(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

(43) 国际公布日
2026 年 5 月 28 日 (28.05.2026)

WIPO | PCT

(10) 国际公布号
WO 2026/108432 A1

(51) 国际专利分类号:
A63F 13/55 (2014.01) *A63F 13/57* (2014.01)

(21) 国际申请号: PCT/CN2025/126716

(22) 国际申请日: 2025 年 10 月 10 日 (10.10.2025)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202411670105.8 2024年11月20日 (20.11.2024) CN

(71) 申请人: 萨罗斯网络科技（深圳）有限公司 **(SAROS NETWORK TECHNOLOGY (SHENZHEN) CO., LTD.)** [CN/CN]; 中国广东省深圳市前海深港合作区南山街道梦海大道5033号前海卓越金融中心3号楼L9-01 518052 (CN)。

(72) 发明人:井启明**(JING, Qiming)**; 中国广东省深圳市前海深港合作区南山街道梦海大道5033号前海卓越金融中心3号楼L9-01 518052 (CN)。 张军豪**(ZHANG, Junhao)**; 中国广东省深圳市前海深港合作区南山街道梦海大道5033号前海卓越金融中心3号楼L9-01 518052 (CN)。

(74) 代理人: 北京派特恩知识产权代理有限公司**(CHINA PAT INTELLECTUAL PROPERTY OFFICE)**; 中国北京市海淀区苏州街3号大恒科技大厦南座五层503 100080 (CN)。

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(54) **Title:** METHOD AND APPARATUS FOR INTERACTION PROCESSING IN VIRTUAL SCENE, DEVICE, COMPUTER-READABLE STORAGE MEDIUM AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 一种虚拟场景的互动处理方法、装置、设备、计算机可读存储介质及计算机程序产品

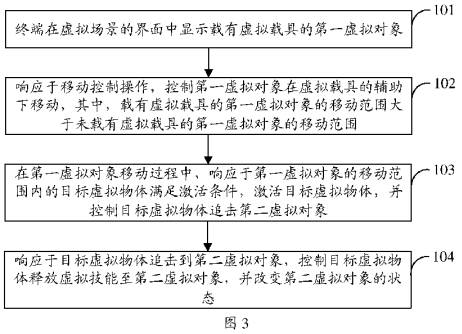


图 3

101 A terminal displays, in an interface of a virtual scene, a first virtual object equipped with a virtual vehicle

102 In response to a movement control operation, control the first virtual object to move with the aid of the virtual vehicle, a movement range of the first virtual object when equipped with the virtual vehicle being greater than a movement range of the first virtual object when not equipped with the virtual vehicle

103 During the movement process of the first virtual object, in response to a target virtual item within the movement range of the first virtual object satisfying an activation condition, activate the target virtual item, and control the target virtual item to catch up with a second virtual object

104 In response to the target virtual item catching up with the second virtual object, control the target virtual item to activate a virtual skill on the second virtual object, and change a state of the second virtual object

(57) **Abstract:** The present application provides a method and apparatus for interaction processing in a virtual scene, an electronic device, a computer-readable storage medium and a computer program product. The method comprises: in an interface of a virtual scene, displaying a first virtual object equipped with a virtual vehicle; in response to a movement control operation, controlling the first virtual object to move with the aid of the virtual vehicle, a movement range of the first virtual object when equipped with the virtual vehicle being greater than a movement range of the first virtual object when not equipped with the virtual vehicle; during the movement process of the first virtual object, in response to a target virtual item within the movement range of the first virtual object satisfying an activation condition, activating the target virtual item, and controlling the target virtual item to catch up with a second virtual object; and in response to the target virtual item catching up with the second virtual object, controlling the target virtual item to activate a virtual skill on the second virtual object, and changing a state of the second virtual object.

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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: 本申请提供了一种虚拟场景的互动处理方法、装置、电子设备、计算机可读存储介质及计算机程序产品；方法包括：在虚拟场景的界面中显示载有虚拟载具的第一虚拟对象；响应于移动控制操作，控制第一虚拟对象在虚拟载具的辅助下移动，其中，载有虚拟载具的第一虚拟对象的移动范围大于未载有虚拟载具的第一虚拟对象的移动范围；在第一虚拟对象移动过程中，响应于第一虚拟对象的移动范围内的目标虚拟物体满足激活条件，激活目标虚拟物体，并控制目标虚拟物体追击第二虚拟对象；响应于目标虚拟物体追击到第二虚拟对象，控制目标虚拟物体释放虚拟技能至第二虚拟对象，并改变第二虚拟对象的状态。