

METHOD AND APPARATUS FOR KEEPING CLIENT ALIVE, AND ELECTRONIC DEVICE AND STORAGE MEDIUM

ABSTRACT

Provided in the embodiments of the present application are a method and apparatus for keeping a client alive, and a storage medium. The method comprises: when switching to a background, a client sending a first request to a client server, and the client server determining according to the first request, a target keep-alive duration for a target scenario where the client is located; the client carrying scenario information of the target scenario and the target keep-alive duration in a second request, and sending the second request to a terminal device, so as to request that the terminal device keeps the target scenario alive; and the terminal device sending the second request to a terminal server, and the terminal server generating target information according to the second request, wherein the target information is used for indicating keep-alive information of the target scenario, and the terminal device determining, according to the target information, whether to keep the target scenario alive.

Figure 2