CLAIMS

What is claimed is:

1. A virtual object control method, applicable to a terminal, the method comprising:

displaying a battle interface, the battle interface comprising a first virtual object, at least one second virtual object, and a first control, the first virtual object and the second virtual object being located in a virtual world and belonging to different camps, and the first control being configured to control the first virtual object to use a virtual property to attack other virtual objects so as to change target attribute values of the other virtual objects, and the first control comprising a first automatic control region and a first active control region, no intersection existing between the first automatic control region and the first active control region;

obtaining first object information of the first virtual object and second object information of the at least one second virtual object in a case that the at least one second virtual object does not comprise an actively-selected virtual object, the actively-selected virtual object being a virtual object selected by using the first control, and object information being used for representing a state and a position of a virtual object;

determining the target virtual object from the at least one second virtual object according to the first object information and the second object information; and

labeling the target virtual object in a first predetermined manner, including highlighting an edge of a character image of the target virtual object, highlighting a target attribute information bar of the target virtual object, changing a color of information carried in the target virtual object, adding a special label near the character image of the target virtual object, and displaying a ray directed from the first virtual object to the target virtual object; receiving a first trigger signal acting on the first control; determining that the first trigger signal meets the automatic control condition in response to a touch end position corresponding to the first trigger signal being located in the first automatic control region; and controlling, in response to the first trigger signal meeting an automatic control condition, the first virtual object to use the virtual property to change a target attribute value of the target virtual object, and

determining that the first trigger signal meets an active control condition in response to the touch end position corresponding to the first trigger signal being located in the first active control region, determining a second virtual object mapped to the touch end position as the actively-

selected virtual object; and controlling the first virtual object to use the virtual property to change a target attribute value of the actively-selected virtual object.

2. The method according to claim 1, wherein the first object information comprises a first position and a first range, the second object information comprises a second position, the first position being a position in which the first virtual object is located in the virtual world, the second position being a position in which the second virtual object is located in the virtual world, and the first range being a use range of the virtual property; and

the determining the target virtual object from the at least one second virtual object according to the first object information and the second object information comprises:

determining a second range according to the first range, the second range being larger than the first range;

determining a second virtual object within the second range as a candidate virtual object according to the first position and the second position; and

determining a candidate virtual object meeting a selection condition as the target virtual object, the selection condition comprising at least one of the following: having a shortest distance to the first virtual object, having a smallest target attribute value, and belonging to a target camp.

3. The method according to any one of claims 1 to 2, wherein the battle interface further comprises a second control, the second control being configured to control the first virtual object to cast a target skill to other virtual objects; and

after the determining a target virtual object from the at least one second virtual object, and labeling the target virtual object in a predetermined manner, the method further comprises:

controlling, in a case that a second trigger signal acting on the second control is received, the first virtual object to cast the target skill to the target virtual object.

4. The method according to claim 3, wherein the second control comprises a second automatic control region and a second active control region, no intersection existing between the second automatic control region and the second active control region; and

the controlling, in a case that a second trigger signal acting on the second control is received,

the first virtual object to cast the target skill to the target virtual object comprises:

obtaining a skill casting rule of the target skill in a case that a touch end position corresponding to the second trigger signal is located in the second automatic control region; and

controlling, in a case that the target virtual object meets the skill casting rule, the first virtual object to cast the target skill to the target virtual object.

5. The method according to any one of claims 1 to 4, further comprising:

re-determining the target virtual object from the at least one second virtual object in a case that the target attribute value of the target virtual object reaches an attribute value threshold.

6. The method according to claim 5, wherein that the target attribute value of the target virtual object reaches an attribute value threshold comprises: the remaining hit points of the target virtual object reaching a hit point threshold, and a position of the target virtual object being outside a display range of the battle interface.

7. A virtual object control apparatus, comprising:

a display module, configured to display a battle interface, the battle interface comprising a first virtual object, at least one second virtual object, and a first control, the first virtual object and the second virtual object being located in a virtual world and belonging to different camps, and the first control being configured to control the first virtual object to use a virtual property to attack other virtual objects so as to change target attribute values of the other virtual objects, and the first control comprising a first automatic control region and a first active control region, no intersection existing between the first automatic control region and the first active control region;

a first process module, configured to: obtain first object information of the first virtual object and second object information of the at least one second virtual object in response to the at least one second virtual object not comprising an actively-selected virtual object, the actively-selected virtual object being a virtual object selected by using the first control, and object information being used for representing a state and a position of a virtual object; determine the target virtual object from the at least one second virtual object according to the first object information and the second object information; label the target virtual object in a first predetermined manner, including highlighting an edge of a character image of the target virtual object, highlighting a target attribute information bar of the target virtual object, changing a color of information carried in the target virtual object, adding a special label near the character image of the target virtual object, and displaying a ray directed from the first virtual object to the target virtual object; receive a first trigger signal acting on the first control; determine that the first trigger signal meets the automatic control condition in

response to a touch end position corresponding to the first trigger signal being located in the first automatic control region; and control, in response to the first trigger signal meeting an automatic control condition, the first virtual object to use the virtual property to change a target attribute value of the target virtual object; and

a second process module, configured to: determine that the first trigger signal meets an active control condition in response to the touch end position corresponding to the first trigger signal being located in the first active control region, determine a second virtual object mapped to the touch end position as the actively-selected virtual object; and control the first virtual object to use the virtual property to change a target attribute value of the actively-selected virtual object.

8. The apparatus according to claim 7, wherein the first object information comprises a first position and a first range, the second object information comprises a second position, the first position being a position in which the first virtual object is located in the virtual world, the second position being a position in which the second virtual object is located in the virtual world, and the first range being a use range of the virtual property; and

determining the target virtual object from the at least one second virtual object according to the first object information and the second object information comprises:

determining a second range according to the first range, the second range being larger than the first range;

determining a second virtual object within the second range as a candidate virtual object according to the first position and the second position; and

determining a candidate virtual object meeting a selection condition as the target virtual object, the selection condition comprising at least one of the following: having a shortest distance to the first virtual object, having a smallest target attribute value, and belonging to a target camp.

9. The apparatus according to any one of claims 7 to 8, wherein the battle interface further comprises a second control, the second control being configured to control the first virtual object to cast a target skill to other virtual objects; and

the first process module is further configured to:

control, in a case that a second trigger signal acting on the second control is received, the first

virtual object to cast the target skill to the target virtual object.

10. The apparatus according to claim 9, wherein the second control comprises a second automatic control region and a second active control region, no intersection existing between the second automatic control region and the second active control region; and

controlling, in the case that the second trigger signal acting on the second control is received, the first virtual object to cast the target skill to the target virtual object comprises:

obtaining a skill casting rule of the target skill in a case that a touch end position corresponding to the second trigger signal is located in the second automatic control region; and

controlling, in a case that the target virtual object meets the skill casting rule, the first virtual object to cast the target skill to the target virtual object.

11. The apparatus according to any one of claims 7 to 10, wherein the first process module is further configured to:

re-determine the target virtual object from the at least one second virtual object in a case that the target attribute value of the target virtual object reaches an attribute value threshold.

12. The apparatus according to claim 11, wherein: that the target attribute value of the target virtual object reaches an attribute value threshold comprises: the remaining hit points of the target virtual object reaching a hit point threshold, and a position of the target virtual object being outside a display range of the battle interface.

13. A computer device, comprising a processor and a memory, the memory storing at least one program, the at least one program being loaded and executed by the processor to implement the virtual object control method according to any one of claims 1 to 6.

14. A computer-readable storage medium, storing at least one program, the at least one program being loaded and executed by a processor to implement the virtual object control method according to any one of claims 1 to 6.