CLAIMS

1. A virtual object control method, comprising:

in response to a first trigger operation on a map control, according to a first operation position of the first trigger operation, switching a virtual scene displayed in a user graphical interface to a target virtual scene corresponding to the first operation position;

in response to a casting operation on a target skill, according to a relationship between an operation position at the end of the casting operation on the target skill and an operation region, determining a skill casting method of the target skill, wherein an active casting corresponds to a first operation region, a quick casting corresponds to a second operation region, the first operation region surrounds the second operation region; when the casting operation is a click operation, the skill casting method of the casting operation is the quick casting; when the casting operation is a drag operation, the skill casting method of the casting operation is determined, based on a relationship between the operation position at the end of the casting operation on the target skill and an operation region in the skill control;

in response to the end of the casting operation, the second operation position at the end of the casting operation is within the first operation region, and the skill casting method of the casting operation is the active casting, obtaining a position relationship between the second operation position and the skill control, wherein the position relationship is a direction vector from a center position of the skill control to the second operation position; converting the direction vector into a direction vector in the target virtual scene pointing to the skill casting position, according to a conversion relationship between the operation region of the skill control and the virtual scene; determining a border position of the target virtual scene, according to the center position of the target virtual scene, wherein the center position corresponds to a scene position of a screen center point, the border position corresponds to a screen border; determining a maximum value of the direction vector pointing to the skill casting position in each direction in the target virtual scene, based on a distance between the scene position of the screen center point and the screen border; determining the skill casting position corresponding to the operation position of the casting operation in the target virtual scene, based on the center position in the target virtual scene, the maximum value and the direction vector pointing to the skill casting position in the target virtual scene; determining the skill casting position as the skill casting target, or determining a virtual object at the skill casting position as the target virtual object, or determining a direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction,

wherein the skill casting target corresponding to the second operation position in the target virtual scene is any one of the skill casting position, the target virtual object or the skill casting direction;

in response to the end of the casting operation on the target skill, and the second operation position at the end of the casting operation is within the second operation region, the skill casting method of the casting operation being the quick casting, determining the target virtual object from at least one second virtual object, according to information of the at least one second virtual object in the target virtual scene, determining the target virtual object as the skill casting target, or determining the position located by the target virtual object as the skill casting target, or determining the direction of the target virtual object relative to the first virtual object as the skill casting target, wherein the information of the second virtual object comprises at least one of a virtual health point, a distance between the second virtual object or the first virtual object, the priority of the second virtual object, the second virtual object and the first virtual object have a hostile or teammate relationship;

controlling the first virtual object to cast the target skill, according to the skill casting target.

2. The method according to claim 1, wherein switching the virtual scene displayed in the user graphical interface to the target virtual scene corresponding to the first operation position, according to the first operation position of the first trigger operation, comprises:

obtaining the target virtual scene corresponding to the first operation position, according to the first operation position of the first trigger operation, and a corresponding relationship between information displayed in the map control and the virtual scene; and,

switching the virtual scene displayed in the user graphical interface to the target virtual scene.

3. The method according to claim 2, wherein obtaining the target virtual scene corresponding to the first operation position, according to the first operation position of the first trigger operation, and the corresponding relationship between the information displayed in the map control and the virtual scene, comprises any one of:

according to the first operation position of the first triggering operation, obtaining a target region in the map control with the first operation position as the center and a first target size as a size;

according to a corresponding relationship between a region in the map control and a virtual scene, obtaining the target virtual scene corresponding to the target region;

according to the first operation position, and a corresponding relationship between a position in

the map control and a virtual scene, obtaining a target position corresponding to the first operation position in the virtual scene, obtaining the target virtual scene with the target position as the center and a second target size as a size.

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

in response to a continuous process of the casting operation on the target skill, determining a candidate skill casting target corresponding to the second operation position in the target virtual scene, according to the second operation position of the casting operation; and,

highlighting the candidate skill casting target in the target virtual scene.

5. The method according to claim 1, wherein obtaining the position relationship between the second operation position and the skill control, the position relationship is a direction vector from a center position of the skill control to the second operation position; converting the direction vector into a direction vector in the target virtual scene pointing to the skill casting position, according to a conversion relationship between the operation region of the skill control and the virtual scene; determining a border position of the target virtual scene, according to the center position of the target virtual scene, wherein the center position corresponds to a scene position of a screen center point, the border position corresponds to a screen border; determining a maximum value of the direction vector pointing to the skill casting position in each direction in the target virtual scene, based on a distance between the scene position of the screen center point and the screen border; determining the skill casting position corresponding to the operation position of the casting operation in the target virtual scene, based on the center position in the target virtual scene, the maximum value and the direction vector pointing to the skill casting position in the target virtual scene; determining the skill casting position as the skill casting target, or determining a virtual object at the skill casting position as the target virtual object, or determining a direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction, comprise:

determining a castable region of the target skill, based on the position of the currently controlled first virtual object in the virtual scene and the casting range of the target skill;

in response to the position corresponding to the second operation position of the casting operation in the target virtual scene is within the castable region, performing the step of obtaining the position relationship between the second operation position and the skill control, the position relationship is a direction vector from a center position of the skill control to the second operation position; converting the direction vector into a direction vector in the target virtual scene pointing to

the skill casting position, according to a conversion relationship between the operation region of the skill control and the virtual scene; determining a border position of the target virtual scene, according to the center position of the target virtual scene, wherein the center position corresponds to a scene position of a screen center point, the border position corresponds to a screen border; determining a maximum value of the direction vector pointing to the skill casting position in each direction in the target virtual scene, based on a distance between the scene position of the screen center point and the screen border; determining the skill casting position corresponding to the operation position of the casting operation in the target virtual scene, based on the center position in the target virtual scene, the maximum value and the direction vector pointing to the skill casting position in the target virtual scene; determining the skill casting position as the skill casting target, or determining the virtual object at the skill casting position as the target virtual object, or determining the direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction.

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

in response to the position corresponding to the second operation position of the casting operation in the target virtual scene is outside the castable range, determining the skill casting target corresponding to the second operation position in the virtual scene, based on the second operation position of the casting operation and the position of the first virtual object in the virtual scene.

7. A virtual object control apparatus, comprising:

a display module, in response to a first trigger operation on a map control, according to a first operation position of the first trigger operation, configured to switch a virtual scene displayed in a user graphical interface to a target virtual scene corresponding to the first operation position;

a determining module, in response to a casting operation on a target skill, according to a relationship between an operation position at the end of the casting operation on the target skill and an operation region, configured to determine a skill casting method of the target skill, wherein an active casting corresponds to a first operation region, a quick casting corresponds to a second operation region, the first operation region surrounds the second operation region; when the casting operation is a click operation, the skill casting method of the casting operation is the quick casting; when the casting operation is a drag operation, the skill casting method of the casting operation is determined, based on a relationship between the operation position at the end of the casting operation on the target skill and an operation region in the skill control;

wherein the determining module is further configured to:

in response to the end of the casting operation, the second operation position at the end of the casting operation is within the first operation region, and the skill casting method of the casting operation is the active casting, obtain a position relationship between the second operation position and the skill control, wherein the position relationship is a direction vector from a center position of the skill control to the second operation position; convert the direction vector into a direction vector in the target virtual scene pointing to the skill casting position, according to a conversion relationship between the operation region of the skill control and the virtual scene; determine a border position of the target virtual scene, according to the center position of the target virtual scene, wherein the center position corresponds to a scene position of a screen center point, the border position corresponds to a screen border; determine a maximum value of the direction vector pointing to the skill casting position in each direction in the target virtual scene, based on a distance between the scene position of the screen center point and the screen border; determine the skill casting position corresponding to the operation position of the casting operation in the target virtual scene, based on the center position in the target virtual scene, the maximum value and the direction vector pointing to the skill casting position in the target virtual scene; determine the skill casting position as the skill casting target, or determine a virtual object at the skill casting position as the target virtual object, or determine a direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction, wherein the skill casting target corresponding to the second operation position in the target virtual scene is any one of the skill casting position, the target virtual object or the skill casting direction;

wherein the determining module is further configured to:

in response to the end of the casting operation on the target skill, and the second operation position at the end of the casting operation is within the second operation region, the skill casting method of the casting operation is the quick casting, determine the target virtual object from at least one second virtual object, according to information of the at least one second virtual object in the target virtual scene, determine the target virtual object as the skill casting target, or determine the position located by the target virtual object as the skill casting target, or determine the direction of the target virtual object relative to the first virtual object as the skill casting target, wherein the information of the second virtual object comprises at least one of a virtual health point, a distance between the second virtual object or the first virtual object, the priority of the second virtual object, the second virtual object and the first virtual object have a hostile or teammate relationship; and,

a control module, configured to control the first virtual object to cast the target skill, according to the skill casting target.

8. The apparatus according to claim 7, wherein the display module comprises:

a first obtaining unit, configured to obtain the target virtual scene corresponding to the first operation position, according to the first operation position of the first trigger operation, and the corresponding relationship between the information displayed in the map control and the virtual scene; and,

a display unit, configured to switch the virtual scene displayed in the user graphical interface to the target virtual scene.

9. The apparatus according to claim 8, wherein the first obtaining unit is configured to perform any one of the following:

according to the first operation position of the first triggering operation, obtain a target region in the map control with the first operation position as the center and a first target size as a size;

according to a corresponding relationship between a region in the map control and a virtual scene, obtain the target virtual scene corresponding to the target region;

according to the first operation position, and a corresponding relationship between a position in the map control and a virtual scene, obtain a target position corresponding to the first operation position in the virtual scene, obtain the target virtual scene with the target position as the center and a second target size as a size.

10. The apparatus according to claim 7, wherein the determining module is further configured to:

in response to a continuous process of the casting operation on the target skill, determine a candidate skill casting target corresponding to the second operation position in the target virtual scene, according to the second operation position of the casting operation; and,

the display module is further configured to highlight the candidate skill casting target in the target virtual scene.

11. The apparatus according to claim 7, wherein the determining module is further configured to:

determine a castable region of the target skill, based on the position of the currently controlled first virtual object in the virtual scene and the casting range of the target skill;

in response to the position corresponding to the second operation position of the casting operation in the target virtual scene is within the castable region, perform the step of obtaining the

position relationship between the second operation position and the skill control, the position relationship is a direction vector from a center position of the skill control to the second operation position; determining a border position of the target virtual scene, according to the center position of the target virtual scene, wherein the center position corresponds to a scene position of a screen center point, the border position corresponds to a screen border; determining a maximum value of the direction vector in each direction, based on a distance between the scene position of the screen center point and the screen border; converting the direction vector into a direction vector pointing to the skill casting position in the virtual scene, based on the center position in the target virtual scene, the maximum value and the direction vector; determining the skill casting position corresponding to the operation position of the casting operation in the target virtual scene, based on a relationship between the center position of the target virtual scene and the target position, determining the skill casting position as the skill casting target, or determining the virtual object at the skill casting position as the target virtual object, or determining the direction of the skill casting position relative to the currently controlled first virtual object as the skill casting direction.

12. The apparatus according to claim 11, wherein the determining module is further configured to:

in response to the position corresponding to the second operation position of the casting operation in the target virtual scene is outside the castable range, determine the skill casting target corresponding to the second operation position in the virtual scene, based on the second operation position of the casting operation and the position of the first virtual object in the virtual scene.

13. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one program code, the at least one program code being loaded and executed by the one or more processors to implement the operations performed in the virtual object control method according to any one of claims 1 to 6.

14. A storage medium, storing at least one program code, the at least one program code being loaded and executed by a processor to implement the operations performed in the virtual object control method according to any one of claims 1 to 6.