-readable storage medium, storing at least one instruction, at least one program, and a code set or an instruction set, the at least one instruction, the at least one program, and the code set or the instruction set being loaded and executed by a processor to implement the method for transmitting prompt information in a multiplayer online battle program according to any one of claims 1-12.

20. A computer program product, comprising instructions, the instructions, when run on a computer, causing the computer to perform the method for transmitting

prompt information in a multiplayer online battle program according to any one of claims 1-12.