CLAIMS

1. An information processing method in a virtual scene, performed by an electronic device, the method comprising:

displaying, in a first display style, a skill control of a target skill corresponding to a virtual object controlled by the electronic device in a display interface of a virtual scene;

when the skill control is in a cooldown state, in response to a trigger operation for the skill control, displaying a target area for triggering transmission of skill cooldown prompt information and displaying the skill control in a second display style different from the first display style;

in response to a user operation in the target area, receiving a transmission instruction of the skill cooldown prompt information triggered from the skill control, the transmission instruction being associated with a target virtual object in the virtual scene;

transmitting the skill cooldown prompt information of the skill control to the target virtual object in the virtual scene in response to the transmission instruction;

displaying the skill cooldown prompt information prompting a cooldown time of the skill control; and

when the user operation in the target area is stopped, canceling display of the target area, and switching a display style of the skill control from the second display style to the first display style.

2. The method of claim 1, wherein the user operation is a swipe operation triggered on the skill control, and when a swipe ending position of the swipe operation is in the target area, the transmission instruction of the skill cooldown prompt information is received.

3. The method of claim 2, further comprising: after displaying the target area for triggering transmission of the skill cooldown prompt information,

displaying a swipe indication icon, wherein the swipe indication icon indicates a swipe direction from the skill control to the target area; and

receiving the swipe operation starting from the skill control and swiping to the target area in the swipe direction indicated by the swipe indication icon.

4. The method of claim 1, wherein receiving the transmission instruction of the skill cooldown prompt information triggered based on the skill control comprises:

when the skill control is in a floating state, in response to the trigger operation for the skill control, displaying the target area for triggering transmission of the skill cooldown prompt information; and

in response to a drag operation on the skill control, when the skill control is dragged to the target area, receiving the transmission instruction of the skill cooldown prompt information.

5. The method of claim 1, wherein receiving the transmission instruction of the skill cooldown prompt information triggered from the skill control comprises:

in response to the trigger operation for the skill control, displaying swipe indication information, wherein the swipe indication information indicates a target trajectory triggering transmission of the skill cooldown prompt information; and

in response to a swipe operation triggered on the display interface of the virtual scene, when a swipe trajectory of the swipe operation matches the target trajectory, receiving the transmission instruction of the skill cooldown prompt information.

6. The method of claim 1, wherein receiving the transmission instruction of the skill cooldown prompt information triggered from the skill control comprises:

in response to the trigger operation for the skill control, displaying a transmission icon for transmitting the skill cooldown prompt information; and

in response to the trigger operation for the transmission icon, receiving the transmission instruction of the skill cooldown prompt information; and

wherein the method further comprises: after transmitting the skill cooldown prompt information of the skill control to the target virtual object in the virtual scene,

canceling display of the transmission icon in the display interface of the virtual scene.

7. The method of claim 1, further comprising: before transmitting the skill cooldown prompt information of the skill control to the target virtual object in the virtual scene,

obtaining a total cooldown time corresponding to one cooldown cycle of the skill control and a finished cooldown time of the skill control; and

determining a difference of subtracting the finished cooldown time from the total cooldown time as a remaining cooldown time of the skill control, and generating the skill cooldown prompt information based on the remaining cooldown time.

8. The method of claim 1, wherein transmitting the skill cooldown prompt information of

the skill control to the target virtual object in the virtual scene comprises:

transmitting the skill cooldown prompt information of the skill control to the target virtual object in the virtual scene in at least one of a conversation mode, an email mode, or an SMS mode.

9. The method of claim 1, wherein displaying the skill cooldown prompt information comprises:

displaying the skill cooldown prompt information in an overlay or pop-up window form.

10. The method of claim 1, further comprising: after displaying the skill control of the target skill in the display interface of the virtual scene,

obtaining a current time of the virtual scene, a cast time corresponding to completion of a last cast of the target skill, and a total cooldown time corresponding to one cooldown cycle of the skill control; and

obtaining a time interval between the current time and the cast time, and when the time interval is less than the total cooldown time, determining that the skill control is in the cooldown state.

11. An information processing apparatus in a virtual scene, comprising:

a first display module, configured to:

display, in a first display style, a skill control of a target skill corresponding to a virtual object controlled by an electronic device in a display interface of a virtual scene; and

when the skill control is in a cooldown state, in response to a trigger operation for the skill control, display a target area for triggering transmission of skill cooldown prompt information and display the skill control in a second display style different from the first display style;

an instruction receiving module, configured to: in response to a user operation in the target area, receive a transmission instruction of the skill cooldown prompt information triggered from the skill control, the transmission instruction being associated with a target virtual object in the virtual scene;

an information transmission module, configured to transmit the skill cooldown prompt information of the skill control to the target virtual object in the virtual scene in response to the

transmission instruction; and

a second display module, configured to display the skill cooldown prompt information prompting a cooldown time of the skill control,

wherein when the user operation in the target areas is stopped, display of the target area is cancelled, and a display style of the skill control is switched from the second display style to the first display style.

12. An electronic device, comprising:

a memory, configured to store executable instructions; and

a processor, configured to execute the executable instructions stored in the memory to perform the information processing method in a virtual scene of any one of claims 1 to 10.

13. A computer-readable storage medium having stored therein executable instructions that, when executed by a processor, cause the processor to perform the information processing method in a virtual scene of any one of claims 1 to 10.

14. A computer program product, comprising a computer program or instructions, the computer program or instructions implementing, when being executed by a processor, the information processing method in a virtual scene of any one of claims 1 to 10.