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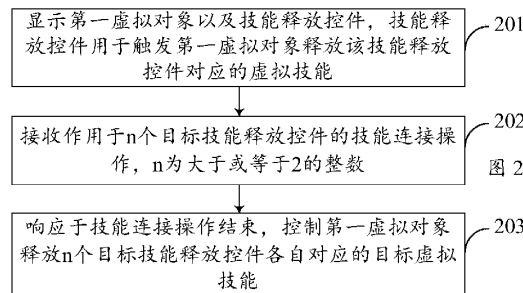
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(54) Title: METHOD FOR CONTROLLING VIRTUAL OBJECT TO RELEASE SKILLS, AND TERMINAL, MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 控制虚拟对象释放技能的方法、终端、介质及程序产品



201 Display a first virtual object and skill release controls, wherein the skill release controls are used for triggering the first virtual object to release virtual skills corresponding to the skill release controls  
202 Receive a skill connection operation, which acts on n target skill release controls, wherein n is an integer greater than or equal to 2  
203 In response to the skill connection operation ending, control the first virtual object to release target virtual skills respectively corresponding to the n target skill release controls

(57) Abstract: The embodiments of the present application belong to the field of human-computer interaction. Disclosed are a method for controlling a virtual object to release skills, and a terminal, a medium and a program product. The method comprises: displaying a first virtual object and skill release controls; receiving a skill connection operation, which acts on n target skill release controls; and in response to the skill connection operation ending, controlling the first virtual object to release target virtual skills respectively corresponding to the n target skill release controls. By using the solution provided in the embodiments of the present application, the triggering of a plurality of virtual skills can be completed by means of one operation, thereby simplifying a user operation, and reducing the difficulty of continuously releasing the virtual skills.

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WO 2023/142598 A1

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TD, TG)。

本国际公布:

— 包括国际检索报告 (条约第21条(3))。

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(57) 摘要: 本申请实施例公开了一种控制虚拟对象释放技能的方法、终端、介质及程序产品, 属于人机交互领域。该方法包括: 显示第一虚拟对象以及技能释放控件; 接收作用于n个目标技能释放控件的技能连接操作; 响应于技能连接操作结束, 控制第一虚拟对象释放n个目标技能释放控件各自对应的目标虚拟技能。采用本申请实施例提供的方案, 通过一次操作即可完成对多个虚拟技能的触发, 简化了用户操作, 降低了连续释放虚拟技能的难度。