

ABSTRACT

Embodiments of the present application provide a multimedia playing method and system for a cloud desktop, a device and a storage medium. A redirection server is deployed in a cloud desktop protocol server of a cloud desktop server, and redirection clients are respectively
5 deployed within various multimedia players potentially used within the cloud desktop. The redirection server can perform one-to-many communication with respective redirection clients in accordance with a specified protocol, and the specified protocol is compatible with various players and various browsers. Based on this system architecture, in diverse playing scenarios in the cloud desktop, the redirection server is compatible with diverse multimedia players and
10 redirects a undecoded media stream to a cloud desktop terminal for decoding and playing at the cloud desktop terminal. Thus, in the embodiments of the present application, multimedia redirection can be performed across diverse playing scenarios in the cloud desktop, which eliminates the need for decoding and other operations in the cloud desktop server, thereby effectively reducing the resource consumption of the cloud desktop server.

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Fig. 1