CLAIMS

1. A virtual item control method, performed by a terminal, the method comprising:

displaying a plurality of item icons after a press operation on a throw button is detected, the plurality of item icons comprising a target item icon, wherein the plurality of item icons correspond to a plurality of virtual items, the plurality of virtual items are throwable virtual items in a virtual scene provided by an electronic game and comprise a target virtual item corresponding to the target item icon;

controlling, in response to the press operation moving to the target item icon and a duration reaching a target duration, a virtual object to hold the target virtual item corresponding to the target item icon, the duration being defined by a period of the press operation on the target item icon, wherein the virtual object is a virtual image for representing a user in the virtual scene;

controlling, in response to a movement of the press operation, the virtual object to aim at a target position; and

controlling, in response to a release of the press operation, the virtual object to throw the target virtual item toward the target position.

2. The method according to claim 1, further comprising:

setting the target item icon to a selected state in response to the press operation moving to the target item icon.

3. The method according to claim 2, wherein controlling, in response to the press operation moving to the target item icon and the duration reaching the target duration, the virtual object to hold the target virtual item corresponding to the target item icon comprises:

controlling, in response to a duration of the target item icon in the selected state reaching the target duration, the virtual object to hold the target virtual item.

4. The method according to claim 1, wherein after displaying the plurality of item icons after the press operation on the throw button is detected, the method comprises:

displaying the plurality of item icons in a second region adjacent to a first region after the press operation on the throw button is detected, wherein the throw button is located in the first region.

5. The method according to claim 4, wherein the second region is an annular region, and the first region is located at a center of the annular region; or

the second region is a rectangular region, and the first region is below the rectangular region.

6. The method according to claim 1, wherein after displaying the plurality of item icons after the press operation on the throw button is detected, the method comprises:

displaying the plurality of item icons in response to the press operation on the throw button being detected and the press operation moving out of the throw button.

7. The method according to any one of claims 1 to 6, further comprising:

displaying the target item icon in the throw button in response to the duration reaching the target duration.

8. The method according to any one of claims 1 to 6, further comprising:

hiding the plurality of item icons in response to the duration reaching the target duration.

9. The method according to any one of claims 1 to 6, further comprising:

displaying a function trigger countdown of the target virtual item in response to the duration reaching the target duration, the function trigger countdown referring to a duration between a current time point and a trigger time point of a function of the target virtual item.

10. The method according to any one of claims 1 to 6, wherein controlling, in response to the movement of the press operation, the virtual object to aim at the target position comprises:

displaying a throw trajectory of the target virtual item;

adjusting the throw trajectory in response to the movement of the press operation and according to position change information of the press operation; and

determining a destination point of the throw trajectory as the target position.

11. The method according to any one of claims 1 to 6, wherein controlling, in response to the press operation moving to the target item icon and the duration reaching the target duration, the virtual object to hold the target virtual item corresponding to the target item icon comprises:

controlling, in response to the press operation moving to the target item icon and the duration reaching the target duration, the virtual object to hold the target virtual item, and setting the target virtual item to a ready-to-throw state; and

wherein controlling, in response to the release of the press operation, the virtual object to throw the target virtual item toward the target position comprises:

controlling, when the target virtual item is in the ready-to-throw state and in response to the release of the press operation, the virtual object to throw the target virtual item toward the target position.

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

canceling the ready-to-throw state of the target virtual item in response to canceling the press operation on the throw button.

13. The method according to any one of claims 1 to 6, further comprising:

switching, in response to the press operation moving to the target item icon, a background color of a region in which the target item icon is located to a prompt color.

14. A virtual item control apparatus, comprising:

an icon display module, configured to display a plurality of item icons after a press operation on a throw button is detected, the plurality of item icons comprising a target item icon, wherein the plurality of item icons correspond to a plurality of virtual items, the plurality of virtual items are throwable virtual items in a virtual scene provided by an electronic game and comprise a target virtual item corresponding to the target item icon;

an object control module, configured to control, in response to the press operation moving to the target item icon and a duration reaching a target duration, a virtual object to hold the target virtual item corresponding to the target item icon, the duration being defined by a period of the press operation on the target item icon, wherein the virtual object is a virtual image for representing a user in the virtual scene;

an aiming control module, configured to control, in response to a movement of the press operation, the virtual object to aim at a target position; and

an item throwing module, configured to control, in response to a release of the press operation, the virtual object to throw the target virtual item toward the target position.

15. A terminal, comprising a processor and a memory, the memory storing at least one piece of program code, the at least one piece of program code being loaded and executed by the processor to implement the virtual item control method according to any one of claims 1 to 13.

16. A computer-readable storage medium, storing at least one piece of program code, the at least one piece of program code being loaded and executed by a processor to implement the virtual item control method according to any one of claims 1 to 13.