CLAIMS

What is claimed is:

~~1. A virtual object control method, performed by a terminal device, the method comprising:~~

~~displaying a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;~~

~~receiving a quick click/tap operation signal acting on a target region corresponding to the joystick control; and~~

~~controlling, according to the quick click/tap operation signal, the virtual object to run in a virtual scene displayed in the UI.~~

~~2. The method according to claim 1, wherein the controlling, according to the quick click/tap operation signal, the virtual object to run in a virtual scene displayed in the UI comprises:~~

~~obtaining an attribute value corresponding to the quick click/tap operation signal;~~

~~determining a running speed of the virtual object according to the attribute value; and~~

~~controlling the virtual object to run in the virtual scene according to the running speed.~~

~~3. The method according to claim 1, wherein the controlling, according to the quick click/tap operation signal, the virtual object to run in a virtual scene displayed in the UI comprises:~~

~~detecting an operation position corresponding to the quick click/tap operation signal;~~

~~determining a running direction of the virtual object according to the operation position; and~~

~~controlling the virtual object to run in the virtual scene according to the running direction.~~

~~4. The method according to any one of claims 1 to 3, wherein the controlling, according to the quick click/tap operation signal, the virtual object to run in a virtual scene displayed in the UI comprises:~~

~~controlling, in response to receiving the quick click/tap operation signal and the virtual object being in a non-standing state, the virtual object to run in the virtual scene in the~~

~~non-standing state.~~

~~5. The method according to claim 4, wherein after the controlling the virtual object to run in the virtual scene in the non-standing state, the method further comprises:~~

~~receiving a posture switching instruction corresponding to the virtual object;~~

~~controlling, according to the posture switching instruction, the virtual object to switch from the non-standing state to a standing state; and~~

~~controlling the virtual object to run in the virtual scene in the standing state.~~

~~6~~1. A virtual object control method, comprising:

displaying a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;

controlling, in response to the virtual object being in a non-standing state and receiving a swipe operation signal whose initial position is at the joystick control, the virtual object to switch from the non-standing state to a standing state; and

controlling, after the virtual object is switched to the standing state, the virtual object to run in a virtual scene displayed in the UI.

~~7~~2. The method according to claim ~~6~~1, wherein before the controlling the virtual object to switch from the non-standing state to a standing state, the method further comprises:

obtaining a touch position of the swipe operation signal; and

performing, in response to the touch position of the swipe operation signal being in a display position of a quick stand-up icon, the operation of controlling the virtual object to switch from the non-standing state to a standing state.

~~8~~3. The method according to claim ~~7~~2, wherein after the obtaining a touch position of the swipe operation signal, the method further comprises:

obtaining a distance between the touch position of the swipe operation signal and a target position; and

displaying the quick stand-up icon in the UI in response to detecting the distance to be greater than a distance threshold.

~~9~~4. The method according to claim ~~8~~3, wherein after the obtaining a distance between the touch position of the swipe operation signal and a target position, the method further

comprises:

determining a moving speed of the virtual object according to the distance, the distance having a negative correlation with the moving speed.

~~10~~5. The method according to any one of claims ~~6~~ 1 to ~~9~~4, further comprising:

displaying first prompt information in the UI in response to the virtual object being in the non-standing state, the first prompt information being used for indicating that the virtual object is in the non-standing state; and

displaying second prompt information in the UI in response to the virtual object being in the standing state, the second prompt information being used for indicating that the virtual object is in the standing state.

~~11. A virtual object control apparatus, comprising:~~

~~an interface display module, configured to display a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;~~

~~a signal receiving module, configured to receive a quick click/tap operation signal acting on a target region corresponding to the joystick control; and~~

~~a running control module, configured to control, according to the quick click/tap operation signal, the virtual object to run in a virtual scene displayed in the UI.~~

~~12~~6. A virtual object control apparatus, comprising:

an interface display module, configured to display a user interface (UI), the UI comprising a joystick control configured to control a virtual object to move;

a posture switching module, configured to control, in response to the virtual object being in a non-standing state and receiving a swipe operation signal whose initial position is at the joystick control, the virtual object to switch from the non-standing state to a standing state; and

a running control module, configured to control, after the virtual object is switched to the standing state, the virtual object to run in a virtual scene displayed in the UI.

~~13~~7. A mobile terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the virtual object control method according to any

one of claims 1 to 5~~, or to implement the virtual object control method according to any one of claims 6 to 10~~.

~~14~~8. A non-transitory computer-readable storage medium, configured to store a computer program, the computer program, when run on a computing device, causing the computing device to perform the virtual object control method according to any one of claims 1 to 5~~, or perform the virtual object control method according to any one of claims 6 to 10~~.

~~15~~9. A computer program product, comprising instructions, the instructions, when run on a computing device, causing the computing device to perform the virtual object control method according to any one of claims 1 to 5~~, or perform the virtual object control method according to any one of claims 6 to 10~~.