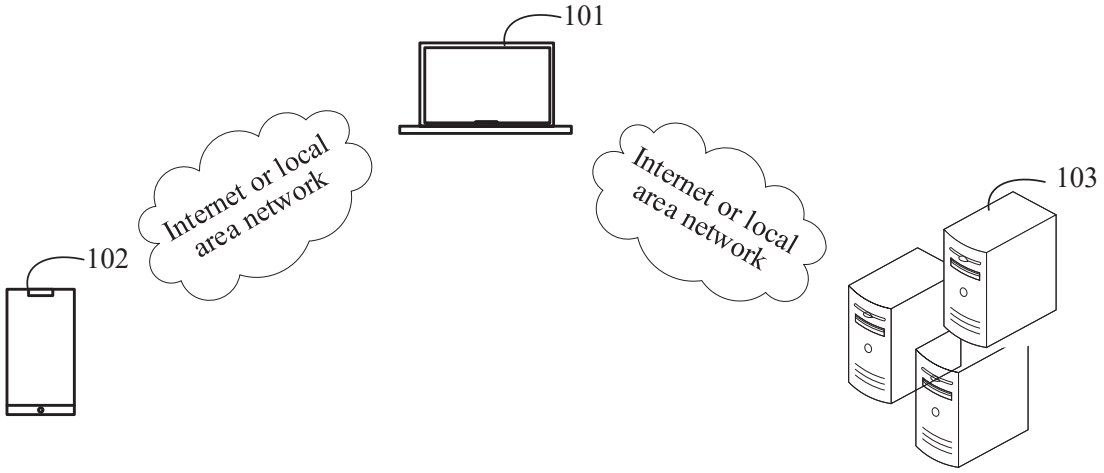
101
Internet or local area network
Internet or local area network
102
103

FIG. 1

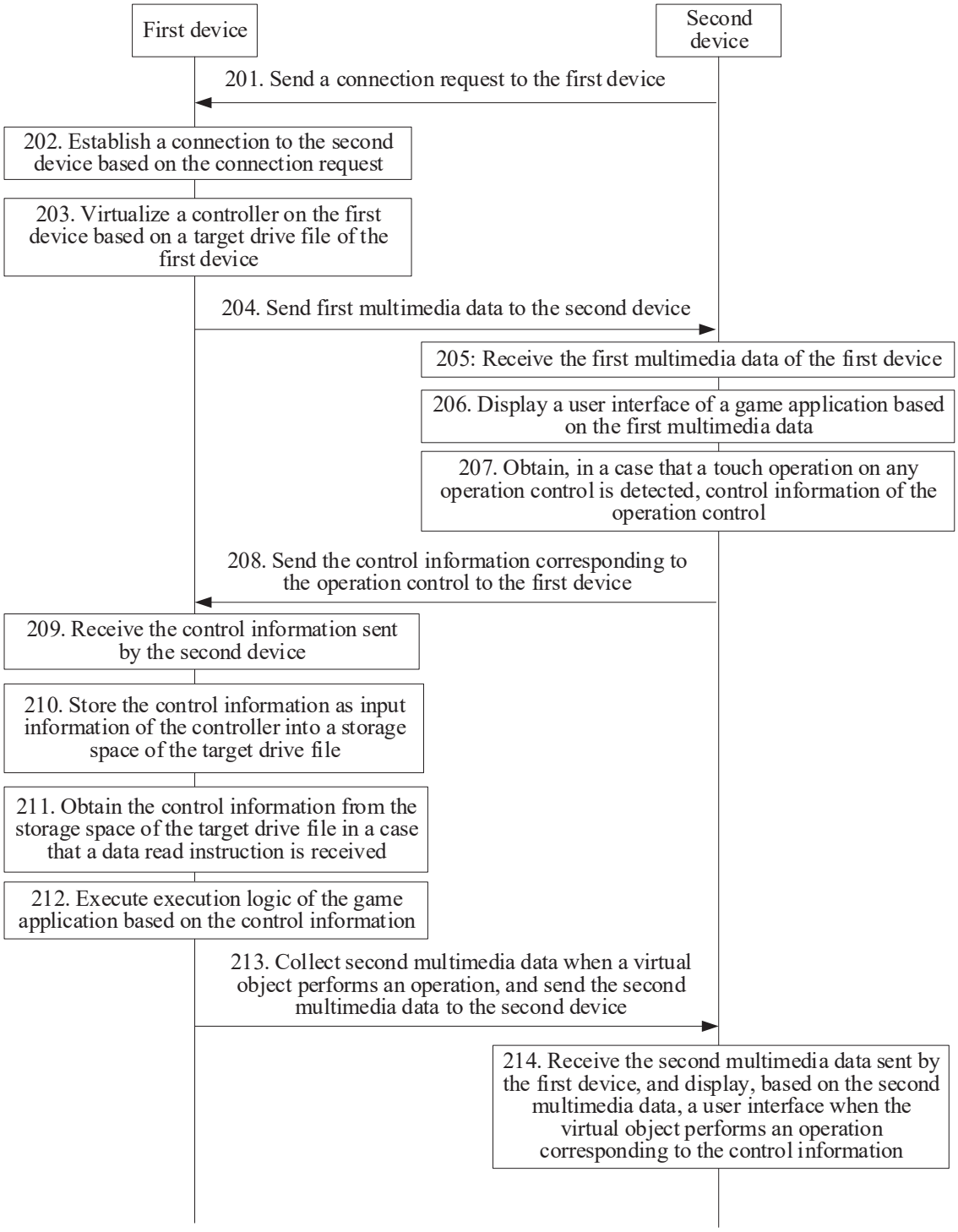
First device
Second device
201. Send a connection request to the first device
202. Establish a connection to the second device based on the connection request
203. Virtualize a controller on the first device based on a target drive file of the first device
204. Send first multimedia data to the second device
205: Receive the first multimedia data of the first device
206. Display a user interface of a game application based on the first multimedia data
207. Obtain, in a case that a touch operation on any operation control is detected, control information of the operation control
208. Send the control information corresponding to the operation control to the first device
209. Receive the control information sent by the second device
210. Store the control information as input information of the controller into a storage space of the target drive file
211. Obtain the control information from the storage space of the target drive file in a case that a data read instruction is received
212. Execute execution logic of the game application based on the control information
213. Collect second multimedia data when a virtual object performs an operation, and send the second multimedia data to the second device
214. Receive the second multimedia data sent by the first device, and display, based on the second multimedia data, a user interface when the virtual object performs an operation corresponding to the control information

FIG. 2

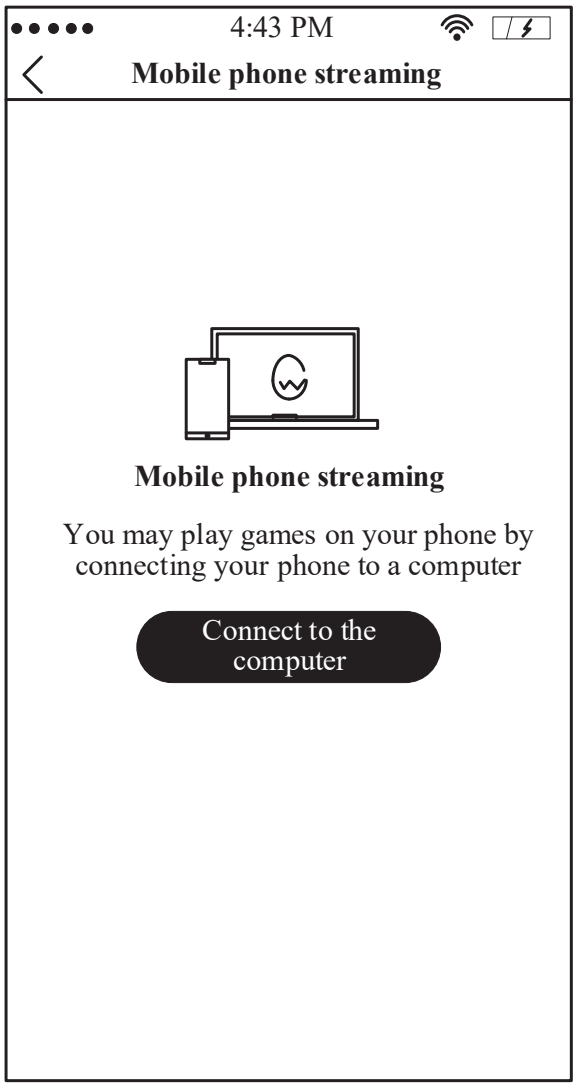
4:43 PM
Mobile phone streaming
Mobile phone streaming
You may play games on your phone by connecting your phone to a computer
Connect to the computer

FIG. 3

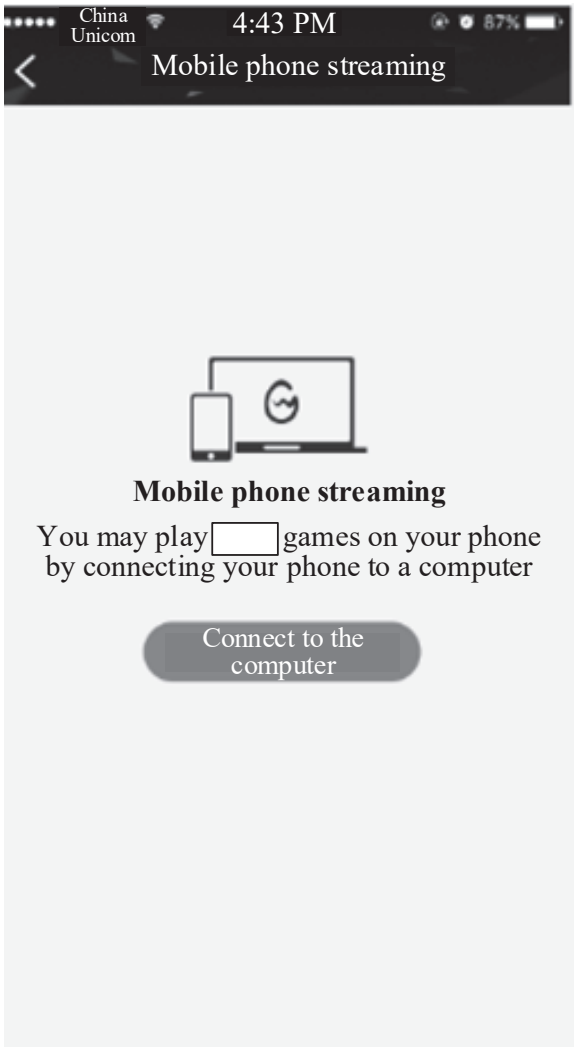
China Unicom
4:43 PM
87%
Mobile phone streaming
Mobile phone streaming
You may play games on your phone by connecting your phone to a computer
Connect to the computer

FIG. 4

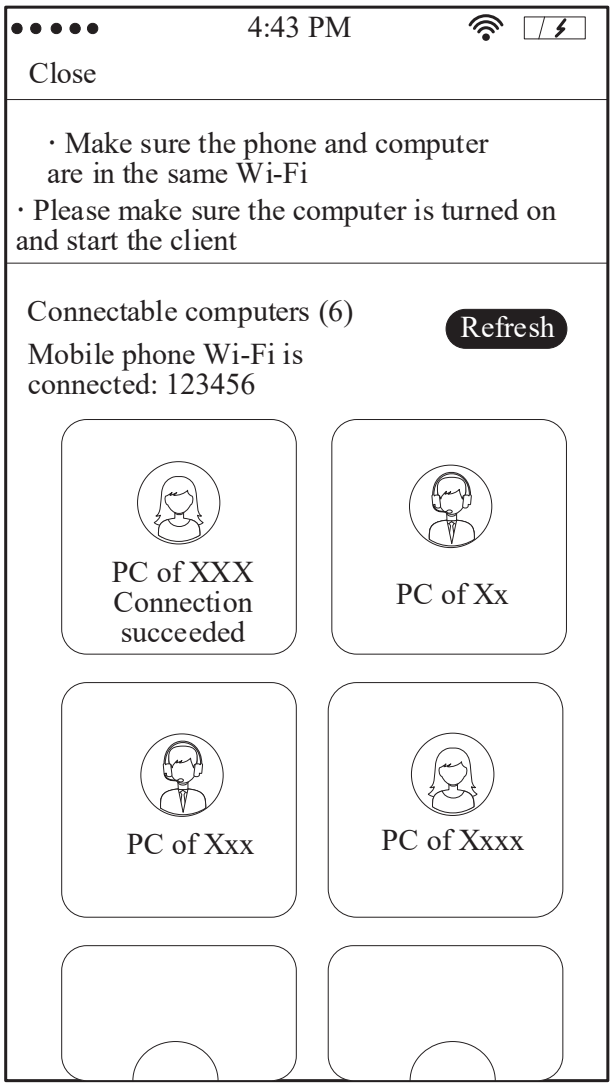
4:43 PM
Close
· Make sure the phone and computer are in the same Wi-Fi
· Please make sure the computer is turned on and start the client
Connectable computers (6)
Refresh
Mobile phone Wi-Fi is connected: 123456
PC of XXX
Connection succeeded
PC of Xx
PC of Xxx
PC of Xxxx

FIG. 5

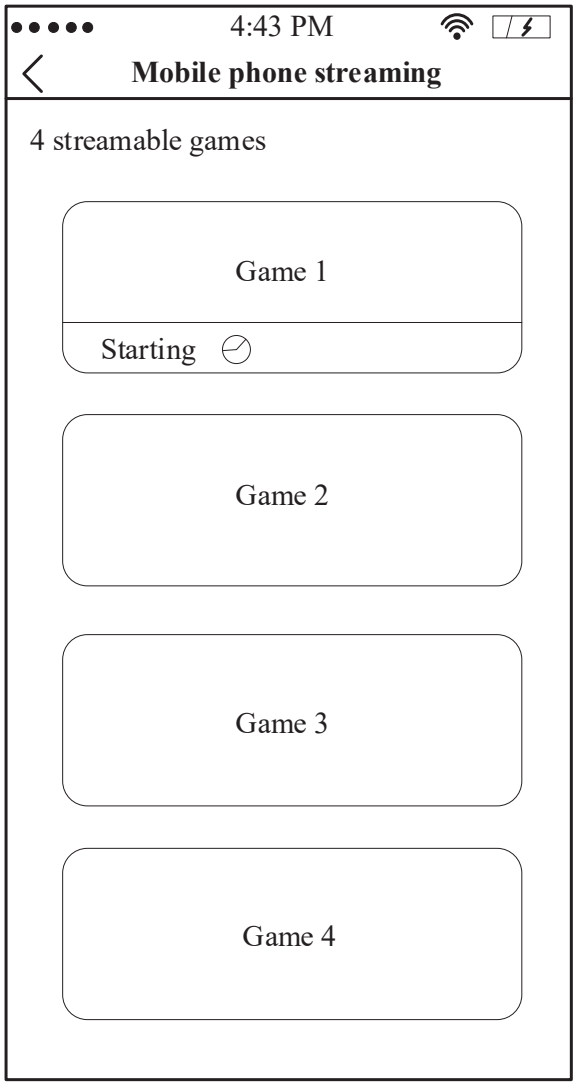
4:43 PM
Mobile phone streaming
4 streamable games
Game 1
Starting
Game 2
Game 3
Game 4

FIG. 6

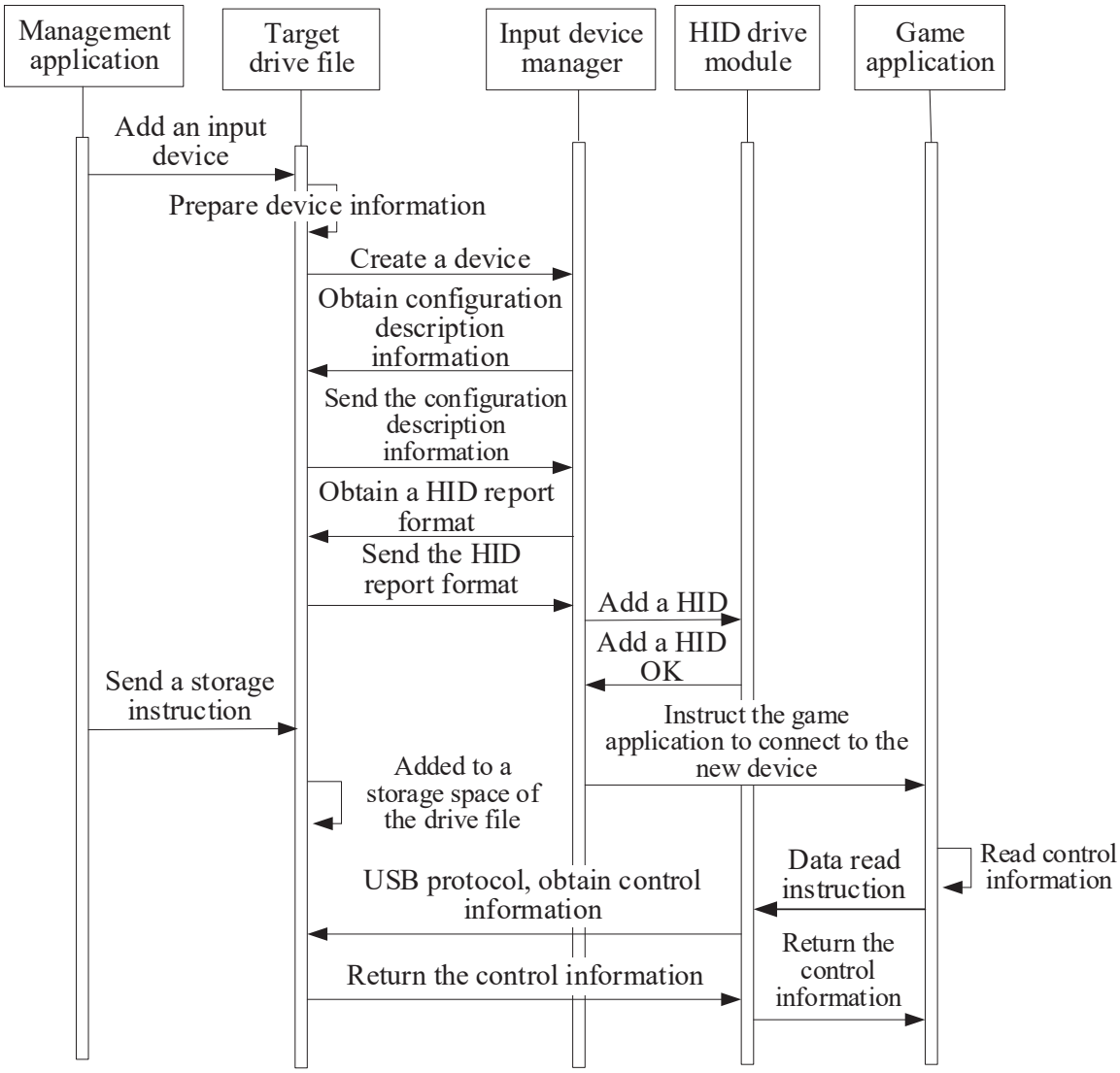
Management application
Target drive file
Input device manager
HID drive module
Game application
Add an input device
Prepare device information
Create a device
Obtain configuration description information
Send the configuration description information
Obtain a HID report format
Send the HID report format
Add a HID
Add a HID OK
Send a storage instruction
Instruct the game application to connect to the new device
Added to a storage space of the drive file
Read control information
Data read instruction
USB protocol, obtain control information
Return the control information
Return the control information

FIG. 7

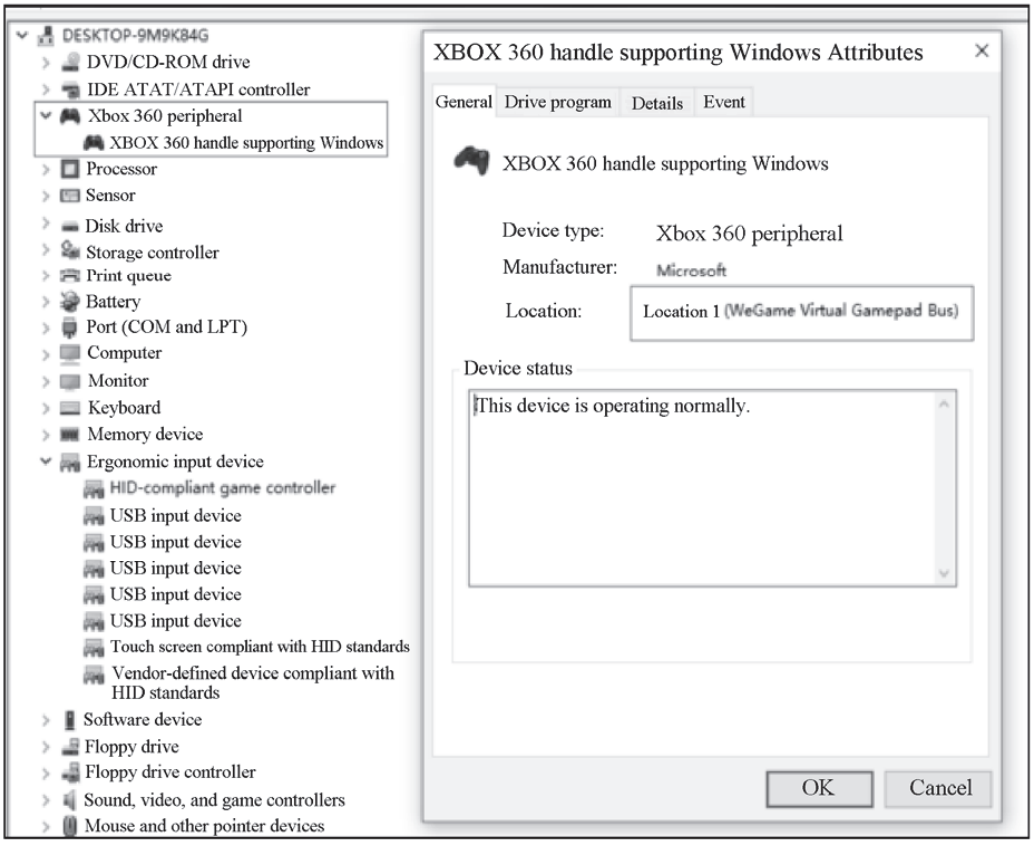
DESKTOP-9M9K84G
DVD/CD-ROM drive
IDE ATAT/ATAPI controller
Xbox 360 peripheral
XBOX 360 handle supporting Windows
Processor
Sensor
Disk drive
Storage controller
Print queue
Battery
Port (COM and LPT)
Computer
Monitor
Keyboard
Memory device
Ergonomic input device
HID-compliant game controller
USB input device
USB input device
USB input device
USB input device
USB input device
Touch screen compliant with HID standards
Vendor-defined device compliant with HID standards
Software device
Floppy drive
Floppy drive controller
Sound, video, and game controllers
Mouse and other pointer devices
XBOX 360 handle supporting Windows Attributes
General
Drive program
Details
Event
XBOX 360 handle supporting Windows
Device type:
Xbox 360 peripheral
Manufacturer:
Microsoft
Location:
Location 1 (WeGame Virtual Gamepad Bus)
Device status
This device is operating normally.
OK
Cancel

FIG. 8

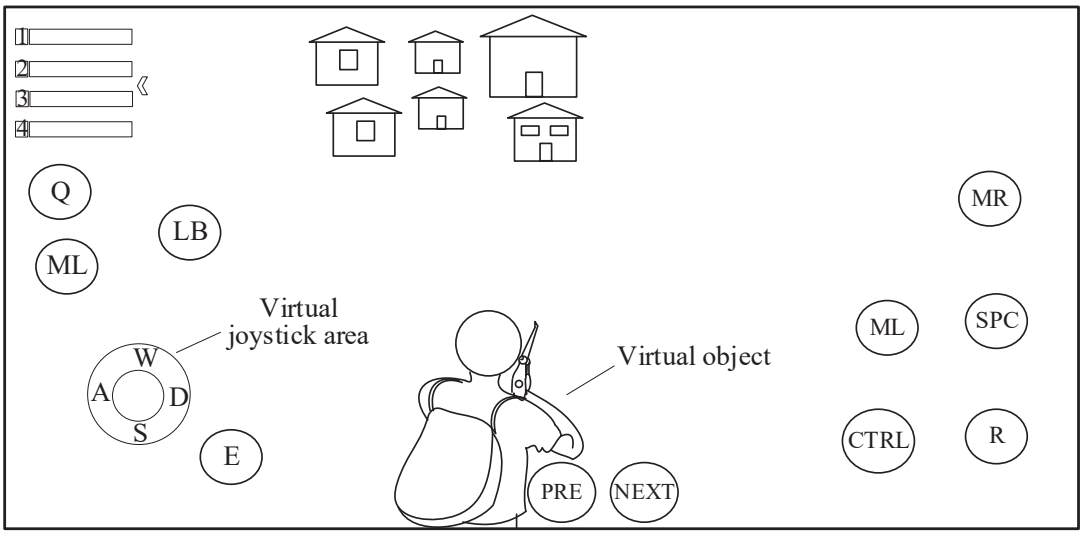
1
2
3
4
Q
LB
ML
Virtual joystick area
W
A
D
S
E
Virtual object
PRE
NEXT
MR
ML
SPC
CTRL
R

FIG. 9

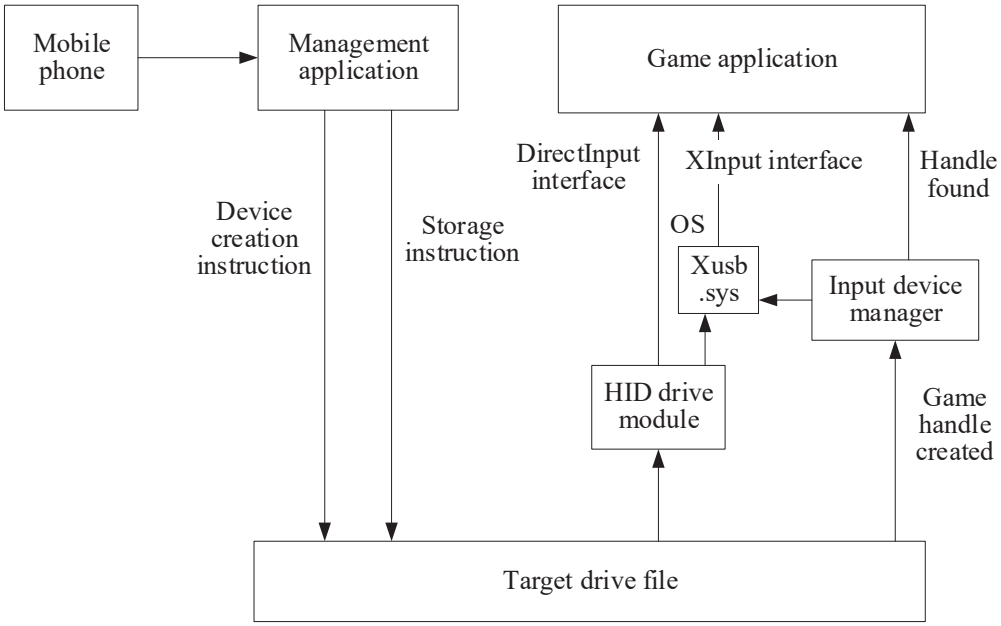
Mobile phone
Management application
Game application
DirectInput interface
XInput interface
Handle found
Device creation instruction
Storage instruction
OS
Xusb .sys
Input device manager
HID drive module
Game handle created
Target drive file

FIG. 10

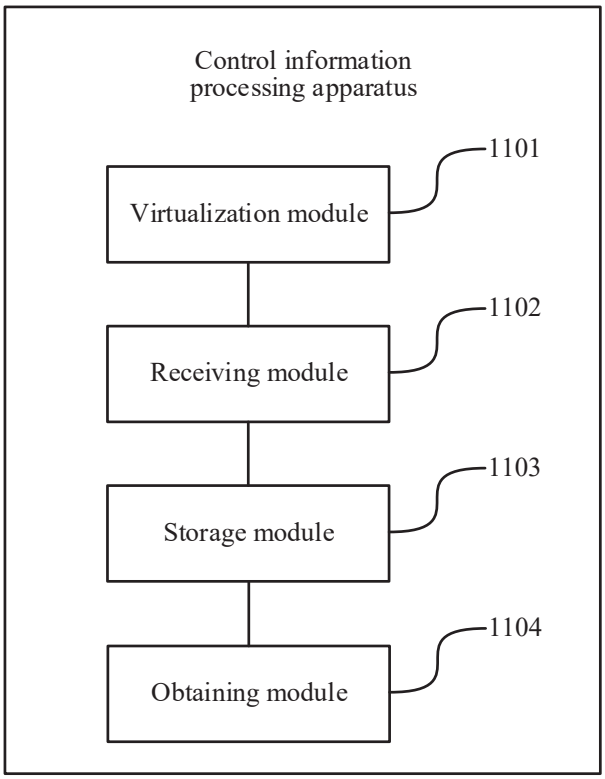
Control information processing apparatus
1101
Virtualization module
1102
Receiving module
1103
Storage module
1104
Obtaining module

FIG. 11

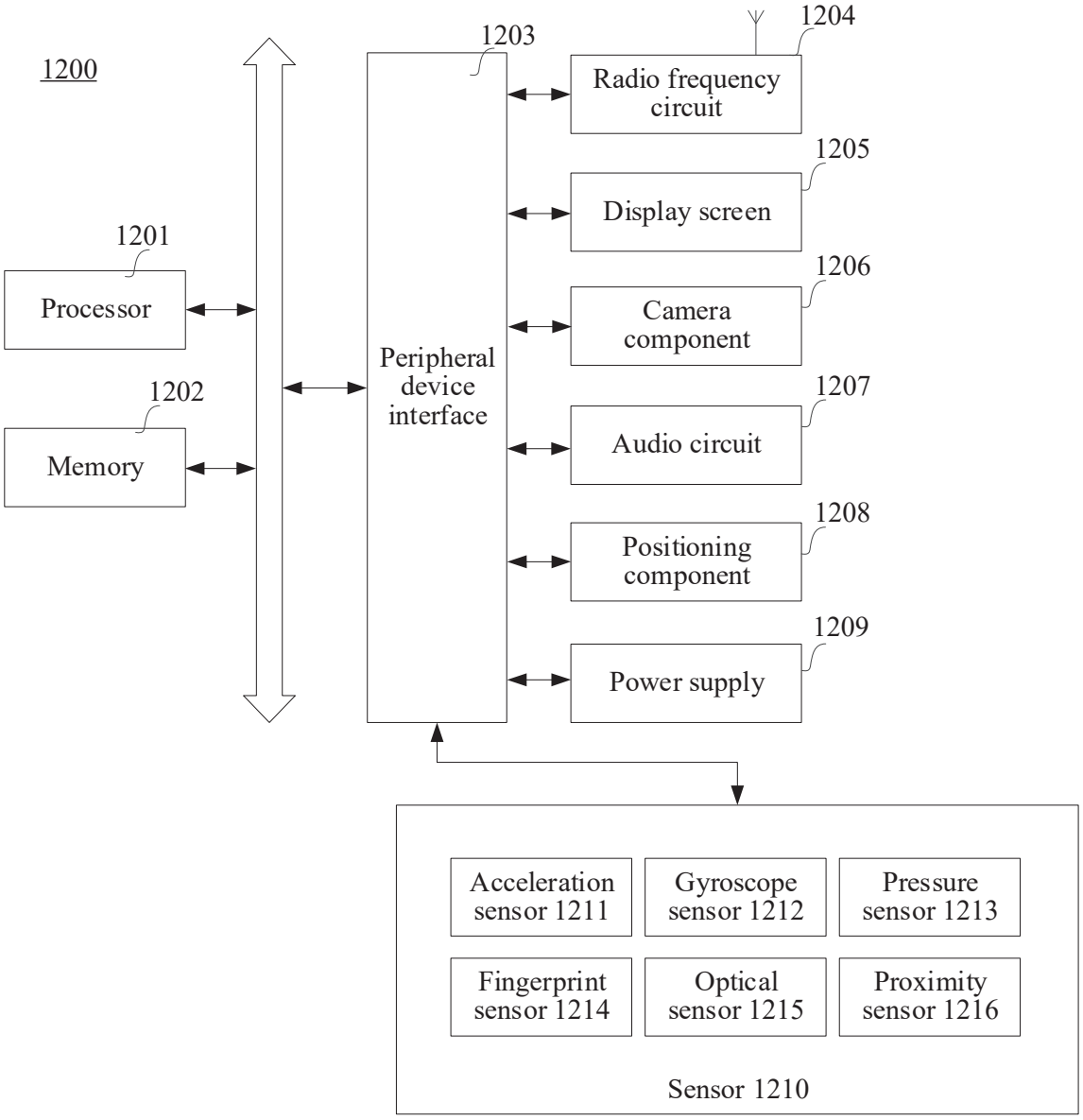
1200
1201
Processor
1202
Memory
1203
Peripheral device interface
1204
Radio frequency circuit
1205
Display screen
1206
Camera component
1207
Audio circuit
1208
Positioning component
1209
Power supply
Acceleration sensor 1211
Gyroscope sensor 1212
Pressure sensor 1213
Fingerprint sensor 1214
Optical sensor 1215
Proximity sensor 1216
Sensor 1210

FIG. 12