

ANIMATION DISPLAYING METHOD AND DEVICE, STORAGE MEDIUM, AND ELECTRONIC DEVICE

[0001] This application claims priority to Chinese Patent Application No. 2019111596143,
5 entitled "ANIMATION DISPLAYING METHOD AND DEVICE, STORAGE MEDIUM, AND
ELECTRONIC DEVICE" and filed with the China National Intellectual Property Administration on
November 22, 2019, which is incorporated by reference in its entirety.

FIELD OF THE TECHNOLOGY

10 **[0002]** The present disclosure relates to the field of computers, and specifically, to an
animation display method and apparatus, a storage medium, and an electronic device.

BACKGROUND OF THE APPLICATION

[0003] In the field of games, there exist a variety of data and parameter information. To
15 enable a game player to understand and learn the information quickly, a function module of game
guidance is set in each game.

[0004] However, the above information of game guidance is generally presented by using a
prompt box or as a picture in the related technology, such that a game player understands a function.
However, for some information, for example, an introduction to a gameplay mode, not only a datum
20 or a parameter of the gameplay mode, but also an entire process of the gameplay mode needs to be
described.

[0005] For example, it is assumed that the game guidance guides the game player to further
understand a "Fire" setting interface. Specifically, the "Fire" may include a primary fire mode and
an advanced fire mode, but the game player may hardly understand the difference between the two
25 modes via only static language description or a static picture.

[0006] That is, there exist a problem in the related technology that the game guidance is
displayed in undiversified manners.

[0007] For the foregoing problem, no effective solution has been provided yet.

SUMMARY

[0008] According to various embodiments of the present disclosure, an animation display method, an animation display apparatus, a storage medium, and an electronic device are provided.

[0009] According to an aspect of the embodiments of the present disclosure, an animation display method is provided. The method is performed by an electronic device and includes: displaying a first display area on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application; displaying a first picture in the first display area in a case that the first display area is unselected, the first picture being at least one display picture in the first operation flow; and playing a first animation in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

[0010] According to another aspect of the embodiments of the present disclosure, an animation display apparatus is further provided. The apparatus is disposed in an electronic device and includes: a first display unit, configured to display a first display area on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application; a second display unit, configured to display a first picture in the first display area in a case that the first display area is unselected, the first picture being at least one display picture in the first operation flow; and a third display unit, configured to play a first animation in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

[0011] According to still another aspect of the embodiments of the present disclosure, one or more computer-readable storage media are further provided. The computer-readable storage media stores computer-readable instructions, and the computer-readable instructions are configured to, when run, perform the foregoing animation display method.

[0012] According to yet another aspect of the embodiments of the present disclosure, an electronic device is further provided. The electronic device includes a memory, one or more processors, and computer-readable instructions that are stored in the memory and executable on the one or more processors. The one or more processors perform the foregoing animation display method by using the computer-readable instructions.

[0013] Details of one or more embodiments of the present disclosure are provided in the following accompanying drawings and descriptions. Based on the specification, the accompanying

drawings, and the claims of the present disclosure, other features, objectives, and advantages of the present disclosure become more obvious.

BRIEF DESCRIPTION OF THE DRAWINGS

5 **[0014]** To describe the technical solutions in the embodiments of the present disclosure more clearly, the accompanying drawings required for describing the embodiments are briefly described hereinafter. Apparently, the accompanying drawings in the following descriptions show merely some embodiments of the present disclosure, and a person of ordinary skill in the art may obtain other accompanying drawings according to these accompanying drawings without creative
10 efforts.

[0015] FIG. 1 is a schematic diagram of an application environment of an animation display method according to an embodiment of the present disclosure.

[0016] FIG. 2 is a schematic flowchart of an animation display method according to an embodiment of the present disclosure.

15 **[0017]** FIG. 3 is a schematic diagram of an animation display method according to an embodiment of the present disclosure.

[0018] FIG. 4 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

20 **[0019]** FIG. 5 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

[0020] FIG. 6 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

[0021] FIG. 7 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

25 **[0022]** FIG. 8 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

[0023] FIG. 9 is a schematic diagram of another animation display method according to an embodiment of the present disclosure.

30 **[0024]** FIG. 10 is a block diagram of an animation display apparatus according to an embodiment of the present disclosure.

[0025] FIG. 11 is a block diagram of an electronic device according to an embodiment of the present disclosure.

DESCRIPTION OF EMBODIMENTS

5 **[0026]** In order to make a person skilled in the art better understand the solutions of the present disclosure, the following clearly and completely describes the technical solutions in the embodiments of the present disclosure with reference to the accompanying drawings in the embodiments of the present disclosure. Apparently, the described embodiments are only some of the embodiments of the present disclosure rather than all of the embodiments. All other
10 embodiments obtained by a person skilled in the art based on the embodiments of the present disclosure without creative efforts shall fall within the protection scope of the present disclosure.

[0027] The terms such as “first” and “second” in the specification and claims of the present disclosure and in the accompanying drawings are used for distinguishing similar objects and not necessarily used for describing any particular order or sequence. The data termed in such a way are
15 interchangeable in proper circumstances, so that the embodiments of the present disclosure described herein can be implemented in orders other than the order illustrated or described herein. In addition, the terms "comprise", "include", and any other variants thereof mean to cover the non-exclusive inclusion. For example, a process, method, system, product, or device that includes a list of steps or units is not necessarily limited to those steps or units that are clearly listed, but may
20 include other steps or units not expressly listed or inherent to such a process, method, system, product, or device.

[0028] According to an aspect of the embodiments of the present disclosure, an animation display method is provided. In an implementation, the animation display method is applicable to, but is not limited to, a game system of a hardware environment shown in FIG. 1. The game system
25 may include, but is limited to: a terminal device 102, a network 110, and a game application server 112. A client (for example, a game client shown in FIG. 1) of a target game application is run on the terminal device 102, and the target game application is run on the game application server 112 and displays a game screen by using the terminal device 102. The terminal device may include, but is not limited to: a display 108, one or more processors 106, and a memory 104. The display 108 is
30 configured to display a first display area on a setting interface of the target game application; and the one or more processors 106 are configured to obtain the first display area on the setting interface of the target game application and detect an operation instruction (such as a touch instruction and a selection instruction) in the first display area; and are further configured to perform a corresponding

operation in response to the detected operation instruction. The memory 104 is configured to store the operation instruction, and a first picture and a first animation in the first display area on the setting interface of the target game application. The game application server 112 herein may include, but is not limited to: a database 114 and a processing engine 116. The processing engine 116 is configured to invoke game processing logic stored in the database 114 to run the target game application, and is further configured to compress first animation data obtained during the running process and transmit the compressed first animation data to the terminal device 102 for displaying. A progress bar of the game screen shown in FIG. 1 is used for only illustrating that the screen shows an animation rather than a static picture, which is not used as a limitation to the present disclosure.

[0029] The animation display method includes steps S102 to S110, including: obtaining a request that is triggered by performing an operation and that is used for selecting the first display area on a display interface displayed on the display 108 of the terminal device 102 and transmitting the selection request to the game application server 112 through the network 110, the game application server 112 obtaining the first animation data of the target game application, and transmitting the first animation data to the terminal device 102 through the network 110.

[0030] In this embodiment, the animation display method is applicable to, but is not limited to, a terminal device, and the terminal device may be, but is not limited to: a mobile phone, a tablet computer, a notebook computer, a PC, and another terminal device that supports running an application client. The server and the terminal device may implement data exchange through, but not limited to, a network, and the network may include, but is not limited to, a wireless network or a wired network. The wireless network includes: Bluetooth, Wi-Fi, and another network implementing wireless communication. The wired network may include, but is not limited to: a wide area network, a metropolitan area network, and a local area network. The foregoing description is merely an example, which is not limited in this embodiment.

[0031] In an implementation, as shown in FIG. 2, the animation display method includes the following steps S202 to S206.

[0032] In step S202, a first display area is displayed on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application.

[0033] In step S204, a first picture is displayed in the first display area in a case that the first display area is unselected, the first picture being at least one display picture in the first operation flow.

[0034] In step S206, a first animation is played in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

[0035] In this embodiment, the animation display method is applicable to, but is not limited to, an animation display process of a cloud game application. The cloud game application is a game based on cloud computing. The cloud game application is usually run on a game application server, where an animation in the display area is compressed, and the compressed animation is directly transmitted to a game client through a network, to display the animation to a user object. The animation display method is applicable to, but is not limited to, a process of game guidance, to enable the user object to understand, via a displayed animation, information to be expressed in the game guidance more intuitively, more detailedly, and more easily, thereby achieving a technical effect of making the game guidance more understandable.

[0036] Selecting the first display area may include, but is not limited to, at least one of the following: performing a tap operation on a trigger key in the first display area, performing a tap operation on a blank area of the first display area, or performing a slide operation on a specific area of the first display area. In addition, other trigger manners such as voice trigger and gesture trigger may be included, which are not limited in this embodiment. The trigger key may be set in the first display area by using, but not limited to, at least one of the following manners: a pop-up window, a floating layer, an embedded area, and the like. The first picture may be, but is not limited to: a related picture that is not the display picture of the first animation, a first display picture of the first animation, a last picture among displayed pictures of the first animation, and the like. The group of display pictures may include: a progress bar, a remaining time value, and the like, which are not limited in the present disclosure. The first display area may include: a play area, a display area, a selection area, a pause area, a fast-forward area, a speed-adjustment area, a mute area, a volume-adjustment area, a close area, and the like, which are not limited in the present disclosure.

[0037] The first display area is displayed on the setting interface of the target game application; the first picture is displayed in the first display area in a case that the first display area is unselected; and the first animation is played in the first display area in a case that the first display area is selected. The target game application may include, but is not limited to: a shooting game, a racing game, a competition game, and the like. The setting interface may include, but is not limited to: a mode setting interface, an operation setting interface, a parameter setting interface, and the like.

[0038] For example, the animation display method may include, but is not limited to, steps S302 to S314 shown in FIG. 3, including: performing an open instruction for opening the setting

interface, and detecting existence of a selection instruction; displaying a static picture in a case that there is no selection instruction; and displaying a dynamic picture in a case that there exists the selection instruction, and playing the dynamic picture repeatedly. The dynamic picture may include, but is not limited to, a group of display pictures for playing the first operation flow. Assuming that FIG. 3 is applied in an operation scenario of a fire mode setting interface in a shooting game, steps S302 to S314 may include, but are not limited to: opening a fire mode setting interface, and detecting a selected or unselected fire mode; displaying a static picture of each mode on the fire mode setting interface if it is detected that no fire mode is selected; and displaying, if it is detected that an auto-fire mode is selected, a dynamic picture corresponding to the auto-fire mode. The dynamic picture may include, but is not limited to, multiple groups of display pictures of the auto-fire mode.

[0039] For example, it is assumed that a scenario shown in FIG. 4 is guiding a game player to understand what multiplayer driving is. A first display area 402 is displayed on the setting interface of the target game application. In a case that the first display area 402 is not tapped by a touch operation, it is determined that the first display area 402 is in an unselected state. In this case, an unselected identifier may be marked on the first display area 402, which is not limited in this embodiment. Further, in a case that the first display area 402 is in the unselected state, a first picture 404 is displayed in the first display area 402, the first picture 404 being used for displaying an operation scenario of the first display area 402, such as an initial step of the multiplayer driving.

[0040] For example, it is assumed that a scenario shown in FIG. 5 is guiding a game player to understand what multiplayer driving is. A first display area 502 is displayed on the setting interface of the target game application. In a case that the first display area 502 is touched, it is determined that the first display area 502 is in a selected state. In this case, a selected identifier may be marked on the first display area 502, which is not limited in this embodiment. Further, in a case that the first display area 502 is selected, a first animation 504 is displayed in the first display area 502. The first animation 504 is used for playing a group of display pictures related to the first operation flow, and the display pictures include, but are not limited to, three display pictures FIG. 5(a), FIG. 5(b), and FIG. 5(c) shown in FIG. 5. The game player can understand what multiplayer driving is more intuitively via animation content displayed in the first animation 504.

[0041] According to this embodiment, in a case that the first display area is selected, the first animation instead of the first picture in the first operation flow is played, thereby reducing the difficulty of understanding the game guidance.

[0042] In an embodiment, the method further includes: after the playing a first animation in the first display area,

[0043] switching from playing the first animation to displaying the first picture in the first display area in a case that the first display area changes from being selected to being unselected.

5 **[0044]** After the first animation is played in the first display area, playing the first animation is switched to displaying the first picture in the first display area in a case that the first display area changes from being selected to being unselected. That the first display area changes from being selected to being unselected may include, but is not limited to, at least one of the following: triggering the selection instruction on a specific area or a button, and triggering the selection
10 instruction in a display area outside the first display area, and the like.

[0045] For example, as shown in FIG. 6, in a scenario in which a first animation 604 is played in a first display area 602, displaying the first animation 604 is switched to displaying a first picture 606 in the first display area 602 in, but not limited to, a case that the selection instruction triggered on a close button (such as an icon with a round shape and a cross interior and annotated
15 with a word "close" shown in FIG. 6) is detected.

[0046] According to this embodiment, in a case that the first display area changes from being selected to being unselected, playing the first animation is switched to displaying the first picture in the first display area, thereby improving display diversity.

[0047] In a solution, the playing a first animation in the first display area in a case that the
20 first display area is selected includes:

[0048] playing the first animation repeatedly in the first display area in a case that the first display area is selected.

[0049] The first animation is played repeatedly in the first display area in a case that the first display area is selected.

25 **[0050]** For example, in a case that the first display area is selected, as shown in FIG. 7, a group of display pictures of a first animation 704 is played in the following order: FIG. 7(a), FIG. 7(b), FIG. 7(c), FIG. 7(d), FIG. 7(a), FIG. 7(b), FIG. 7(c), FIG. 7(d)..., which is not limited in this embodiment. In other words, as long as the first display area is selected, the group of display pictures of the first animation 704 is played repeatedly in the play order.

30 **[0051]** According to this embodiment, in a case that the first display area is selected, the first animation is played repeatedly in the first display area, that is, the first animation is played repeatedly, thereby strengthening the game guidance.

[0052] In an embodiment, the method further includes the following steps S1 to S3.

[0053] In step S1, a second display area is displayed on the setting interface of the target game application when the first display area is displayed on the setting interface, the second display area being configured to display a second operation flow in the target game application.

5 **[0054]** In step S2, a second picture is displayed in the second display area in a case that the second display area is unselected, the second picture being at least one display picture in the second operation flow.

[0055] In step S3, a second animation is played in the second display area in a case that the second display area is selected, the second animation being used for playing at least one group of
10 display pictures in the second operation flow.

[0056] In a case that the first display area is displayed on the setting interface of the target game application, the second display area is displayed on the setting interface; the second picture is displayed in the second display area in a case that the second display area is unselected; and the second animation is played in the second display area in a case that the second display area is
15 selected. The first display area and the second display area may, but are not limited to, be allowed or not allowed to be displayed simultaneously.

[0057] For example, the first display area and the second display area are displayed simultaneously on the setting interface of the target game application. As shown in FIG. 8, a first display area 802 and a second display area 804 are displayed simultaneously and in parallel on a
20 setting interface 806 of the target game application.

[0058] According to this embodiment, the first display area and the second display area are displayed simultaneously on the setting interface of the target game application, thereby increasing display efficiency of the setting interface of the target game application.

[0059] In an embodiment, the playing a second animation in the second display area in a
25 case that the second display area is selected includes:

[0060] playing the second animation repeatedly in the second display area in a case that the second display area is selected.

[0061] The second animation is played repeatedly in the second display area in a case that the second display area is selected.

30 **[0062]** For example, as shown in FIG. 9, on a setting interface 902 of the target game application, a first display area 904 and a second display area 906 are displayed in parallel, and the

second animation is played repeatedly in the second display area 906 in a case that the second display area 906 is selected, where the second animation may include a progress bar showing a progress of playing a group of display pictures of the second animation, which is not limited in this embodiment.

5 **[0063]** According to this embodiment, the second animation is played repeatedly in the second display area in a case that the second display area is selected, and the second animation is played repeatedly in a case that the first display area and the second display area are displayed in parallel, thereby increasing play efficiency of the setting interface of the target game application.

10 **[0064]** In an embodiment, in a case that the first animation is played in the first display area and the second picture is displayed in the second display area, the method further includes:

[0065] obtaining a first selection operation on the setting interface, the first selection operation being used for selecting the second display area and setting the first display area as unselected.

15 **[0066]** The first selection operation on the setting interface is obtained, the first selection operation being used for selecting the second display area and setting the first display area as unselected.

20 **[0067]** For example, in a case that the first selection operation is used for selecting the second display area, regardless of the state (unselected or selected) of the first display area, the first display area is set to be in the unselected state and the second display area is set to be in the selected state.

[0068] According to this embodiment, the first selection operation is used for selecting the second display area, and setting the first display area as unselected, such that the first display area and the second display area do not simultaneously play the animation, thereby reducing a probability of misoperation of the selected display area.

25 **[0069]** In a solution, in a case that the first picture is displayed in the first display area and the second animation is played in the second display area, the method further includes:

[0070] obtaining a second selection operation on the setting interface, the second selection operation being used for selecting the first display area and setting the second display area as unselected.

30 **[0071]** The second selection operation on the setting interface is obtained, the second selection operation being used for selecting the first display area and setting the second display area as unselected.

[0072] For example, in a case that the second selection operation is used for selecting the first display area, regardless of the state (unselected or selected) of the second display area, the second display area is set to be in the unselected state and the first display area is set to be in the selected state.

5 **[0073]** According to this embodiment, the second selection operation is used for selecting the first display area, and setting the second display area as unselected, such that the first display area and the second display area does not simultaneously display the animation, thereby reducing a probability of misoperation of the selected display area.

[0074] For ease of description, the foregoing method embodiments are stated as a series of
10 action combinations. However, a person skilled in the art would understand that the present disclosure is not limited to the described sequence of the actions because according to the present disclosure, some steps may be performed in another sequence or may be simultaneously performed. In addition, a person skilled in the art would also understand that the embodiments described in this specification are all exemplary embodiments, and the involved actions and modules are not
15 necessarily required to the present disclosure.

[0075] According to another aspect of the embodiments of the present disclosure, an animation display apparatus for implementing the foregoing animation display method is further provided, the apparatus being disposed in an electronic device. As shown in FIG. 10, the apparatus includes a first display unit 1002, a second display unit 1004 and a third display unit 1006.

20 **[0076]** The first display unit 1002 is configured to display a first display area on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application.

[0077] The second display unit 1004 is configured to display a first picture in the first display area in a case that the first display area is unselected, the first picture being at least one
25 display picture in the first operation flow.

[0078] The third display unit 1006 is configured to play a first animation in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

[0079] In this embodiment, the animation display apparatus is applicable to, but is not
30 limited to, an animation display process of a cloud game application. The cloud game application is a game based on cloud computing. The cloud game application is usually run on a game application server, where an animation in the display area is compressed, and the compressed animation is

directly transmitted to a game client through a network, to display the animation to a user object. The animation display apparatus is applicable to, but is not limited to, a process of game guidance, to enable the user object to understand, via a displayed animation, information to be expressed in the game guidance more intuitively, more detailedly, and more easily, thereby achieving a technical effect of making the game guidance more understandable.

[0080] Selecting the first display area may include, but is not limited to, at least one of the following: performing a tap operation on a trigger key in the first display area, performing a tap operation on a blank area of the first display area, or performing a slide operation on a specific area of the first display area. In addition, other trigger manners such as voice trigger and gesture trigger may be included, which are not limited in this embodiment. The trigger key may be set in the first display area by using, but not limited to, at least one of the following manners: a pop-up window, a floating layer, an embedded area, and the like. The first picture may be, but is not limited to: a related picture that is not the display picture of the first animation, a first display picture of the first animation, a last picture among displayed pictures of the first animation, and the like. The group of display pictures may include: a progress bar, a remaining time value, and the like, which are not limited in the present disclosure. The first display area may include: a play area, a display area, a selection area, a pause area, a fast-forward area, a speed-adjustment area, a mute area, a volume-adjustment area, a close area, and the like, which are not limited in the present disclosure.

[0081] The first display area is displayed on the setting interface of the target game application, and in a case that the first display area is unselected, the first picture is displayed in the first display area; in a case that the first display area is selected, the first animation is played in the first display area. The target game application may include, but is not limited to: a shooting game, a racing game, a competition game, and the like. The setting interface may include, but is not limited to: a mode setting interface, an operation setting interface, a parameter setting interface, and the like.

[0082] For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.

[0083] According to this embodiment, in a case that the first display area is selected, the first animation instead of the first picture in the first operation flow is played, thereby reducing the difficulty of understanding the game guidance.

[0084] In an embodiment, the apparatus further includes a fourth display unit.

- [0085]** The fourth display unit is configured to, after the first animation is played in the first display area, switch from playing the first animation to displaying the first picture in the first display area in a case that the first display area changes from being selected to being unselected.
- [0086]** For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.
- [0087]** In an embodiment, the second display unit 1004 includes a first play module.
- [0088]** The first play module is configured to play the first animation repeatedly in the first display area in a case that the first display area is selected.
- [0089]** For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.
- [0090]** In a solution, the apparatus further includes a fifth display unit, a sixth display unit, a play unit.
- [0091]** The fifth display unit is configured to display a second display area on the setting interface of the target game application when the first display area is displayed on the setting interface, the second display area being configured to display a second operation flow in the target game application.
- [0092]** The sixth display unit is configured to display a second picture in the second display area in a case that the second display area is unselected, the second picture being at least one display picture in the second operation flow.
- [0093]** The play unit is configured to play a second animation in the second display area in a case that the second display area is selected, the second animation being used for playing at least one group of display pictures in the second operation flow.
- [0094]** For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.
- [0095]** In an embodiment, the play unit includes a second play module.
- [0096]** The second play module is configured to play the second animation repeatedly in the second display area in a case that the second display area is selected.
- [0097]** For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.
- [0098]** In an embodiment, the apparatus further includes a first setting unit.

[0099] The first setting unit is configured to, in a case that the first animation is played in the first display area and the second picture is displayed in the second display area, obtain a first selection operation on the setting interface, the first selection operation being used for selecting the second display area and setting the first display area as unselected.

5 **[0100]** For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.

[0101] In a solution, the apparatus further includes a second setting unit.

[0102] The second setting unit is configured to, in a case that the first picture is displayed in the first display area and the second animation is played in the second display area, obtain a second
10 selection operation on the setting interface, the second selection operation being used for selecting the first display area and setting the second display area as unselected.

[0103] For the specific embodiments, reference may be made to the example shown in the foregoing animation display apparatus, and details are not described herein again in this example.

[0104] For a specific limitation on the animation display apparatus, reference may be made
15 to the limitation on the animation display method above. Details are not described herein again. The modules in the foregoing animation display apparatus may be implemented entirely or partially by software, hardware, or a combination thereof. The foregoing modules may be built in or independent of a processor of an electronic device in a hardware form, or may be stored in a memory of the electronic device in a software form and invoked by a processor, so that the
20 processor performs an operation corresponding to each of the foregoing modules.

[0105] According to still another aspect of the embodiments of the present disclosure, an electronic device configured to implement the foregoing animation display method is further provided. As shown in FIG. 11, the electronic device includes a memory 1102 and one or more processors 1104, the memory 1102 storing computer-readable instructions, and the one or more
25 processors 1104 being configured to perform steps according to any one of the foregoing method embodiments by using the computer-readable instructions.

[0106] In this embodiment, the electronic device may be located in at least one of multiple network devices in a computer network.

[0107] In this embodiment, the one or more processors may be configured to perform the
30 following steps S1 to S3 by using the computer-readable instructions.

[0108] In step S1, a first display area is displayed on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application.

[0109] In step S2, a first picture is displayed in the first display area in a case that the first display area is unselected, the first picture being a display picture in the first operation flow.

[0110] In step S3, a first animation is played in the first display area in a case that the first display area is selected, the first animation being used for playing a group of display pictures in the first operation flow.

[0111] A person of ordinary skill in the art may understand that, the structure shown in FIG. 11 is only exemplary. The electronic device may be a terminal device such as a smartphone (for example, an Android mobile phone or an iOS mobile phone), a tablet computer, a palmtop computer, a mobile Internet device (MID), or a PAD. FIG. 11 does not limit the structure of the electronic device. For example, the electronic device may further include more or fewer components (for example, a network interface) than those shown in FIG. 11, or have a configuration different from that shown in FIG. 11.

[0112] The memory 1102 may be configured to store computer-readable instructions and modules, for example, computer-readable instructions/modules corresponding to the animation display method and apparatus in the embodiments of the present disclosure. The one or more processors 1104 perform various functional applications and data processing by running the computer-readable instructions and modules stored in the memory 1102, that is, implementing the foregoing animation display method. The memory 1102 may include a high-speed random access memory, and may also include a non-volatile memory, for example, one or more magnetic storage apparatuses, a flash memory, or another non-volatile solid-state memory. In some examples, the memory 1102 may further include memories remotely disposed relative to the one or more processors 1104, and the remote memories may be connected to a terminal through a network. The foregoing examples of the network include, but are not limited to, the Internet, an intranet, a local area network, a mobile communication network, and a combination thereof. The memory 1102 may be configured to, but is not limited to, store information such as the first display area, the first picture, and the first animation. In an example, as shown in FIG. 11, the memory 1102 may include, but is not limited to, the first display unit 1002, the second display unit 1004, and the third display unit 1006 in the foregoing animation display apparatus. In addition, the memory may further include, but is not limited to, other modules and units in the foregoing animation display apparatus, and details are not described herein again in this example.

[0113] A foregoing transmission apparatus 1106 is configured to receive or transmit data through a network. A specific example of the network may include a wired network and a wireless network. In an example, the transmission apparatus 1106 includes a network interface controller (NIC). The NIC may be connected to another network device and a router through a network cable,
5 so as to communicate with the Internet or a local area network. In an example, the transmission apparatus 1106 is a radio frequency (RF) module, configured to communicate with the Internet in a wireless manner.

[0114] In addition, the electronic device further includes: a display 1108, configured to display information such as the first display area, the first picture, and the first animation, and a
10 connection bus 1110, configured to connect module components in the electronic device.

[0115] According to yet another aspect of the embodiments of the present disclosure, one or more computer-readable storage media are further provided. The computer-readable storage media store computer-readable instructions, the computer-readable instructions being configured to, when run, perform the steps in any one of the foregoing method embodiments.

[0116] In this embodiment, the computer-readable storage media may be configured to store computer-readable instructions for performing the following steps S1 to S3.

[0117] In step S1, a first display area is displayed on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application.

[0118] In step S2, a first picture is displayed in the first display area in a case that the first display area is unselected, the first picture being a display picture in the first operation flow.

[0119] In step S3, a first animation is played in the first display area in a case that the first display area is selected, the first animation being used for playing a group of display pictures in the first operation flow.

[0120] In this embodiment, a person of ordinary skill in the art may understand that all or some of the steps of the methods in the foregoing embodiments may be implemented by computer-readable instructions instructing relevant hardware of a terminal device. The computer-readable instructions may be stored in a computer-readable storage medium, and the storage medium may include a flash drive, a read-only memory (ROM), a random access memory (RAM), a magnetic
25 disk, a compact disc, and the like.
30

[0121] The sequence numbers of the foregoing embodiments of the present disclosure are merely for description purpose, and are not intended to indicate the preference among the embodiments. The "plurality of" in the embodiments of the present disclosure is at least two.

[0122] When the integrated unit in the foregoing embodiments is implemented in the form of a software functional unit and sold or used as an independent product, the integrated unit may be stored in the foregoing computer-readable storage medium. Based on such an understanding, the technical solutions of the present disclosure essentially, or a part contributing to the related art, or all or a part of the technical solution may be implemented in a form of a software product. The computer software product is stored in a storage medium and includes several instructions for instructing one or more computer devices (which may be a PC, a server, a network device, and the like) to perform all or some of steps of the methods in the embodiments of the present disclosure.

[0123] In the foregoing embodiments of the present disclosure, descriptions of the embodiments have different emphases. As for parts that are not described in detail in one embodiment, reference may be made to the relevant descriptions of the other embodiments.

[0124] In the several embodiments provided in the present disclosure, it is to be understood that the disclosed client may be implemented in another manner. The described apparatus embodiments are merely exemplary. For example, the unit division is merely logical function division, and may use other division manners during actual implementation. For example, multiple units or components may be combined or integrated into another system, or some features may be omitted or not performed. In addition, the displayed or discussed mutual couplings or direct couplings or communication connections may be implemented through some interfaces. The indirect couplings or communication connections between the units or modules may be implemented in electrical or other forms.

[0125] The units described as separate components may or may not be physically separate, and components displayed as units may or may not be physical units, may be located in one position, or may be distributed on multiple network units. Some or all of the units may be selected according to an actual requirement to achieve the objectives of the solutions in the embodiments.

[0126] In addition, functional units in the embodiments of the present disclosure may be integrated into one processing unit, or each of the units may exist alone physically, or two or more units may be integrated into one unit. The integrated unit may be implemented in a form of hardware, or may be implemented in a form of a software function unit.

[0127] The foregoing descriptions are merely exemplary implementations of the present disclosure. A person of ordinary skill in the art may make some improvements and polishing without departing from the principle of the present disclosure and the improvements and polishing shall fall within the protection scope of the present disclosure.

CLAIMS

What is claimed is:

1. An animation display method, performed by an electronic device, the method comprising:

5 displaying a first display area on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application;

displaying a first picture in the first display area in a case that the first display area is unselected, the first picture being at least one display picture in the first operation flow; and

10 playing a first animation in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

2. The method according to claim 1, wherein after the playing a first animation in the first display area, the method further comprises:

switching from playing the first animation to displaying the first picture in the first display area in a case that the first display area changes from being selected to being unselected.

15 3. The method according to claim 1, wherein the playing a first animation in the first display area in a case that the first display area is selected comprises:

playing the first animation repeatedly in the first display area in a case that the first display area is selected.

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

20 displaying a second display area on the setting interface of the target game application when the first display area is displayed on the setting interface, the second display area being configured to display a second operation flow in the target game application;

displaying a second picture in the second display area in a case that the second display area is unselected, the second picture being at least one display picture in the second operation flow; and

25 playing a second animation in the second display area in a case that the second display area is selected, the second animation being used for playing at least one group of display pictures in the second operation flow.

5. The method according to claim 4, wherein the playing a second animation in the second display area in a case that the second display area is selected comprises:

playing the second animation repeatedly in the second display area in a case that the second display area is selected.

6. The method according to claim 4, wherein in a case that the first animation is played in the first display area and the second picture is displayed in the second display area, the method further comprises:

obtaining a first selection operation on the setting interface, the first selection operation being used for selecting the second display area and setting the first display area as unselected.

7. The method according to claim 4, wherein in a case that the first picture is displayed in the first display area and the second animation is played in the second display area, the method further comprises:

obtaining a second selection operation on the setting interface, the second selection operation being used for selecting the first display area and setting the second display area as unselected.

8. An animation display apparatus, disposed in an electronic device, the apparatus comprising:

a first display unit, configured to display a first display area on a setting interface of a target game application, the first display area being configured to display a first operation flow in the target game application;

a second display unit, configured to display a first picture in the first display area in a case that the first display area is unselected, the first picture being at least one display picture in the first operation flow; and

a third display unit, configured to play a first animation in the first display area in a case that the first display area is selected, the first animation being used for playing at least one group of display pictures in the first operation flow.

9. The apparatus according to claim 8, further comprising:

a fourth display unit, configured to, after the first animation is played in the first display area, switch from playing the first animation to displaying the first picture in the first display area in a case that the first display area changes from being selected to being unselected.

10. The apparatus according to claim 8, wherein the second display unit comprises:

a first play module, configured to play the first animation repeatedly in the first display area in a case that the first display area is selected.

11. The apparatus according to claim 8, further comprising:

a fifth display unit, configured to display a second display area on the setting interface of the target game application when the first display area is displayed on the setting interface, the second display area being configured to display a second operation flow in the target game application;

5 a sixth display unit, configured to display a second picture in the second display area in a case that the second display area is unselected, the second picture being at least one display picture in the second operation flow; and

a play unit, configured to play a second animation in the second display area in a case that the second display area is selected, the second animation being used for playing at least one group of display pictures in the second operation flow.

10 12. The apparatus according to claim 11, wherein the play unit comprises:

a second play module, configured to play the second animation repeatedly in the second display area in a case that the second display area is selected.

13. The apparatus according to claim 11, further comprising:

15 an obtaining unit, configured to, in a case that the first animation is played in the first display area and the second picture is displayed in the second display area, obtain a first selection operation on the setting interface, the first selection operation being used for selecting the second display area and setting the first display area as unselected.

20 14. One or more computer-readable storage media, the computer-readable storage media storing computer-readable instructions, the computer-readable instructions, when run, performing the method according to any one of claims 1 to 7.

15. An electronic device, comprising a memory and one or more processors, the memory storing computer-readable instructions, and the one or more processors being configured to perform the method according to any one of claims 1 to 7 by using the computer-readable instructions.