CLAIMS

1. A method for using a virtual item, comprising:

displaying a first user interface (UI) comprising a first picture, wherein the first picture is a picture of a virtual environment observed from a perspective of a first virtual character, the first virtual character being a virtual character having a first virtual item;

controlling, in response to a firing instruction, the first virtual character to use the first virtual item;

controlling, in response to a second virtual item being located within an influence range of the first virtual item, the first virtual item to produce a second effect on the second virtual item, wherein the second effect is used for changing an attribute value of a specified attribute of the second virtual item; and

controlling, in response to a second virtual character being located within the influence range of the first virtual item, the first virtual item to produce a first effect on the second virtual character, wherein the first effect comprises generating a damage value that reduces a hit point value of the second virtual character, the damage value being equal to 0 or less than a normal attack damage value,

wherein the influence range is a range within which the first virtual item is capable of producing an effect.

2. The method of claim 1, wherein the second effect comprises one of: destroying the second virtual item, reducing an attribute value of a first specified attribute of the second virtual item, or increasing an attribute value of a second specified attribute of the second virtual item;

wherein destroying the second virtual item comprises deducting an attribute value of a third specified attribute of the second virtual item, the third specified attribute being used for implementing an original function of the second virtual item.

3. The method of claim 2, wherein there are different types of first virtual items, and the different types of first virtual items correspond to different second effects; and

wherein controlling the first virtual item to produce the second effect on the second virtual item comprises:

obtaining a type of the first virtual item;

determining the second effect corresponding to the type of the first virtual item; and

changing a specified attribute value of the second virtual item based on the second effect corresponding to the type of the first virtual item.

4. The method of claim 3, further comprising:

superimposing and displaying influence prompt information on the first UI based on the second effect corresponding to a type of the second virtual item, wherein the influence prompt information is used for prompting the second effect.

5. The method of claim 1, wherein controlling the first virtual character to use the first virtual item comprises:

controlling the first virtual character to use the first virtual item toward a landing point,

wherein the landing point is a specified position in the virtual environment, and the influence range of the first virtual item defines a space range within which distances of points to the landing point are respectively less than an effective radius.

6. The method of claim 5, wherein the first virtual item is a throwing item; and

wherein controlling the first virtual character to use the first virtual item toward the landing point comprises:

determining a throwing path of the first virtual item, the throwing path being calculated according to at least one parameter selected from the perspective of the first virtual character, a position of the first virtual character, a throwing direction, a throwing starting point, a throwing force, or a throwing speed of the first virtual item, and an end point of the throwing path being the landing point; and

controlling the first virtual character to throw the first virtual item along the throwing path.

7. The method of claim 5, wherein the first virtual item is a shooting item; and

wherein controlling the first virtual character to use the first virtual item toward the landing point comprises:

determining a ballistic path of the first virtual item, the ballistic path being calculated according to at least one parameter selected from the perspective of the first virtual character, a position of the first virtual character, a shooting direction, a shooting starting point, a shooting force, or a shooting speed of the first virtual item, and an end point of the ballistic path being the landing point; and

controlling the first virtual character to shoot the first virtual item along the ballistic path.

8. The method of claim 6, wherein controlling the first virtual character to throw the first virtual item along the throwing path comprises:

displaying a second UI comprising a second picture, wherein the second picture comprises a special effect line and the first virtual item moving along the special effect line, the special effect line being determined according to at least two points on the throwing path.

9. The method of claim 5, further comprising: after controlling the first virtual character to use the first virtual item toward the landing point,

transmitting a throwing result of the first virtual item to a server, the throwing result comprising the landing point; and

receiving a use result of the first virtual item from the server, the use result comprising an effect of using the first virtual item, and the effect comprising at least one of the first effect or the second effect.

10. The method of any one of claims 1 to 9, wherein the first effect further comprises an activity limitation of the second virtual character, and the activity limitation of the second virtual character comprises at least one of a movement speed reduction, a line-of-sight obstruction, a slow activity, a control manner change, an item use limitation, or a movement manner limitation of the second virtual character.

11. A method for using a virtual item, comprising:

displaying a third user interface (UI) comprising a third picture and a man-machine interaction control at a first position, wherein the third picture is a picture of a virtual environment observed from a perspective of a second virtual character;

receiving a use result of a first virtual item from a server; and

displaying a fourth UI in response to the use result, wherein the fourth UI comprises a fourth picture and an occlusion region at the first position, the fourth picture being a picture of the virtual environment observed from the perspective of the second virtual character, and the occlusion region covering part of or the entire man-machine interaction control.

12. The method of claim 11, further comprising: after displaying the fourth UI,

controlling, in response to receiving a control instruction based on the man-machine interaction control, the second virtual character to move in the virtual environment, wherein the control instruction is generated according to a trigger operation received by the man-machine

interaction control in the occlusion region.

13. The method of claim 11, wherein the third UI further comprises a first hit point value of the second virtual character; and

the fourth UI further comprises a second hit point value of the second virtual character, the second hit point value being less than the first hit point value, a difference between the first hit point value and the second hit point value being equal to a damage value, and the damage value being equal to 0 or less than a normal attack damage value.

14. The method of claim 11, wherein the use result comprises a first effect produced by the first virtual item on the second virtual character, the first effect comprises an activity limitation of the second virtual character, and the activity limitation of the second virtual character comprises at least one of a movement speed reduction, a line of sight obstruction, a slow activity, a control manner change, an item use limitation, or a movement manner limitation of the second virtual character.

15. An apparatus for using a virtual item, comprising:

a first display module, configured to display a first user interface (UI) comprising a first picture, wherein the first picture is a picture of a virtual environment observed from a perspective of a first virtual character, the first virtual character being a virtual character having a first virtual item; and

a first control module, configured to:

control, in response to a firing instruction, the first virtual character to use the first virtual item,

control, in response to a second virtual item being located within an influence range of the first virtual item, the first virtual item to produce a second effect on the second virtual item, wherein the second effect is used for changing an attribute value of a specified attribute of the second virtual item; and

control, in response to a second virtual character being located within the influence range of the first virtual item, the first virtual item to produce a first effect on the second virtual character, wherein the first effect comprises generating a damage value that reduces a hit point value of the second virtual character, the damage value being equal to 0 or less than a normal attack damage value,

wherein the influence range is a range within which the first virtual item is capable of producing an effect.

16. An apparatus for using a virtual item, comprising:

a second display module, configured to display a third user interface (UI) comprising a third picture and a man-machine interaction control at a first position, wherein the third picture is a picture of a virtual environment observed from a perspective of a second virtual character; and

a second receiving module, configured to receive a use result of a first virtual item from a server,

wherein the second display module is further configured to display a fourth UI in response to the use result, the fourth UI comprising a fourth picture and an occlusion region at the first position, the fourth picture being a picture of the virtual environment observed from the perspective of the second virtual character, and the occlusion region covering part of or the entire man-machine interaction control.

17. A computer device, comprising:

a processor; and

a memory having stored therein at least one instruction, at least one program, a code set, or an instruction set which, when loaded and executed by the processor, causes the processor to perform the method for using the virtual item of any one of claims 1 to 10.

18. A computer-readable storage medium having stored therein at least one computer program which, when loaded and executed by a processor, causes the processor to perform the method for using the virtual item of any one of claims 1 to 10.

19. A computer device, comprising:

a processor; and

a memory having stored therein at least one instruction, at least one program, a code set, or an instruction set which, when loaded and executed by the processor, causes the processor to perform the method for using the virtual item of any one of claims 11 to 14.

20. A computer-readable storage medium having stored therein at least one computer program which, when loaded and executed by a processor, causes the processor to perform the method for using the virtual item of any one of claims 11 to 14.