CLAIMS

1. An operation control method, performed by an electronic device, the method comprising:

displaying a target button corresponding to a plurality of control functions in a graphics user interface, wherein the plurality of control functions comprise a display mode switching function, a shooting function and an action control function;

determining, according to a type of a virtual item controlled by a current virtual object and at least one of a motion status of the current virtual object or an environment for the current virtual object in a virtual scene, a to-be-triggered target function from the display mode switching function, the shooting function and the action control function and a target mode corresponding to the target function, when a touch operation on the target button is detected; and

performing the target function in the graphics user interface based on the target mode.

2. The method according to claim 1, wherein the determining, according to the type of the virtual item controlled by the current virtual object and at least one of the motion status of the current virtual object or the environment for the current virtual object in the virtual scene, the to-be-triggered target function from the display mode switching function, the shooting function and the action control function and the target mode corresponding to the target function comprises:

determining the display mode switching function and the shooting function as the to-be-triggered target function, determining a target display mode switching mode as a target mode corresponding to the display mode switching function, and determining a first shooting mode as a target mode corresponding to the shooting function, when the type of the virtual item is a first type.

3. The method according to claim 2, wherein the performing the target function in the graphics user interface based on the target mode comprises:

switching a display mode of a virtual scene from a first display mode to a second display mode when it is detected that the touch operation is started, continuously performing the shooting function within duration of the touch operation, and switching the display mode of the virtual scene from the second display mode to the first display mode when it is detected that the touch operation is ended, based on the target display mode switching mode and the first shooting mode when the type of the virtual item is the first type.

4. The method according to claim 2, wherein the determining, according to the type of a virtual item controlled by the current virtual object and at least one of the motion status of the current

virtual object or the environment for the current virtual object in the virtual scene, the to-be-triggered target function from the display mode switching function, the shooting function and the action control function and the target mode corresponding to the target function comprises:

obtaining a current shooting type of the virtual item when the type of the virtual item is the first type; and

performing the operation of determining the display mode switching function and the shooting function as the to-be-triggered target function, determining a target display mode switching mode as a target mode corresponding to the display mode switching function, and determining a first shooting mode as a target mode corresponding to the shooting function, when the shooting type is a first shooting type; or

determining the display mode switching function and the shooting function as the to-be-triggered target function, determining the target display mode switching mode as the target mode corresponding to the display mode switching function, and determining a second shooting mode as the target mode corresponding to the shooting function, when the shooting type is a second shooting type; and

5. The method according to claim 1, wherein the determining, according to the type of the virtual item controlled by the current virtual object and at least one of the motion status of the current virtual object or the environment for the current virtual object in the virtual scene, the to-be-triggered target function from the display mode switching function, the shooting function and the action control function and the target mode corresponding to the target function comprises:

determining the display mode switching function and the shooting function as the to-be-triggered target function, determining a target display mode switching mode as a target mode corresponding to the display mode switching function, and determining a second shooting mode as a target mode corresponding to the shooting function, when the type of the virtual item is a second type.

6. The method according to claim 5, wherein the performing the target function in the graphics user interface based on the target mode comprises:

switching a display mode of a virtual scene from a first display mode to a second display mode when it is detected that the touch operation is started, performing the shooting function when it is detected that the touch operation is ended, and switching the display mode of the virtual scene from the second display mode to the first display mode, based on the target display mode switching mode and the second shooting mode when the type of the virtual item is the second type.

7. The method according to claim 1, wherein the determining, according to the type of the virtual item controlled by the current virtual object and at least one of the motion status of the current virtual object or the environment for the current virtual object in the virtual scene, the to-be-triggered target function from the display mode switching function, the shooting function and the action control function and the target mode corresponding to the target function comprises:

determining the shooting function as the to-be-triggered target function, and determining a third shooting mode as a target mode corresponding to the shooting function, when the type of the virtual item is a third type.

8. The method according to claim 7, wherein the performing the target function in the graphics user interface based on the target mode comprises:

performing the shooting function when it is detected that the touch operation is started, based on the third shooting mode when the type of the virtual item is the third type.

9. The method according to claim 1, wherein the displaying the target button corresponding to the plurality of control functions in the graphics user interface comprises at least one of the following:

displaying the target button at a target position in the graphics user interface;

displaying the target button in the graphics user interface according to a target size; or

displaying the target button in the graphics user interface according to target transparency.

10. The method according to claim 9, wherein the method further comprises at least one of the following:

obtaining position adjustment information of the target button based on a configuration interface, and obtaining the target position of the target button based on the position adjustment information;

obtaining size adjustment information of the target button based on a configuration interface, and obtaining the target size of the target button based on the size adjustment information; or

obtaining transparency adjustment information of the target button based on a configuration interface, and obtaining the target transparency of the target button based on the transparency adjustment information.

11. The method according to claim 1, wherein the target button further corresponds to a viewing angle adjustment function; and the method further comprises:

determining the viewing angle adjustment function as the to-be-triggered target function, and determining a target viewing angle adjustment mode as a target mode corresponding to the viewing angle adjustment function, when the touch operation on the target button is detected; and

the performing the target function in the graphics user interface based on the target mode further comprises:

adjusting a viewing angle of a virtual scene based on an operation direction and an operation speed of the touch operation within duration of the touch operation and based on the target viewing angle adjustment mode.

12. The method according to claim 1, wherein the performing the target function in the graphics user interface based on the target mode further comprises at least one of the following:

controlling the current virtual object to perform a target action, when it is detected that the touch operation is started, based on the target action control mode; and

controlling an action of the current virtual object to be restored to an action that is before the target action is performed, when it is detected that the touch operation is ended.

13. The method according to claim 1, wherein the performing the target function in the graphics user interface based on the target mode further comprises at least one of the following:

controlling the current virtual object to perform a target action corresponding to the target action control mode, when it is detected that the touch operation is started, based on the target action control mode; and

controlling an action of the current virtual object to be restored to an action that is before the target action is performed, when it is detected that the touch operation is ended.

14. The method according to claim 1, wherein the displaying the target button corresponding to the plurality of control functions in the graphics user interface comprises:

performing the operation of displaying a target button in a graphics user interface, when an operation control function is determined to be in an enabled state according to configuration information.

15. An operation control apparatus, comprising:

a display module, configured to display a target button corresponding to a plurality of control functions in a graphics user interface, wherein the plurality of control functions comprise a display mode switching function, a shooting function and an action control function;

a determining module, configured to determine a to-be-triggered target function from the display mode switching function, the shooting function and the action control function and a target mode corresponding to the target function, according to a type of a virtual item controlled by a current virtual object and at least one of a motion status of the current virtual object or an environment for the current virtual object in a virtual scene, when a touch operation on the target button is detected; and

an execution module, configured to perform the target function in the graphics user interface based on the target mode.

16. An electronic device, comprising a memory and a processor, the memory storing computer-readable instructions, and the computer-readable instructions, when executed by the processor, causing the processor to perform operations of the operation control method according to any one of claims 1 to 14.

17. One or more non-transitory storage media comprising computer-readable instructions, the computer-readable instructions, when executed by one or more processors, causing the one or more processors to perform operations of the operation control method according to any one of claims 1 to 14.