

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2025/050812 A1

(43) 国际公布日
2025 年 3 月 13 日 (13.03.2025)

(51) 国际专利分类号:
A63F 13/52 (2014.01) *A63F 13/55* (2014.01)

(21) 国际申请号: PCT/CN2024/104298

(22) 国际申请日: 2024 年 7 月 8 日 (08.07.2024)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202311142284.3 2023年9月5日 (05.09.2023) CN

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(54) Title: PROP PROCESSING METHOD AND APPARATUS IN VIRTUAL SCENARIO, AND ELECTRONIC DEVICE, COMPUTER-READABLE STORAGE MEDIUM AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 虚拟场景的道具处理方法、装置、电子设备、计算机可读存储介质及计算机程序产品

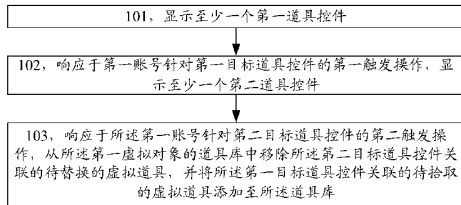


图 4A

101 Display at least one first prop control

102 In response to a first trigger operation of a first account on a first target prop control, display at least one second prop control

103 In response to a second trigger operation of the first account on a second target prop control, remove from a prop library of a first virtual object a virtual prop to be replaced that is associated with the second target prop control, and add to the prop library a virtual prop to be picked up that is associated with the first target prop control

(57) Abstract: Provided in the present application are a prop processing method and apparatus in a virtual scenario, and an electronic device, a computer-readable storage medium and a computer program product. The method comprises: displaying at least one first prop control, wherein each first prop control is associated with a virtual prop to be picked up in a virtual scenario; in response to a first trigger operation of a first account on a first target prop control, displaying at least one second prop control, wherein the first account is an account that controls a first virtual object, the first target prop control comes from the at least one first prop control, and each second prop control is associated with a virtual prop to be replaced in a prop library of the first virtual object; and in response to a second trigger operation of the first account on a second target prop control, removing from the prop library of the first virtual object the virtual prop to be replaced that is associated with the second target prop control, and adding to the prop library the virtual prop to be picked up that is associated with the first target prop control, wherein the second target prop control comes from the at least one second prop control.

(57) 摘要: 本申请提供了一种虚拟场景的道具处理方法、装置、电子设备、计算机可读存储介质及计算机程序产品; 方法包括: 显示至少一个第一道具控件, 每个第一道具控件关联有虚拟场景中待拾取的虚拟道具; 响应于第一账号针对第一目标道具控件的第一触发操作, 显示至少一个第二道具控件, 所述第一账号是控制第一虚拟对象的账号, 第一目标道具控件来源于至少一个第一道具控件, 每个第二道具控件关联有第一虚拟对象的道具库中的待替换的虚拟道具; 响应于第一账号针对第二目标道具控件的第二触发操作, 从第一虚拟对象的道具库中移除第二目标道具控件关联的待替换的虚拟道具, 并将第一目标道具控件关联的待拾取的虚拟道具添加至道具库, 其中, 所述第二目标道具控件来源于所述至少一个第二道具控件。

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- 包括国际检索报告(条约第21条(3))。