CLAIMS

1. A method for sending path information in a virtual scene, comprising:

displaying a path planning interface in a first terminal, wherein the path planning interface comprises a first minimap of the virtual scene and is configured to plan a path of a target virtual object, object icons of respective first virtual objects are displayed on the first minimap, the first virtual objects belong to a same camp as a virtual object controlled by the first terminal, and the target virtual object is one of the first virtual objects;

determining, in response to reception of a click operation on a first object icon in the first minimap, that one of the first virtual objects corresponding to the first object icon is the target virtual object;

generating, in response to reception of a sliding operation in the first minimap, path information of the target virtual object in the virtual scene based on the sliding operation; and

sending the path information to a second terminal that controls the target virtual object, so that the second terminal displays the path information on a second minimap that is superimposed on a virtual scene interface displayed in the second terminal.

2. The method according to claim 1, wherein the displaying a path planning interface in a first terminal comprises:

displaying the path planning interface in the first terminal in response to reception of a predetermined operation for the target virtual object.

3. The method according to claim 2, wherein the displaying the path planning interface in the first terminal in response to reception of a predetermined operation for the target virtual object comprises:

displaying the path planning interface in the first terminal in a case that a signal trigger control corresponding to the target virtual object is superimposed on a first virtual scene picture and in response to reception of a trigger operation on the signal trigger control, the signal trigger control comprising an avatar of the target virtual object; or

displaying the path planning interface in the first terminal in response to reception of a trigger operation on the target virtual object in the virtual scene.

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

displaying an object icon of the target virtual object on the first minimap based on a position of the target virtual object in the virtual scene.

5. The method according to claim 1, wherein the displaying a path planning interface in a first terminal comprises:

displaying the path planning interface in the first terminal in response to reception of a path planning trigger operation.

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

determining, in response to reception of a sliding operation starting from the first object icon in the first minimap, one of the first virtual objects corresponding to the first object icon as the target virtual object; and

generating the path information of the target virtual object in the virtual scene based on the sliding operation.

7. The method according to claim 5, wherein the path planning trigger operation comprises a click operation on the first minimap in the first terminal, or a click operation on a predetermined trigger control other than the first minimap.

8. The method according to claim 1, wherein before the generating, in response to reception of a sliding operation in the first minimap, path information of the target virtual object in the virtual scene based on the sliding operation, the method further comprises:

displaying the object icons of the first virtual objects in a highlighted manner in the first minimap.

9. The method according to any one of claims 1 to 8, wherein the first minimap comprises a highlighted region, the highlighted region corresponding to an obstacle in the virtual scene.

10. A method for sending path information in a virtual scene, comprising:

displaying a virtual scene interface in a second terminal, a second minimap being superposed on the virtual scene interface;

receiving path information, wherein the path information is related to a target virtual object and is generated based on a sliding operation in a first minimap that is contained in a path planning interface displayed in a first terminal, the path planning interface is configured to plan a path of the target virtual object, object icons of respective first virtual objects are displayed on the first minimap, the first virtual objects belong to a same camp as a virtual object controlled by the first terminal, and the target virtual object is controlled by the second terminal, and is one of the first virtual objects belonging to the same camp as the virtual object controlled by the first terminal; and

displaying the path information on the second minimap.

11. The method according to claim 10, wherein the displaying the path information on the second minimap comprises:

displaying path prompt information in the virtual scene interface, the path prompt information being used for prompting existence of the path information sent by the first terminal; and

displaying the path information on the second minimap on reception of a confirmation operation for the path prompt information.

12. An apparatus for sending path information in a virtual scene, comprising:

an interface display module, configured to display a path planning interface in a first terminal, wherein the path planning interface comprises a first minimap of the virtual scene and is configured to plan a path of a target virtual object, object icons of respective first virtual objects are displayed on the first minimap, the first virtual objects belong to a same camp as a virtual object controlled by the first terminal, and the target virtual object is one of the first virtual objects;

a path generation module, configured to determine, in response to reception of a click operation on a first object icon in the first minimap, that one of the first virtual objects corresponding to the first object icon is the target virtual object, and generate, in response to reception of a sliding operation in the first minimap, path information of the target virtual object in the virtual scene based on the sliding operation; and

a path display module, configured to send the path information to a second terminal that controls the target virtual object, so that the second terminal displays the path information on a second minimap that is superimposed on a virtual scene interface displayed in the second terminal.

13. A computer device, comprising a processor and a memory, the memory storing at least one instruction, the at least one instruction being loaded and executed by the processor to implement the method for sending path information in a virtual scene according to any one of claims 1 to 11.

14. A computer-readable storage medium, storing at least one instruction, the at least one instruction being loaded and executed by a processor to implement the method for sending path information in a virtual scene according to any one of claims 1 to 11.

15. A computer program product, comprising computer instructions, and the computer instructions being loaded and executed by a processor to implement the method for sending path information in a virtual scene according to any one of claims 1 to 11.