## CLAIMS

1. A method for operating a virtual prop in a virtual environment, applicable to a computer device, the method comprising:

displaying a virtual environment interface, the virtual environment interface comprising a picture through which the virtual environment observed by a first virtual object, the first virtual object being assembled with a first prop, the first prop being a close-in attack prop;

in response to receiving a sliding tackle state trigger operation, controlling the first virtual object to be in a sliding tackle state in the virtual environment, the sliding tackle state being used for indicating a state in which the first virtual object is sliding forward in the virtual environment in a tilted crouching position;

receiving an attack operation while the first virtual object being in the sliding tackle state; and

in response to the received attack operation, controlling the first virtual object to perform a close-in attack by using the first prop in the sliding tackle state;

wherein the receiving the sliding tackle state trigger operation comprises:

receiving a running state trigger operation, the running state trigger operation being used for controlling the first virtual object continuously in a running state;

receiving a jump trigger operation during a running process of the first virtual object, the jump trigger operation being used for controlling the first virtual object to jump in the virtual environment; and

receiving a crouch trigger operation as the sliding tackle state trigger operation during a jumping process of the first virtual object, the crouch trigger operation being used for controlling the first virtual object to crouch in the virtual environment;

wherein the jumping process comprises a takeoff stage, a falling stage and a landing stage; and

the receiving the crouch trigger operation as the sliding tackle state trigger operation during the jumping process of the first virtual object comprises:

receiving the crouch trigger operation as the sliding tackle state trigger operation during the landing stage in the jumping process, the landing stage indicating a stage when the first virtual object touches ground in falling until the jumping process is completed.

2. The method according to claim 1, wherein the virtual environment further comprises a second virtual object; and

after controlling the first virtual object to perform the close-in attack by using the first prop in the sliding tackle state, the method further comprises:

controlling the first virtual object to perform a display action in the virtual environment in response to a successful attack made by the first virtual object on the second virtual object by using the first prop, the display action being used for representing a result of the successful attack made by the first virtual object on the second virtual object.

3. The method according to claim 2, wherein the controlling the first virtual object to perform the display action in the virtual environment in response to the successful attack made by the first virtual object on the second virtual object by using the first prop comprises:

controlling the first virtual object to perform the display action in the virtual environment in response to the first virtual object generating a damage value to the second virtual object by using the first prop;

or

controlling the first virtual object to perform the display action in the virtual environment in response to the first virtual object eliminating the second virtual object by using the first prop.

4. The method according to claim 3, wherein the first prop is mounted with a collision detection box; and

the first virtual object generating the damage value to the second virtual object by using the first prop comprises:

performing a collision detection between the first prop and the second virtual object by using the collision detection box; and

determining, in response to a collision between the collision detection box and the second virtual object, that the first prop causes the damage value to the second virtual object.

5. The method according to claim 1, before the displaying the virtual environment interface, the method further comprising:

displaying a prop assembly interface, the prop assembly interface comprising candidate props, the candidate props comprising the first prop and a second prop, the second prop being a default prop assembled for the first virtual object, the first prop having a larger attack range than that of the second prop; and

receiving, on the prop assembly interface, an assembly operation for the first prop, the assembly operation being used for assembling the first prop for the first virtual object.

6. An apparatus for operating a virtual prop in a virtual environment, comprising:

a display module, configured to display a virtual environment interface, the virtual environment interface comprising a picture through which the virtual environment is observed by a first virtual object, the first virtual object being assembled with a first prop, the first prop being a close-in attack prop;

a receiving module, configured to in response to receiving a sliding tackle state trigger operation, control the first virtual object to be in a sliding tackle state in the virtual environment, the sliding tackle state being used for indicating a state in which the first virtual object is sliding forward in the virtual environment in a tilted crouching position;

the receiving module being further configured to receive an attack operation while the first virtual object being in the sliding tackle state; and

a control module, configured to in response to the received attack operation control the first virtual object to perform a close-in attack by using a first prop in the sliding tackle state;

wherein the receiving module is further configured to receive a running state trigger operation, the running state trigger operation being used for controlling the first virtual object continuously in a running state;

the receiving module is further configured to receive a jump trigger operation during a running process of the first virtual object, the jump trigger operation being used for controlling the first virtual object to jump in the virtual environment; and

the receiving module is further configured to receive a crouch trigger operation as the sliding tackle state trigger operation during a jumping process of the first virtual object, the crouch trigger operation being used for controlling the first virtual object to crouch in the virtual environment;

wherein the jumping process comprises a takeoff stage, a falling stage and a landing stage; and

the receiving module is further configured to receive a crouch trigger operation as the sliding tackle state trigger operation during the landing stage in the jumping process, the landing stage indicating a stage when the first virtual object touches ground in falling until the jumping process is completed.

7. The apparatus according to claim 6, wherein the virtual environment further comprises a second virtual object;

the control module is further configured to control the first virtual object to perform a display action in the virtual environment in response to a successful attack made by the first virtual object

on the second virtual object by using the first prop, the display action being used for representing a result of the successful attack made by the first virtual object on the second virtual object.

8. The apparatus according to claim 7, wherein the control module is further configured to control the first virtual object to perform the display action in the virtual environment in response to the first virtual object generating a damage value to the second virtual object by using the first prop;

or

the control module is further configured to control the first virtual object to perform the display action in the virtual environment in response to the first virtual object eliminating the second virtual object by using the first prop.

9. The apparatus according to claim 8, wherein the first prop is mounted with a collision detection box; and

the control module comprises:

a detection unit, configured to perform a collision detection between the first prop and the second virtual object by using the collision detection box; and

a determining unit, configured to determine, in response to a collision between the collision detection box and the second virtual object, that the first prop causes the damage value to the second virtual object.

10. A computer device, comprising a processor and a memory, the memory storing at least one program, wherein the at least one program, when being loaded and executed by the processor, causes the processor to perform the method according to any one of claims 1 to 5.

11. A non-transitory computer-readable storage medium, storing at least one program, wherein the at least one program, when being loaded and executed by a processor, causes the processor to perform the method according to any one of claims 1 to 5.