CLAIMS

What is claimed is:

1. A method for controlling shooting of a virtual object, performed by an electronic device, the method comprising:

obtaining a locking area of a first virtual object; wherein the locking area is an area range around the first virtual object and used for triggering automatic shooting, when an aiming point of a second virtual object is in the locking area, the second virtual object enters a preparation state for determining whether to perform automatic shooting on the first virtual object;

displaying, when the aiming point of the second virtual object remains in the locking area for a target duration, locking complete information at a position of the aiming point in the locking area, the locking complete information indicating that locking of the first virtual object is completed; and

in response to the locking of the first virtual object is completed and the aiming point is located in an under-attack area of the first virtual object, controlling automatic shooting of the second virtual object on the first virtual object, a size of the under-attack area being less than a size of the locking area;

wherein before the controlling automatic shooting of the second virtual object, the method further comprises:

obtaining the under-attack area of the first virtual object according to a distance between the first virtual object and the second virtual object, a size of the under-attack area being positively correlated with the distance; and

the obtaining the locking area of the first virtual object comprises:

obtaining the locking area of the first virtual object according to the distance between the first virtual object and the second virtual object, a size of the locking area being positively correlated with the distance.

2. The method according to claim 1, wherein before the displaying, when the aiming point of the second virtual object remains in the locking area for a target duration, locking complete information at a position of the aiming point in the locking area, the method further comprises:

determining that the aiming point is located in the locking area, when position coordinates of the aiming point of the second virtual object are within a coordinate range of the locking area.

3. The method according to claim 1, wherein before the displaying, when the aiming point of the second virtual object remains in the locking area for a target duration, locking complete information at a position of the aiming point in the locking area, the method further comprises:

emitting a ray in a viewing angle direction from the position of the aiming point of the second virtual object; and

determining that the aiming point is located in the locking area, when the ray collides with the locking area.

4. The method according to claim 1, wherein the displaying, when the aiming point of the second virtual object remains in the locking area for a target duration, locking complete information at a position of the aiming point in the locking area comprises:

starting timing, when the aiming point of the second virtual object is located in the locking area; and

displaying the locking complete information at the position of the aiming point in the locking area, when the timing reaches the target duration.

5. The method according to claim 4, wherein after the starting timing, the method further comprises:

displaying locking preparation information at the position of the aiming point of the second virtual object.

6. The method according to claim 5, wherein the locking preparation information includes at least two triangles displayed at the position of the aiming point and facing the position of the aiming point.

7. The method according to claim 6, wherein the locking complete information includes at least two triangles displayed at the position of the aiming point and facing the position of the aiming point, and a display style of the at least two triangles used in the locking complete information is different from a display style of the at least two triangles used in the locking preparation information.

8. The method according to claim 4, wherein after the starting timing, the method further comprises:

ending the timing, when the aiming point moves outside the locking area before the timing reaches the target duration.

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

obtaining a type of a virtual item controlled by the second virtual object; and

performing the operations of obtaining the locking area, displaying the locking complete information, and controlling the automatic shooting, when the type is a target type.

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

performing the operations of obtaining the locking area, displaying the locking complete information, and controlling the automatic shooting, when the first virtual object is not completely occluded in a viewing angle of the second virtual object.

11. The method according to claim 10, further comprising:

determining that the first virtual object is not completely occluded, when any connecting line between a virtual camera of the second virtual object and the first virtual object does not pass through a virtual article in a virtual scene; and

determining that the first virtual object is completely occluded, when all connecting lines between the virtual camera of the second virtual object and the first virtual object pass through a virtual article in the virtual scene.

12. The method according to claim 1, wherein after the controlling automatic shooting of the second virtual object, the method further comprises any one of the following:

controlling, when the aiming point moves outside the under-attack area of the first virtual object, the second virtual object to stop automatic shooting;

controlling, when a quantity of projectiles of a virtual item controlled by the second virtual object is zero, the second virtual object to stop automatic shooting;

controlling, when the first virtual object is completely occluded, the second virtual object to stop automatic shooting; and

controlling, when the first virtual object is in an eliminated state or a seriously injured state, the second virtual object to stop automatic shooting.

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

continuously displaying the locking complete information at the position of the aiming point in the locking area, when a view-angle range of the second virtual object comprises a plurality of first virtual objects, one first virtual object is in an eliminated state or a seriously injured state, and the aiming point is located in a locking area of another first virtual object.

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

controlling the second virtual object to continuously perform automatic shooting, when a view-angle range of the second virtual object comprises a plurality of first virtual objects, one first virtual object is in an eliminated state or a seriously injured state, and the aiming point is located in an under-attack area of another first virtual object.

15. The method according to claim 1, wherein the obtaining the under-attack area of the first virtual object according to a distance between the first virtual object and the second virtual object comprises:

obtaining a target size of the under-attack area according to the distance between the first virtual object and the second virtual object; and

obtaining an area with the first virtual object being a center and a size being the target size as the under-attack area of the first virtual object.

16. An apparatus for controlling shooting of a virtual object, disposed in an electronic device, the apparatus comprising:

an obtaining module, configured to obtain a locking area of a first virtual object; wherein the locking area is an area range around the first virtual object and used for triggering automatic shooting, when an aiming point of a second virtual object is in the locking area, the second virtual object enters a preparation state for determining whether to perform automatic shooting on the first virtual object;

a display module, configured to display, when the aiming point of the second virtual object remains in the locking area for a target duration, locking complete information at a position of the aiming point in the locking area, the locking complete information indicating that locking of the first virtual object is completed; and

a control module, configured to control automatic shooting of the second virtual object on the first virtual object in response to the locking of the first virtual object is completed and the aiming point is located in an under-attack area of the first virtual object, a size of the

under-attack area being less than a size of the locking area;

wherein the obtaining module is further configured to obtain the under-attack area of the first virtual object according to a distance between the first virtual object and the second virtual object, a size of the under-attack area being positively correlated with the distance; and

the obtaining module is further configured to obtain the locking area of the first virtual object according to the distance between the first virtual object and the second virtual object, a size of the locking area being positively correlated with the distance.

17. The apparatus according to claim 16, wherein the display module is configured to:

start timing, when the aiming point of the second virtual object is located in the locking area; and

display the locking complete information at the position of the aiming point in the locking area, when the timing reaches the target duration.

18. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one computer-readable instruction, the computer-readable instruction being loaded and executed by the one or more processors to implement the operations performed in the method for controlling shooting of a virtual object according to any one of claims 1 to 15.

19. One or more computer-readable storage media, storing at least one computer-readable instruction, the computer-readable instruction being loaded and executed by a processor to implement the operations performed in the method for controlling shooting of a virtual object according to any one of claims 1 to 15.