

ABSTRACT

The disclosure discloses a method and apparatus for aiming at a virtual object, a device, and a medium, and relates to the field of virtual environments. The method includes: displaying a user interface (UI), the UI including a picture of a virtual environment, the picture of the virtual environment comprising a first virtual object and at least one second virtual object located in the virtual environment; displaying a dot aiming indicator in the virtual environment in response to an aiming instruction, the dot aiming indicator being used for indicating an aiming point selected by an aiming operation on a ground plane of the virtual environment; and controlling the first virtual object to aim at a target virtual object, the target virtual object being a virtual object selected from the at least one second virtual object in a target selection range, the target selection range being a selection range determined by using the aiming point as a benchmark.

FIG. 7