CLAIMS

1. A method for displaying a virtual item, performed by a computer device, the method comprising:

displaying a first virtual environment picture, the first virtual environment picture displaying a second virtual item in an effective state, wherein the second virtual item is a placed weapon;

controlling, in response to a use instruction, a target virtual character to use an equipped first virtual item, wherein the first virtual item is a throwing item;

displaying, in response to the second virtual item being located within a first influence range of the first virtual item, that the second virtual item is switched from a first display form being corresponding to the effective state to a second display form being corresponding to an ineffective state; and

displaying, in response to meeting a restoration condition, that the second virtual item is switched from the ineffective state to the effective state,

wherein the second virtual item is placed in a virtual environment by a virtual character, and the virtual character is the target virtual character or an enemy virtual character of an enemy camp of the target virtual character,

wherein the second virtual item in the effective state is configured to periodically detect a target object located in a second influence range and produce an effect on the target object; and the method further comprises:

stopping, by the second virtual item, periodically detecting the target object within the second influence range in response to the second virtual item being located within the first influence range of the first virtual item.

2. The method according to claim 1, wherein the displaying, in response to meeting a restoration condition, that the second virtual item is switched from the ineffective state to the effective state comprises:

timing a first duration for which the second virtual item is in the ineffective state;

and

displaying, in response to the first duration being greater than or equal to a first time threshold, that the second virtual item is switched from the ineffective state to the effective state.

3. The method according to claim 1, wherein the controlling, in response to a use instruction, a target virtual character to use an equipped first virtual item comprises:

controlling, in response to the use instruction, the target virtual character to throw the first virtual item, and controlling the first virtual item to be thrown to a first position according to a throwing line.

4. The method according to claim 3, wherein the displaying, in response to the second virtual item being located within a first influence range of the first virtual item, that the second virtual item is switched from the effective state to an ineffective state comprises:

obtaining a second position of the second virtual item in the virtual environment; and

displaying, in response to a distance from the first position to the second position being less than a first distance threshold, that the second virtual item is switched from the effective state to the ineffective state.

5. The method according to claim 3, further comprising:

timing, in response to the first virtual item reaching the first position, a second duration for which the first virtual item has reached the first position, wherein

the displaying, in response to the second virtual item being located within a first influence range of the first virtual item, that the second virtual item is switched from the effective state to an ineffective state comprises:

displaying, in response to the second duration being greater than or equal to a second time threshold and the second virtual item being located within the first influence range of the first virtual item, that the second virtual item is switched from

the effective state to the ineffective state.

6. The method according to claim 1, further comprising

displaying, in response to a target object being located within a second influence range of the second virtual item, that the second virtual item produces an effect on the target object, wherein

the effect comprises at least one of an activity limitation of the target object or a reduction in a hit point value of the target object, and the activity limitation of the target object comprises at least one of movement speed reduction, line-of-sight obstruction, slow activity, control manner change, item use limitation, or movement manner limitation of the target object.

7. The method according to claim 6, wherein the second virtual item is located at a second position in the virtual environment; and

the displaying, in response to a target object being located within a second influence range of the second virtual item, that the second virtual item produces an effect on the target object comprises:

obtaining a third position of the target object in the virtual environment; and

displaying, in response to a distance from the second position to the third position being less than a second distance threshold, that the second virtual item produces the effect on the target object.

8. An apparatus for displaying a virtual item, comprising:

a display module, configured to display a first virtual environment picture, the first virtual environment picture displaying a second virtual item in an effective state, wherein the second virtual item is a placed weapon;

a control module, configured to control, in response to a use instruction, a target virtual character to use an equipped first virtual item, wherein the first virtual item is a throwing item;

a detection module, configured to detect that the second virtual item is located

within a first influence range of the first virtual item;

the control module being further configured to display, in response to the second virtual item being located within the first influence range of the first virtual item, that the second virtual item is switched from the effective state to an ineffective state; and

the control module being further configured to display, in response to meeting a restoration condition, that the second virtual item is switched from a first display form being corresponding to the ineffective state to a second display form being corresponding to the effective state,

wherein the second virtual item is placed in a virtual environment by a virtual character, and the virtual character is the target virtual character or an enemy virtual character of an enemy camp of the target virtual character,

wherein the second virtual item in the effective state is configured to periodically detect a target object located in a second influence range and produce an effect on the target object, and the control module is further configured to control the second virtual item to stop periodically detecting the target object within the second influence range in response to the second virtual item being located within the first influence range of the first virtual item.

9. A computer device, comprising a processor and a memory, the memory storing at least one computer program, the at least one computer program being loaded and executed by the processor to implement the method for displaying a virtual item according to any one of claims 1 to 7.

10. A computer-readable storage medium, storing at least one computer program, the at least one computer program being loaded and executed by a processor to implement the method for displaying a virtual item according to any one of claims 1 to 7.