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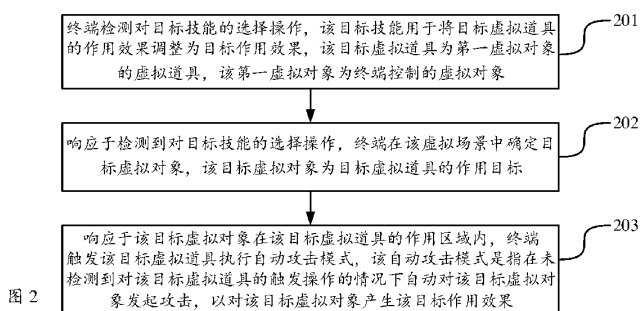
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(54) Title: VIRTUAL OBJECT CONTROL METHOD AND APPARATUS, COMPUTER DEVICE AND STORAGE MEDIUM

(54) 发明名称: 虚拟对象控制方法、装置、计算机设备及存储介质



201 A TERMINAL DETECTS A SELECTION OPERATION ON A TARGET SKILL, WHEREIN THE TARGET SKILL IS USED FOR ADJUSTING AN ACTION EFFECT OF A TARGET VIRTUAL PROP TO BE A TARGET ACTION EFFECT, THE TARGET VIRTUAL PROP IS A VIRTUAL PROP OF A FIRST VIRTUAL OBJECT, AND THE FIRST VIRTUAL OBJECT IS A VIRTUAL OBJECT CONTROLLED BY THE TERMINAL

202 IN RESPONSE TO DETECTING THE SELECTION OPERATION ON THE TARGET SKILL, THE TERMINAL DETERMINES A TARGET VIRTUAL OBJECT IN A VIRTUAL SCENE, WHEREIN THE TARGET VIRTUAL OBJECT IS AN ACTION TARGET OF THE TARGET VIRTUAL PROP

203 IN RESPONSE TO THE TARGET VIRTUAL OBJECT BEING WITHIN AN ACTION REGION OF THE TARGET VIRTUAL PROP, THE TERMINAL TRIGGERS THE TARGET VIRTUAL PROP TO EXECUTE AN AUTOMATIC ATTACK MODE, WHEREIN THE AUTOMATIC ATTACK MODE REFERS TO WHERE A TRIGGER OPERATION ON THE TARGET VIRTUAL PROP IS NOT DETECTED, AUTOMATICALLY INITIATING AN ATTACK ON THE TARGET VIRTUAL OBJECT IN ORDER TO GENERATE THE TARGET ACTION EFFECT ON THE TARGET VIRTUAL OBJECT

(57) Abstract: A virtual object control method and apparatus, a computer device and a storage medium. The control method comprises: by means of detecting a selection operation on a target skill, adjusting an action effect of a target virtual prop to be a target action effect; in a virtual scene, determining a target virtual object (502) to be attacked; and when the target virtual object (502) is within an action region of the target virtual prop, automatically triggering the target virtual prop, so that a first virtual object controlled by a user uses the target virtual prop to automatically initiate an attack on the target virtual object (502), so as to generate the target action effect

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on the target virtual object (502). After completing skill selection, a user does not need to then manually trigger a target virtual prop, thus simplifying operation steps for the user, thereby improving operation efficiency, that is, improving human-machine interaction efficiency, such that user experience is greatly improved.

(57) 摘要: 一种虚拟对象控制方法、装置、计算机设备及存储介质, 其中控制方法包括: 通过检测对目标技能的选择操作, 将目标虚拟道具的作用效果调整为目标作用效果; 在虚拟场景中确定被攻击的目标虚拟对象 (502), 当该目标虚拟对象 (502) 在该目标虚拟道具的作用区域内时, 自动触发该目标虚拟道具, 使用户控制的第一虚拟对象应用目标虚拟道具, 来自动对目标虚拟对象 (502) 发起攻击, 以对该目标虚拟对象 (502) 产生目标作用效果。用户在完成技能选择后, 无需再手动触发目标虚拟道具, 从而简化了用户的操作步骤, 提高了操作效率, 也即提高了人机交互效率, 使得用户体验得以大幅度提升。