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(54) Title: METHOD AND APPARATUS FOR DISPLAYING VIRTUAL PROP, AND DEVICE AND STORAGE MEDIUM

(54) 发明名称: 虚拟道具的显示方法、装置、设备及存储介质

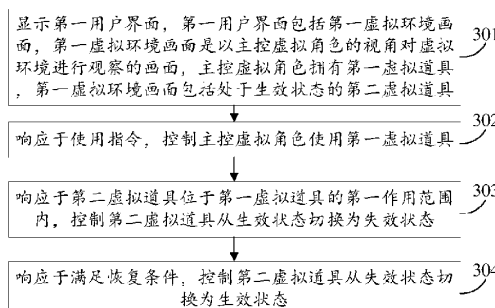


图 7

301 Display a first user interface, wherein the first user interface comprises a first virtual environment picture, the first virtual environment picture is a picture in which a virtual environment is observed from a viewing angle of a main control virtual role, the main control virtual role has a first virtual prop, and the first virtual environment picture comprises a second virtual prop in an effective state
302 In response to a use instruction, control the main control virtual role to use the first virtual prop
303 In response to the second virtual prop being located within a first action range of the first virtual prop, control the second virtual prop to be switched from the effective state to an ineffective state
304 In response to meeting a recovery condition, control the second virtual prop to be switched from the ineffective state to the effective state

(57) Abstract: A method and apparatus for displaying a virtual prop, and a device and a storage medium. The method comprises: displaying a first virtual environment picture, wherein a second virtual prop (204) in an effective state is displayed in the first virtual environment picture; in response to a use instruction, controlling a target virtual role to use a first virtual prop (506) that has been equipped; in response to the second virtual prop (204) being located within a first action range of the first virtual prop (506), displaying the fact that the second virtual prop (204) is switched from the effective state to an ineffective state; and in response to meeting a recovery condition, displaying the fact that the second virtual prop (204) is switched from the ineffective state to the effective state. By means of the method, the operation difficulty of destroying a proximity mine can be reduced, and the human-machine interaction efficiency is improved.

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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: 一种虚拟道具的显示方法、装置、设备及存储介质, 其中方法包括: 显示第一虚拟环境画面, 第一虚拟环境画面显示有处于生效状态的第二虚拟道具(204); 响应于使用指令, 控制目标虚拟角色使用已装配的第一虚拟道具(506); 响应于第二虚拟道具(204)位于第一虚拟道具(506)的第一作用范围内, 显示第二虚拟道具(204)从生效状态切换为失效状态; 响应于满足恢复条件, 显示第二虚拟道具(204)从失效状态切换为生效状态。该方法能降低破坏感应地雷的操作难度, 提高人机交互效率。