

(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 2023/142616 A1

(43) 国际公布日
2023 年 8 月 3 日 (03.08.2023)

(51) 国际专利分类号:
A63F 13/55 (2014.01) *A63F 13/52* (2014.01)
A63F 13/533 (2014.01)

(21) 国际申请号: PCT/CN2022/132199

(22) 国际申请日: 2022 年 11 月 16 日 (16.11.2022)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202210112121.X 2022 年 1 月 29 日 (29.01.2022) CN

(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

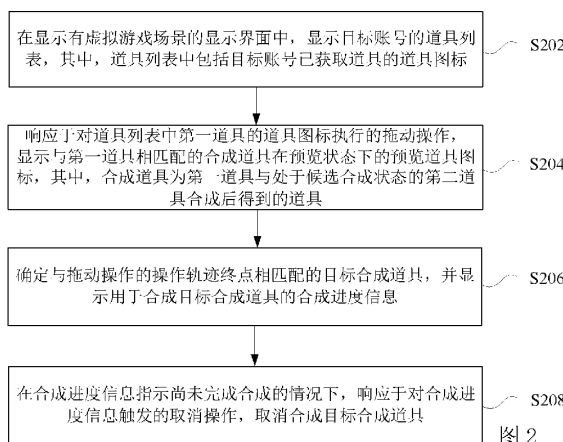
(72) 发明人: 邝野(KUANG, Ye); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 桂芷欣(GUI, Zhixin); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 华进联合专利商标代理有限公司 (ADVANCE CHINA IP LAW OFFICE); 中国广东省广州市天河区珠江东路 6 号 4501 房 (部位: 自编 01-03 和 08-12 单元) (仅限办公用途), Guangdong 510623 (CN)。

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(54) Title: ITEM SYNTHESIS METHOD AND APPARATUS, STORAGE MEDIUM AND ELECTRONIC DEVICE

(54) 发明名称: 道具合成方法和装置、存储介质及电子设备



S202 Display an item list of a target account in a display interface where a virtual game scene is displayed, the item list comprising item icons of items acquired by the target account
S204 In response to a dragging operation executed on the item icon of a first item in the item list, display a preview item icon of a synthesized item matching the first item in a preview state, the synthesized item being an item obtained after the first item and a second item in a candidate synthesis state are synthesized
S206 Determine a target synthesized item matching an operation trajectory end point of the dragging operation, and display synthesis progress information for synthesizing the target synthesized item
S208 When the synthesis progress information indicates that the synthesis has not been completed, cancel the synthesis of the target synthesized item in response to a cancellation operation triggered on the synthesis progress information

(57) Abstract: An item synthesis method, comprising: displaying an item list of a target account in a display interface where a virtual game scene is displayed, the item list comprising item icons of items acquired by the target account (S202); in response to a dragging operation executed on the item icon of a first item in the item list, displaying a preview item icon of a synthesized item matching the first item in a preview state, the synthesized item being an item obtained after the first item and a second item in a candidate synthesis state are synthesized; determining a target synthesized item matching an operation trajectory end point of the dragging operation,

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and displaying synthesis progress information for synthesizing the target synthesized item (S204); and when the synthesis progress information indicates that the synthesis has not been completed, canceling the synthesis of the target synthesized item in response to a cancellation operation triggered on the synthesis progress information (S206).

(57) 摘要: 本申一种道具合成方法, 包括: 在显示有虚拟游戏场景的显示界面中, 显示目标账号的道具列表, 其中, 道具列表中包括目标账号已获取道具的道具图标(S202); 响应于对道具列表中第一道具的道具图标执行的拖动操作, 显示与第一道具相匹配的合成道具在预览状态下的预览道具图标, 其中, 合成道具为第一道具与处于候选合成状态的第二道具合成后得到的道具; 确定与拖动操作的操作轨迹终点相匹配的目标合成道具, 并显示用于合成目标合成道具的合成进度信息(S204); 在合成进度信息指示尚未完成合成的情况下, 响应于对合成进度信息触发的取消操作, 取消合成目标合成道具(S206)。