CLAIMS

What is claimed is:

1. A virtual object control method, comprising:

determining, in response to a triggering operation on a skill in a virtual scene, a to-be-cast range of the skill;

displaying, in response to a target virtual object of a controlled virtual object existing in the to-be-cast range, a cast indication pattern of the skill based on positions of the controlled virtual object and the target virtual object in the virtual scene, the cast indication pattern representing a cast direction of the skill in the virtual scene; and

adjusting, in response to a position of a virtual object, of the controlled virtual object and the target virtual object, being changed, a pointing direction of the cast indication pattern according to the change in the position of the virtual object,

the controlled virtual object being a virtual object controlled by a current terminal, and the target virtual object being a virtual object in a camp different from that of the controlled virtual object.

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

determining, in response to the target virtual object being converted from a target state into a second state that is not the target state, a third position of the target virtual object in the virtual scene before state conversion; and

displaying the cast indication pattern of the skill based on a first position of the controlled virtual object in the virtual scene and the third position.

3. The method according to claim 2, wherein the displaying the cast indication pattern of the skill based on the first position of the controlled virtual object in the virtual scene and the third position comprises:

setting an invisible reference virtual object on the third position, and displaying the cast indication pattern of the skill based on the reference virtual object and the position of the controlled virtual object in the virtual scene.

4. The method according to claim 2, further comprising:

displaying, in response to the target virtual object being converted from the second state into the target state in a target time period, the cast indication pattern of the skill based on the positions

of the controlled virtual object and the target virtual object in the virtual scene.

5. The method according to claim 1, wherein the determining, in response to a triggering operation on a skill in a virtual scene, a to-be-cast range of the skill comprises:

triggering the skill in response to a touch operation on a first region of a skill key, and determining the to-be-cast range of the skill, wherein

the skill key comprises the first region and a second region, and the first region and the second region correspond to different skill cast direction determining methods.

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

displaying, in response to a dragging operation on the second region of the target skill key, the cast indication pattern of the skill based on a position indicated by the dragging operation.

7. The method according to claim 6, wherein the displaying the cast indication pattern of the skill based on a position indicated by the dragging operation comprises:

displaying, based on a correspondence between screen coordinates of the position indicated by the dragging operation and coordinates in the virtual scene, the cast indication pattern of the skill in the virtual scene.

8. The method according to claim 6, wherein after the displaying the cast indication pattern of the skill based on a position indicated by the dragging operation, the method further comprises:

adjusting, in response to the position indicated by the dragging operation being changed, the displaying of the cast indication pattern of the skill with the change in the position indicated by the dragging operation.

9. The method according to claim 1, wherein the displaying a cast indication pattern of the skill based on positions of the controlled virtual object and the target virtual object in the virtual scene comprises:

determining a displaying start point of the cast indication pattern of the skill according to a first position of the controlled virtual object in the virtual scene;

determining a displaying end point of the cast indication pattern of the skill according to a second position of the target virtual object in the virtual scene; and

displaying the cast indication pattern of the skill based on the displaying start point and the displaying end point.

10. The method according to claim 1, wherein the adjusting, in response to a position of a

virtual object, of the controlled virtual object and the target virtual object, being changed, a pointing direction of the cast indication pattern according to the change in the position of the virtual object comprises:

adjusting, in response to a first position of the controlled virtual object in the virtual scene being changed, a displaying start point of the cast indication pattern of the skill based on a changed first position; and

adjusting, in response to a second position of the target virtual object in the virtual scene being changed, a displaying end point of the cast indication pattern of the skill based on a changed second position.

11. The method according to claim 1, wherein before the displaying a cast indication pattern of the skill based on positions of the controlled virtual object and the target virtual object in the virtual scene, the method further comprises:

performing, in response to the target virtual object being in a target state, the operation of displaying the cast indication pattern of the skill.

~~12. A virtual object control method, comprising:~~

~~determining, in response to a triggering operation on a skill in a virtual scene, a to-be-cast range of the skill;~~

~~using, in response to a target virtual object existing in the to-be-cast range, the target virtual object as a cast target of the skill; and~~

~~creating, in response to the target virtual object being moved out of the to-be-cast range, a reference virtual object on a target position in the to-be-cast range, and updating the reference virtual object to the cast target of the skill.~~

~~13. The method according to claim 12, wherein the creating a reference virtual object on a target position in the to-be-cast range, and updating the reference virtual object to the cast target of the skill comprises:~~

~~obtaining a position of the target virtual object before being moved out of the to-be-cast range; and~~

~~determining the position as the target position, and creating the reference virtual object on the target position.~~

~~14. The method according to claim 12, further comprising:~~

~~updating, in response to the target virtual object being moved back to the to-be-cast range before the skill is not cast, the target virtual object to the cast target of the skill.~~

~~15. The method according to claim 12, wherein the reference virtual object is an invisible virtual object.~~

1~~6~~2. A virtual object control apparatus, comprising:

a cast range determining module, configured to determine, in response to a triggering operation on a skill in a virtual scene, a to-be-cast range of the skill;

a display module, configured to display, in response to a target virtual object of a controlled virtual object existing in the to-be-cast range, a cast indication pattern of the skill based on positions of the controlled virtual object and the target virtual object in the virtual scene, the cast indication pattern representing a cast direction of the skill in the virtual scene; and

an adjustment module, configured to adjust, in response to a position of a virtual object, of the controlled virtual object and the target virtual object, being changed, a pointing direction of the cast indication pattern according to the change in the position of the virtual object, the controlled virtual object being a virtual object controlled by a current terminal, and the target virtual object being a virtual object in a camp different from that of the controlled virtual object.

~~17~~13. A computer device, comprising one or more processors and one or more memories storing at least one instruction, the at least one instruction being loaded and executed by the one or more processors to implement operations performed in the virtual object control method according to any one of claims 1 to ~~15~~11.

~~18~~14. A computer-readable storage medium, storing at least one instruction, the instruction being loaded and executed by a processor to implement operations performed in the virtual object control method according to any one of claims 1 to ~~15~~11.