CLAIMS

What is claimed is:

1. An image display method, performed by an electronic device, the method comprising:

displaying identifiers of a set of images in a game screen of a target game application, wherein the set of images is configured for a target virtual operation object and is to be displayed in the game screen;

obtaining a first operation in the target game application, the first operation being used for selecting an identifier of a first image among the identifiers of the set of images; and

displaying the first image at a first location where a first aim point is located in the game screen, the first aim point being an aim point of a first virtual attack prop currently used by the target virtual operation object, wherein the first location is a location on a first static obstacle in the game screen at which the first aim point is aimed,

wherein after the displaying the first image at the first location, the method further comprises:

displaying the identifiers of the set of images in the game screen;

obtaining a second operation in the target game application, the second operation being used for selecting an identifier of a second image among the identifiers of the set of images;

selecting, in response to the second operation, the identifier of the second image among the identifiers of the set of images; and

displaying the second image on a region of the game screen, and canceling the display of the first image at the first location.

2. The method according to claim 1, wherein the displaying the second image on a region of the game screen comprises:

displaying the second image on the region at which a second aim point is aimed in the game screen, the second aim point being an aim point of a second virtual attack prop currently used by the target virtual operation object.

3. The method according to claim 2, wherein the displaying the second image on the region at which a second aim point is aimed in the game screen comprises:

obtaining a second location at which the second aim point is aimed, the second location being a location on a second static obstacle in the game screen at which the second aim point is aimed; and

displaying the second image on the region comprising the second location.

4. The method according to any one of claims 1 to 3, wherein before the displaying identifiers of a set of images in a game screen, the method further comprises:

displaying an image list on a configuration interface of the game screen, the image list comprising identifiers of a plurality of images;

obtaining a third operation in the target game application, the third operation being used for selecting the identifiers of the set of images among the identifiers of the plurality of images; and

selecting, in response to the third operation, the identifiers of the set of images among the identifiers of the plurality of images, and configuring the set of images for the target virtual operation object.

5. An image display apparatus, comprising:

a first display unit, configured to display identifiers of a set of images in a game screen of a target game application, wherein the set of images is configured for a target virtual operation object and is to be displayed in the game screen;

a first obtaining unit, configured to obtain a first operation in the target game application, the first operation being used for selecting an identifier of a first image among the identifiers of the set of images;

a second display unit, configured to display the first image at a first location where a first aim point is located in the game screen, the first aim point being an aim point of a first virtual attack prop currently used by the target virtual operation object, wherein the first location is a location on a first static obstacle in the game screen at which the first aim point is aimed;

a third display unit, configured to display the identifiers of the set of images in the target game application after the first image is displayed at the first location;

a second obtaining unit, configured to obtain a second operation in the target game application after the first image is displayed at the first location, the second operation being used for selecting an identifier of a second image among the identifiers of the set of images;

a second response unit, configured to select, in response to the second operation, the identifier of the second image among the identifiers of the set of images; and

a fourth display unit, configured to display the second image on a region of the game screen, and cancel the display of the first image at the first location.

6. The apparatus according to claim 5, wherein the fourth display unit comprises:

a second display module, configured to display the second image on the region at which a second aim point is aimed in the game screen, the second aim point being an aim point of a second virtual attack prop currently used by the target virtual operation object.

7. The apparatus according to claim 6, wherein the second display module comprises:

a second obtaining submodule, configured to obtain a second location at which the second aim point is aimed, the second location being a location on a second static obstacle in the game screen at which the second aim point is aimed; and

a second obtaining subunit, configured to display the second image on the region comprising the second location.

8. A computer-readable storage medium, storing a program, the program, when run, performing the image display method according to any one of claims 1 to 4.

9. An electronic device, comprising a memory and a processor, the memory storing a computer program, the processor being configured to perform the image display method according to any one of claims 1 to 4 by using the computer program.