CLAIMS

What is claimed is:

1. A method for controlling an object in a virtual scene, executed by an electronic device, the method comprising:

displaying a virtual scene, the virtual scene comprising a virtual object holding an attack prop;

displaying an attack button and at least one action button, and displaying at least one connection button, each connection button being configured to connect one attack button and one action button; and

controlling the virtual object to execute an action associated with a target action button and controlling the virtual object to synchronously perform an attack operation using the attack prop in response to a trigger operation for a target connection button, the target action button being an action button connected to the target connection button in the at least one action button, and the target connection button being any connection button selected in the at least one connection button.

2. The method of claim 1, wherein the displaying an attack button and at least one action button comprises:

displaying an attack button associated with an attack prop currently held by the virtual object, the virtual object performing the attack operation using the attack prop when the attack button is triggered; and

displaying the at least one action button around the attack button, each action button being associated with an action.

3. The method of claim 1, wherein types of the at least one action button comprise at least one of the following:

an action button associated with a high-frequency action, the high-frequency action being a candidate action with an operation frequency higher than an operation frequency threshold among a plurality of candidate actions; and

an action button associated with a target action, the target action being adapted to a state of the virtual object in the virtual scene.

4. The method of claim 1, wherein the displaying at least one connection button comprises:

displaying, for each action button in the at least one action button, the connection button configured to connect the action button and the attack button,

the connection button having at least one of the following display properties: the connection button comprising a disabled icon in response to in a disabled state, and the connection button comprising an available icon in response to in an available state.

5. The method of claim 1, wherein the displaying at least one connection button comprises:

displaying, for the target action button in the at least one action button, the connection button configured to connect the target action button and the attack button, the action associated with the target action button being adapted to a state of the virtual object in the virtual scene; or,

displaying, for the target action button in the at least one action button, the connection button configured to connect the target action button and the attack button based on a first display mode, and displaying, for other action buttons except the target action button in the at least one action button, a connection button configured to connect the other action buttons and the attack button based on a second display mode.

6. The method of claim 5, further comprising:

acquiring interaction data of the virtual object and scene data of the virtual scene;

invoking a neural network model to predict a compound action based on the interaction data and the scene data, the compound action comprising the attack operation and a target action; and

taking an action button associated with the target action as the target action button.

7. The method of claim 5, further comprising:

determining a similar historical virtual scene of the virtual scene, a similarity between the similar historical virtual scene and the virtual scene being greater than a similarity threshold;

determining a highest-frequency action in the similar historical virtual scene, the highest-frequency action being a candidate action with a highest operation frequency among a plurality of candidate actions; and

taking an action button associated with the highest-frequency action as the target action button.

8. The method of claim 1, wherein a manner of each connection button being configured to connect one attack button and one action button comprises:

the connection button partially overlapping with one attack button and one action button;

and

a display region of the connection button being connected to one attack button and one action button through a connection identifier.

9. The method of claim 1, wherein before the displaying at least one connection button, the method further comprises:

determining conditions that meet an automatic display of the at least one connection button, the conditions comprising at least one of the following: a group of the virtual object interacting with ~~other virtual objects in~~ other groups; and a distance between the virtual object and the other virtual objects of the other groups being less than a distance threshold.

10. The method of claim 1, wherein after the displaying an attack button and at least one action button, and displaying at least one connection button, the method further comprises:

displaying a plurality of candidate actions in response to a replacement operation for any action button, the plurality of candidate actions being different from actions associated with the at least one action button; and

replacing actions associated with the any action button with candidate actions selected in response to a selection operation for the plurality of candidate actions.

11. The method of claim 1, wherein

the attack prop is in a single attack mode; and

the controlling the virtual object to execute an action associated with a target action button and controlling the virtual object to synchronously perform an attack operation using the attack prop comprises:

controlling the virtual object to execute an action associated with the target action button once, and restoring a posture of the virtual object before executing the action in response to a posture after executing the action being different from the posture before executing the action; and

controlling the virtual object to perform an attack operation once using the attack prop starting from controlling the virtual object to execute the action associated with the target action button.

12. The method of claim 11, wherein

the trigger operation is a persistent operation for the target connection button; and

before the restoring a posture of the virtual object before executing the action, the method further comprises:

maintaining the posture after executing the action until the trigger operation is released;

synchronously updating, when the trigger operation generates a movement track, a view angle of the virtual scene according to a direction and an angle of the movement track; and

stopping updating the view angle of the virtual scene in response to the trigger operation being released.

13. The method of claim 1, wherein

the attack prop is in a continuous attack mode;

the controlling the virtual object to execute an action associated with a target action button and controlling the virtual object to synchronously perform an attack operation using the attack prop comprises:

controlling the virtual object to execute the action associated with the target action button once when a posture after executing the action is different from a posture before executing the action, and maintaining the posture after executing the action;

controlling the virtual object to execute the action associated with the target action button once when the posture after executing the action is the same as the posture before executing the action; and

controlling the ~~target~~ virtual object to continuously perform an attack operation using the attack prop starting from controlling the virtual object to execute the action associated with the target action button; and

the method further comprises:

restoring, when the posture after executing the action is different from the posture before executing the action, the posture of the virtual object before executing the action in response to the trigger operation being released, and stopping controlling the virtual object to continuously perform the attack operation using the attack prop; and

stopping, when the posture after executing the action is the same as the posture before executing the action, controlling the virtual object to continuously perform the attack operation using the attack prop in response to the trigger operation being released.

14. The method of claim 13, wherein the trigger operation is a persistent operation for the

target connection button, and the method further comprises:

synchronously updating, in response to the trigger operation generating a movement track, a view angle of the virtual scene according to a direction and an angle of the movement track; and

stopping updating the view angle of the virtual scene in response to the trigger operation being released.

15. The method of claim 1, wherein

a working mode of the target action button comprises a manual mode and a locking mode, the manual mode being used for stopping triggering the target connection button after the trigger operation is released, and the locking mode being used for continuing to automatically trigger the target action button after the trigger operation is released; and

the controlling the virtual object to execute an action associated with a target action button and controlling the virtual object to synchronously perform an attack operation using the attack prop comprises:

controlling, when the trigger operation controls the target action button to enter the manual mode, the virtual object to execute the action associated with the target action button during the trigger operation is not released, and controlling the virtual object to synchronously perform the attack operation using the attack prop; and

controlling, when the trigger operation controls the target action button to enter the locking mode, the virtual object to execute the action associated with the target action button during the trigger operation is not released and after the trigger operation is released, and controlling the virtual object to synchronously perform the attack operation using the attack prop.

16. The method of claim 1, wherein when the virtual scene is in a button setting state, the method further comprises:

displaying, in response to a selection operation for the at least one connection button, each selected connection button according to a target display mode, the target display mode being significantly different from a display mode of an unselected connection button; and

performing the following processing for each selected connection button:

hiding, when the connection button is in a disabled state, a disabled icon of the connection button in response to an on operation for the connection button, and marking the connection button as an on state; and

displaying, when the connection button is in the on state, the disabled icon for the

connection button in response to a disabled operation for the connection button, and marking the connection button as the disabled state.

17. An apparatus for controlling an object in a virtual scene, comprising:

a display module, configured to display a virtual scene, the virtual scene comprising a virtual object holding an attack prop;

the display module, further configured to display an attack button and at least one action button, and display at least one connection button, each connection button being configured to connect one attack button and one action button; and

a control module, configured to control the virtual object to execute an action associated with a target action button and control the virtual object to synchronously perform an attack operation using the attack prop in response to a trigger operation for a target connection button, the target action button being an action button connected to the target connection button in the at least one action button, and the target connection button being any connection button selected in the at least one connection button.

18. An electronic device, comprising:

a memory, configured to store computer-executable instructions; and

a processor, configured to implement, in executing the computer-executable instructions stored in the memory, the object control method for a virtual scene of any one of claims 1 to 16.

19. A computer-readable storage medium storing computer-executable instructions, the computer-executable instructions, when executed by a processor, implementing the method for controlling an object in a virtual scene of any one of claims 1 to 16.

20. A computer program product comprising computer programs or computer-executable instructions, the computer programs or computer-executable instructions, when executed by a processor, implementing the method for controlling an object in a virtual scene of any one of claims 1 to 16.