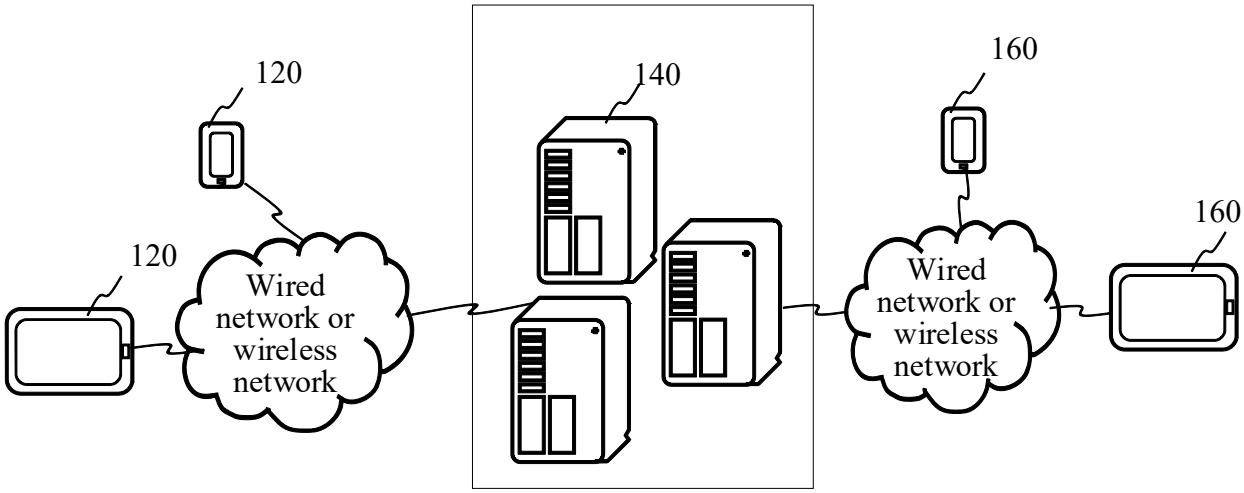

120
140
160
120
160
Wired network or wireless network
Wired network or wireless network

FIG. 1

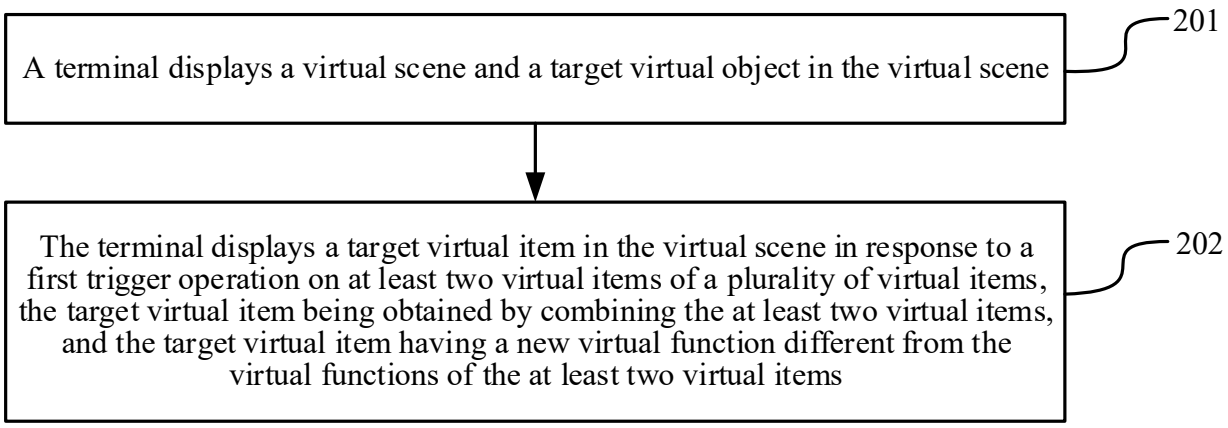

A terminal displays a virtual scene and a target virtual object in the virtual scene
201
The terminal displays a target virtual item in the virtual scene in response to a first trigger operation on at least two virtual items of a plurality of virtual items, the target virtual item being obtained by combining the at least two virtual items, and the target virtual item having a new virtual function different from the virtual functions of the at least two virtual items
202

FIG. 2

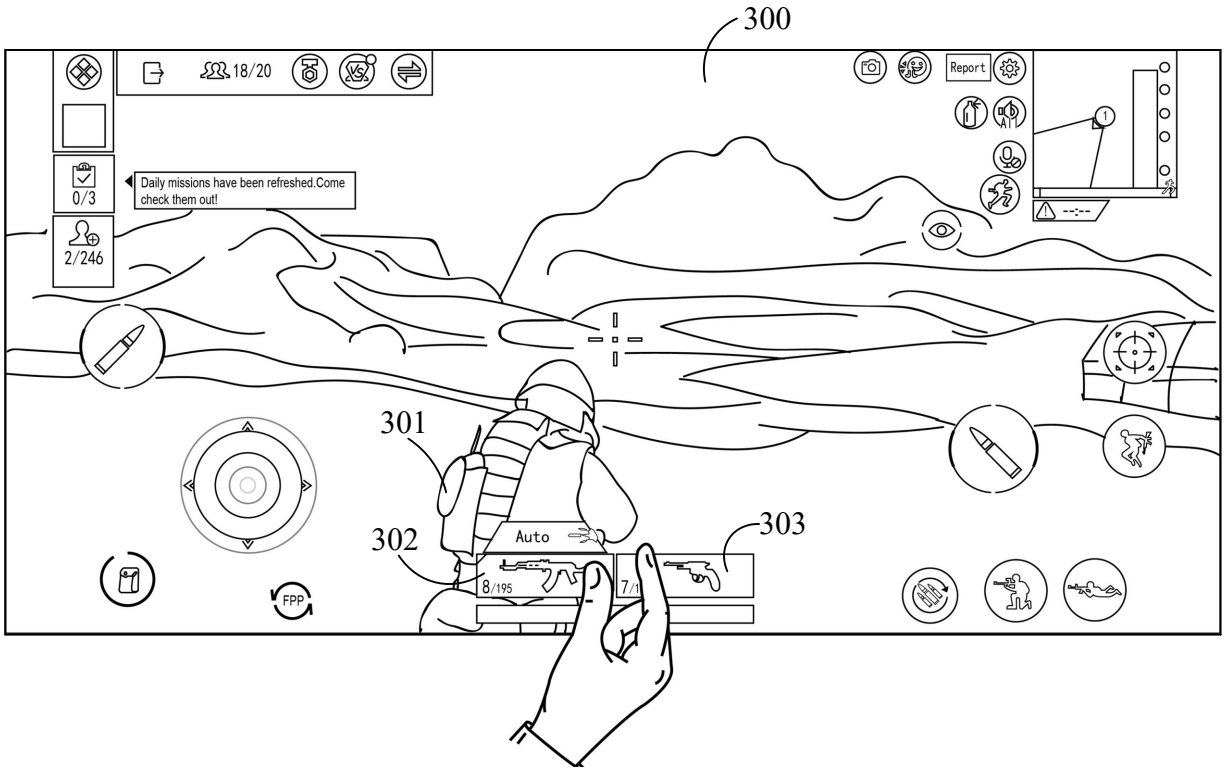

300
18/20
Report
Daily missions have been refreshed.Come check them out!
0/3
2/246
301
302
303
Auto
8/195
FPP

FIG. 3

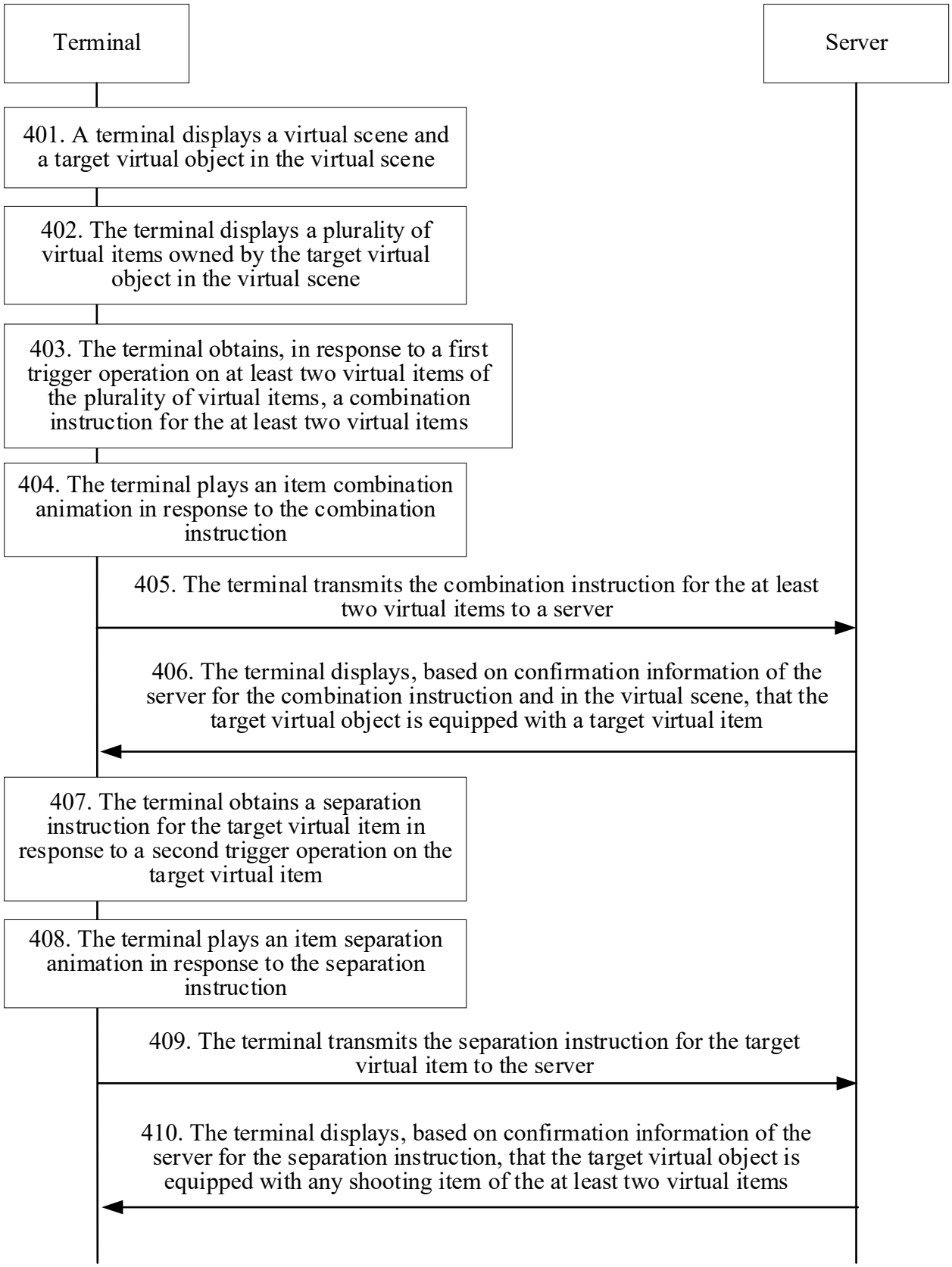

Terminal
Server
401. A terminal displays a virtual scene and a target virtual object in the virtual scene
402. The terminal displays a plurality of virtual items owned by the target virtual object in the virtual scene
403. The terminal obtains, in response to a first trigger operation on at least two virtual items of the plurality of virtual items, a combination instruction for the at least two virtual items
404. The terminal plays an item combination animation in response to the combination instruction
405. The terminal transmits the combination instruction for the at least two virtual items to a server
406. The terminal displays, based on confirmation information of the server for the combination instruction and in the virtual scene, that the target virtual object is equipped with a target virtual item
407. The terminal obtains a separation instruction for the target virtual item in response to a second trigger operation on the target virtual item
408. The terminal plays an item separation animation in response to the separation instruction
409. The terminal transmits the separation instruction for the target virtual item to the server
410. The terminal displays, based on confirmation information of the server for the separation instruction, that the target virtual object is equipped with any shooting item of the at least two virtual items

FIG. 4

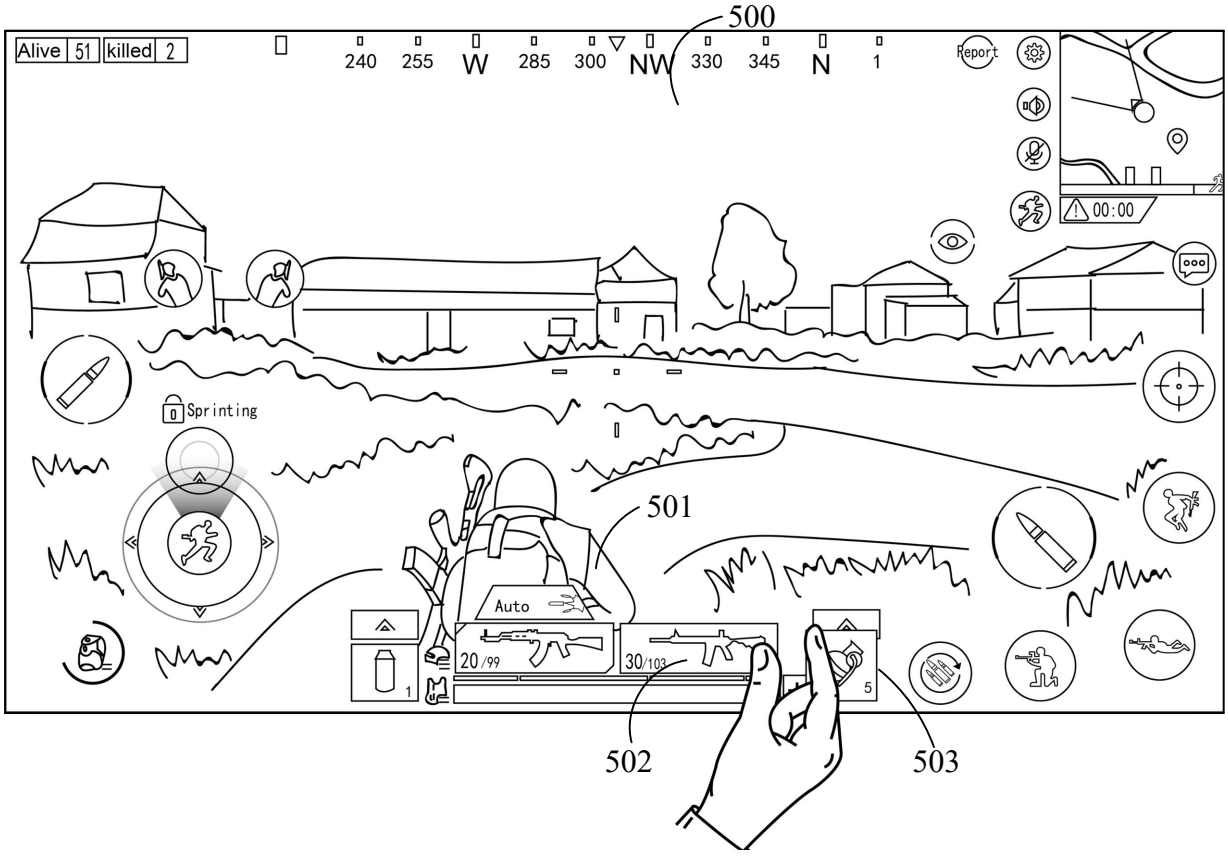

500
Alive 51 killed 2
240 255 W 285 300 NW 330 345 N 1
Report
00:00
Sprinting
501
Auto
20/99
30/103
1
5
502
503

FIG. 5

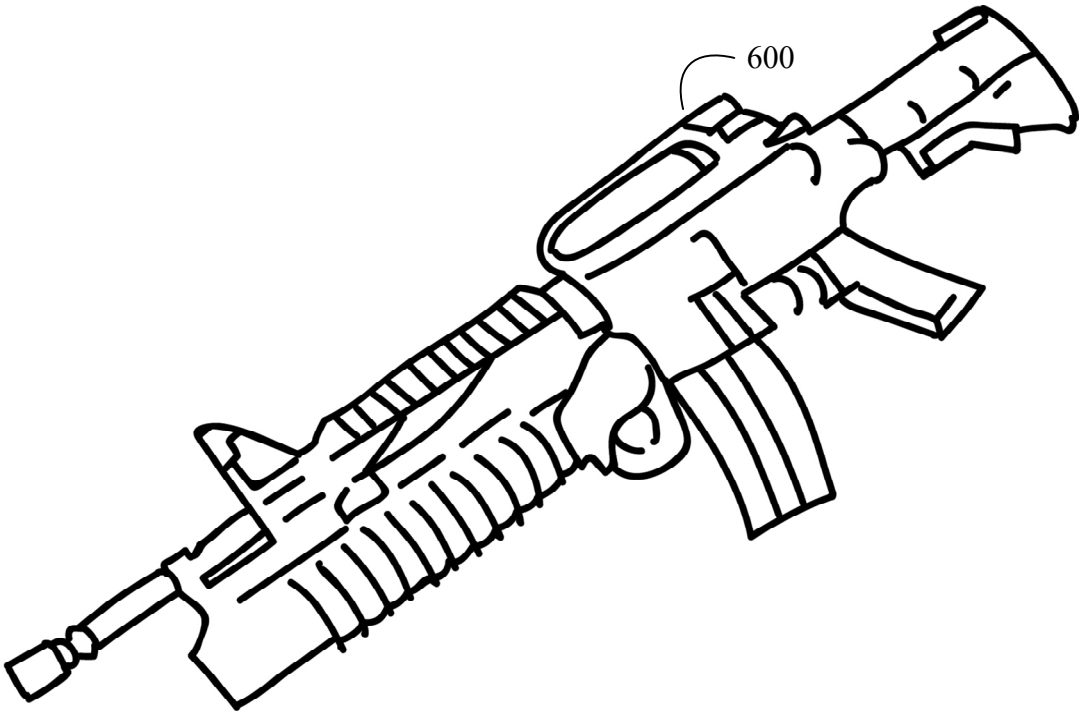

600

FIG. 6

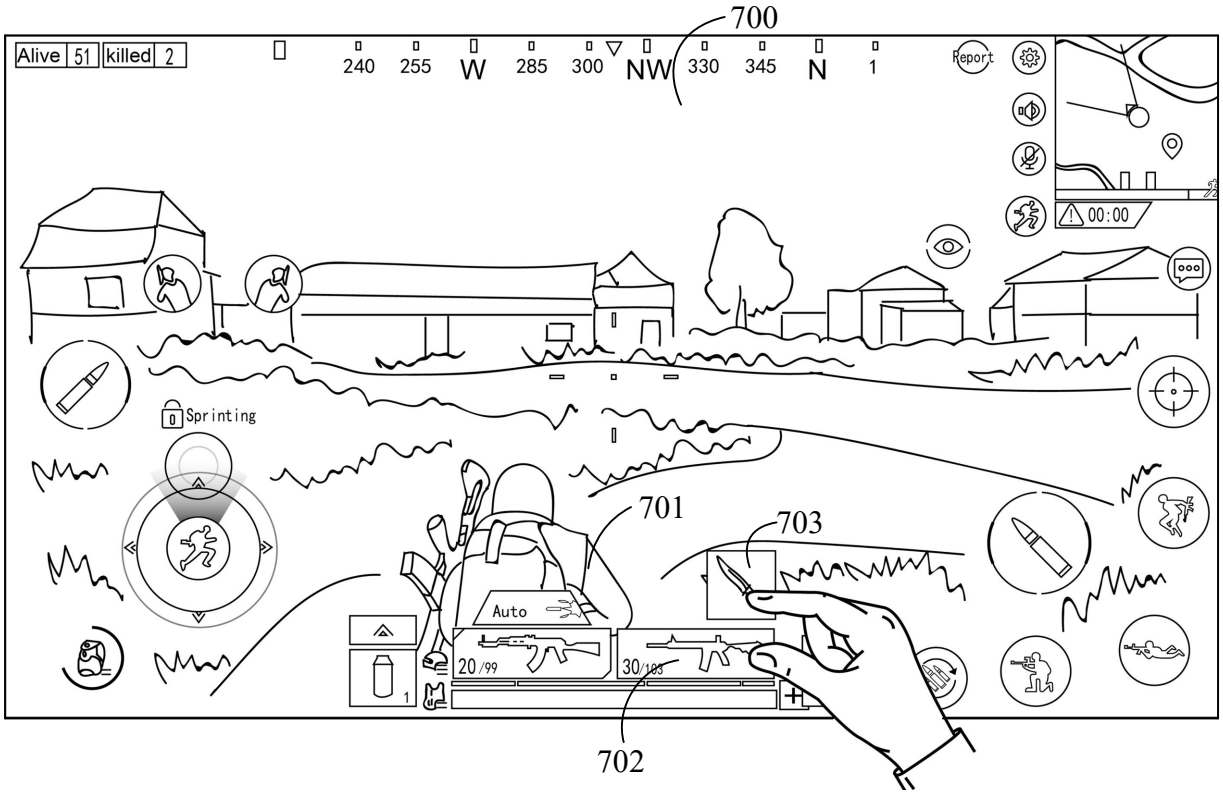

700
Alive 51 killed 2
240 255 W 285 300 NW 330 345 N 1
Report
00:00
Sprinting
701
703
Auto
20/99
30/183
1
702

FIG. 7

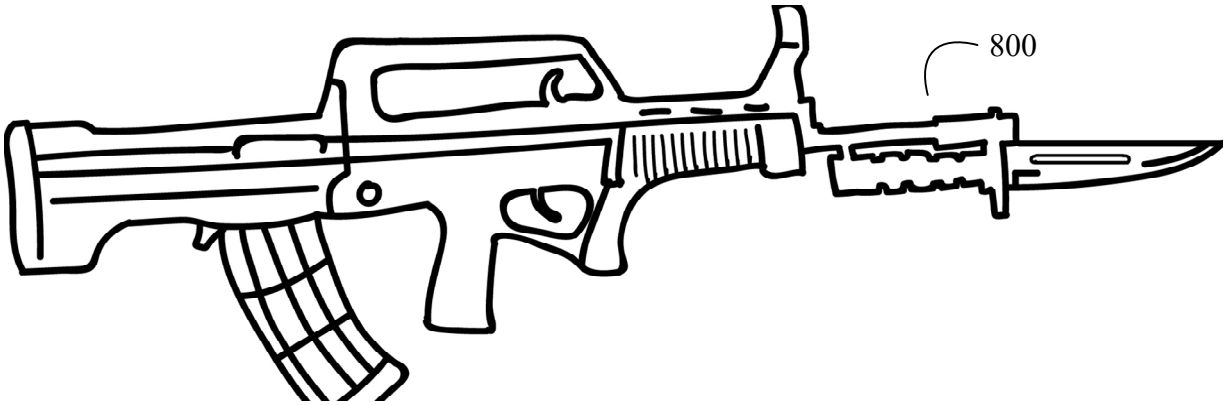

800

FIG. 8

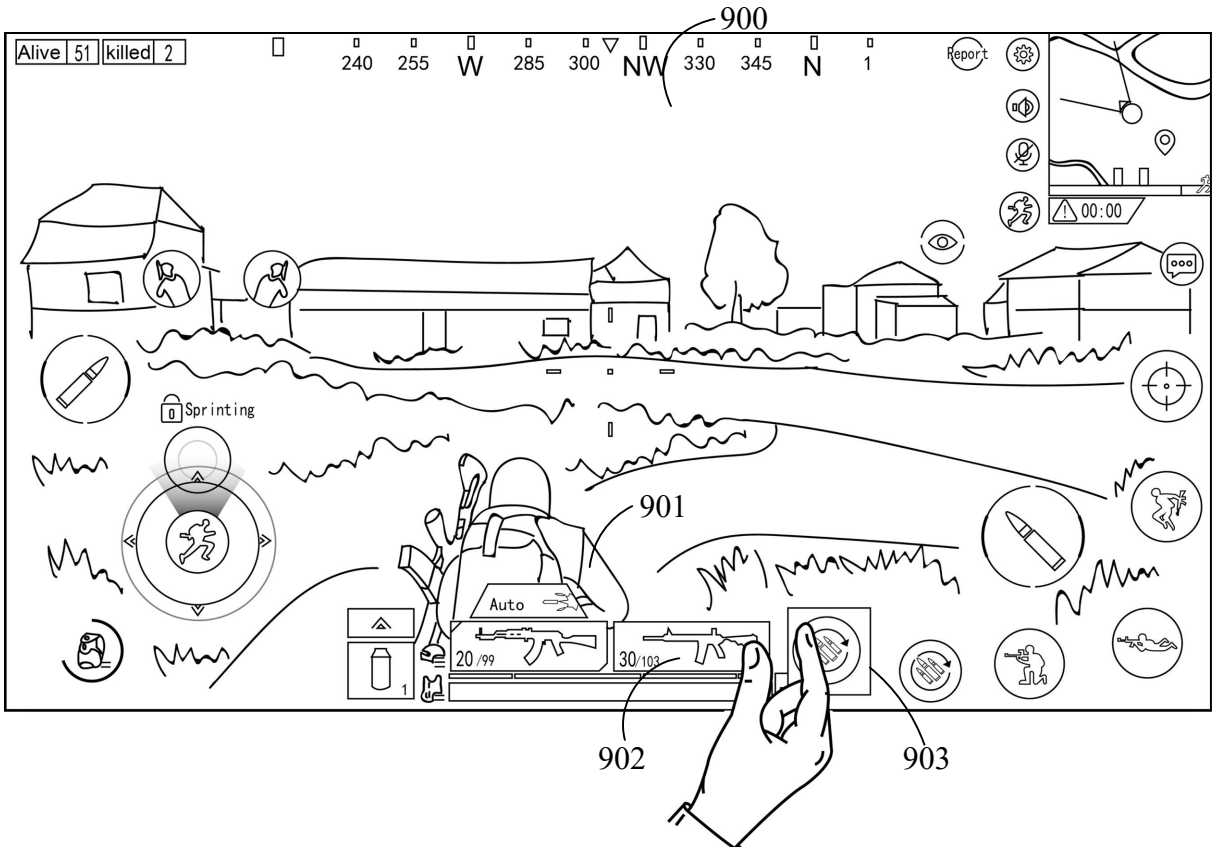

900
Alive 51 killed 2
240 255 W 285 300 NW 330 345 N 1
Report
00:00
Sprinting
901
Auto
20/99
30/103
902
903

FIG. 9

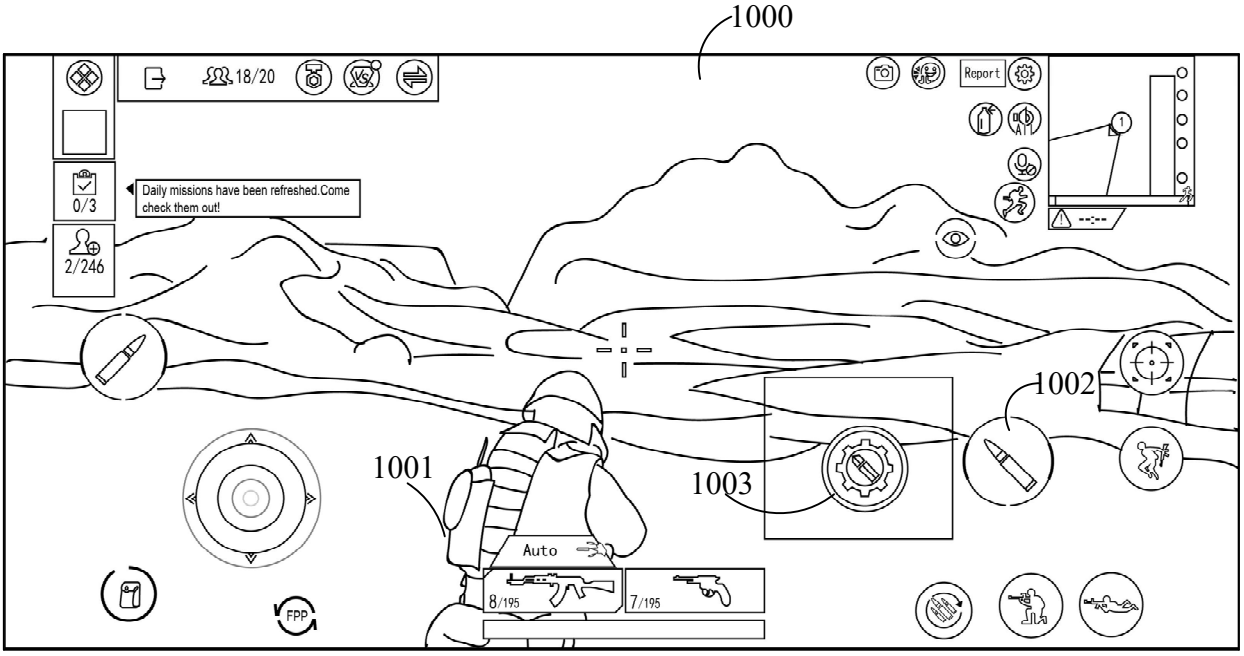

1000
18/20
Report
Daily missions have been refreshed.Come check them out!
0/3
2/246
1001
1002
1003
Auto
8/195
7/195
FPP

FIG. 10

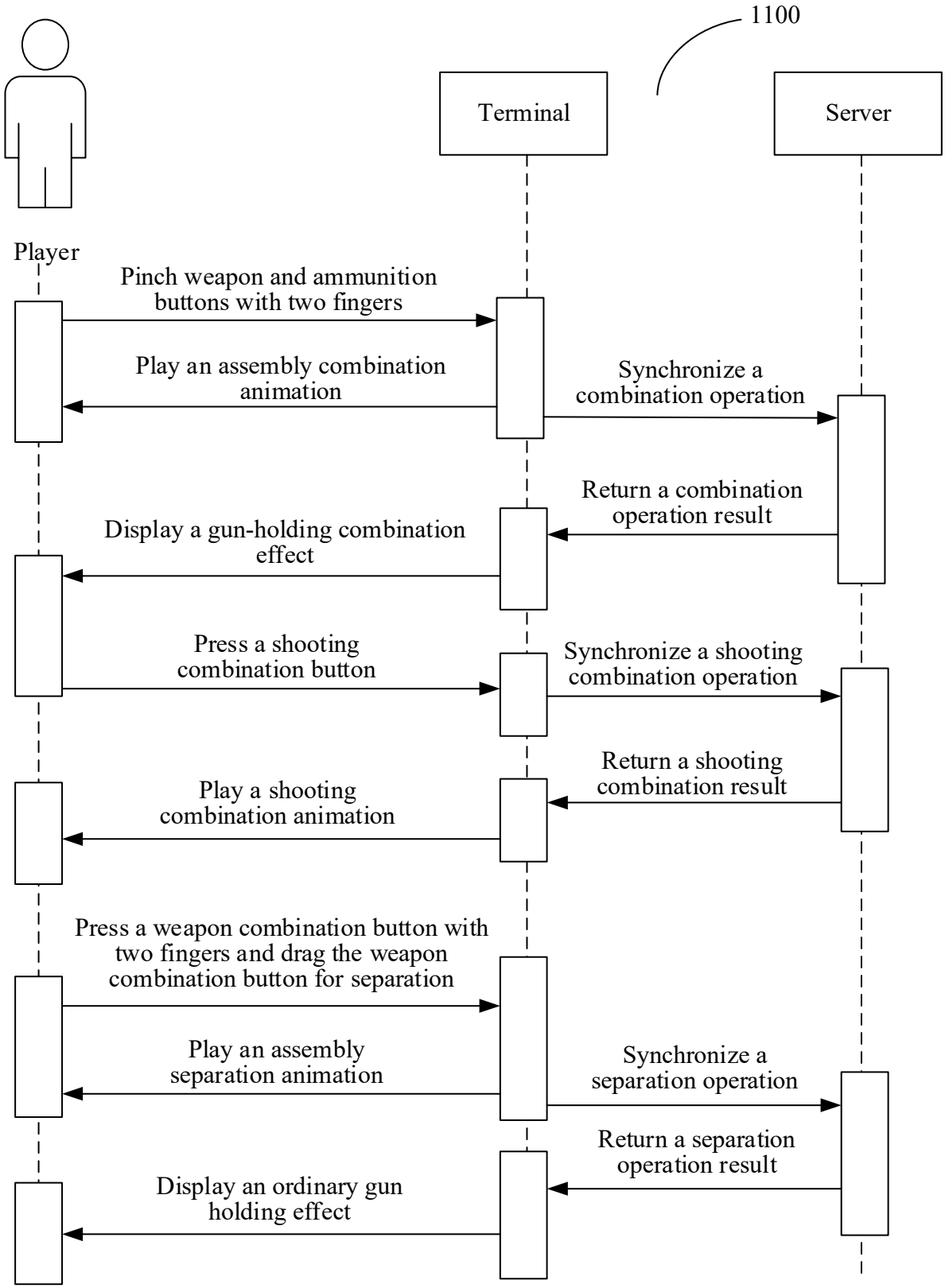

1100
Terminal
Server
Player
Pinch weapon and ammunition buttons with two fingers
Play an assembly combination animation
Synchronize a combination operation
Return a combination operation result
Display a gun-holding combination effect
Press a shooting combination button
Synchronize a shooting combination operation
Return a shooting combination result
Play a shooting combination animation
Press a weapon combination button with two fingers and drag the weapon combination button for separation
Play an assembly separation animation
Synchronize a separation operation
Return a separation operation result
Display an ordinary gun holding effect

FIG. 11

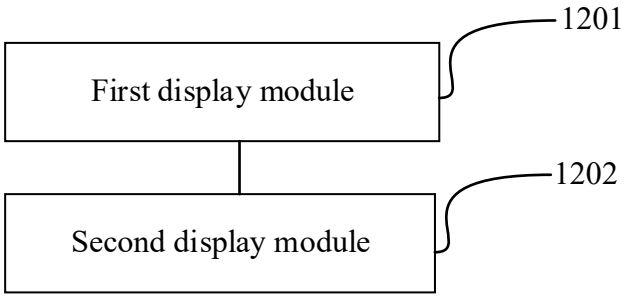

1201
First display module
1202
Second display module

FIG. 12

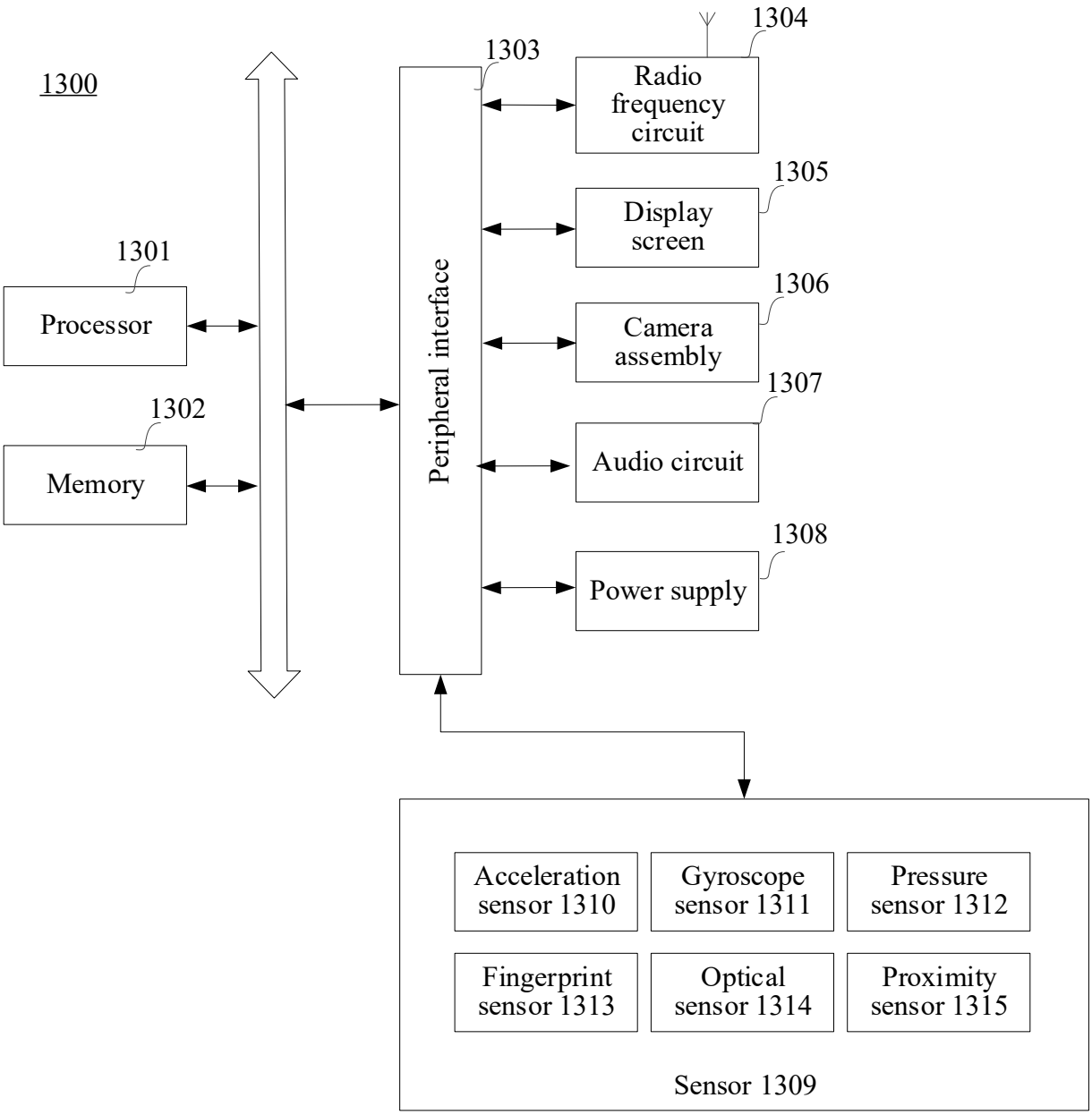

1300
1301
Processor
1302
Memory
1303
Peripheral interface
1304
Radio frequency circuit
1305
Display screen
1306
Camera assembly
1307
Audio circuit
1308
Power supply
Acceleration sensor 1310
Gyroscope sensor 1311
Pressure sensor 1312
Fingerprint sensor 1313
Optical sensor 1314
Proximity sensor 1315
Sensor 1309

FIG. 13

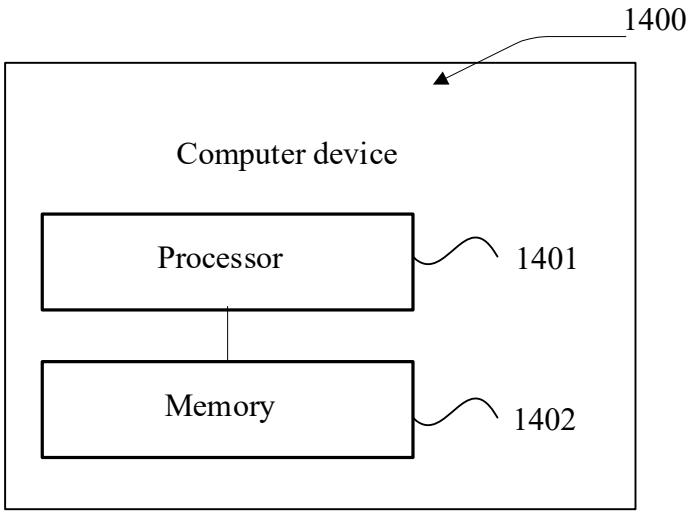


FIG. 14