CLAIMS

What is claimed is:

1. A method for aiming at a virtual object, performed by a terminal, the method comprising:

displaying a user interface (UI), the UI comprising a picture of a virtual environment and a wheel aiming control, wherein

the picture of the virtual environment comprises a first virtual object and at least one second virtual object located in the virtual environment, and the first virtual object is controlled to cast a targeted ability by controlling the wheel aiming control;

the wheel aiming control comprises a wheel region and a joystick button, an area of the wheel region is greater than an area of the joystick button, and the wheel region is divided into an inner ring region and an outer ring region;

when a user taps the joystick button and drags the joystick button into the outer ring region, receiving an aiming operation, and triggering an active aiming mode, comprising:

according to a position of the joystick button in the outer ring region, mapping and displaying a dot aiming indicator in the picture of the virtual environment, wherein

the dot aiming indicator indicates an aiming point selected by the aiming operation on a horizontal plane of the virtual environment, wherein the picture of the virtual environment is a two-dimensional picture obtained after performing picture acquisition on a three-dimensional virtual environment;

a position of the dot aiming indicator corresponds to the position of the joystick button; and

when a finger of the user leaves the joystick button, controlling the first virtual object to aim at a target virtual object and cast the targeted ability, wherein the target virtual object is a virtual object selected from the at least one second virtual object in a target selection range, and the target selection range uses a first map point in which the first virtual object is located as a rotation center, and a symmetry axis of the target selection range runs through the aiming point.

2. The method according to claim 1, further comprising:

listing all second virtual objects within a range using the first map point as a center of a circle and an aiming radius as a radius as initial candidate virtual objects;

filtering the initial candidate virtual objects by using a filter, and filtering out second virtual objects located outside the target selection range;

reserving and listing second virtual objects within the target selection range as candidate virtual objects;

selecting the target virtual object from the candidate virtual objects according to a priority principle.

3. The method according to claim 2, wherein the target selection range comprises a first selection range and a second selection range, a priority of the first selection range is greater than that the second selection range; and

the reserving and listing second virtual objects within the target selection range as candidate virtual objects comprises:

preferentially filtering, in response to that the second virtual objects exist in the first selection range, the second virtual objects in the first selection range as the candidate virtual objects; and

filtering, in response to that the second virtual objects do not exist in the first selection range, the second virtual objects in the second selection range as the candidate virtual objects.

4. The method according to claim 3, wherein the first selection range corresponds to a first priority principle, and the second selection range corresponds to a second priority principle; and

the selecting the target virtual object from the candidate virtual objects according to a priority principle comprises:

selecting, in response to that the candidate virtual objects fall within the first selection range, the target virtual object from the candidate virtual objects according to the first priority principle; and

selecting, in response to that the candidate virtual objects fall within the second selection range, the target virtual object from the candidate virtual objects according to the second priority principle.

5. The method according to any one of claims 1 to 4, wherein the target selection range is

located on the horizontal plane of the virtual environment.

6. The method according to any one of claims 1 to 4, wherein the first virtual object comprises a maximum shooting range, and the target selection range comprises a pre-aiming region located outside the maximum shooting range.

7. The method according to claim 2, wherein the priority principle comprises at least one of:

preferentially selecting a candidate virtual object closest to the aiming point;

preferentially selecting a candidate virtual object having a lowest health bar;

preferentially selecting a candidate virtual object having a smallest health point absolute value; and

preferentially selecting a candidate virtual object having a highest type priority.

8. The method according to claim 2, wherein after the selecting the target virtual object from the candidate virtual objects according to a priority principle, the method further comprises:

displaying a selected special effect on the target virtual object, the selected special effect comprising at least one of the following special effects: displaying a first selected identifier on a second map point in which the target virtual object is located, and displaying a second selected identifier above the target virtual object.

9. The method according to claim 8, wherein the first virtual object comprises a maximum shooting range, and the target selection range comprises a pre-aiming region located outside the maximum shooting range and an aiming region located within the maximum shooting range; and

the displaying a selected special effect on the target virtual object comprises:

displaying a first selected special effect on the target virtual object in response to that the second map point in which the target virtual object is located within the pre-aiming region; and

displaying a second selected special effect on the target virtual object in response to that the second map point in which the target virtual object is located is located within the aiming region, the first selected special effect and the second selected special effect being different.

10. The method according to any one of claims 1 to 3, wherein the according to a position of the joystick button in the outer ring region, mapping and displaying a dot aiming indicator

in the picture of the virtual environment comprises:

obtaining an offset point of the joystick button offsetting from an activation point in the wheel region, wherein the activation point is a center point of the wheel region;

calculating an offset vector pointing from the activation point to the offset point;

calculating an aiming vector according to the offset vector, the aiming vector being a vector pointing from the first map point to the aiming point, a ratio of the offset vector to a wheel radius being equal to a ratio of the aiming vector to an aiming radius, the wheel radius being a radius of the wheel region, and the aiming radius being a maximum aiming distance of the first virtual object during active aiming;

calculating the aiming point according to the aiming vector and the first map point; and

displaying the dot aiming indicator on the aiming point in the picture of the virtual environment.

11. An apparatus for aiming at a virtual object, comprising:

a display module, configured to display a user interface (UI), the UI comprising a picture of a virtual environment and a wheel aiming control, wherein the picture of the virtual environment comprises a first virtual object and at least one second virtual object located in the virtual environment, and the first virtual object is controlled to cast a targeted ability by controlling the wheel aiming control; the wheel aiming control comprises a wheel region and a joystick button, an area of the wheel region is greater than an area of the joystick button, and the wheel region is divided into an inner ring region and an outer ring region;

the displaying module being further configured to when a user taps the joystick button and drags the joystick button into the outer ring region, receive an aiming operation, and trigger an active aiming mode, wherein according to a position of the joystick button in the outer ring region, a dot aiming indicator is mapped and displayed in the picture of the virtual environment, the dot aiming indicator indicates an aiming point selected by the aiming operation on a horizontal plane of the virtual environment, the picture of the virtual environment is a two-dimensional picture obtained after performing picture acquisition on a three-dimensional virtual environment; and a position of the dot aiming indicator corresponds to the position of the joystick button; and

an aiming module, configured to when a finger of the user leaves the joystick button, control the first virtual object to aim at a target virtual object and cast the targeted ability,

wherein the target virtual object is a virtual object selected from the at least one second virtual object in a target selection range, and the target selection range uses a first map point in which the first virtual object is located as a rotation center, and a symmetry axis of the target selection range runs through the aiming point.

12. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and

executed by the processor to implement the method for aiming at a virtual object according to any one of claims 1 to 10.

13. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the method for aiming at a virtual object according to any one of claims 1 to 10.