CLAIMS

1. A method for controlling a virtual object to drop a virtual item in a virtual environment performed at a terminal, the method comprising:

displaying, in a user interface:

an icon corresponding to at least one type of virtual items possessed by the virtual object and a partial-drop region; and

a partial-drop region, the partial-drop region further partitioned into:

a first drop region corresponding to a fixed number of target virtual items, the fixed number being less than a total number of the target virtual items in possession by the virtual object in the virtual environment; and

a second drop region corresponding to a user-customized number of target virtual items;

receiving a first drag operation, the first drag operation being used for dragging target virtual items from the icon corresponding to the at least one type of virtual items to the partial-drop region, a possession quantity corresponding to the target virtual items being n, n being an integer greater than 1; and

controlling the virtual object to drop a predefined number of the n target virtual items according to whether the first drag operation terminates at the first drop region or the second drop region;

wherein the controlling further comprises:

dropping the fixed number of target virtual items in response to release of the first drag operation at the first drop region; and

dropping the user-customized number of target virtual items in response to release of the first drag operation at the second drop region.

2. The method according to claim 1, wherein:

controlling the virtual object to drop the fix number of target virtual items comprises:

removing the fix number of target virtual items from a virtual item list of the virtual object; and

displaying the fix number of target virtual items on a position near the virtual object, and

controlling the virtual object to drop the user-customized number of target virtual items comprises:

removing the user-customized number of target virtual items from the virtual item list of the virtual object; and

displaying the user-customized number of target virtual items on the position near the virtual object.

3. The method according to claim 1, wherein the icon corresponds to at least one type of virtual items possessed by the virtual object; and

the method further comprises:

displaying the icon corresponding to the at least one type of virtual items possessed by the virtual object and an initial drop region;

receiving a second drag operation, the second drag operation being used for dragging the target virtual items to the initial drop region; and

displaying the first drop region and the second drop region when the target virtual items stay in the initial drop region longer than a time threshold.

4. The method according to claim 3, further comprising:

controlling, when the target virtual items stay in the initial drop region less than the time threshold, the virtual object to drop all the target virtual items.

5. The method according to claim 1, further comprising:

displaying the first drop region and the second drop region when that the possession quantity of the target virtual items is greater than a quantity threshold.

6. The method according to claim 1, further comprising:

displaying a setting interface; and

setting the customized quantity according to a setting operation received by the setting interface.

7. A terminal, comprising: a processor and a memory, the memory storing at least one instruction, the at least one instruction, the at least one instruction, when executed by the processor, causes the terminal to perform a plurality of operations including:

displaying, in a user interface:

an icon corresponding to at least one type of virtual items possessed by the virtual object and a partial-drop region; and

a partial-drop region, the partial-drop region further partitioned into:

a first drop region corresponding to a fixed number of target virtual items, the fixed number being less than a total number of the target virtual items in possession by the virtual object in the virtual environment; and

a second drop region corresponding to a user-customized number of target virtual items;

receiving a first drag operation, the first drag operation being used for dragging target virtual items from the icon corresponding to the at least one type of virtual items to the partial-drop region, a possession quantity corresponding to the target virtual items being n, n being an integer greater than 1; and

controlling the virtual object to drop a predefined number of the n target virtual items according to whether the first drag operation terminates at the first drop region or the second drop region;

wherein the controlling further comprises:

dropping the fixed number of target virtual items in response to release of the first drag operation at the first drop region; and

dropping the user-customized number of target virtual items in response to release of the first drag operation at the second drop region.

8. The terminal according to claim 7, wherein controlling the virtual object to drop the fix number of target virtual items comprises:

removing the fix number of target virtual items from a virtual item list of the virtual object; and

displaying the fix number of target virtual items on a position near the virtual object, and

controlling the virtual object to drop the user-customized number of target virtual items comprises:

removing the user-customized number of target virtual items from the virtual item list of

the virtual object; and

displaying the user-customized number of target virtual items on the position near the virtual object.

9. The terminal according to claim 7, wherein the icon corresponds to at least one type of virtual items possessed by the virtual object; and

the plurality of operations further comprises:

displaying the icon corresponding to the at least one type of virtual items possessed by the virtual object and an initial drop region;

receiving a second drag operation, the second drag operation being used for dragging the target virtual items to the initial drop region; and

displaying the first drop region and the second drop region when the target virtual items stay in the initial drop region longer than a time threshold.

10. The terminal according to claim 9, wherein the plurality of operations further comprises: controlling, when the target virtual items stay in the initial drop region less than the time threshold, the virtual object to drop all the target virtual items.

11. The terminal according to claim 7, wherein the plurality of operations further comprises: displaying the first drop region and the second drop region when that the possession quantity of the target virtual items is greater than a quantity threshold.

12. The terminal according to claim 7, wherein the plurality of operations further comprises: displaying a setting interface, and setting the customized quantity according to a setting operation received by the setting interface.

13. A non-transitory computer-readable storage medium, storing at least one instruction, the at least one instruction, when executed by a processor of a terminal, causes the terminal to perform a plurality of operations including:

displaying, in a user interface:

an icon corresponding to at least one type of virtual items possessed by the virtual object and a partial-drop region; and

a partial-drop region, the partial-drop region further partitioned into:

a first drop region corresponding to a fixed number of target virtual items, the

fixed number being less than a total number of the target virtual items in possession by the virtual object in the virtual environment; and

a second drop region corresponding to a user-customized number of target virtual items;

receiving a first drag operation, the first drag operation being used for dragging target virtual items from the icon corresponding to the at least one type of virtual items to the partial-drop region, a possession quantity corresponding to the target virtual items being n, n being an integer greater than 1; and

controlling the virtual object to drop a predefined number of the n target virtual items according to whether the first drag operation terminates at the first drop region or the second drop region;

wherein the controlling further comprises:

dropping the fixed number of target virtual items in response to release of the first drag operation at the first drop region; and

dropping the user-customized number of target virtual items in response to release of the first drag operation at the second drop region.

14. The non-transitory computer-readable storage medium according to claim 13, wherein:

controlling the virtual object to drop the fix number of target virtual items comprises:

removing the fix number of target virtual items from a virtual item list of the virtual object; and

displaying the fix number of target virtual items on a position near the virtual object, and

controlling the virtual object to drop the user-customized number of target virtual items comprises:

removing the user-customized number of target virtual items from the virtual item list of the virtual object; and

displaying the user-customized number of target virtual items on the position near the virtual object.

15. The non-transitory computer-readable storage medium according to claim 13,

wherein: the icon corresponds to at least one type of virtual items possessed by the virtual object; and

the plurality of operations further comprises:

displaying the icon corresponding to the at least one type of virtual items possessed by the virtual object and an initial drop region;

receiving a second drag operation, the second drag operation being used for dragging the target virtual items to the initial drop region; and

displaying the first drop region and the second drop region when the target virtual items stay in the initial drop region longer than a time threshold.

16. The non-transitory computer-readable storage medium according to claim 15, wherein: the plurality of operations further comprises: controlling, when the target virtual items stay in the initial drop region less than the time threshold, the virtual object to drop all the target virtual items.

17. The non-transitory computer-readable storage medium according to claim 15, wherein: the plurality of operations further comprises: displaying the first drop region and the second drop region when that the possession quantity of the target virtual items is greater than a quantity threshold.