ABSTRACT

A game data updating method and system, a server, an electronic device, a program product, and a storage medium. The game update method comprises: when a game update is to be performed, running cloud gaming client mirroring to generate a cloud gaming screen comprising an update trigger control; acquiring operation coordinates corresponding to the update trigger control; according to the operation coordinates corresponding to the update trigger control, simulating a trigger operation on the update trigger control to generate a trigger instruction for the update trigger control; and updating the cloud gaming client mirroring according to the trigger instruction. According to the technical solution of embodiments of the present application, an automatic update of a game can be completed by means of a cloud gaming server under a player-unaware condition, so that operation cost and the quality of operation of a product are greatly optimized by means of the automatic update of the game, thereby avoiding waiting for an operation of a user for a software update, so as to improve the data processing efficiency of a server for a software update.

Fig. 2