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(54) Title: GAME PICTURE DISPLAY METHOD AND APPARATUS, DEVICE, AND COMPUTER-READABLE STORAGE MEDIUM

(54) 发明名称: 游戏画面的显示方法、装置、设备及计算机可读存储介质

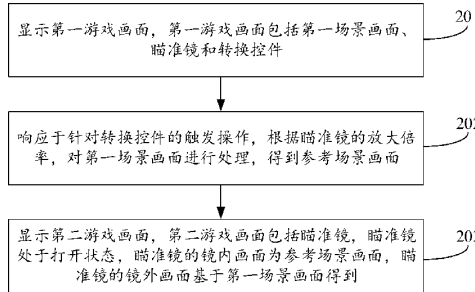


图 2

- 201 Display a first game picture, the first game picture comprising a first scene picture, a sighting scope, and a conversion control
- 202 In response to a trigger operation for a scope opening control, process the first scene picture according to the magnification of the sighting scope, and obtain a reference scene picture
- 203 Display a second game picture, the second game picture comprising a sighting scope, the sighting scope being in an open state, an inside-scope picture of the sighting scope being the reference scene picture, and an outside-scope picture of the sighting scope being obtained on the basis of the first scene picture

(57) Abstract: The present application relates to the technical field of computers, and discloses a game picture display method and apparatus, a device, and a computer-readable storage medium. The method comprises: displaying a first game picture, the first game picture comprising a first scene picture, a sighting scope, and a conversion control, the sighting scope being in a closed state, and the conversion control being used to perform state conversion on the sighting scope (201); in response to a trigger operation for a scope opening control, processing the first scene picture according to the magnification of the sighting scope, and obtaining a reference scene

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picture (202); displaying a second game picture, the second game picture comprising a sighting scope, the sighting scope being in an open state, an inside-scope picture of the sighting scope being the reference scene picture, an outside-scope picture of the sighting scope being obtained on the basis of the first scene picture, and the outside-scope picture of the sighting scope comprising an object having a size smaller than the size of an object included in the reference scene picture (203).

(57) 摘要: 本申请公开了一种游戏画面的显示方法、装置、设备及计算机可读存储介质, 属于计算机技术领域。方法包括: 显示第一游戏画面, 第一游戏画面包括第一场景画面、瞄准镜和转换控件, 瞄准镜处于关闭状态, 转换控件用于对瞄准镜进行状态转换(201); 响应于针对开镜控件的触发操作, 根据瞄准镜的放大倍率, 对第一场景画面进行处理, 得到参考场景画面(202); 显示第二游戏画面, 第二游戏画面包括瞄准镜, 瞄准镜处于打开状态, 瞄准镜的镜内画面为参考场景画面, 瞄准镜的镜外画面基于第一场景画面得到, 瞄准镜的镜外画面包括的物体的尺寸小于参考场景画面包括的物体的尺寸(203)。