CLAIMS

What is claimed is:

1. A method for controlling a virtual object, performed by a terminal, the method comprising:

displaying a user interface (UI), the UI comprising a virtual environment image and an interactive panel region that includes UI controls, the virtual environment image being an image in which a virtual environment is observed from the perspective of a virtual object;

receiving a quick operation in a target region in the UI, the quick operation comprising at least one of a double-tap and long-press operation, a two-finger horizontal swipe operation, and a two-finger vertical swipe operation, the target region is one of: a region corresponding to the interactive panel region and a part of the virtual environment image, a region corresponding to the virtual environment image and a part of the interactive panel region, and a region corresponding to a part of the virtual environment image and a part of the interactive panel region;

in response to the quick operation in the target region being the double-tap and long-press operation, controlling the virtual object to start a virtual item;

in response to the quick operation in the target region being the two-finger horizontal swipe operation, controlling the virtual object to open doors or windows in a building in the virtual environment or to pick up a virtual item in the virtual environment, wherein the target region comprises a first target region and a second target region, and the two-finger horizontal swipe operation is placing a left finger in the first target region and a right finger in the second target region and swiping the left finger and the right finger in their respective target regions horizontally at the same time; and

in response to the quick operation in the target region being the two-finger vertical swipe operation, controlling the target object to squat or stand up in the virtual environment, wherein the two-finger vertical swipe operation is placing a left finger in the first target region and a right finger in the second target region and swiping the left finger and the right finger in their respective target regions vertically at the same time.

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

controlling, based on a body posture of the virtual object meeting a first condition, the virtual object according to the quick operation to adjust the body posture in the virtual environment.

3. The method according to claim 2, wherein the first condition comprises the body posture of the virtual object being in a squatting state; the quick operation comprises the two-finger vertical

swipe operation; and

the controlling, based on a body posture of the virtual object meeting a first condition, the virtual object according to the quick operation to adjust the body posture in the virtual environment comprises:

receiving the two-finger vertical swipe operation in the target region; and

controlling, based on the body posture of the virtual object being in the squatting state, the virtual object according to the two-finger vertical swipe operation to switch from the squatting state to a standing state in the virtual environment.

4. The method according to claim 3, wherein

the receiving the two-finger vertical swipe operation in the target region comprises:

obtaining first start position coordinates of a first contact point in the first target region and second start position coordinates of a second contact point in the second target region;

obtaining, based on swiping of the first contact point and the second contact point being stopped, first end position coordinates of the first contact point in the first target region and second end position coordinates of the second contact point in the second target region; and

determining, based on a vertical coordinate displacement of the first contact point being greater than a vertical coordinate displacement threshold and a vertical coordinate displacement of the second contact point being greater than the vertical coordinate displacement threshold, that the two-finger vertical swipe operation is received in the target region.

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

controlling, based on a use state of a virtual item meeting a second condition, the virtual object according to the quick operation to open an accessory corresponding to the virtual item in the virtual environment;

or

controlling, based on a use state of a virtual item meeting a third condition, the virtual object according to the quick operation to start the virtual item in the virtual environment;

or

controlling, based on a use state of a virtual item meeting a fourth condition, the virtual object according to the quick operation to throw the virtual item in the virtual environment.

6. The method according to claim 5, wherein the second condition comprises the virtual item

being in an auto-start state; the quick operation further comprises a double-tap operation; and

the controlling, based on a use state of a virtual item meeting a second condition, the virtual object according to the quick operation to open an accessory corresponding to the virtual item in the virtual environment comprises:

receiving the double-tap operation in the target region; and

controlling, based on a first virtual item being in the auto-start state, the virtual object according to the double-tap operation to open a sight corresponding to the first virtual item in the virtual environment.

7. The method according to claim 6, wherein the receiving the double-tap operation in the target region comprises:

obtaining a time of a first tap operation and a time of a second tap operation in the target region; and

determining, based on a time interval between the first tap operation and the second tap operation being less than a time interval threshold, that the double-tap operation is received in the target region.

8. The method according to claim 5, wherein the third condition comprises the virtual item being in a manual start state; the quick operation further comprises the double-tap and long-press operation; and

the controlling, based on a use state of a virtual item meeting a third condition, the virtual object according to the quick operation to start the virtual item in the virtual environment comprises:

receiving the double-tap and long-press operation in the target region; and

controlling, based on a second virtual item being in a manual start state, the virtual object according to the double-tap and long-press operation to start the second virtual item in the virtual environment.

9. The method according to claim 8, wherein the receiving the double-tap and long-press operation in the target region comprises:

receiving a press operation in the target region after the double-tap operation in the target region is received; and

determining, based on a duration of the press operation being greater than a duration threshold,

that the double-tap and long-press operation is received in the target region.

10. The method according to claim 8 or 9, wherein after the controlling, based on a virtual item being in a manual start state, the virtual object according to the double-tap and long-press operation to start the virtual item in the virtual environment, the method further comprises:

controlling, based on the double-tap and long-press operation in the target region being stopped, the virtual object to close the virtual item.

11. The method according to claim 5, wherein the fourth condition comprises the virtual object owning the virtual item; the quick operation further comprises a two-finger horizontal swipe operation; and

the controlling, based on a use state of a virtual item meeting a fourth condition, the virtual object according to the quick operation to throw the virtual item in the virtual environment comprises:

receiving the two-finger horizontal swipe operation in the target region; and

controlling, based on the virtual object owning a third virtual item, the virtual object according to the two-finger horizontal swipe operation to throw the third virtual item in the virtual environment.

12. The method according to claim 11, wherein

the receiving the two-finger horizontal swipe operation in the target region comprises:

obtaining first start position coordinates of a first contact point in the first target region and second start position coordinates of a second contact point in the second target region;

obtaining, based on swiping of the first contact point and the second contact point being stopped, first end position coordinates of the first contact point in the first target region and second end position coordinates of the second contact point in the second target region; and

determining, based on a horizontal coordinate displacement of the first contact point being greater than a horizontal coordinate displacement threshold and a horizontal coordinate displacement of the second contact point being greater than the horizontal coordinate displacement threshold, that the two-finger horizontal swipe operation is received in the target region.

13. An apparatus for controlling a virtual object, comprising:

a display module, configured to display a user interface (UI), the UI comprising a virtual environment image and an interactive panel region that includes UI controls, the virtual

environment image being an image in which a virtual environment is observed from the perspective of a virtual object;

a receiving module, configured to receive a quick operation in a target region in the UI, the quick operation comprising at least one of a double-tap and long-press operation, a two-finger horizontal swipe operation, and a two-finger vertical swipe operation, the target region is one of: a region corresponding to the interactive panel region and a part of the virtual environment image, a region corresponding to the virtual environment image and a part of the interactive panel region, and a region corresponding to a part of the virtual environment image and a part of the interactive panel region; and

a control module, configured to, in response to the quick operation in the target region being the double-tap and long-press operation, controlling the virtual object to start a virtual item; in response to the quick operation in the target region being the two-finger horizontal swipe operation, controlling the virtual object to open doors or windows in a building in the virtual environment or to pick up a virtual item in the virtual environment, wherein the target region comprises a first target region and a second target region, and the two-finger horizontal swipe operation is placing a left finger in the first target region and a right finger in the second target region and swiping the left finger and the right finger in their respective target regions horizontally at the same time; and in response to the quick operation in the target region being the two-finger vertical swipe operation, controlling the target object to squat or stand up in the virtual environment, wherein the two-finger vertical swipe operation is placing a left finger in the first target region and a right finger in the second target region and swiping the left finger and the right finger in their respective target regions vertically at the same time.

14. 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 according to any one of claims 1 to 12.

15. A storage medium, configured to store a computer program, the computer program being configured to perform the method for controlling a virtual object according to any one of claims 1 to 12.

16. A computer program product comprising instructions, the instructions, when run on a computer, causing the computer to perform the method for controlling a virtual object according to any one of claims 1 to 12.