CLAIMS

1. A method for transmitting a message in a multiplayer online battle program, performed by a first terminal, the first terminal logging into the multiplayer online battle program using a first account, and the method comprising:

displaying a first user interface of the multiplayer online battle program, the multiplayer online battle program providing a virtual environment for at least two teams of virtual characters to conduct an online battle;

displaying a warning transmitting control icon in a predetermined region on the first user interface, in response to that a virtual character in the virtual environment generates an event satisfying a warning condition, the warning transmitting control icon being customized according to the event and configured to transmit a warning message corresponding to the event, wherein warning messages corresponding to at least two events are different;

transmitting the warning message to a second terminal in response to a transmitting operation being triggered on the warning transmitting control icon, the second terminal logging into the multiplayer online battle program using a second account, and the first account and the second account having a teammate relationship; and

displaying the warning message on the first user interface and removing the warning transmitting control icon from the first user interface.

2. The method according to claim 1, wherein the displaying the warning transmitting control icon in the predetermined region on the first user interface, in response to that the virtual character in the virtual environment generates the event satisfying the warning condition comprises:

displaying the warning transmitting control icon in the predetermined region on the first user interface, in response to that an enemy virtual character in the virtual environment generates an event satisfying an enemy warning condition, the enemy virtual character belonging to a team different from that of a first virtual character controlled by the first account;

and/or

displaying the warning transmitting control icon in the predetermined region on the first user interface, in response to that the first virtual character in the virtual environment generates an event satisfying a friend warning condition.

3. The method according to claim 2, wherein the displaying the warning transmitting control

icon in the predetermined region on the first user interface, in response to that the enemy virtual character in the virtual environment generates the event satisfying the enemy warning condition comprises:

obtaining character information of the enemy virtual character in the virtual environment, the character information comprising at least one of time information, space information, behavior information, and character attribute information; and

displaying the warning transmitting control icon in the predetermined region on the first user interface in response to that at least one piece of the character information of the enemy virtual character in the virtual environment satisfies the enemy warning condition.

4. The method according to claim 3, wherein the enemy warning condition comprises at least one of the following conditions:

a disappearance time of the enemy virtual character in a specified time period reaches a first time threshold;

an appearance time of the enemy virtual character in a specified map region reaches a second time threshold;

a character level of the enemy virtual character reaches a level threshold;

the enemy virtual character casts a specified skill, and there is a friend virtual character in a damage threshold range of the specified skill; and

a hidden location of the enemy virtual character is found.

5. The method according to claim 4, wherein the enemy warning condition further comprises at least one of the following conditions:

the first virtual character and the enemy virtual character are located in a same branch;

the first virtual character is nearest to the enemy virtual character;

the first virtual character is a virtual character with the highest economic value among friend virtual characters; and

the first virtual character finds the hidden location of the enemy virtual character.

6. The method according to claim 2, wherein the displaying the warning transmitting control icon in the predetermined region on the first user interface in response to that the first virtual character in the virtual environment generates the event satisfying the friend warning condition comprises:

obtaining character information of the first virtual character in the virtual environment, the character information comprising at least one of time information, space information, behavior information, and character attribute information; and

displaying the warning transmitting control icon in the predetermined region on the first user interface, in response to that at least one piece of the character information of the first virtual character in the virtual environment satisfies the friend warning condition.

7. The method according to claim 6, wherein the friend warning condition comprises at least one of the following conditions:

a combat power of the first virtual character is lower than a combat power threshold; and

hit points of the first virtual character are lower than a hit point threshold.

8. The method according to any one of claims 2 to 7, wherein the warning transmitting control icon corresponding to the enemy warning condition is visually different from the warning transmitting control icon corresponding to the friend warning condition.

9. The method according to claim 1, wherein message content of the warning message comprises at least one of the following:

an avatar of the first account;

an icon corresponding a type of the warning condition; or

a text corresponding to the warning condition.

10. The method according to any one of claims 1 to 6, wherein the method further comprises:

canceling displaying the warning transmitting control icon on the first user interface, in a case that a display duration of the warning transmitting control icon reaches a third time threshold, and no trigger operation on the warning transmitting control icon is received.

11. A method for receiving a message in a multiplayer online battle program, performed by a second terminal, the second terminal logging into the multiplayer online battle program using a second account, and the method comprising:

displaying a second user interface of the multiplayer online battle program, the multiplayer online battle program providing a virtual environment for at least two teams of virtual characters to conduct an online battle;

receiving a warning message, the warning message being transmitted, in a case that a virtual character of a first terminal in the virtual environment generates an event satisfying a warning

condition and a transmitting operation, on a warning transmitting control icon being customized according to the event and displayed on a first user interface of the first terminal, is triggered, the first terminal logging into the multiplayer online battle program using a first account, and the first account and the second account having a teammate relationship; and

displaying the warning message on the second user interface;

wherein the warning message is displayed on the first user interface of the first terminal, and the warning transmitting control icon is removed from the first user interface.

12. The method according to claim 11, wherein the warning message being transmitted in a case that the virtual character of the first terminal in the virtual environment generates the event satisfying the warning condition and the transmitting operation, on the warning transmitting control icon being customized according to the event and displayed on the first user interface of the first terminal, is triggered comprises:

the warning message being transmitted, in a case that an enemy virtual character of the first terminal in the virtual environment generates an event satisfying an enemy warning condition and the transmitting operation on the warning transmitting control icon being customized according to the event is triggered;

and/or

the warning message being transmitted, in a case that a first virtual character of the first terminal in the virtual environment generates an event satisfying a friend warning condition and the transmitting operation on the warning transmitting control icon being customized according to the event is triggered, the first virtual character being a virtual character controlled by the first account.

13. The method according to claim 12, wherein the enemy warning condition comprises at least one of the following conditions:

a disappearance time of the enemy virtual character in a specified time period reaches a first time threshold;

an appearance time of the enemy virtual character in a specified map region reaches a second time threshold;

a character level of the enemy virtual character reaches a level threshold;

the enemy virtual character casts a specified skill, and there is a friend virtual character in a damage threshold range of the specified skill; and

a hidden location of the enemy virtual character is found.

14. The method according to claim 13, wherein the enemy warning condition further comprises at least one of the following conditions:

the first virtual character and the enemy virtual character are located in a same branch;

the first virtual character is nearest to the enemy virtual character;

the first virtual character is a virtual character with the highest economic value among friend virtual characters; and

the first virtual character finds the hidden location of the enemy virtual character.

15. The method according to claim 12, wherein the friend warning condition comprises at least one of the following conditions:

a combat power of the first virtual character is lower than a combat power threshold; and

hit points of the first virtual character are lower than a hit point threshold.

16. The method according to claim 11, wherein message content of the warning message comprises at least one of the following:

an avatar of the first account;

an icon corresponding a type of the warning condition; or

a text corresponding to the warning condition.

17. An apparatus for transmitting a message in a multiplayer online battle program, the apparatus logging into the multiplayer online battle program using a first account, and the apparatus comprising:

a display module, configured to display a first user interface of the multiplayer online battle program, the multiplayer online battle program providing a virtual environment for at least two teams of virtual characters to conduct an online battle;

an interaction module, configured to display a warning transmitting control icon in a predetermined region on the first user interface in response to that a virtual character in the virtual environment generates an event satisfying a warning condition, the warning transmitting control icon being customized according to the event and configured to transmit a warning message corresponding to the event, wherein warning messages corresponding to at least two events are different; and

a transmitting module, configured to transmit the warning message to a second terminal in response to a transmitting operation being triggered on the warning transmitting control icon, the second terminal logging into the multiplayer online battle program using a second account, and the first account and the second account having a teammate relationship;

wherein the display module is configured to display the warning message on the first user interface and remove the warning transmitting control icon from the first user interface.

18. An apparatus for receiving a message in a multiplayer online battle program, the apparatus logging into the multiplayer online battle program using a second account, and the apparatus comprising:

a display module, configured to display a second user interface of the multiplayer online battle program, the multiplayer online battle program providing a virtual environment for at least two teams of virtual characters to conduct an online battle; and

a receiving module, configured to receive a warning message, the warning message being transmitted in a case that a virtual character of a first terminal in the virtual environment generates an event satisfying a warning condition and a transmitting operation, on a warning transmitting control icon being customized according to the event and displayed on a first user interface of the first terminal, is triggered, the first terminal logging into the multiplayer online battle program using a first account, and the first account and the second account having a teammate relationship,

the display module being further configured to display the warning message on the second user interface;

wherein the warning message is displayed on the first user interface of the first terminal, and the warning transmitting control icon is removed from the first user interface.

19. A terminal, comprising a processor and a memory, the memory storing at least one instruction being loaded and executed by the processor to implement the method according to any one of claims 1 to 10 or the method according to any one of claims 11 to 16.

20. A computer-readable storage medium, storing at least one instruction being loaded and executed by a processor to implement the method according to any one of claims 1 to 10 or the method according to any one of claims 11 to 16.

21. A computer program product, storing at least one instruction being loaded and executed by a processor to implement the method according to any one of claims 1 to 10 or the method according to any one of claims 11 to 16.