CLAIMS

~~What is claimed is:~~

1. A virtual object control method, comprising:

displaying a first virtual scene, the first virtual scene displaying a map control;

displaying a second virtual scene corresponding to a first operation position in response to a first trigger operation on the map control, the first trigger operation acting on the first operation position;

determining a corresponding skill casting target in the second virtual scene based on a second operation position in response to a casting operation of a target skill, the casting operation being corresponding to the second operation position; and

controlling a first virtual object to cast the target skill according to the skill casting target;

wherein the determining a skill casting target corresponding to a second operation position in the second virtual scene in response to a casting operation of a target skill comprises:

in response to end of the casting operation on the target skill, with an end position of the casting operation as the second operation position, and the second operation position being in a second operation region, determining, according to information about at least one second virtual object in the second virtual scene, a target virtual object from the at least one second virtual object, and determining the target virtual object as the skill casting target, or determining a position of the target virtual object as the skill casting target, or determining a direction of the target virtual object relative to the first virtual object as the skill casting target, a first operation region surrounding the second operation region.

2. The method according to claim 1, wherein the displaying a second virtual scene corresponding to a first operation position comprises:

determining the second virtual scene corresponding to the first operation position according to the first operation position and a correspondence between display information in the map control and a virtual scene; and

switching the first virtual scene to the second virtual scene.

3. The method according to claim 2, wherein the determining the second virtual scene corresponding to the first operation position according to the first operation position and a correspondence between display information in the map control and a virtual scene comprises any

one of the following:

determining, according to the first operation position of the first trigger operation, a target region with the first operation position as a center and a first target size as a size in the map control, and determining the second virtual scene corresponding to the target region in the virtual scene according to the correspondence between the display information in the map control and the virtual scene; and

determining a position corresponding to the first operation position in the virtual scene and determining the second virtual scene with the position as a center and a second target size as a size according to the first operation position and the correspondence between the display information in the map control and the virtual scene.

4. The method according to claim 1, wherein the determining a corresponding skill casting target in the second virtual scene based on a second operation position in response to a casting operation of a target skill comprises:

determining, in response to a second trigger operation on a skill control of the target skill, the skill casting target corresponding to the second operation position in the second virtual scene with an operation position of the second trigger operation as the second operation position according to a position relationship between the second operation position and the skill control.

5. The method according to claim 4, wherein the skill casting target is any one of a skill casting position, a target virtual object, or a skill casting direction; and

the determining the skill casting target corresponding to the second operation position in the second virtual scene according to a position relationship between the second operation position and the skill control comprises:

determining the position relationship between the second operation position and the skill control;

converting the position relationship according to a conversion relationship between an operation region of the skill control and a virtual scene, to obtain a target position relationship between the skill casting position and a center position of the second virtual scene; and

determining the skill casting position corresponding to the second operation position in the second virtual scene according to the center position of the second virtual scene and the target position relationship, and determining the skill casting position as the skill casting target, or determining a virtual object at the skill casting position as the target virtual object, or determining a

direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction.

6. The method according to claim 5, wherein the converting the position relationship according to a conversion relationship between an operation region of a skill control and the virtual scene comprises:

determining a border position of the second virtual scene according to the center position of the second virtual scene; and

converting the position relationship between the second operation position and the skill control according to the center position of the second virtual scene, the border position of the second virtual scene, and a size of the operation region.

7. The method according to claim 4, wherein the determining a skill casting target corresponding to a second operation position in the second virtual scene in response to a casting operation of a target skill comprises:

in response to end of the casting operation on the target skill, with an end position of the casting operation as the second operation position, and the second operation position being in ~~a~~ the first operation region, performing the position relationship between the second operation position and the skill control, and determining the skill casting target corresponding to the second operation position in the second virtual scene.

~~8. The method according to claim 1, wherein the determining a skill casting target corresponding to a second operation position in the second virtual scene in response to a casting operation of a target skill comprises:~~

~~in response to end of the casting operation on the target skill, with an end position of the casting operation as the second operation position, and the second operation position being in a second operation region, determining, according to information about at least one second virtual object in the second virtual scene, a target virtual object from the at least one second virtual object, and determining the target virtual object as the skill casting target, or determining a position of the target virtual object as the skill casting target, or determining a direction of the target virtual object relative to the first virtual object as the skill casting target, the first operation region surrounding the second operation region.~~

~~9~~8. The method according to claim 1, wherein the determining a skill casting target corresponding to a second operation position in the second virtual scene in response to a casting operation of a target skill comprises:

in response to end of the casting operation on the target skill, with an end position of the casting operation as the second operation position, determining the skill casting target corresponding to the second operation position in the second virtual scene.

~~10~~9. The method according to claim 1, further comprising:

determining a candidate skill casting target in the second virtual scene according to a real-time operation position of the casting operation in response to implementation of the casting operation on the target skill; and

highlighting the candidate skill casting target in the second virtual scene.

~~11~~10. The method according to claim 1, wherein the determining a skill casting target corresponding to a second operation position in the second virtual scene in response to a casting operation of a target skill comprises:

determining a castable region of the target skill according to a position of the currently controlled first virtual object in a virtual scene and a casting range of the target skill; and

performing the operation of determining the skill casting target corresponding to the second operation position in the second virtual scene in response to a position corresponding to the second operation position in the second virtual scene being in the castable region.

~~12~~11. The method according to claim ~~11~~10, further comprising:

determining, according to the second operation position and a position of the first virtual object in a virtual scene, the skill casting target corresponding to the second operation position in the virtual scene in response to a target position being outside the castable region, the target position being a position corresponding to the second operation position in the second virtual scene.

~~13~~12. A virtual object control apparatus, comprising:

a display module, configured to display a virtual scene, the virtual scene displaying a map control, and display a second virtual scene corresponding to a first operation position in response to a first trigger operation on the map control, the first trigger operation acting on the first operation position;

a determining module, configured to determine a corresponding skill casting target in the second virtual scene based on a second operation position in response to a casting operation of a target skill, the casting operation being corresponding to the second operation position; and

a control module, configured to control a first virtual object to cast the target skill according to the skill casting target;

wherein the determining module is further configured to: in response to end of the casting operation on the target skill, with an end position of the casting operation as the second operation position, and the second operation position being in a second operation region, determine, according to information about at least one second virtual object in the second virtual scene, a target virtual object from the at least one second virtual object, and determine the target virtual object as the skill casting target, or determine a position of the target virtual object as the skill casting target, or determine a direction of the target virtual object relative to the first virtual object as the skill casting target, the first operation region surrounding the second operation region.

~~14~~13. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one program code, the at least one program code being loaded and executed by the one or more processors to implement the operations performed in the virtual object control method according to any one of claims 1 to ~~12~~11.

~~15~~14. A storage medium, storing at least one program code, the at least one program code being loaded and executed by a processor to implement the operations performed in the virtual object control method according to any one of claims 1 to ~~12~~11.