

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2023/109288 A1

(43) 国际公布日
2023 年 6 月 22 日 (22.06.2023)

(51) 国际专利分类号:
G06F 3/0481 (2022.01) *A63F 13/533* (2014.01)

(21) 国际申请号: PCT/CN2022/125252

(22) 国际申请日: 2022 年 10 月 14 日 (14.10.2022)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202111536917.X 2021 年 12 月 15 日 (15.12.2021) CN

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(54) Title: METHOD AND APPARATUS FOR CONTROLLING GAME-OPENING OPERATION IN VIRTUAL SCENE, AND DEVICE, STORAGE MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 虚拟场景中开局操作的控制方法、装置、设备、存储介质及程序产品

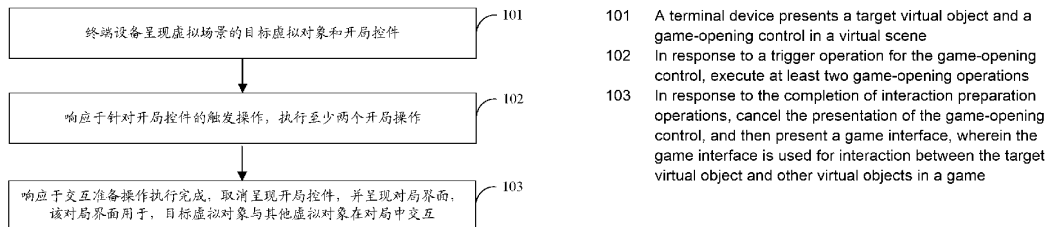


图 3

(57) Abstract: Disclosed in the present application are a method and apparatus for controlling a game-opening operation in a virtual scene, and a device, a computer-readable storage medium and a computer program product. The method comprises: presenting a target virtual object and a game-opening control in a virtual scene, wherein the game-opening control is associated with at least two game-opening operations, and the game-opening operations are interaction preparation operations of the target virtual object before same interacts with other virtual objects; in response to a trigger operation for the game-opening control, executing the at least two game-opening operations; and in response to the completion of the at least two game-opening operations, canceling the presentation of the game-opening control, and then presenting a game interface, wherein the game interface is used for interaction between the target virtual object and the other virtual objects in a game.

(57) 摘要: 本申请公开了一种虚拟场景中开局操作的控制方法、装置、设备、计算机可读存储介质及计算机程序产品; 方法包括: 呈现虚拟场景的目标虚拟对象和开局控件; 其中, 所述开局控件关联有至少两个开局操作, 所述开局操作为, 所述目标虚拟对象与所述其他虚拟对象交互前的交互准备操作; 响应于针对所述开局控件的触发操作, 执行所述至少两个开局操作; 响应于所述至少两个开局操作执行完成, 取消呈现所述开局控件, 并呈现对局界面, 所述对局界面用于, 所述目标虚拟对象与所述其他虚拟对象在对局中交互。

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HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO,
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本国际公布：

— 包括国际检索报告(条约第21条(3))。