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(54) **Title:** METHOD AND APPARATUS FOR OPERATING VIRTUAL PROP IN VIRTUAL ENVIRONMENT, DEVICE, AND READABLE MEDIUM

(54) **发明名称**: 虚拟环境中虚拟道具的操作方法、装置、设备及可读介质

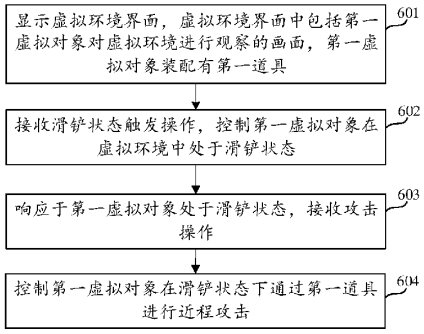

图 6

601 Display a virtual environment interface, wherein the virtual environment interface comprises a screen through which a first virtual object observes a virtual environment, and the first virtual object is equipped with a first prop

602 Receive a sliding shovel state triggering operation, and control the first virtual object to be in a sliding shovel state in the virtual environment

603 In response to the condition that the first virtual object is in the sliding shovel state, receive an attach operation

604 Control the first virtual object in the sliding shovel state to perform short-range attach by means of the first prop

(57) **Abstract:** A method and apparatus for operating a virtual prop in a virtual environment, a device, and a readable medium, relating to the field of virtual environments. The method comprises: displaying a virtual environment interface (800), wherein the virtual environment interface (800) comprises a screen through which a first virtual object (810) observes a virtual environment, the first virtual object (810) is equipped with a first prop (820), and the first prop (820) is a short-range attack prop (601); receiving a sliding shovel state triggering operation, and controlling the first virtual object (810) to be in a sliding shovel state in the virtual environment (602); in response to the condition that the first virtual object (810) is in the sliding shovel state, receiving an attach operation (603); and controlling the first virtual object (810) in the sliding shovel state to perform short-range attack by means of the first prop (820) (604). When the first prop (820) is applied, the first virtual object (810) is first controlled to be in the sliding shovel state, the body position of the first virtual object (810) in the sliding shovel state and the body position of the first virtual object in a common standing or walking state are relatively close to the ground, and other virtual objects cannot directly avoid the attack of the first prop (820), thereby improving the human-computer interaction efficiency of performing attack by the first virtual object (810) by means of the first prop (820).

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本国际公布:

— 包括国际检索报告(条约第21条(3))。

(57) 摘要：一种虚拟环境中虚拟道具的操作方法、装置、设备及可读介质，涉及虚拟环境领域。该方法包括：显示虚拟环境界面（800），虚拟环境界面（800）中包括第一虚拟对象（810）对虚拟环境进行观察的画面，第一虚拟对象（810）装配有第一道具（820）（601），第一道具（820）为近程攻击道具；接收滑铲状态触发操作，控制第一虚拟对象（810）在虚拟环境中处于滑铲状态（602）；响应于第一虚拟对象（810）处于滑铲状态，接收攻击操作（603）；控制第一虚拟对象（810）在滑铲状态下通过第一道具（820）进行近程攻击（604）。在对第一道具（820）进行应用时，首先将第一虚拟对象（810）控制处于滑铲状态，由于滑铲状态下第一虚拟对象（810）的身体位置与普通站立或行走状态下的身体位置相对贴近地面，其他虚拟对象无法直接对第一道具（820）的攻击进行规避，从而提高了第一虚拟对象（810）通过第一道具（820）进行攻击的人机交互效率。