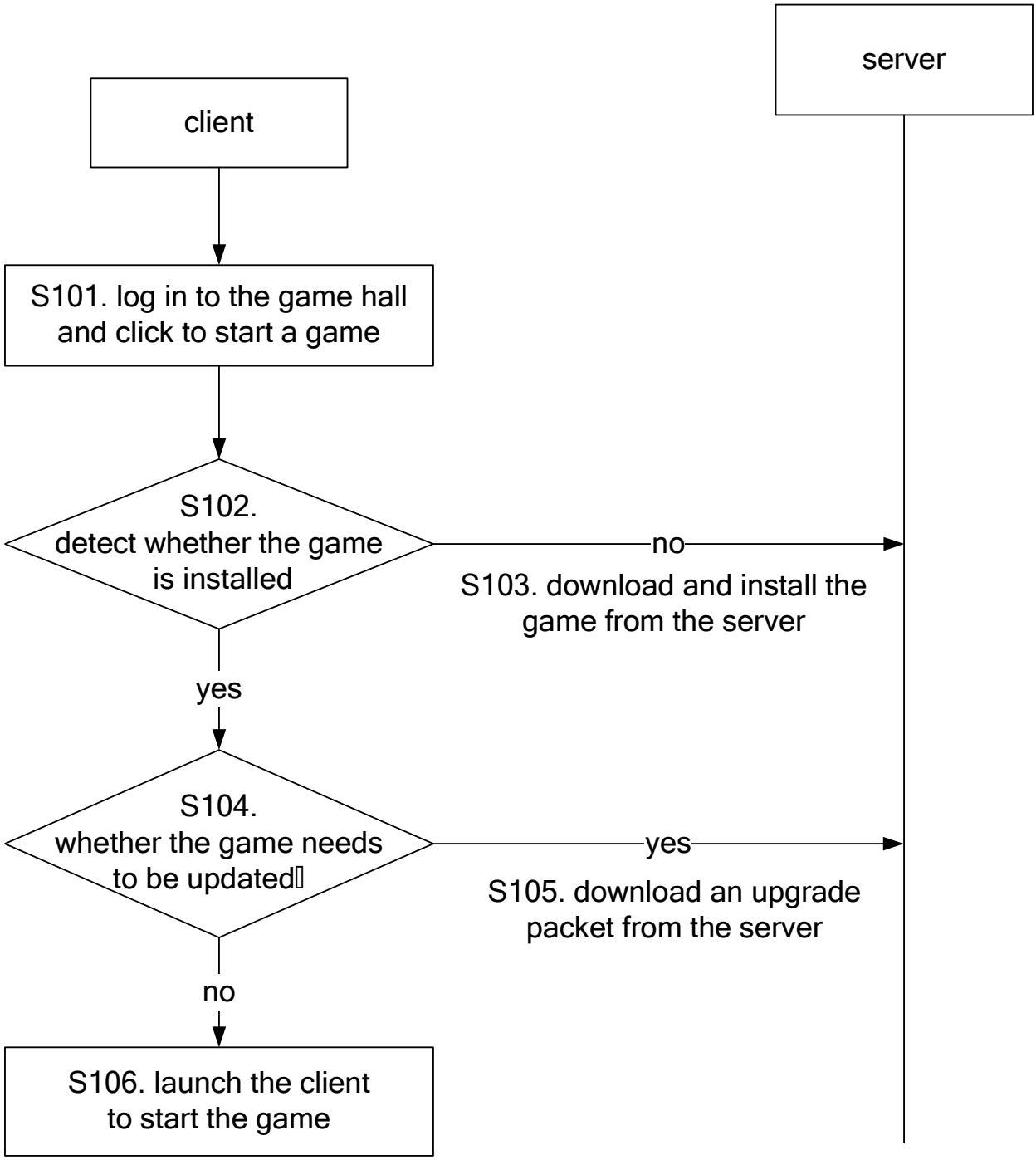
Fig. 1



Prior Art

Fig. 2

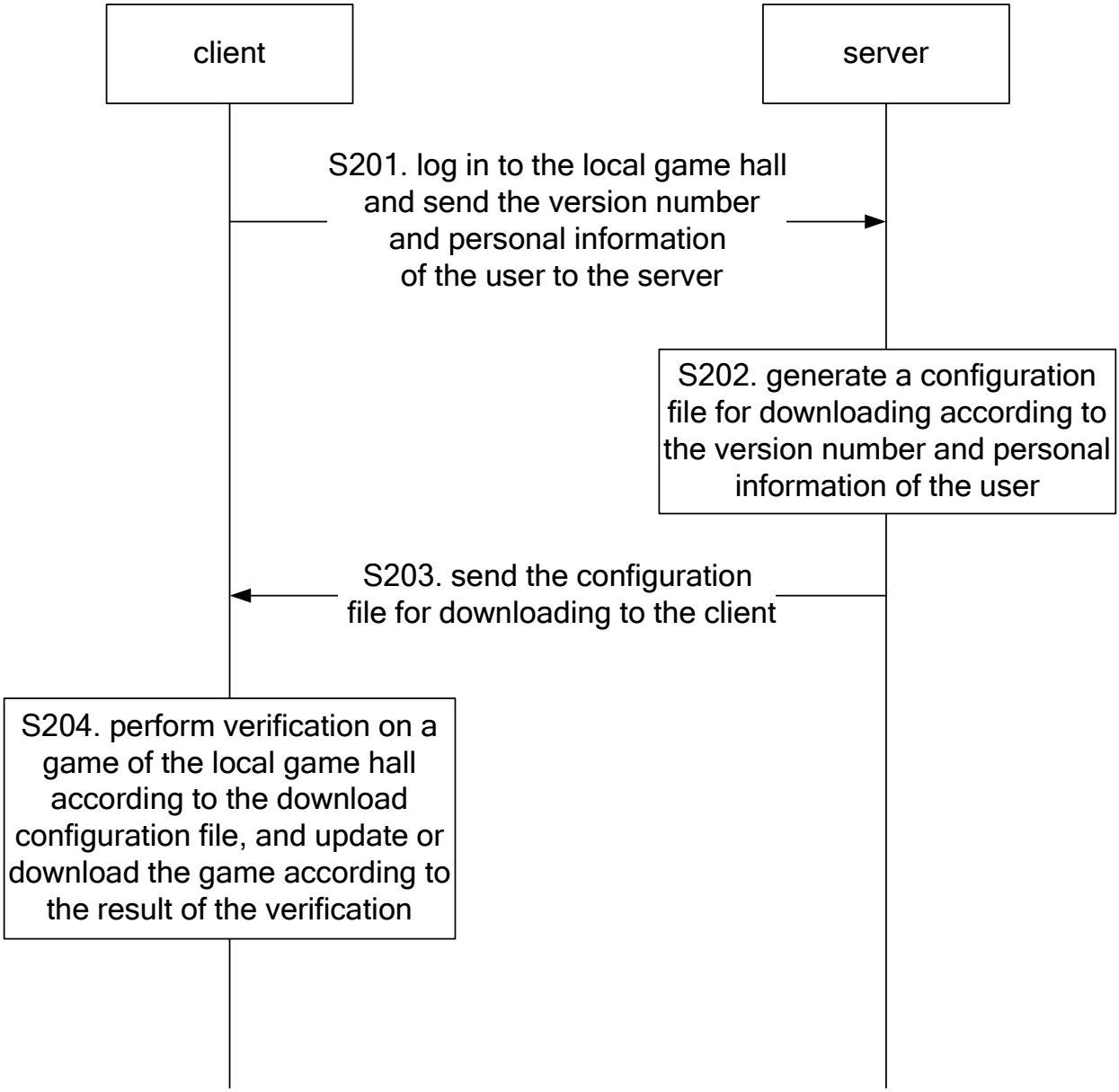

client
server
S201. log in to the local game hall and send the version number and personal information of the user to the server
S202. generate a configuration file for downloading according to the version number and personal information of the user
S203. send the configuration file for downloading to the client
S204. perform verification on a game of the local game hall according to the download configuration file, and update or download the game according to the result of the verification

Fig. 3

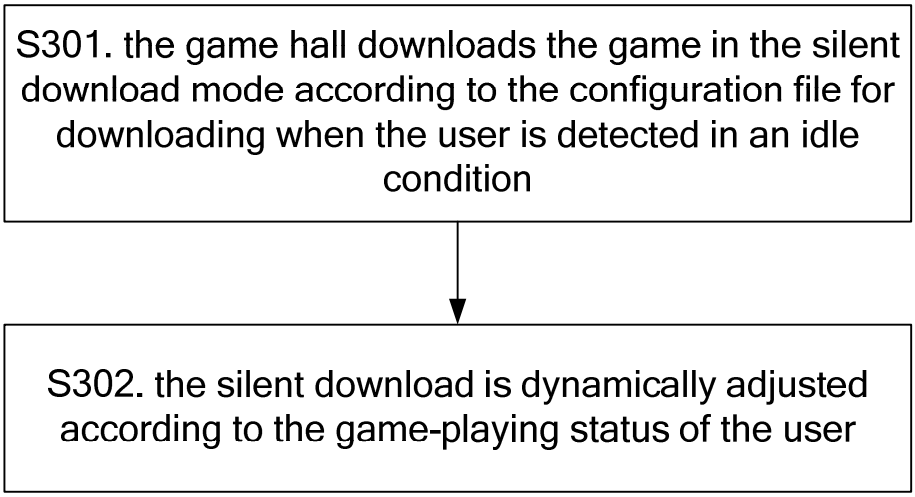

S301. the game hall downloads the game in the silent download mode according to the configuration file for downloading when the user is detected in an idle condition
S302. the silent download is dynamically adjusted according to the game-playing status of the user

Fig. 4

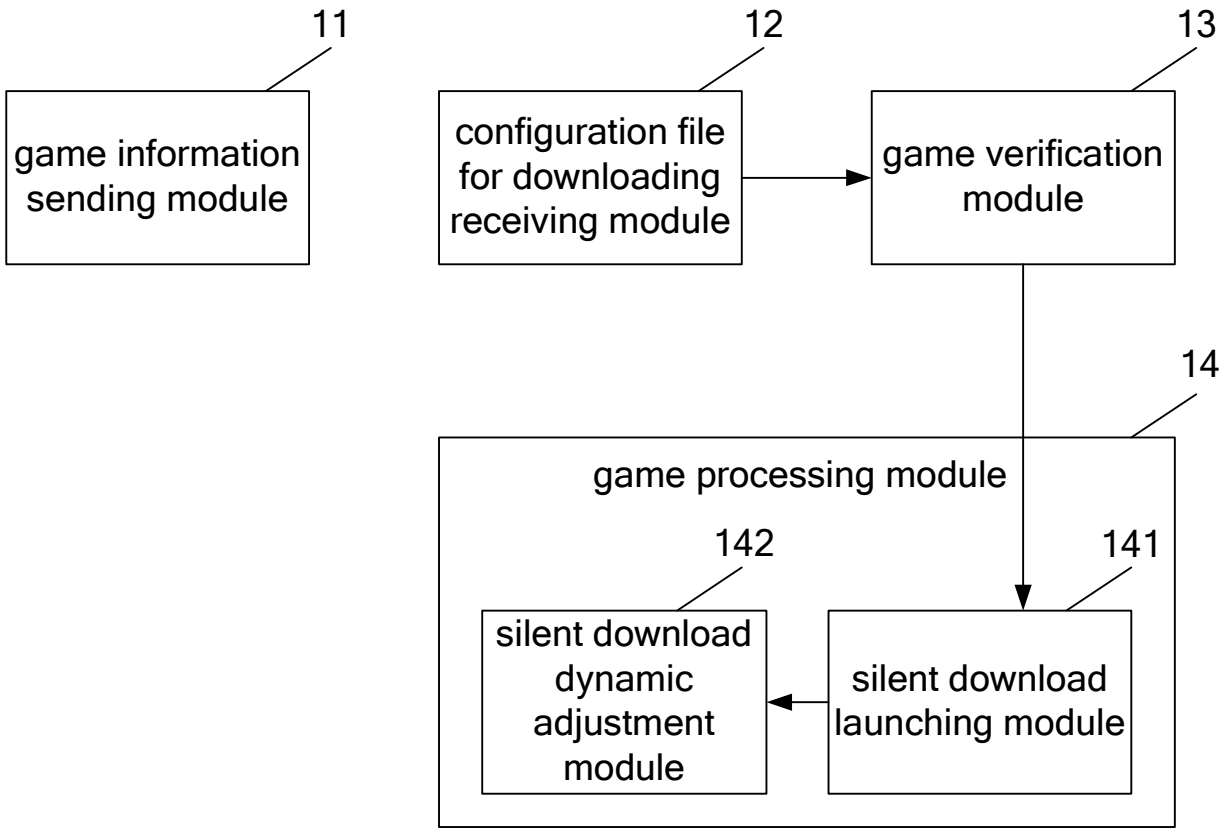
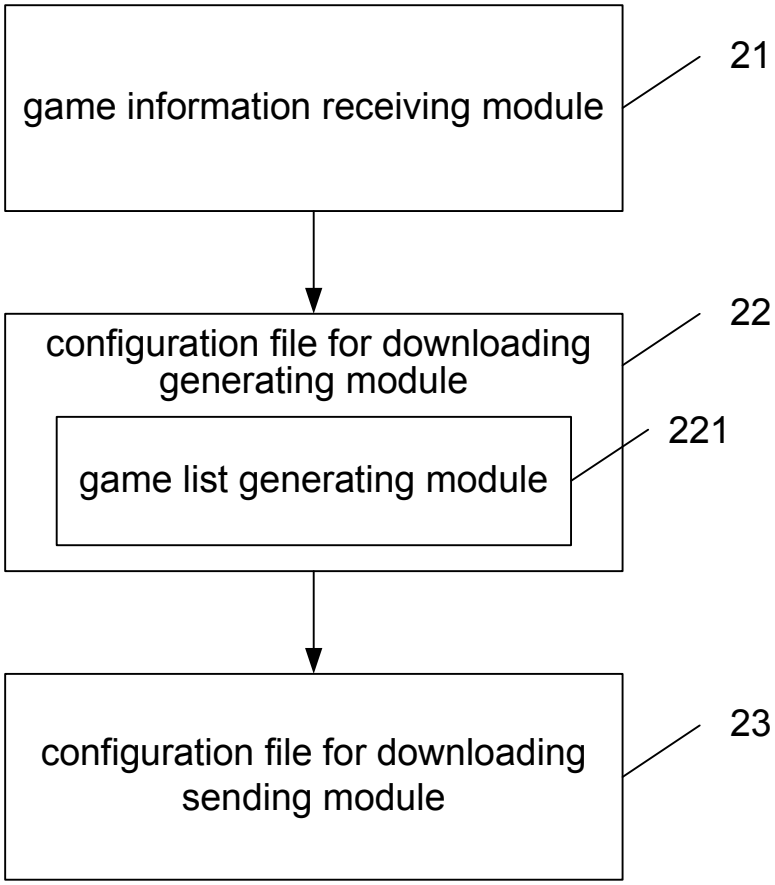

11
game information sending module
12
configuration file for downloading receiving module
13
game verification module
14
game processing module
142
silent download dynamic adjustment module
141
silent download launching module

Fig. 5


game information receiving module
21
configuration file for downloading generating module
22
game list generating module
221
configuration file for downloading sending module
23