CLAIMS

What is claimed is:

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

detecting a selection operation on a target skill, the target skill being used for adjusting an action effect of a target virtual prop to a target action effect, the target virtual prop being a virtual prop of a first virtual object, and the first virtual object being ~~a virtual object~~ controlled by a terminal;

determining, in response to detecting the selection operation on the target skill, a target virtual object in a virtual scene, the target virtual object being an action target of the target virtual prop; ~~and~~

reading a target configuration file corresponding to the first virtual object;

determining, based on configuration information in the target configuration file, a triggering mechanism corresponding to the target skill;

triggering, in a case that the triggering mechanism corresponding to the target skill is automatic triggering, the target virtual prop to perform an automatic attack mode;

triggering, in a case that the triggering mechanism corresponding to the target skill is manual triggering, the target virtual prop in response to detecting a triggering operation on the target virtual prop; and

triggering, in response to the target virtual object being in an action region of the target virtual prop, the target virtual prop to perform ~~an~~the automatic attack mode, the automatic attack mode being to automatically initiate, in a case of detecting no triggering operation on the target virtual prop, an attack on the target virtual object, to generate the target action effect on the target virtual object.~~,~~

wherein the target configuration file stores a target effective duration, the target effective duration being used for indicating an effective period of a virtual object becoming a tagged target after the virtual object is hit by a type of skill, the target effective duration being used for indicating the triggering mechanism corresponding to the target skill.

2. The method according to claim 1, wherein the determining a target virtual object in a virtual scene comprises any one of the following:

determining, in response to detecting a selection operation on any second virtual object in the virtual scene in a target time period, the selected second virtual object as the target virtual object; and

determining, in response to detecting no selection operation on any second virtual object in the virtual scene in a target time period, a second virtual object that the target virtual prop previously acts on as the target virtual object.

3. The method according to claim 2, wherein before the determining a second virtual object that the target virtual prop previously acts on as the target virtual object, the method further comprises:

obtaining an action moment at which the target virtual prop previously acts; and

performing, in response to a duration between the action moment and a current moment being less than ~~a~~ the target effective duration, the operation of determining a second virtual object that the target virtual prop previously acts on as the target virtual object.

~~4. The method according to claim 1, wherein before the triggering, in response to the target virtual object being in an action region of the target virtual prop, the target virtual prop to perform an automatic attack mode, the method further comprises:~~

~~reading a target configuration file corresponding to the first virtual object;~~

~~determining, based on configuration information in the target configuration file, a triggering mechanism corresponding to the target skill;~~

~~triggering, in a case that the triggering mechanism corresponding to the target skill is automatic triggering, the target virtual prop to perform the automatic attack mode; and~~

~~triggering, in a case that the triggering mechanism corresponding to the target skill is manual triggering, the target virtual prop in response to detecting a triggering operation on the target virtual prop.~~

~~5. The method according to claim 4, wherein the target configuration file stores a target effective duration, the target effective duration being used for indicating the triggering mechanism corresponding to the target skill.~~

~~6~~4. The method according to claim ~~5~~1, wherein the determining, based on configuration information in the target configuration file, a triggering mechanism corresponding to the target skill comprises:

obtaining the target effective duration from the target configuration file; and

determining, in a case that the target effective duration is greater than 0, the triggering mechanism corresponding to the target skill as automatic triggering; otherwise, determining the triggering mechanism corresponding to the target skill as manual triggering.

~~7~~5. The method according to claim 1, wherein the triggering, in response to the target virtual object being in an action region of the target virtual prop, the target virtual prop to perform an automatic attack mode comprises:

obtaining, in response to the target virtual object being in the action region of the target virtual prop, an action moment at which the target virtual prop previously acts and an action duration of the target virtual prop; and

stopping, in response to a duration between a current moment and the action moment being less than the action duration, a previous action process of the target virtual prop, and triggering the target virtual prop to perform the automatic attack mode.

~~8~~6. The method according to claim 1, wherein the triggering, in response to the target virtual object being in an action region of the target virtual prop, the target virtual prop to perform an automatic attack mode comprises:

obtaining, in response to the target virtual object being in the action region of the target virtual prop, an action state of the first virtual object; and

stopping, in response to the action state of the first virtual object being a movement state, movement of the first virtual object, and triggering the target virtual prop to perform the automatic attack mode.

~~9~~7. The method according to claim 1, further comprising:

displaying, in response to a configuration instruction on the first virtual object, a configuration interface corresponding to the first virtual object;

obtaining a skill identifier provided by a user on the configuration interface, the skill identifier being used for indicating the target skill; and

storing the skill identifier in a target configuration file corresponding to the first virtual object.

~~10~~8. A virtual object control apparatus, comprising:

a detecting module, configured to detect a selection operation on a target skill, the target skill being used for adjusting an action effect of a target virtual prop to a target action effect, the target virtual prop being a virtual prop of a first virtual object, and the first virtual object being ~~a virtual object~~ controlled by a terminal;

a determining module, configured to determine, in response to detecting the selection operation on the target skill, a target virtual object in a virtual scene, the target virtual object being an action target of the target virtual prop; ~~and~~

a triggering module, configured to trigger, in response to the target virtual object being in an action region of the target virtual prop, the target virtual prop to perform an automatic attack mode, the automatic attack mode being to automatically initiate, in a case of detecting no triggering operation on the target virtual prop, an attack on the target virtual object, to generate the target action effect on the target virtual object,~~.~~ and

a reading module, configured to read a target configuration file corresponding to the first virtual object,

wherein the determining module being configured to: determine, based on configuration information in the target configuration file, a triggering mechanism corresponding to the target skill; trigger, in a case that the triggering mechanism corresponding to the target skill is automatic triggering, the target virtual prop to perform the automatic attack mode; and trigger, in a case that the triggering mechanism corresponding to the target skill is manual triggering, the target virtual prop in response to detecting a triggering operation on the target virtual prop, and

wherein the target configuration file stores a target effective duration, the target effective duration being used for indicating an effective period of a virtual object becoming a tagged target after the virtual object is hit by a type of skill, the target effective duration being used for indicating the triggering mechanism corresponding to the target skill.

~~11~~9. The apparatus according to claim ~~10~~8, wherein the determining module is configured to:

determine, in response to detecting a selection operation on any second virtual object in the virtual scene in a target time period, the selected second virtual object as the target virtual object; and

determine, in response to detecting no selection operation on any second virtual object in the virtual scene in a target time period, a second virtual object that the target virtual prop previously acts on as the target virtual object.

~~12~~10. The apparatus according to claim ~~11~~9, further comprising:

an obtaining module, configured to obtain an action moment at which the target virtual prop previously acts,

the determining module being configured to perform, in response to a duration between the action moment and a current moment being less than ~~a~~ the target effective duration, the operation of determining a second virtual object that the target virtual prop previously acts on as the target virtual object.

~~13. The apparatus according to claim 10, further comprising:~~

~~a reading module, configured to read a target configuration file corresponding to the first virtual object,~~

~~the determining module being configured to: determine, based on configuration information in the target configuration file, a triggering mechanism corresponding to the target skill; trigger, in a case that the triggering mechanism corresponding to the target skill is automatic triggering, the target virtual prop to perform the automatic attack mode; and trigger, in a case that the triggering mechanism corresponding to the target skill is manual triggering, the target virtual prop in response to detecting a triggering operation on the target virtual prop.~~

~~14~~11. A computer device, comprising one or more processors and one or more memories storing at least one piece of program code, the at least one piece of program code being loaded and executed by the one or more processors to implement the virtual object control method according to any one of claims 1 to ~~9~~7.

~~15~~12. A computer-readable storage medium, storing at least one piece of program code, the at least one piece of program code being loaded and executed by a processor, to implement the virtual object control method according to any one of claims 1 to ~~9~~7.