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(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 魏嘉城 (WEI, Jiacheng); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层,

Guangdong 518057 (CN)。 胡勋 (HU, Xun); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 栗山东 (SU, Shandong); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京三高永信知识产权代理有限公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区学院路蓟门里和景园 A 座 1 单元 102 室, Beijing 100088 (CN)。

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(54) Title: VIRTUAL OBJECT CONTROL METHOD AND APPARATUS, TERMINAL, AND STORAGE MEDIUM

(54) 发明名称: 虚拟对象的控制方法、装置、终端及存储介质

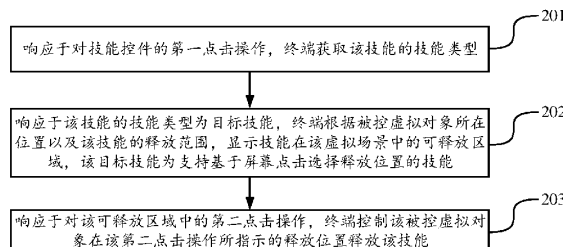


图 2

- 201 In response to a first click operation on a skill control, a terminal acquires the skill type of a skill
- 202 In response to the skill type of the skill being a target skill, the terminal displays a release permitting area, for the skill, in a virtual scene according to the position of a controlled virtual object and a release range of the skill, the target skill being a skill that supports selecting a release position on the basis of a screen click
- 203 In response to a second click operation in the release permitting area, the terminal controls the controlled virtual object to release the skill at a release position indicated by the second click operation

(57) Abstract: A virtual object control method and apparatus, a terminal, and a storage medium. The method comprises: in response to a first click operation on a skill control (704), acquiring the skill type of a skill; in response to the skill type of the skill being a target skill that supports selecting a release position on the basis of a screen click, displaying a release permitting area, for the skill, in a virtual scene according to the position of a controlled virtual object and a release range of the skill; and in response to a second click operation in the release permitting area, controlling the controlled virtual object to release the skill at a release position (707) indicated by the second click operation. According to the method, there is no need to perform a complex dragging operation on the basis of a wheel disc type virtual joystick, thereby simplifying an accurate aiming operation of a user, reducing the calculation amount of a terminal during an aiming process, and reducing the load of the terminal.

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 一种虚拟对象的控制方法、装置、终端及存储介质。其中方法包括: 通过响应于对技能控件(704)的第一点击操作, 获取该技能的技能类型, 响应于该技能的技能类型为支持基于屏幕点击选择释放位置的目标技能, 根据被控虚拟对象所在位置以及该技能的释放范围, 显示该技能在该虚拟场景中的可释放区域, 响应于对该可释放区域中的第二点击操作, 控制该被控虚拟对象在该第二点击操作所指示的释放位置(707)释放该技能。该方法无需基于轮盘式虚拟摇杆进行复杂的拖拽操作, 简化用户进行准确瞄准的操作, 降低终端在瞄准过程中的计算量, 降低终端负载。