CLAIMS

~~What is claimed is:~~

1. An operation control method, comprising:

determining a position of each of a plurality of virtual objects in front of a first virtual object in a round of game, the first virtual object being controlled by a client;

sequentially obtaining an object distance between each virtual object and the first virtual object according to the position of each virtual object, to obtain a distance sequence;

determining, according to the distance sequence, a virtual object whose object distance is less than or equal to a first distance threshold as a second virtual object;

detecting a target distance between ~~a~~ the first virtual object and ~~a~~the second virtual object ~~in a process that a client runs a round of game, a position of the first virtual object being located behind a position of the second virtual object, the first virtual object being controlled by the client~~, wherein detecting the target distance comprises: obtaining a linear distance between a world coordinate of a center position of the first virtual object and a world coordinate of a center position of the second virtual object as the target distance;

triggering an operation instruction in a case of detecting that the target distance is less than or equal to a ~~first~~second distance threshold, the operation instruction being used for indicating that the first virtual object has satisfied a trigger condition for performing an acceleration operation; and

responding to the operation instruction to control the first virtual object to continuously perform the acceleration operation within a target time period, to overtake the second virtual object, comprising:

determining a driving control force applied to the first virtual object in a case that the operation instruction is triggered, the driving control force being used for controlling a travel speed of the first virtual object; and

increasing the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force, the updated driving control force being used for controlling the first virtual object to continuously perform the acceleration operation,

wherein in the process of increasing the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force,

the method further comprises:

detecting that a target force is applied to the first virtual object, the target force being a force generated by a game aid item set in the round of game on the first virtual object;

replacing, in a case that the target force is greater than the updated driving control force, the updated driving control force with the target force, to act on the first virtual object; and

stopping the continuous acceleration operation in a background,

wherein in the process of stopping the continuous acceleration operation in a background, a rendering effect of the acceleration operation continues to be displayed on a picture displayed on the client until an end time of the target time period is reached, and

wherein within the target time period for which the first virtual object is controlled to perform the continuous acceleration operation, any virtual object in front of the first virtual object is no longer monitored.

2. The method according to claim 1, wherein the triggering an operation instruction in a case of detecting that the target distance is less than or equal to a ~~first~~second distance threshold comprises:

triggering the operation instruction in a case of detecting that the target distance is less than or equal to the ~~first~~second distance threshold and in a case that a duration for which the target distance being less than or equal to the ~~first~~second distance threshold reaches a first time threshold.

3. The method according to claim 2, wherein after ~~the~~ detecting ~~a~~the target distance between ~~a~~the first virtual object and ~~a~~the second virtual object, the method further comprises:

comparing the detected target distance with the ~~first~~second distance threshold;

starting a timer in a case that the target distance is less than or equal to the ~~first~~second distance threshold, the timer being used for measuring the duration for which the target distance is less than or equal to the ~~first~~second distance threshold; and

determining to trigger the operation instruction in a case that the duration measured by the timer reaches the first time threshold.

4. The method according to claim 3, wherein after the starting a timer, the method further comprises:

performing a reset operation on the timer in a case that the duration does not reach the first time threshold but it is detected that the target distance is greater than the ~~first~~second distance threshold.

5. The method according to claim 1, wherein the responding to the operation instruction to control the first virtual object to perform the acceleration operation comprises:

responding to the operation instruction to control the first virtual object to continuously perform the acceleration operation within a target time period.

6. The method according to claim 5, wherein the responding to the operation instruction to control the first virtual object to continuously perform the acceleration operation within a target time period, to overtake the second virtual object comprises:

determining a driving control force applied to the first virtual object in a case that the operation instruction is triggered, the driving control force being used for controlling a travel speed of the first virtual object; and

increasing the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force, the updated driving control force being used for controlling the first virtual object to continuously perform the acceleration operation.

7. The method according to claim 6, wherein in a process of increasing the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force, the method further comprises:

detecting that a target force is applied to the first virtual object, the target force being a force generated by a game aid item set in a round of game on the first virtual object; and

replacing, in a case that the target force is greater than the updated driving control force, the updated driving control force with the target force, to act on the first virtual object, and stopping controlling the first virtual object to continuously perform the acceleration operation.

8. The method according to claim 1, wherein before the detecting a target distance between a first virtual object and a second virtual object, the method further comprises:

determining a position of each virtual object in front of the first virtual object in a round of game;

sequentially obtaining an object distance between the each virtual object and the first virtual object according to the each position of the each virtual object, to obtain a distance sequence; and

determining, according to the distance sequence, a virtual object whose object distance is less than or equal to a second distance threshold as the second virtual object.

9. The method according to any one of claims 1 to 8, wherein the detecting a target distance between a first virtual object and a second virtual object comprises:

~~obtaining a linear distance between an object center coordinate of the first virtual object and an object center coordinate of the second virtual object as the target distance.~~

~~10~~5. The method according to any one of claims 1 to ~~8~~4, wherein the responding to the operation instruction comprises:

responding to the operation instruction in a case that the operation instruction is triggered; or

responding to the operation instruction in a case that a feedback for the operation instruction is obtained.

~~11~~6. The method according to any one of claims 2 to ~~8~~4, wherein in a case ~~that the~~of detecting ~~a~~the target distance between ~~a~~the first virtual object and ~~a~~the second virtual object, the method further comprises:

rendering the first virtual object according to a first rendering effect in a case that the target distance is less than or equal to the ~~first~~second distance threshold, rendering a duration of the first rendering effect being equal to the duration for which the target distance is less than or equal to the ~~first~~second distance threshold; and

rendering the first virtual object according to a second rendering effect in a case that the duration for which the target distance being less than or equal to the ~~first~~second distance threshold reaches the first time threshold, the second rendering effect being stronger than the first rendering effect.

~~12~~7. An operation control apparatus, comprising:

a position determining unit, configured to determine a position of each of a plurality of virtual objects in front of a first virtual object in a round of game, the first virtual object being controlled by the client;

an obtaining unit, configured to sequentially obtain an object distance between each virtual object and the first virtual object according to the position of each virtual object, to obtain a distance sequence;

an object determining unit, configured to determine, according to the distance sequence, a virtual object whose object distance is less than or equal to a first distance threshold as a second virtual object;

a detection unit, configured to detect a target distance between ~~a~~ the first virtual object and ~~a~~the second virtual object ~~in a process that a client runs a round of game, a position of the first virtual object being located behind a position of the second virtual object, the first virtual object~~

~~being controlled by the client~~, wherein a linear distance between a world coordinate of a center position of the first virtual object and a world coordinate of a center position of the second virtual object is obtained as the target distance;

a trigger unit, configured to trigger an operation instruction in a case of detecting that the target distance is less than or equal to a ~~first~~second distance threshold, the operation instruction being used for indicating that the first virtual object has satisfied a trigger condition for performing an acceleration operation; ~~and~~

a control unit, configured to respond to the operation instruction to control the first virtual object to continuously perform the acceleration operation within a target time period, to overtake the second virtual object, wherein the control unit comprises:

a determining submodule, configured to determine a driving control force applied to the first virtual object in a case that the operation instruction is triggered, the driving control force being used for controlling a travel speed of the first virtual object; and

an increase submodule, configured to increase the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force, the updated driving control force being used for controlling the first virtual object to continuously perform the acceleration operation,

a detection submodule, configured to detect, when increasing the driving control force of the first virtual object according to the target ratio within the target time period, to obtain the updated driving control force, that a target force is applied to the first virtual object, the target force being a force generated by a game aid item set in the round of game on the first virtual object; and

a processing submodule, configured to: replace, in a case that the target force is greater than the updated driving control force, the updated driving control force with the target force, to act on the first virtual object, and stop the continuous acceleration operation in a background,

wherein the apparatus is further configured to, when stopping the continuous acceleration operation in the background, continue to display a rendering effect of the acceleration operation on a picture displayed on the client until an end time of the target time period is reached, and

wherein the apparatus is further configured to, within the target time period for which the first virtual object is controlled to perform the continuous acceleration operation, stop monitoring any virtual object in front of the first virtual object.

~~13~~8. The apparatus according to claim ~~12~~7, wherein the trigger unit is specifically configured to:

trigger the operation instruction in a case of detecting that the target distance is less than or equal to the ~~first~~second distance threshold and in a case that a duration for which the target distance being less than or equal to the ~~first~~second distance threshold reaches a first time threshold.

~~14~~9. The apparatus according to claim ~~13~~8, further comprising:

a comparison unit, configured to compare the detected target distance with the ~~first~~second distance threshold after the target distance between the first virtual object and the second virtual object is detected;

a starting unit, configured to start a timer in a case that the target distance is less than or equal to the ~~first~~second distance threshold, the timer being used for measuring the duration for which the target distance is less than or equal to the ~~first~~second distance threshold; and

a ~~first~~ trigger determining unit, configured to determine to trigger the operation instruction in a case that the duration measured by the timer reaches the first time threshold.

~~15~~10. The apparatus according to claim ~~14~~9, further comprising:

an operating unit, configured to perform, after the timer is started, a reset operation on the timer in a case that the duration does not reach the first time threshold but it is detected that the target distance is greater than the ~~first~~second distance threshold.

~~16. The apparatus according to claim 12, wherein the control unit comprises:~~

~~a control module, configured to respond to the operation instruction to control the first virtual object to continuously perform the acceleration operation within a target time period.~~

~~17. The apparatus according to claim 16, wherein the control module comprises:~~

~~a determining submodule, configured to determine a driving control force applied to the first virtual object in a case that the operation instruction is triggered, the driving control force being used for controlling a travel speed of the first virtual object; and~~

~~an increase submodule, configured to increase the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an updated driving control force, the updated driving control force being used for controlling the first virtual object to continuously perform the acceleration operation.~~

~~18. The apparatus according to claim 17, further comprising:~~

~~a detection submodule, configured to detect, in a process of increasing the driving control force of the first virtual object according to a target ratio within the target time period, to obtain an~~

~~updated driving control force, that a target force is applied to the first virtual object, the target force being a force generated by a game aid item set in a round of game on the first virtual object; and~~

~~a processing submodule, configured to: replace, in a case that the target force is greater than the updated driving control force, the updated driving control force with the target force, to act on the first virtual object, and stop controlling the first virtual object to continuously perform the acceleration operation.~~

~~19. The apparatus according to claim 12, further comprising:~~

~~a second determining unit, configured to determine a position of each virtual object in front of the first virtual object in a round of game before the target distance between the first virtual object and the second virtual object is detected;~~

~~an obtaining unit, configured to sequentially obtain an object distance between the each virtual object and the first virtual object according to the each position of the each virtual object, to obtain a distance sequence; and~~

~~a third determining unit, configured to determine, according to the distance sequence, a virtual object whose object distance is less than or equal to a second distance threshold as the second virtual object.~~

~~20. The apparatus according to any one of claims 12 to 19, wherein the detection unit comprises:~~

~~an obtaining module, configured to obtain a linear distance between an object center coordinate of the first virtual object and an object center coordinate of the second virtual object as the target distance.~~

~~21~~11. The apparatus according to any one of claims ~~12~~ 7 to ~~19~~10, wherein the control unit is specifically configured to:

respond to the operation instruction in a case that the operation instruction is triggered; or

respond to the operation instruction in a case that a feedback for the operation instruction is obtained.

~~22~~12. The apparatus according to any one of claims ~~13~~ 8 to ~~19~~10, further comprising:

a first rendering unit, configured to render, in a case that the target distance between the first virtual object and the second virtual object is detected, the first virtual object according to a first rendering effect in a case that the target distance is less than or equal to the ~~first~~second distance threshold, rendering a duration of the first rendering effect being equal to the duration for which the

target distance is less than or equal to the ~~first~~second distance threshold; and

a second rendering unit, configured to render the first virtual object according to a second rendering effect in a case that the duration for which the target distance being less than or equal to the ~~first~~second distance threshold reaches the first time threshold, the second rendering effect being stronger than the first rendering effect.

~~23~~13. A storage medium, storing a program, the program, when being run, performing the method according to any one of claims 1 to ~~11~~6.

~~24~~14. A device, comprising a memory and a processor, the memory storing a computer program, the processor being configured to perform the method according to any one of claims 1 to ~~11~~ 6 by using the computer program.

~~25~~15. A computer program product comprising instructions, the instructions, when being run on a computer, causing the computer to perform the method according to any one of claims 1 to ~~11~~6.