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(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 郑祥威 (ZHENG, Xiangwei); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京三高永信知识产权代理有限公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区学院路蓟门里和景园 A 座 1 单元 102 室, Beijing 100088 (CN)。

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(54) Title: AUDIO PLAYING AND COLLECTION METHOD, APPARATUS AND DEVICE AND READABLE STORAGE MEDIUM

(54) 发明名称: 音频的播放采集方法、装置、设备及可读存储介质

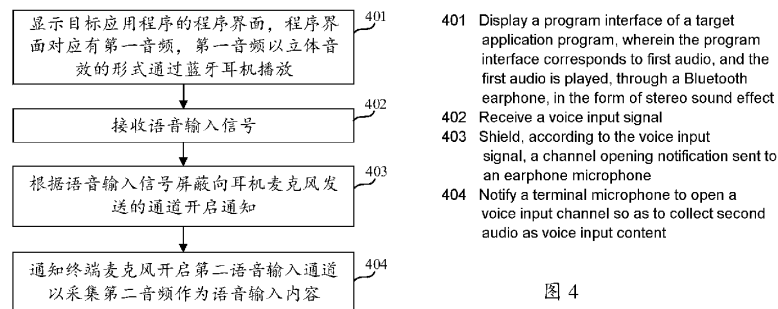


图 4

(57) Abstract: Disclosed are an audio playing and collection method, apparatus and device and a readable storage medium, relating to the field of audio processing. The method is applied to a terminal connected to a Bluetooth earphone. The terminal is configured with a terminal microphone, and the Bluetooth earphone is configured with an earphone microphone. The method comprises: displaying a program interface, and playing, through a Bluetooth earphone, first audio corresponding to the program interface in the form of stereo sound effect; receiving a voice input signal; and according to the voice input signal, notifying a terminal microphone to open a voice input channel so as to collect second audio as voice input content. When the first audio is played, through the Bluetooth earphone, in the form of stereo sound effect, the second audio is collected by means of the terminal microphone to serve as the voice input content, the collection of the second audio is realized by means of the terminal microphone, while ensuring that the first audio played through the Bluetooth earphone is audio played in the form of stereo sound effect, and avoiding the problem that the audio cannot be collected while a stereo sound is played through the Bluetooth earphone.

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CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU,
IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT,
RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI,
CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

本国际公布：

— 包括国际检索报告(条约第21条(3))。

(57) 摘要：本申请公开了一种音频的播放采集方法、装置、设备及可读存储介质，涉及音频处理领域。该方法应用于连接有蓝牙耳机的终端中，该终端配置有终端麦克风，蓝牙耳机配置有耳机麦克风，该方法包括：显示程序界面，程序界面对应的第一音频以立体音效的形式通过蓝牙耳机播放；接收语音输入信号；根据所述语音输入信号通知所述终端麦克风开启语音输入通道以采集第二音频作为所述语音输入内容。当通过蓝牙耳机播放立体音效形式的第一音频时，通过终端麦克风采集第二音频作为语音输入内容，在确保蓝牙耳机播放的第一音频为立体音效形式的音频的同时，通过终端麦克风实现对第二音频的采集工作，避免了蓝牙耳机在播放立体音的同时无法实现采集音频的问题。