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(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 杨泽锋 (YANG, Zefeng); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层,

Guangdong 518057 (CN)。潘佳琦 (PAN, Jiaqi); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京派特恩知识产权代理有限公司 (CHINA PAT INTELLECTUAL PROPERTY OFFICE); 中国北京市海淀区海淀南路 21 号中关村知识产权大厦 B 座 2 层, Beijing 100080 (CN)。

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(54) Title: STATE SWITCHING METHOD AND APPARATUS IN VIRTUAL SCENE, DEVICE, MEDIUM, AND PROGRAM PRODUCT

(54) 发明名称: 虚拟场景中状态切换方法、装置、设备、介质及程序产品

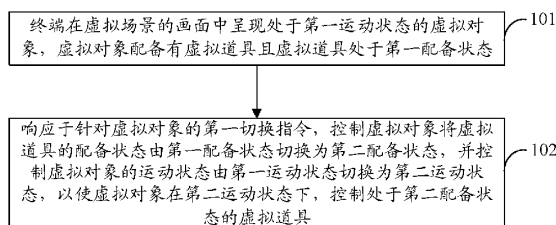


图 4

- 101 A terminal presents a virtual object in a first motion state in a picture of a virtual scene, the virtual object being equipped with a virtual prop and the virtual prop being in a first equipped state
- 102 In response to a first switching instruction for the virtual object, control the virtual object to switch an equipped state of the virtual prop from the first equipped state to a second equipped state, and control a motion state of the virtual object to be switched from a first motion state to a second motion state, so that the virtual object controls the virtual prop in the second equipped state in the second motion state

(57) Abstract: A state switching method and apparatus in a virtual scene, a device, and a computer readable storage medium. The method comprises: a terminal presenting a virtual object in a first motion state in a picture of a virtual scene, and the virtual object being equipped with a virtual prop and the virtual prop being in a first equipped state (101); and in response to a first switching instruction for the virtual object, controlling the virtual object to switch an equipped state of the virtual prop from the first equipped state to a second equipped state, and controlling a motion state of the virtual object to be switched from a first motion state to a second motion state, so that the virtual object controls the virtual prop in the second equipped state in the second motion state (102).

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 一种虚拟场景中的状态切换方法、装置、设备及计算机可读存储介质; 所述方法包括: 终端在虚拟场景的画面中呈现处于第一运动状态的虚拟对象, 所述虚拟对象配备有虚拟道具且所述虚拟道具处于第一配备状态 (101); 响应于针对所述虚拟对象的第一切换指令, 控制所述虚拟对象将所述虚拟道具的配备状态由第一配备状态切换为第二配备状态, 并控制所述虚拟对象的运动状态由所述第一运动状态切换为第二运动状态, 以使所述虚拟对象在所述第二运动状态下, 控制处于第二配备状态的所述虚拟道具 (102)。