

ABSTRACT

A partner object control method and apparatus, and a device, a medium, and a program product. The method comprises: displaying a virtual scene (130), wherein the virtual scene comprises a first virtual object and a partner object, and the partner object is a slave object of the first virtual object; and controlling the partner object to switch between a first state and a second state (140), wherein the first state is a state in which the partner object is attached to the first virtual object in a first form, so as to become a part of the first virtual object, and the second state is a state in which the partner object acts independently of the first virtual object in a second form.

FIG. 5