CLAIMS

What is claimed is:

1. A virtual object control method, applicable to a mobile terminal, the method comprising:

displaying a user interface (UI), the UI comprising a first fire button configured as an operation control and further configured to trigger to aim down sights (ADS) and fire;

controlling, when a trigger signal corresponding to the first fire button is received, a virtual firearm held by a virtual object to enter an ADS state, wherein the ADS state is a state of observing a virtual environment by using a virtual scope for the virtual firearm;

determining whether a fire condition is satisfied; and

controlling, when the fire condition is satisfied and when the virtual firearm is in the ADS state, the virtual firearm to shoot,

wherein determining whether the fire condition is satisfied comprises:

determining whether the virtual object satisfies a first fire condition;

detecting, when the virtual object satisfies the first fire condition, whether the virtual firearm satisfies a second fire condition; and

determining, when the virtual firearm satisfies the second fire condition, that the fire condition is satisfied, and

wherein determining whether the virtual object satisfies the first fire condition comprises:

obtaining state information of the virtual object; and

detecting, according to the state information of the virtual object, whether the virtual object satisfies the first fire condition, wherein the first fire condition comprises at least one of the following: when the virtual object is alive, when the virtual object is not driving a vehicle, or when the virtual object is not in water.

2. The method according to claim 1, wherein determining whether the virtual firearm satisfies the second fire condition comprises:

obtaining state information of the virtual firearm; and

detecting, according to the state information of the virtual firearm, whether the virtual firearm satisfies the second fire condition, wherein the second fire condition comprises at least one of the following: when the virtual firearm has bullets left, or when the virtual firearm is not reloading bullets.

3. The method according to claim 1, wherein controlling the virtual firearm to shoot comprises:

controlling, in a duration of the trigger signal, the virtual firearm to perform a shooting operation every preset time interval.

4. The method according to claim 1, further comprising:

obtaining, when a touch operation signal is received, a touch position of the touch operation signal;

obtaining a distance between the touch position of the touch operation signal and a center position of the first fire button; and

determining, when the distance is less than a first threshold, that the trigger signal corresponding to the first fire button is received.

5. The method according to claim 1, wherein after the controlling a virtual firearm held by a virtual object to enter an ADS state, the method further comprises:

obtaining a touch position corresponding to the trigger signal in a duration of the trigger signal; and

adjusting a shooting direction of the virtual firearm according to the touch position corresponding to the trigger signal.

6. The method according to any one of claims 1 to 5, wherein the UI further comprises a second fire button, and the second fire button includes an operation control configured to trigger hip fire; and

the method further comprises:

controlling, when a trigger signal corresponding to the second fire button is received, the virtual firearm held by the virtual object to the hip fire.

7. The method according to any one of claims 1 to 5, further comprising:

detecting whether the virtual firearm held by the virtual object supports ADS fire; and

performing, when the virtual firearm supports the ADS fire and when the trigger signal corresponding to the first fire button is received, the operation of controlling a virtual firearm held by a virtual object to enter an ADS state.

8. The method according to claim 7, wherein the detecting whether the virtual firearm held by the virtual object supports ADS fire comprises:

obtaining a firearm category to which the virtual firearm belongs;

obtaining a setting option corresponding to the firearm category, the setting option being configured to set a fire manner, the fire manner comprising the ADS fire and hip fire; and

determining, when the setting option corresponding to the firearm category is the ADS fire, that the virtual firearm supports the ADS fire.

9. A virtual object control apparatus, comprising:

an interface display module, configured to display a user interface (UI), the UI comprising a first fire button configured as an operation control and further configured to trigger to aim down sights (ADS) and fire;

an ADS control module, configured to control, when a trigger signal corresponding to the first fire button is received, a virtual firearm held by a virtual object to enter an ADS state, wherein the ADS state is a state of observing a virtual environment by using a virtual scope for the virtual firearm;

a condition detection module, configured to determine whether a fire condition is satisfied; and

a shooting control module, configured to control, when the fire condition is satisfied and when the virtual firearm is in the ADS state, the virtual firearm to shoot,

wherein the condition detection module is further configured to:

determine whether the virtual object satisfies a first fire condition;

detect, when the virtual object satisfies the first fire condition, whether the virtual firearm satisfies a second fire condition; and

determine, when the virtual firearm satisfies the second fire condition, that the fire condition is satisfied,

wherein to determine whether the virtual object satisfies the first fire condition, the condition detection module is further configured to:

obtain state information of the virtual object; and

detect, according to the state information of the virtual object, whether the virtual object satisfies the first fire condition, wherein the first fire condition comprises at least one of the following: when the virtual object is alive, when the virtual object is not driving a vehicle, or when the virtual object is not in water.

10. A mobile terminal, 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 perform the virtual object control method according to any one of claims 1 to 8.

11. 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 perform the virtual object control method according to any one of claims 1 to 8.