CLAIMS

1. A method for interacting with a virtual object, comprising:

presenting an access entry associated with a first user; and

presenting an interaction interface with a virtual object based on a selection of the access entry, the virtual object corresponding to the first user, wherein a current interaction modality of a second user with the virtual object in the interaction interface is determined from a plurality of preset interaction modalities based on at least one of: platform configuration information associated with the access entry, or an entry type of the access entry.

2. The method of claim 1, wherein the current interaction modality is a text interaction modality in response to the platform configuration information indicating that media content in a platform is played in a silent mode.

3. The method of claim 2, wherein the current interaction modality is a historical interaction modality in historical interaction between the second user and the virtual object in response to the platform configuration information indicating that the media content in the platform is played in a sound mode.

4. The method of claim 1, further comprising:

determining, based on a correlation between a group of preset entry types and the plurality of preset interaction modalities, the current interaction modality matching the entry type of the access entry from the plurality of preset interaction modalities.

5. The method of claim 4, wherein the plurality of preset interaction modalities and/or the correlation are determined based on a configuration of the first user.

6. The method of claim 4, wherein the group of preset entry types comprises:

a first entry type corresponding to a first access entry of a first interface, the first interface being specific to the first user; and

a second entry type corresponding to a second access entry in a second interface, the second interface presenting information about a plurality of users comprising the first user.

7. The method of claim 6, wherein the first access entry corresponds to a first interaction modality, the second access entry corresponds to a second interaction modality, and the first interaction modality is different from the second interaction modality.

8. The method of claim 1, wherein the interaction modality indicates at least one of:

a message type of a first message input by the second user; or

a message type of a second message provided by the virtual object.

9. The method of claim 1, further comprising:

adjusting the current interaction modality of the second user with the virtual object in the interaction interface based on a preset operation of the second user in the interaction interface.

10. The method of claim 1, wherein an interface layout of the interaction interface is determined based on the current interaction modality.

11. The method of claim 1, wherein the interaction interface comprises a message window for presenting an interaction message, and wherein:

the message window of the interaction interface presents a visual element associated with the virtual object in response to the current interaction modality being a voice interaction modality; and

the message window of the interaction interface hides the visual element associated with the virtual object in response to the current interaction modality being a text interaction modality.

12. An apparatus for interacting with a virtual object, comprising:

an entry presenting module configured to present an access entry associated with a first user; and

an interface presenting module configured to present an interaction interface with a virtual object based on a selection of the access entry, the virtual object corresponding to the first user, wherein a current interaction modality of a second user with the virtual object in the interaction interface is determined from a plurality of preset interaction modalities based on at least one of: platform configuration information associated with the access entry, or an entry type of the access entry.

13. An electronic device, comprising:

at least one processing unit; and

at least one memory coupled to the at least one processing unit and storing instructions for execution by the at least one processing unit, the instructions, when executed by the at least one processing unit, causing the electronic device to perform the method of any of claims 1 to 11.

14. A computer-readable storage medium having a computer program stored thereon, the computer program being executable by a processor to implement the method of any of claims 1 to 11.