CLAIMS

~~What is claimed is:~~

1. A method for displaying a virtual environment picture, performed by a terminal, the method comprising:

displaying a user interface (UI), the UI comprising a virtual environment picture and a wheel skill control, the virtual environment picture being a picture obtained by observing a virtual environment from an observing perspective corresponding to a first virtual character, and the wheel skill control being a control configured to cast a directional skill, wherein the directional skill is a skill of casting toward an aimed direction or an aimed region in a maximum action range, the wheel skill control comprises an inner circle region and an outer circle region located outside the inner circle region;

receiving a skill cast operation on the wheel skill control, wherein the skill cast operation is a fast cast operation when the skill cast operation is located in the inner circle region, the skill cast operation is an aiming and casting operation when the skill cast operation is located in the outer circle region, wherein the fast cast operation is an operation of automatically selecting a second virtual character according to a default or customized attack-object selection rule, the aiming and casting operation is an operation of manually selecting the second virtual character according to a direction and/or region aimed by a user; ~~and~~

skipping displaying a skill indicator in the virtual environment picture in response to that an operation position of the skill cast operation is located in the inner circle region and there is one candidate second virtual character in a range indicator, wherein the range indicator is used for indicating a maximum cast range of the directional skill; and

displaying the skill indicator in the virtual environment picture in response to that the operation position of the skill cast operation is located in the inner circle region and two or more selected second virtual characters exist, or in response to that the operation position of the skill cast operation is located in the outer circle region, wherein

~~skipping displaying a skill indicator in the virtual environment picture in response to that the skill cast operation is a fast cast operation and a selected second virtual character exists,~~ the skill indicator ~~being~~ is ~~configured to~~used for indicating at least one of an aiming direction ~~of the directional skill~~ and a cast region of the directional skill.

~~2. The method according to claim 1, wherein the wheel skill control comprises: an inner circle~~

~~region and an outer circle region located outside the inner circle region; and~~

~~the skipping displaying a skill indicator in the virtual environment picture in response to that the skill cast operation is a fast cast operation and a selected second virtual character exists comprises:~~

~~skipping displaying the skill indicator in the virtual environment picture in response to that an operation position of the skill cast operation is located in the inner circle region and the selected second virtual character exists.~~

~~3. The method according to claim 2, wherein the skipping displaying the skill indicator in the virtual environment picture in response to that an operation position of the skill cast operation is located in the inner circle region and the selected second virtual character exists comprises:~~

~~skipping displaying the skill indicator in the virtual environment picture in response to that the operation position of the skill cast operation is located in the inner circle region and there is one candidate second virtual character in a range indicator.~~

~~4. The method according to claim 3, further comprising:~~

~~displaying the skill indicator in the virtual environment picture in response to that the operation position of the skill cast operation is located in the inner circle region and two or more selected second virtual characters exist;~~

~~or~~

~~displaying the skill indicator in the virtual environment picture in response to that the operation position of the skill cast operation is located in the outer circle region.~~

~~5~~2. The method according to~~–~~ claim 1~~any one of claims 1 to 4~~, further comprising:

displaying the skill indicator in the UI in response to that the fast cast operation ends and a skill of the first virtual character has not been cast, the skill indicator pointing to the second virtual character.

~~6~~3. The method according to claim ~~5~~2, wherein the displaying the skill indicator in the virtual environment picture comprises:

displaying the skill indicator in the virtual environment picture in a first manner, the first manner comprising at least one of the following: displaying in a first color, displaying in a first style, and displaying with a first special effect.

~~7~~4. The method according to claim 1~~any one of claims 1 to 4~~, further comprising:

displaying the skill indicator in the virtual environment picture in a second manner in response to that the skill cast operation is received on the wheel skill control and the directional skill corresponding to the wheel skill control is in an unavailable state, the second manner comprising at least one of the following: displaying in a second color, displaying in a second style, and displaying with a second special effect.

~~8~~5. The method according to claim 1~~any one of claims 1 to 4~~, wherein the skill indicator comprises an arrow skill indicator or a range skill indicator.

~~9. An apparatus for displaying a virtual environment picture, comprising:~~

~~a display module, configured to display a user interface (UI), the UI comprising a virtual environment picture and a wheel skill control, the virtual environment picture being a picture obtained by observing a virtual environment from an observing perspective corresponding to a first virtual character, and the wheel skill control being a control configured to cast a directional skill; and~~

~~an interaction module, configured to receive a skill cast operation on the wheel skill control,~~

~~the display module being configured to skip displaying a skill indicator in the virtual environment picture in response to that the skill cast operation is a fast cast operation and a selected second virtual character exists, the skill indicator being configured to indicate at least one of an aiming direction of the directional skill and a cast region.~~

~~10~~6. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by the processor to implement the method for displaying a virtual environment picture according to any one of claims 1 to ~~8~~5.

~~11~~7. A computer-readable storage medium, storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by a processor to implement the method for displaying a virtual environment picture according to any one of claims 1 to ~~8~~5.