CLAIMS

What is claimed is:

1. A virtual object control method, performed by a terminal device, the method comprising:

displaying a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;

receiving a quick click/tap operation signal acting on a target region corresponding to the joystick control;

obtaining an operation time interval corresponding to the quick click/tap operation signal, and determining a first running speed of the virtual object according to the operation time interval, wherein a click/tap time interval of a double-click/tap operation signal has a negative correlation with the first running speed;

controlling, in response to receiving the quick click/tap operation signal and the virtual object being in a non-standing state, the virtual object to run in the non-standing state according to the first running speed in a virtual scene displayed in the UI;

receiving a posture switching instruction corresponding to the virtual object, and controlling, according to the posture switching instruction, the virtual object to switch from the non-standing state to a standing state; and

controlling the virtual object to run in the virtual scene in the standing state according to a second running speed, wherein the first running speed is lower than the second running speed.

2. A virtual object control apparatus, comprising:

an interface display module, configured to display a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;

a signal receiving module, configured to receive a quick click/tap operation signal acting on a target region corresponding to the joystick control;

a running control module, configured to

obtain an operation time interval corresponding to the quick click/tap operation signal, and determine a first running speed of the virtual object according to the operation time

interval, wherein a click/tap time interval of a double-click/tap operation signal has a negative correlation with the first running speed;

control, in response to receiving the quick click/tap operation signal and the virtual object being in a non-standing state, the virtual object to run in the non-standing state according to the first running speed in a virtual scene displayed in the UI;

receive a posture switching instruction corresponding to the virtual object, and control, according to the posture switching instruction, the virtual object to switch from the non-standing state to a standing state; and

control the virtual object to run in the virtual scene in the standing state according to a second running speed, wherein the first running speed is lower than the second running speed.

3. 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 being loaded and executed by the processor to implement the virtual object control method according to claim 1.

4. A non-transitory computer-readable storage medium, configured to store a computer program, the computer program, when run on a computing device, causing the computing device to perform the virtual object control method according to claim 1.

5. A computer program product, comprising instructions, the instructions, when run on a computing device, causing the computing device to perform the virtual object control method according to claim 1.