CLAIMS

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

displaying, in a picture of a virtual scene, a virtual object moving in a first motion state and a switching control for switching a motion state of the virtual object, wherein the switching control is obtained by switching a squatting button displayed on the picture of the virtual scene when the virtual object moves in the virtual scene in the first motion state, and the switching control is displayed in a switching button form and in a display manner different from other controls;

in response to a state switching operation triggered based on the switching control, controlling the virtual object to switch from the first motion state to a second motion state;

converting, in a process of the virtual object moving in the second motion state, a display form of the switching control from the switching button form to a combined control form comprising a steering wheel and a switching button, wherein the switching button is configured to trigger the state switching operation, and the steering wheel is configured to trigger a direction adjustment operation; and

in response to the direction adjustment operation triggered based on the steering wheel, obtaining a trigger position of the direction adjustment operation on the steering wheel, adjusting a motion perspective of the virtual object according to a direction indicated by the trigger position, and displaying a picture of the virtual scene corresponding to the adjusted motion perspective along with the adjustment of the motion perspective, to control the virtual object to move in the second motion state in the picture of the virtual scene corresponding to the adjusted motion perspective.

2. The method according to claim 1, wherein before the displaying the virtual object moving in the first motion state, the method further comprises:

displaying a direction joystick control in the picture of the virtual scene;

in response to a drag operation for the direction joystick control, determining a drag distance of the drag operation; and

in response to the drag distance reaching a target distance, controlling the virtual object to move in the first motion state.

3. The method according to claim 1, wherein before the adjusting the motion perspective of the virtual object, the method further comprises:

controlling the switching control to be in a floating state; and

receiving a drag operation for the switching control in the floating state, and using the drag operation as the direction adjustment operation.

4. The method according to claim 1, wherein before the controlling the virtual object to switch from the first motion state to the second motion state, the method further comprises:

receiving a press operation for the switching control, and using the press operation as the state switching operation; and

after the controlling the virtual object to switch from the first motion state to the second motion state, the method further comprises:

before the press operation is released, controlling the virtual object to be in the second motion state, and in response to the press operation being released, controlling the virtual object to switch from the second motion state to the first motion state.

5. The method according to claim 1, wherein before the controlling the virtual object to switch from the first motion state to the second motion state, the method further comprises:

receiving a first click operation for the switching control, and using the first click operation as the state switching operation; and

after the controlling the virtual object to switch from the first motion state to the second motion state, the method further comprises:

receiving a second click operation for the switching control; and

in response to the second click operation, controlling the virtual object to switch from the second motion state to the first motion state.

6. The method according to claim 1, wherein before the adjusting the motion perspective of the virtual object, the method further comprises:

displaying at least two slide indication icons associated with the switching control; and

receiving, based on the switching control, a slide operation corresponding to a direction indicated by a target slide indication icon, and using the slide operation as the direction adjustment operation; and

the adjusting the motion perspective of the virtual object comprises:

adjusting the motion perspective of the virtual object based on a slide direction and a slide

distance corresponding to the slide operation,

an adjustment direction of the motion perspective corresponding to the slide direction, and an adjustment angle of the motion perspective corresponding to the slide distance.

7. The method according to claim 1, wherein the controlling the virtual object to move in the second motion state comprises:

in response to the state switching operation being a press operation for the switching control, obtaining a pressure value corresponding to the press operation; and

controlling, based on the pressure value, the virtual object to move in the second motion state at a speed corresponding to the pressure value.

8. The method according to claim 1, wherein after the controlling the virtual object to move in the second motion state, the method further comprises:

in response to a distance by which the virtual object moves in the second motion state reaching a target motion distance, controlling the virtual object to switch from the second motion state to the first motion state.

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

displaying a direction joystick control in the picture of the virtual scene; and

in response to a joystick drag operation for the direction joystick control, controlling the virtual object to move in the second motion state in a direction indicated by the joystick drag operation.

10. The method according to claim 1, wherein the first motion state is a sprinting state, and the second motion state is a sliding tackle state; and

the controlling the virtual object to switch from the first motion state to the second motion state comprises:

controlling the virtual object to squat, and slide in a squatting posture in a motion direction of the sprinting state in the virtual scene, so that the virtual object is in the sliding tackle state.

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

a display module, configured to display, in a picture of a virtual scene, a virtual object moving in a first motion state and a switching control for switching a motion state of the virtual object, wherein the switching control is obtained by switching a squatting button displayed on the picture of the virtual scene when the virtual object moves in the virtual scene in the first motion state, and the switching control is displayed in a switching button form and in a display manner different from

other controls;

a control module, configured to, in response to a state switching operation triggered based on the switching control, control the virtual object to switch from the first motion state to a second motion state; and

an adjustment module, configured to,

convert, in a process of the virtual object moving in the second motion state, a display form of the switching control from the switching button form to a combined control form comprising a steering wheel and a switching button, wherein the switching button is configured to trigger the state switching operation, and the steering wheel is configured to trigger a direction adjustment operation; and

in response to the direction adjustment operation triggered based on the steering wheel, obtain a trigger position of the direction adjustment operation on the steering wheel, adjust a motion perspective of the virtual object according to a direction indicated by the trigger position, and display a picture of the virtual scene corresponding to the adjusted motion perspective along with the adjustment of the motion perspective, to control the virtual object to move in the second motion state in the picture of the virtual scene corresponding to the adjusted motion perspective.

12. A computer device, comprising:

a memory, configured to store executable instructions; and

a processor, configured to implement, when executing the executable instructions stored in the memory, the method for controlling a virtual object according to any one of claims 1 to 10.

13. A computer-readable storage medium, storing executable instructions, the executable instructions, when executed by a processor, being configured to implement the method for controlling a virtual object according to any one of claims 1 to 10.

14. A computer program product, comprising a computer program or computer instructions, the computer program or the computer instructions, when executed by a processor, implementing the method for controlling a virtual object according to any one of claims 1 to 10.