ABSTRACT

A method and apparatus for transmitting a message in a multiplayer online battle program, a terminal, ~~and~~ a medium and a program product in the field of human-machine interaction. The method includes: displaying (420) 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 (440) a warning transmitting control 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 being configured to transmit a warning message corresponding to the event; and transmitting (460) the warning message to a second terminal in response to a transmitting operation to the warning message, the first account and the second account having a teammate relationship.