CLAIMS

What is claimed is:

1. A method for previewing an in-game action in an out-of-game environment, applicable to a terminal, the method comprising:

displaying an out-of-game environment interface, the out-of-game environment interface being an environment interface out of a game, and a target character model being displayed in the out-of-game environment interface;

obtaining, when a trigger operation for a target preview control in the out-of-game environment interface is received, a target configuration file corresponding to the target preview control, the target configuration file being used for controlling the target character model to perform a corresponding in-game action in the game;

generating out-of-game model preview information according to the target configuration file; and

controlling, according to the out-of-game model preview information, the target character model to perform the in-game action in the out-of-game environment interface.;

2. The method according to claim 1, wherein the generating out-of-game model preview information according to the target configuration file comprises:

parsing the target configuration file to determine a target event and a target event parameter corresponding to the target event in the target configuration file, the target event being a part of events comprised in the target configuration file; and

generating the out-of-game model preview information according to the target event and the target event parameter.;

3. The method according to claim 2, wherein the parsing the target configuration file to determine a target event and a target event parameter corresponding to the target event in the target configuration file comprises:

converting the target configuration file into a target configuration document;

parsing the target configuration document according to a static dictionary to generate a dynamic dictionary comprising a configuration parsing result, the static dictionary comprising a correspondence between an event parameter category and an event parameter name, the event parameter category being a category of an event parameter corresponding to the target event, and

the configuration parsing result being a correspondence between the event parameter category and an event parameter value; and

determining the configuration parsing result in the dynamic dictionary as the target event and the target event parameter.

42. The method according to claim 31, wherein the target configuration document comprises a correspondence between a parameter and a parameter value; and

the parsing the target configuration document according to the static dictionary to generate the dynamic dictionary comprising the configuration parsing result comprises:

determining, when a candidate event parameter in the target configuration document matches the event parameter name in the static dictionary, a parameter value corresponding to the candidate event parameter as the event parameter value; and

using the event parameter category corresponding to the event parameter name as a key, using the event parameter value as a value, and storing the key and the value into the dynamic dictionary in an associated manner.

53. The method according to any one of claims 2 1 to 42, wherein the generating the out-of-game model preview information according to the target event and the target event parameter comprises:

generating an action object according to the target event and the target event parameter, the action object being used for indicating the in-game action performed by the target character model, the action object comprising at least one preview event object, and each preview event object being used for indicating events of the same category in the in-game action; and

generating the out-of-game model preview information according to the action object.

64. The method according to claim 53, wherein the controlling, according to the out-of-game model preview information, the target character model to perform the in-game action in the out-of-game environment interface comprises:

inputting the out-of-game model preview information into an out-of-game preview system, the out-of-game preview system being configured to perform out-of-game model preview information update, action object update, and preview event object update sequentially, to obtain an update result; and

controlling, according to the update result outputted by the out-of-game preview system, the target character model to perform the in-game action in the out-of-game environment interface.

~~7~~5. The method according to any one of claims 1 to ~~4~~2, further comprising:

obtaining configuration update information, the configuration update information comprising at least one of action configuration update information and preview event configuration update information, the action configuration update information being configuration information corresponding to a newly added action, and the preview event configuration update information being configuration information corresponding to a newly added event; and

storing the configuration update information and updating a preview control in the out-of-game environment interface.

~~8~~6. An apparatus for previewing an in-game action in an out-of-game environment, comprising:

a display module, configured to display an out-of-game environment interface, the out-of-game environment interface being an environment interface out of a game, and a target character model being displayed in the out-of-game environment interface;

a first obtaining module, configured to obtain, when a trigger operation for a target preview control in the out-of-game environment interface is received, a target configuration file corresponding to the target preview control, the target configuration file being used for controlling the target character model to perform a corresponding in-game action in the game;

a generation module, configured to generate out-of-game model preview information according to the target configuration file; and

a control module, configured to control, according to the out-of-game model preview information, the target character model to perform the in-game action in the out-of-game environment interface~~.~~;

~~9. The apparatus according to claim 8,~~ wherein the generation module comprises:

a parsing unit, configured to parse the target configuration file to determine a target event and a target event parameter corresponding to the target event in the target configuration file, the target event being a part of events comprised in the target configuration file; and

a generation unit, configured to generate the out-of-game model preview information according to the target event and the target event parameter~~.~~;

~~10. The apparatus according to claim 9,~~ wherein the parsing unit is further configured to:

convert the target configuration file into a target configuration document;

parse the target configuration document according to a static dictionary to generate a dynamic dictionary comprising a configuration parsing result, the static dictionary comprising a correspondence between an event parameter category and an event parameter name, the event parameter category being a category of an event parameter corresponding to the target event, and the configuration parsing result being a correspondence between the event parameter category and an event parameter value; and

determine the configuration parsing result in the dynamic dictionary as the target event and the target event parameter.

~~11~~7. The apparatus according to claim ~~10~~6, wherein the target configuration document comprises a correspondence between a parameter and a parameter value; and

the parsing unit is further configured to:

determine, when a candidate event parameter in the target configuration document matches the event parameter name in the static dictionary, a parameter value corresponding to the candidate event parameter as the event parameter value; and

use the event parameter category corresponding to the event parameter name as a key, use the event parameter value as a value, and store the key and the value into the dynamic dictionary in an associated manner.

~~12~~8. The apparatus according to any one of claims ~~9~~ 6 to ~~11~~7, wherein the generation unit is further configured to:

generate an action object according to the target event and the target event parameter, the action object being used for indicating the in-game action performed by the target character model, the action object comprising at least one preview event object, and each preview event object being used for indicating events of the same category in the in-game action; and

generate the out-of-game model preview information according to the action object.

~~13~~9. The apparatus according to claim ~~12~~8, wherein the control module comprises:

an input unit, configured to input the out-of-game model preview information into an out-of-game preview system, the out-of-game preview system being configured to perform out-of-game model preview information update, action object update, and preview event object update sequentially, to obtain an update result; and

a control unit, configured to control, according to the update result outputted by the out-of-game preview system, the target character model to perform the in-game action in the out-of-game environment interface.

~~14~~10. A terminal, comprising a processor and a memory, the memory storing at least one instruction, and the at least one instruction being executed by the processor to implement the method for previewing an in-game action in an out-of-game environment according to any one of claims 1 to ~~7~~5.

~~15~~11. A computer-readable storage medium, storing at least one instruction, the at least one instruction being executed by a processor to implement the method for previewing an in-game action in an out-of-game environment according to any one of claims 1 to ~~7~~5.