CLAIMS

1. A method for controlling a virtual object to mark a virtual item, applied to a first terminal, the method comprising:

displaying a virtual environment picture on a display interface of the first terminal, the virtual environment picture including the virtual object and the virtual item in a virtual environment;

controlling, according to a control operation of a user, the virtual object to move, in the virtual environment, into a proximity range of the virtual item;

displaying a pick-up item list on the virtual environment picture responsive to the virtual object being controlled to move into the proximity range of the virtual item, a field of the virtual item available for pick-up being displayed in the pick-up item list; ~~and~~

receiving a mark operation on the field of the virtual item, and marking the virtual item in the virtual environment according to the mark operation, the mark operation being an operation different from a pick-up operation; and

transmitting, through a server, mark information corresponding to the virtual item to a second terminal, to enable the mark information to be displayed at a position of coordinates of a corresponding virtual item on a virtual environment picture of the second terminal after the second terminal receives the mark information.

2. The method according to claim 1, wherein receiving the mark operation on the field of the virtual item, and marking the virtual item in the virtual environment according to the mark operation comprises:

receiving a long-press operation on the field of the virtual item; and

marking the virtual item in the virtual environment in response to determining that a duration of the long-press operation is longer than a mark taking-effect time.

3. The method according to claim 2, wherein marking the virtual item in the virtual environment in a case that a duration of the long-press operation is longer than a mark taking-effect time comprises:

marking the virtual item in the virtual environment in response to determining that the duration of the long-press operation is longer than the mark taking-effect time, and a horizontal coordinate displacement and a vertical coordinate displacement of the long-press operation are less than a displacement threshold.

4. The method according to claim 2, wherein receiving the long-press operation comprises:

receiving a press operation on the field of the virtual item; and

determining reception of the long-press operation in response to determining that a duration of the press operation is longer than a long-press activation duration.

5. The method according to any one of claims 2 to 4, further comprising:

displaying a marking process of the virtual item on the field of the virtual item according to the duration of the long-press operation.

6. The method according to claim 1, wherein receiving the mark operation on the field of the virtual item, and marking the virtual item in the virtual environment according to the mark operation comprises:

receiving a slide operation on the field of the virtual item; and

moving the field of the virtual item according to the slide operation, and marking the virtual item in the virtual environment in response to determining that a displacement by which the field of the virtual item has been moved is greater than a slide displacement threshold.

7. The method according to claim 6, wherein moving the field of the virtual item according to the slide operation, and marking the virtual item in the virtual environment in a case that a displacement by which the field of the virtual item has been moved is greater than a slide displacement threshold comprises:

marking the virtual item in the virtual environment in response to determining that the displacement by which the field of the virtual item has been moved is greater than a slide taking-effect displacement threshold.

8. The method according to claim 6, wherein receiving the slide operation on the field of the virtual item comprises:

receiving the slide operation on the field of the virtual item; and

moving the field of the virtual item according to the slide operation, and determining reception of the slide operation in response to determining that the displacement by which the field of the virtual item has been moved is greater than a slide activation displacement threshold.

9. The method according to any one of claims 6 to 8, further comprising:

displaying a marking process of the virtual item according to the displacement generated by moving, according to the slide operation, the field of the virtual item.

10. The method according to claim 1, wherein displaying the pick-up item list on the virtual environment picture comprises:

displaying the pick-up item list and a marking region on the virtual environment picture, a field of the virtual item available for pick-up being displayed in the pick-up item list; and

receiving the mark operation on the field of the virtual item, and marking the virtual item in the virtual environment according to the mark operation, the mark operation being an operation different from a pick-up operation comprises:

receiving a drag operation on the field of the virtual item, the drag operation being used for dragging the virtual item to the marking region; and

marking the virtual item in the virtual environment according to the drag operation.

11. The method according to claim 10, wherein receiving the drag operation on the field of the virtual item comprises:

receiving the drag operation on the field of the virtual item; and

dragging the field of the virtual item according to the drag operation, and determining reception of the drag operation in response to determining that a displacement by which the field of the virtual item has been moved is greater than a drag activation displacement threshold.

12. The method according to claim 10 or 11, further comprising:

highlighting the marking region according to the drag operation received on the field of the virtual item.

13. The method according to any one of claims 1 to 4, wherein the mark information is default mark information or customized mark information, and the method further~~marking the virtual item in the virtual environment~~ comprises:

obtaining a coordinate position of the virtual item in the virtual environment;

~~obtaining mark information corresponding to the virtual item, the mark information being default mark information or customized mark information;~~ and

transmitting a mark message of the virtual item to ~~a~~ the server according to the coordinate position and the mark information.

14. The method according to any one of claims 1 to 4, wherein displaying the pick-up item list on the virtual environment picture comprises:

displaying a pick-up list button on the virtual environment picture; and

displaying the pick-up item list in response to determining that an unfolding operation is received on the pick-up list button.

15. An apparatus for controlling a virtual object to mark a virtual item, comprising:

a display module, configured to display a virtual environment picture on a display interface of a first terminal, the virtual environment picture comprising the virtual object and the virtual item in a virtual environment;

a control module, configured to control, according to a control operation of a user, the virtual object to move, in the virtual environment, into a proximity range of the virtual item;

the display module being further configured to display a pick-up item list on the virtual environment picture responsive to the virtual object being controlled to move into the proximity range of the virtual item, a field of the virtual item available for pick-up being displayed in the pick-up item list; ~~and~~

a receiving module, configured to: receive a mark operation on the field of the virtual item, and mark the virtual item in the virtual environment according to the mark operation, the mark operation being an operation different from a pick-up operation; and

a transmission module, configured to transmit, through a server, mark information corresponding to the virtual item to a second terminal, to enable the mark information to be displayed

at a position of coordinates of a corresponding virtual item on a virtual environment picture of the second terminal after the second terminal receives the mark information.

16. The apparatus according to claim 15, wherein the receiving module is further configured to: receive a long-press operation on the field of the virtual item; and mark the virtual item in the virtual environment in response to determining that a duration of the long-press operation is longer than a mark taking-effect time.

17. The apparatus according to claim 15, wherein the receiving module is further configured to: receive a slide operation on the field of the virtual item; and move the field of the virtual item according to the slide operation, and mark the virtual item in the virtual environment in response to determining that a displacement by which the field of the virtual item has been moved is greater than a slide displacement threshold.

18. A terminal, 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 controlling a virtual object to mark a virtual item according to any one of claims 1 to 14.

19. 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 controlling a virtual object to mark a virtual item according to any one of claims 1 to 14.

20. 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 controlling a virtual object to mark a virtual item according to any one of claims 1 to 14.