

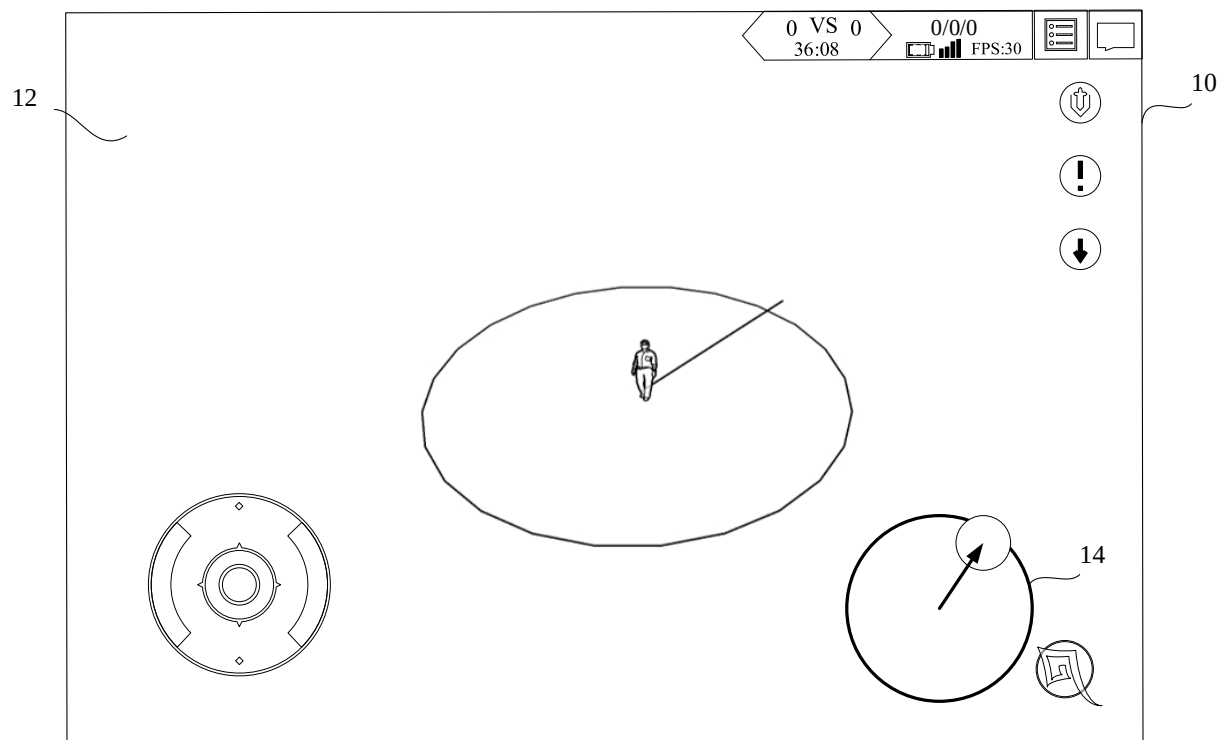


FIG. 1

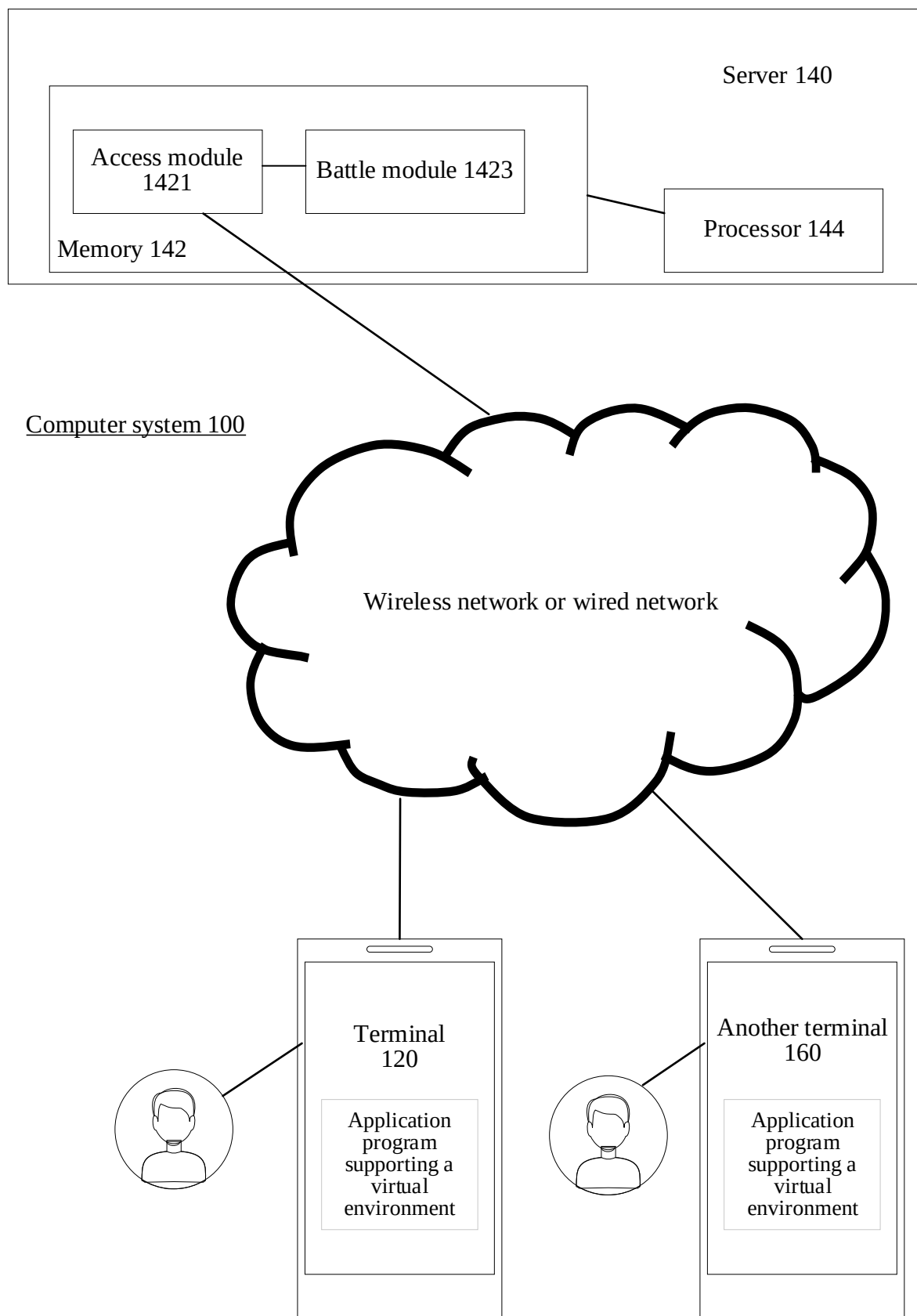


FIG. 2

Display a user interface (UI) of an application program, the UI including a virtual environment picture and an ability aiming control, the virtual environment picture being a picture obtained by observing the three-dimensional virtual environment from the perspective of a third-person point of view, the ability aiming control being a two-dimensional control configured to cast an ability, and the ability aiming control being located on an upper layer of the virtual environment picture

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Receive a drag operation on the ability aiming control, the drag operation including a first operating point and a second operating point that are located on the ability aiming control, the first operating point being an initial operating point of the drag operation, and the second operating point being a current operating point of the drag operation

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Display a three-dimensional ability aiming indicator in the virtual environment picture in response to the drag operation, an ability aiming direction of the three-dimensional ability aiming indicator being parallel to a drag direction of the drag operation in the UI, and the drag direction being a direction pointing from the first operating point to the second operating point

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FIG. 3

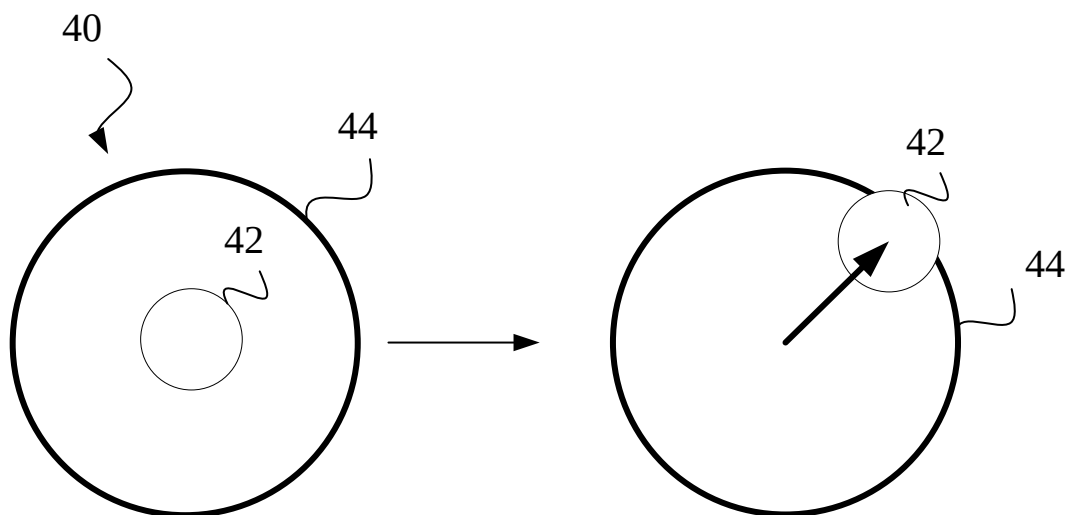


FIG. 4

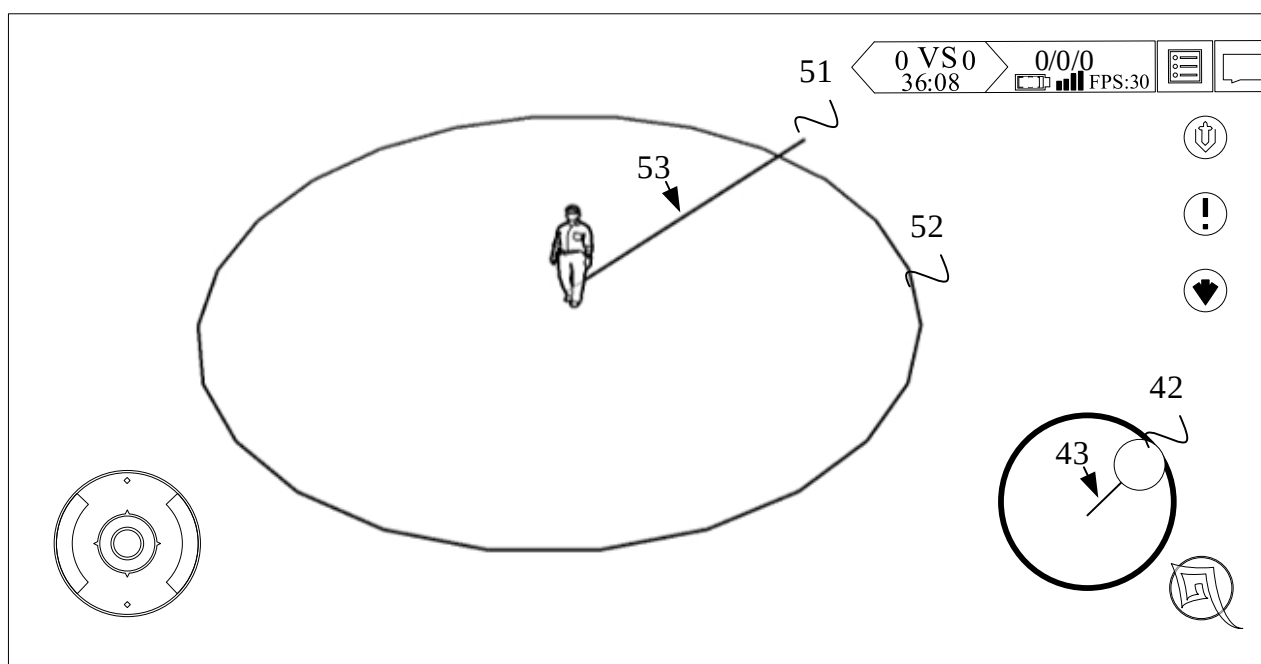
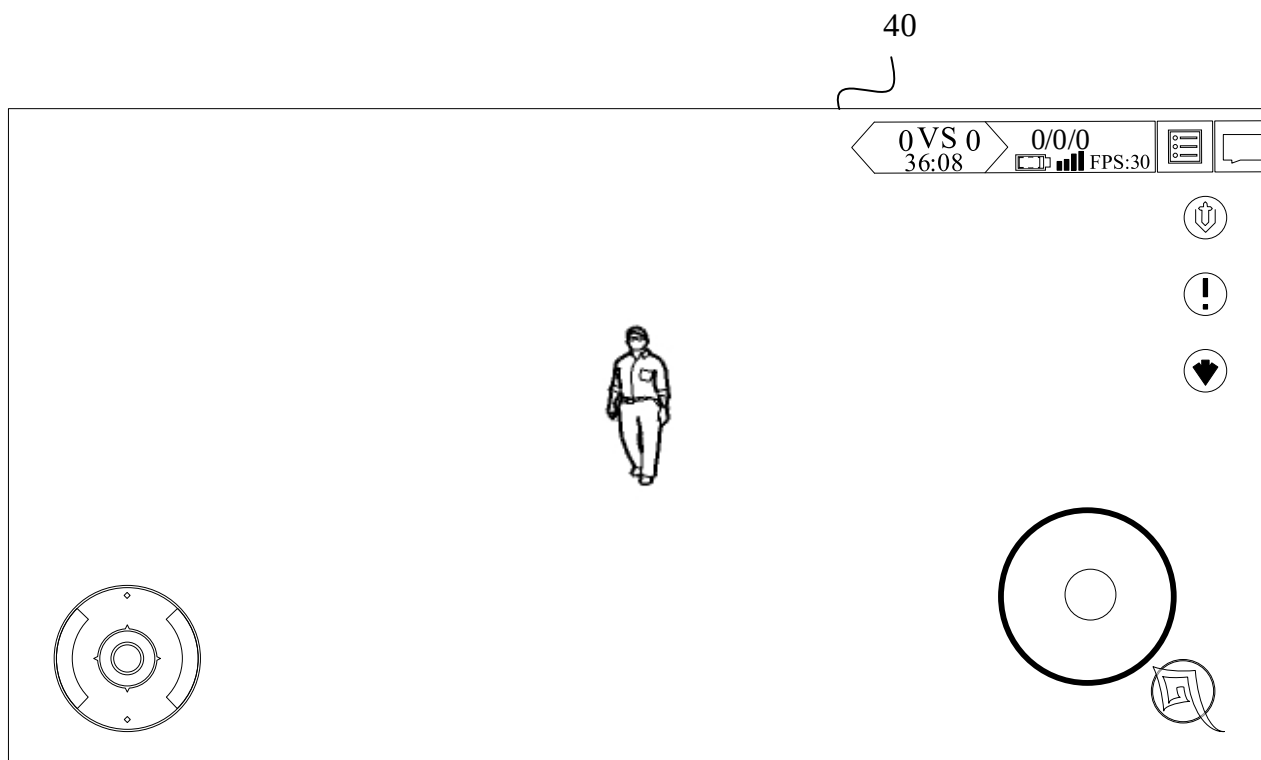


FIG. 5

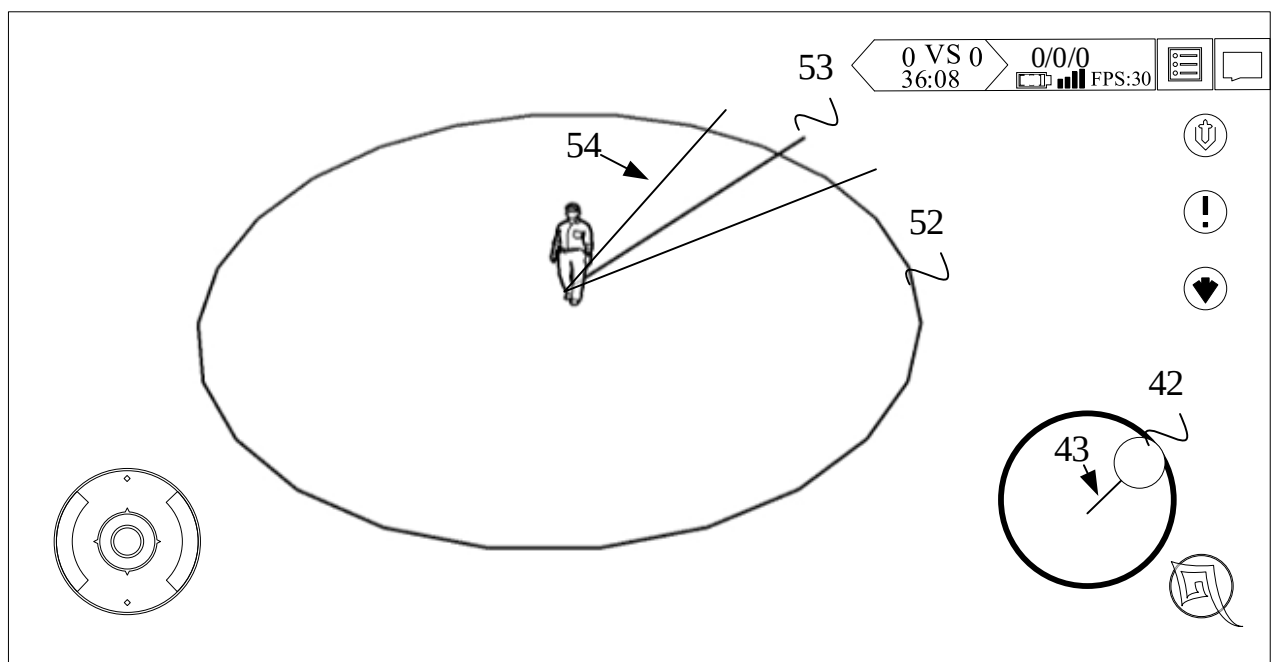
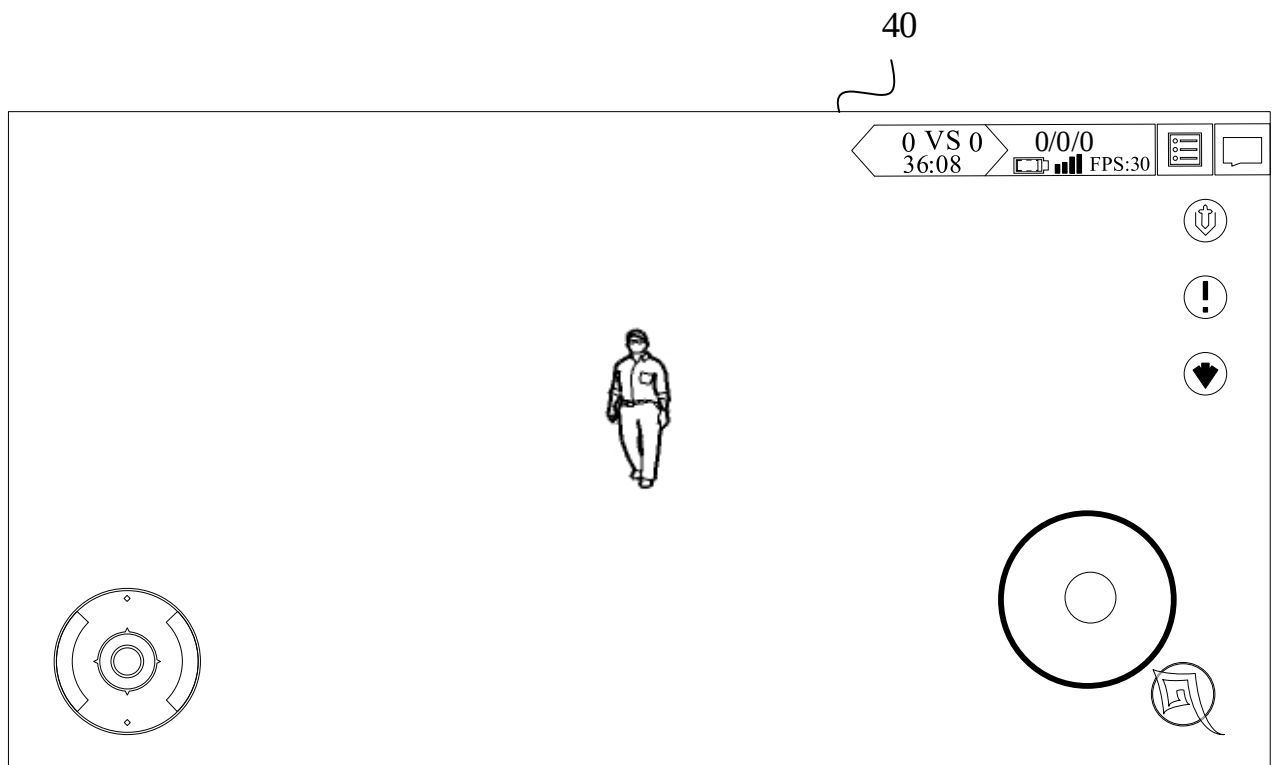


FIG. 6

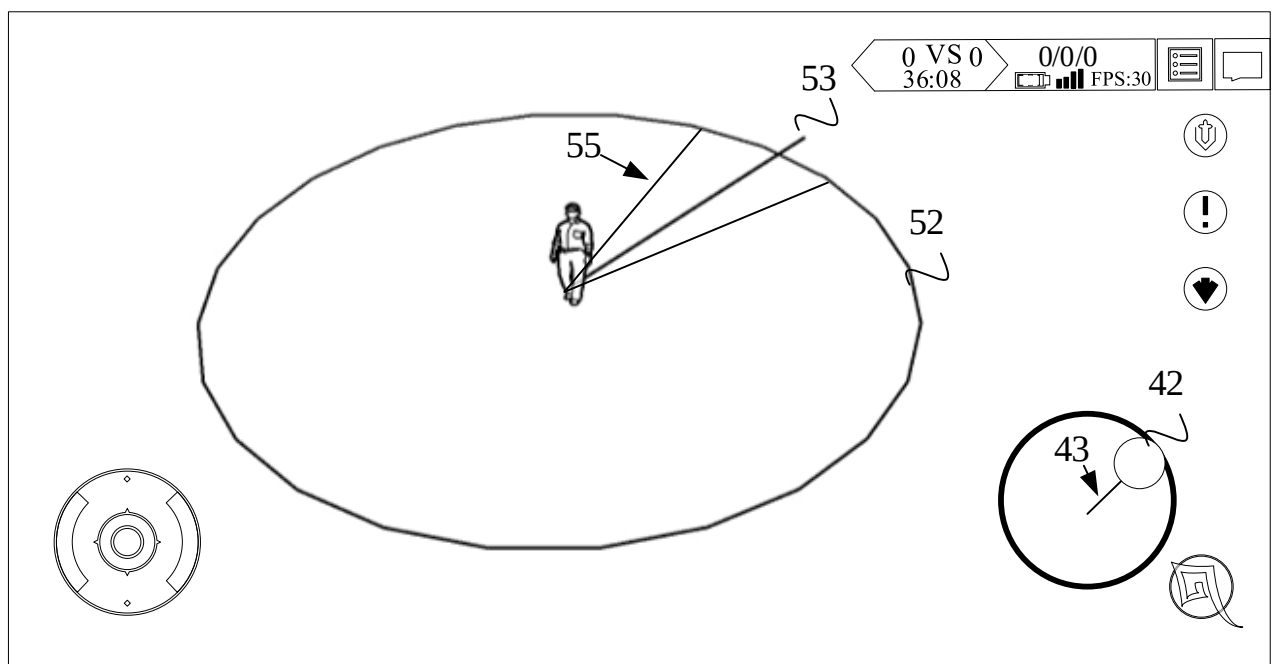
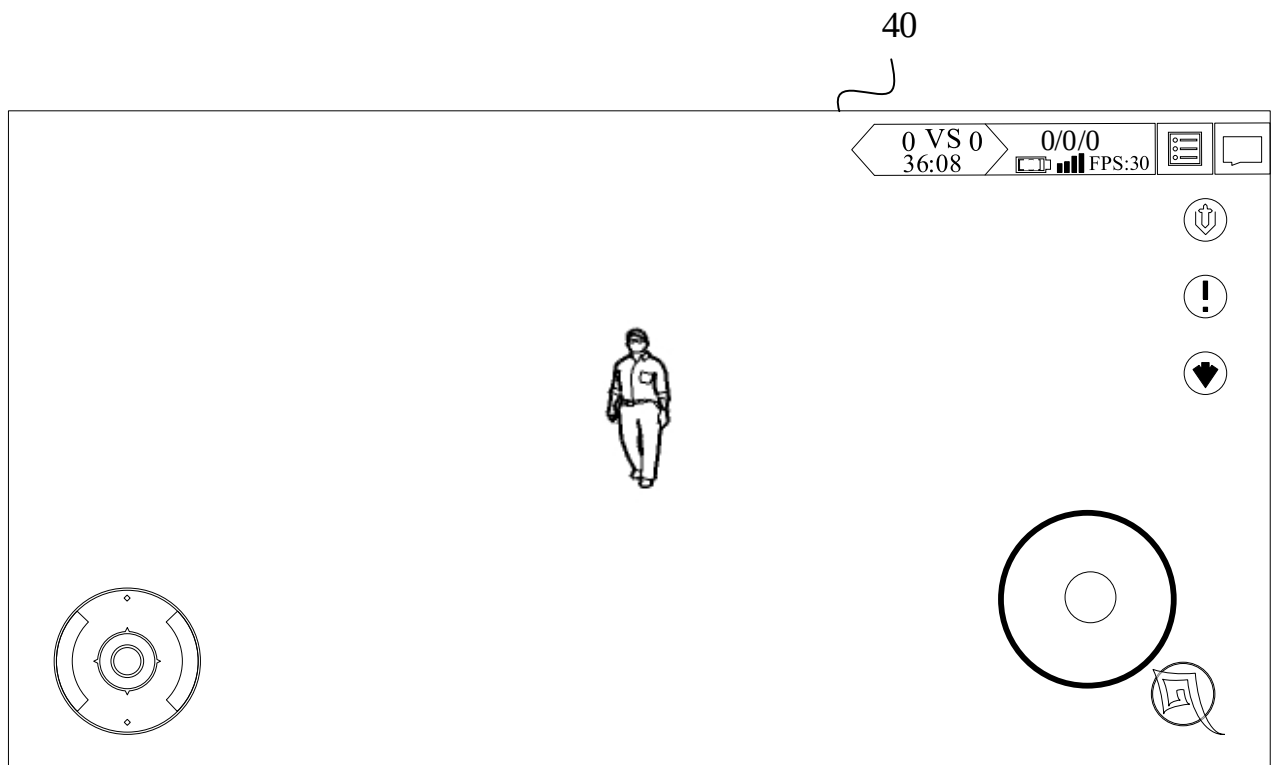


FIG. 7

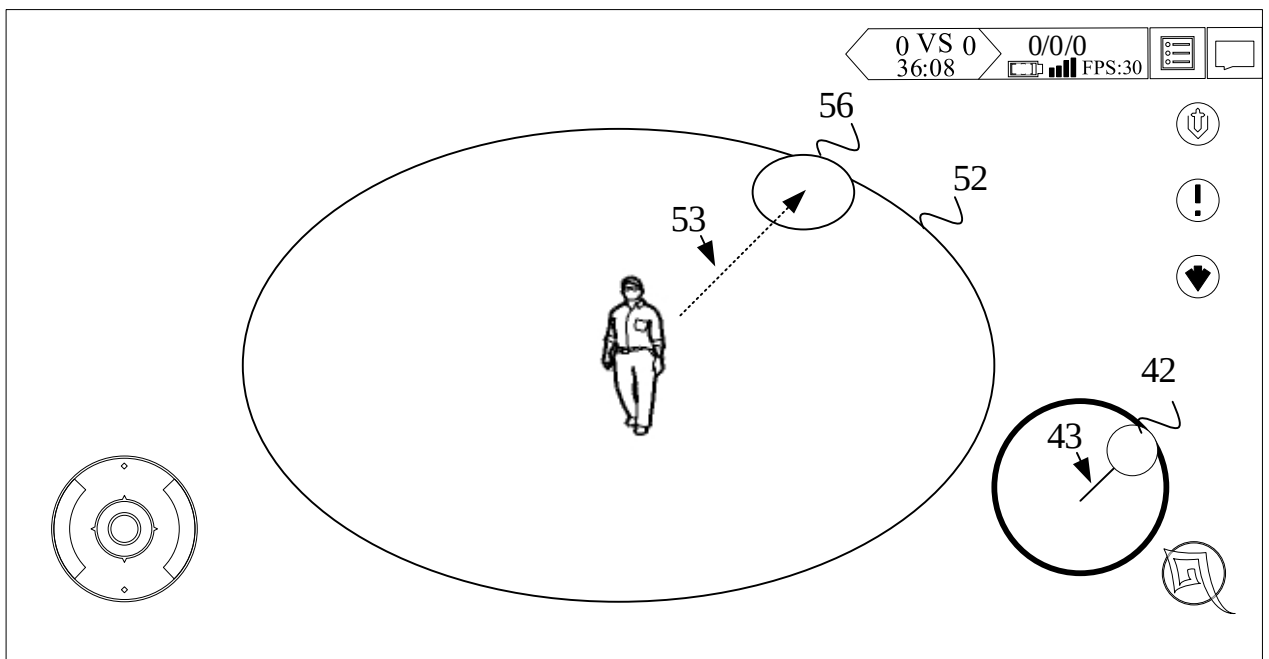
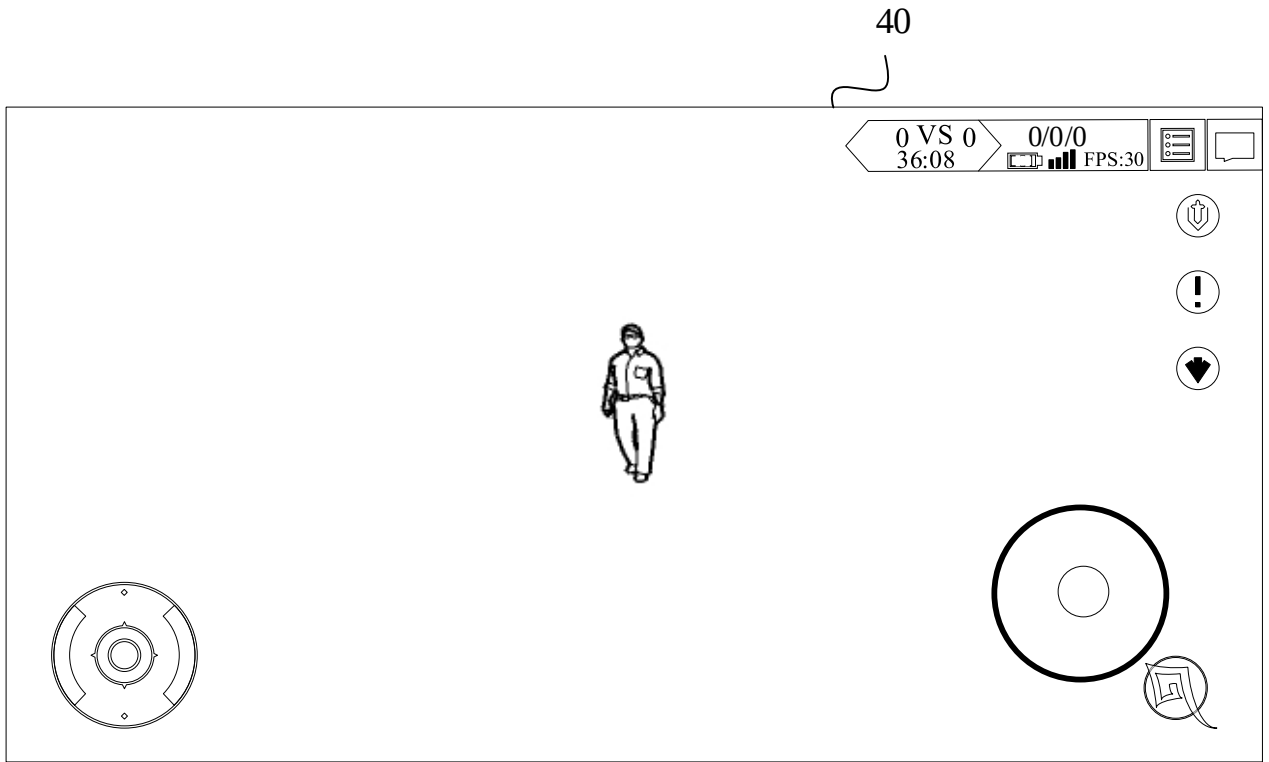


FIG. 8

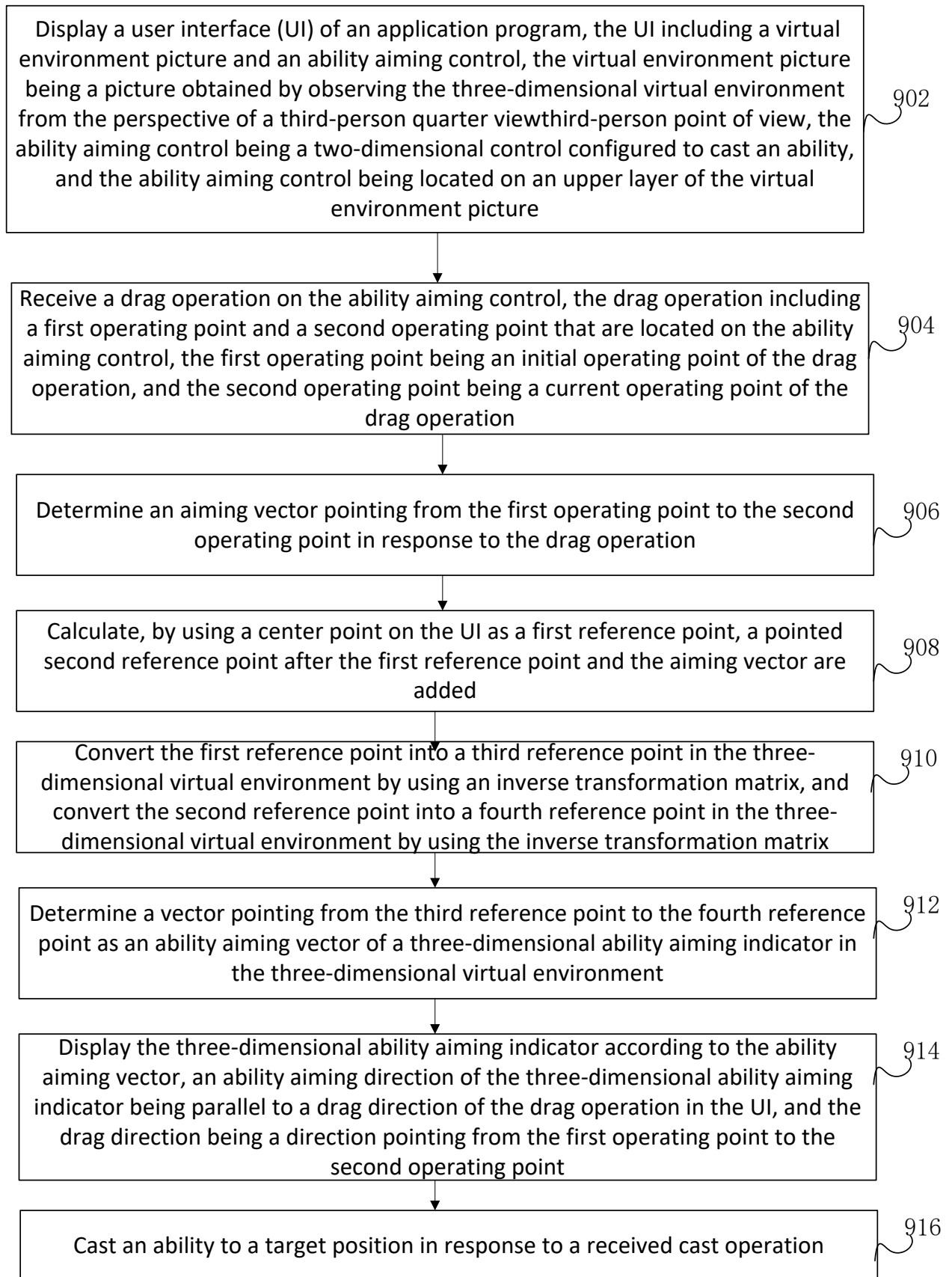


FIG. 9

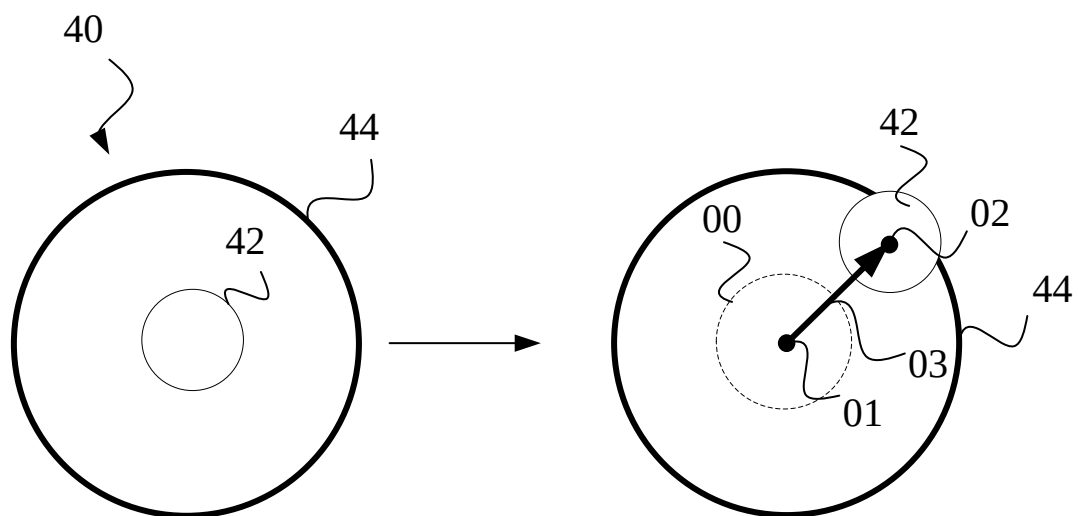


FIG. 10

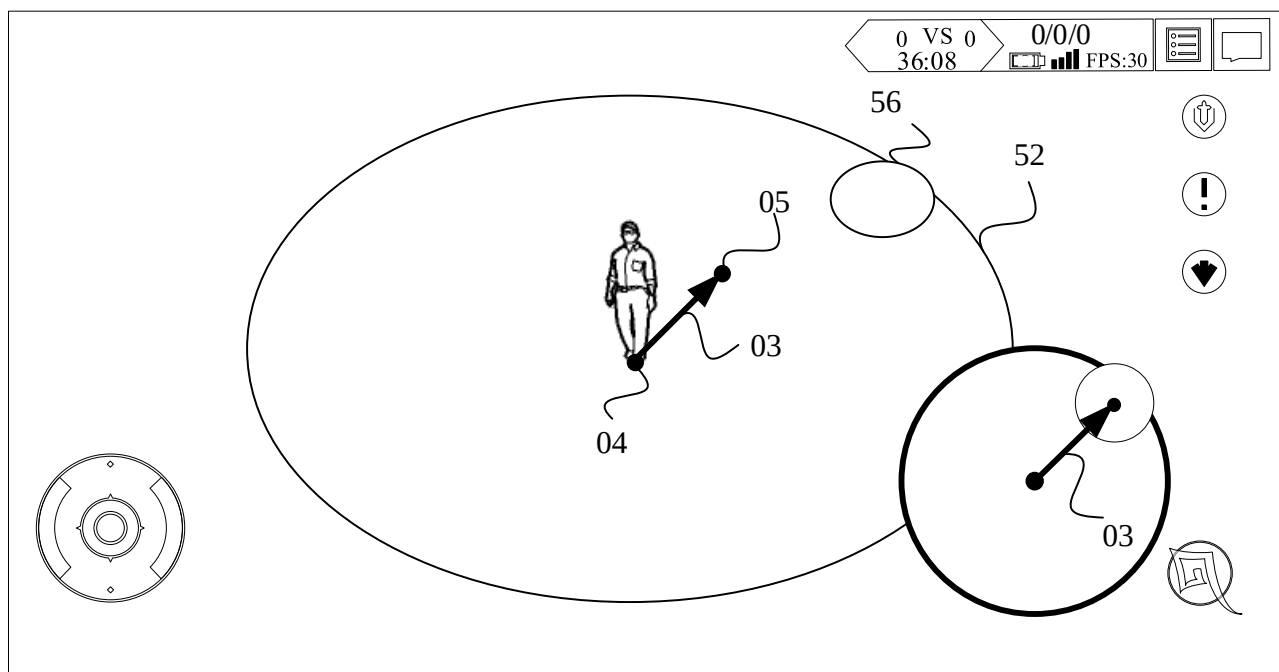


FIG. 11

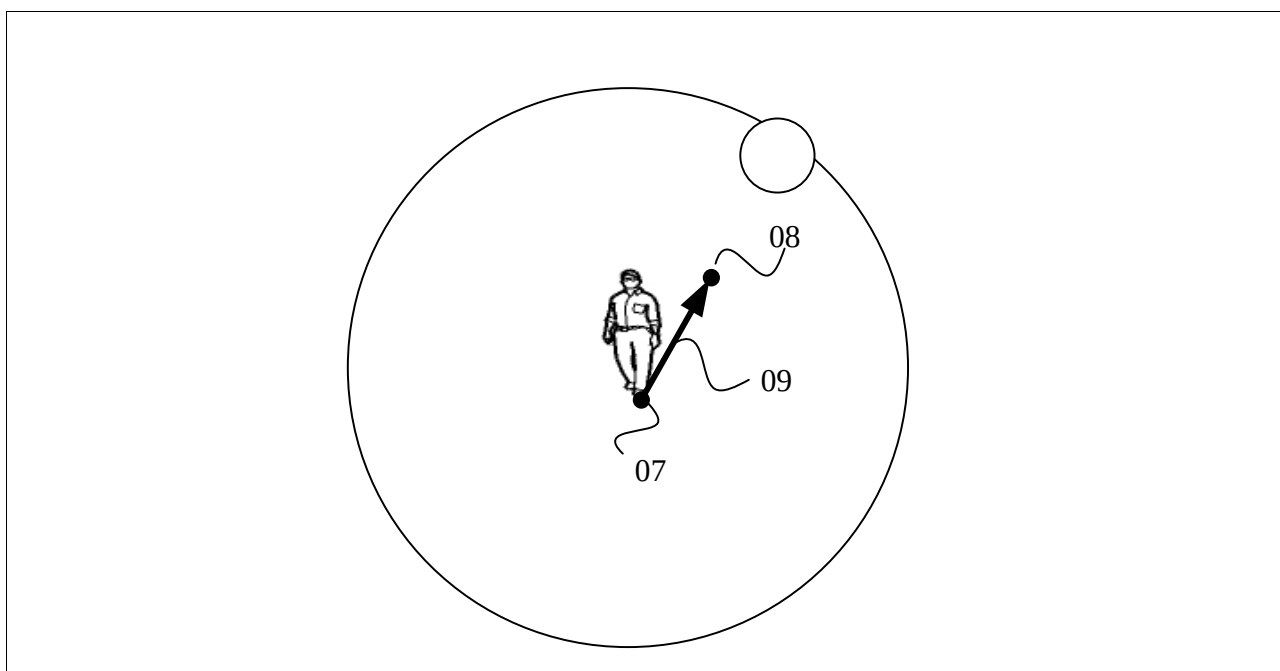


FIG. 12

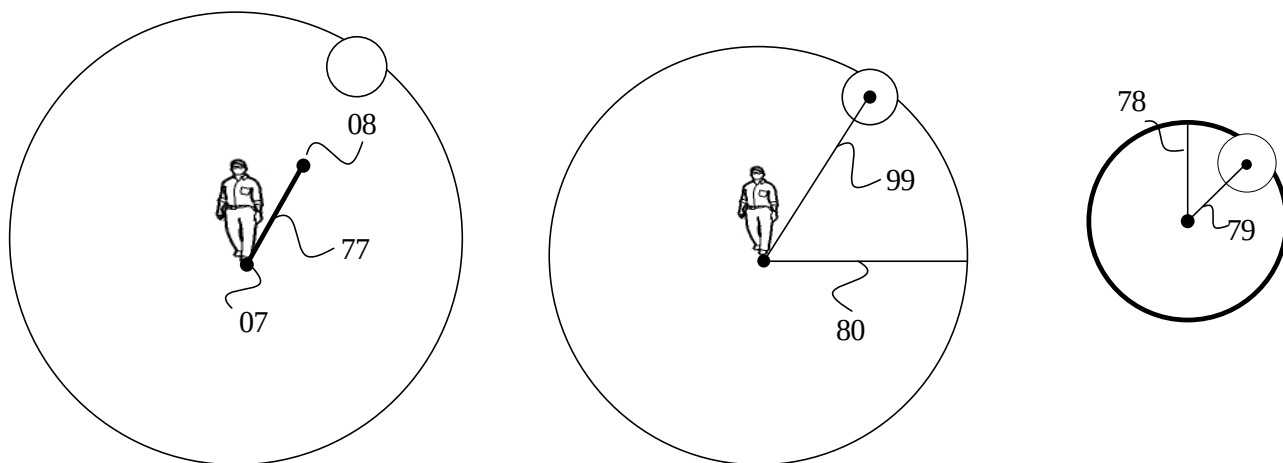
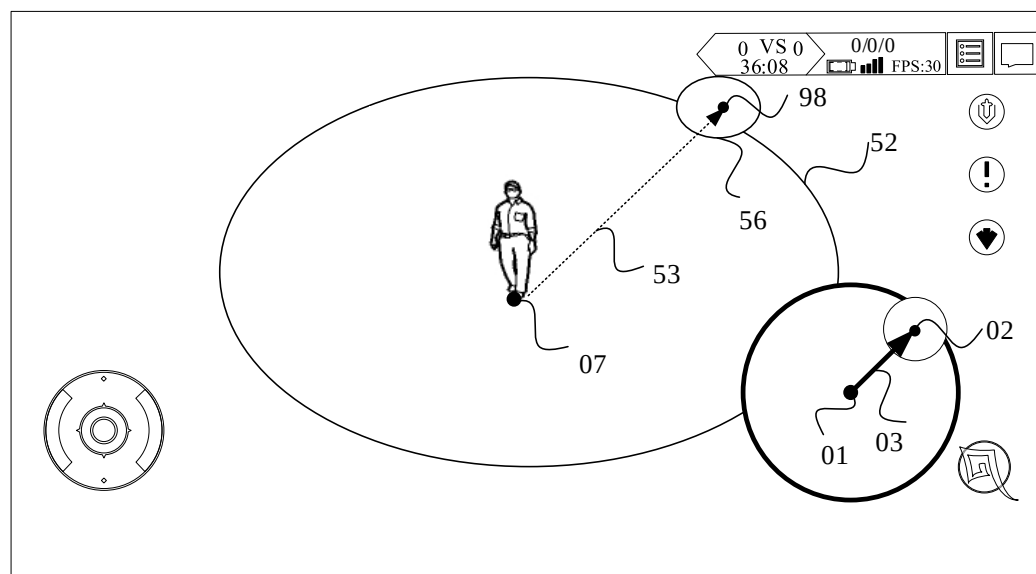


FIG. 13

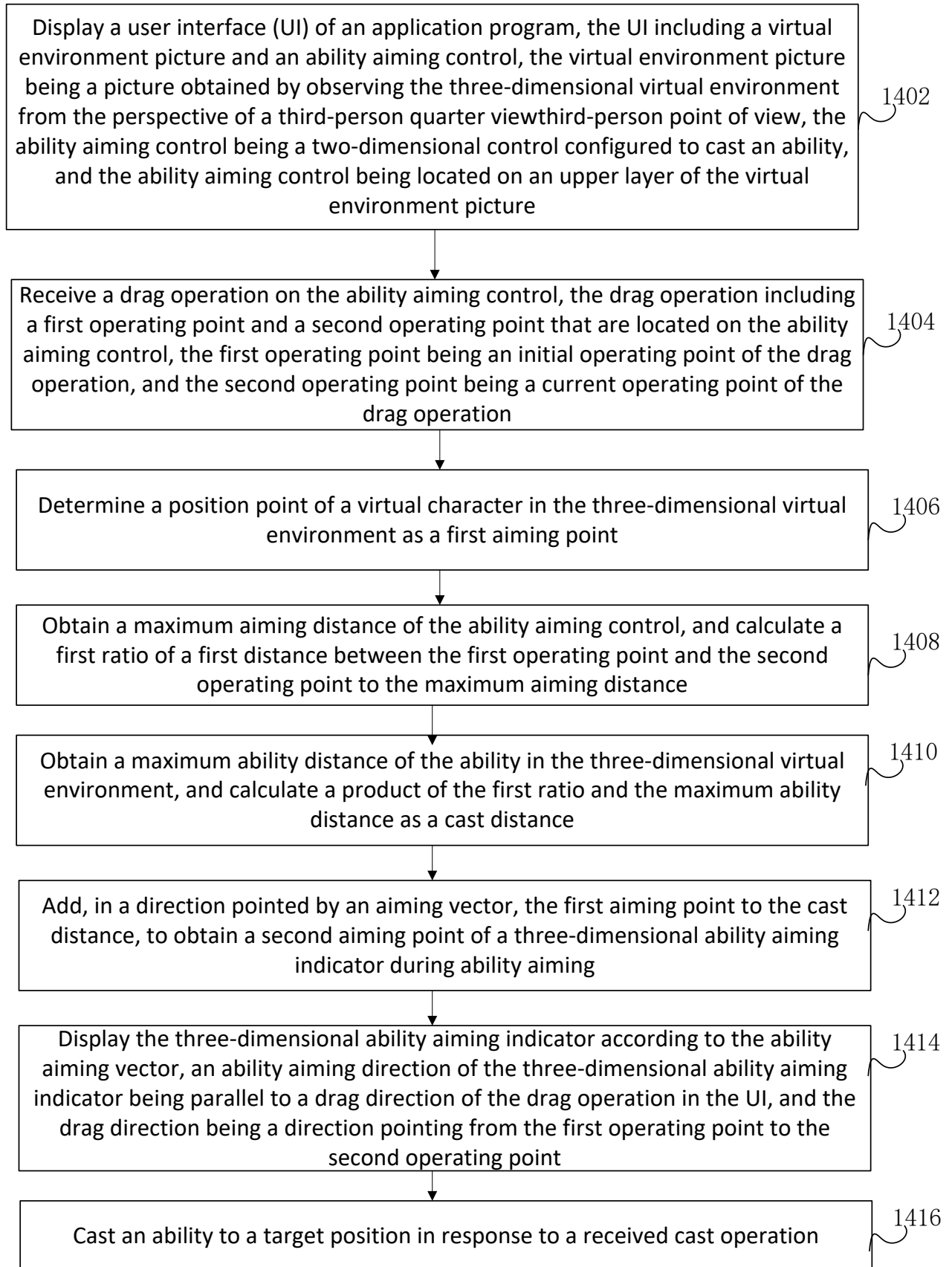


FIG. 14

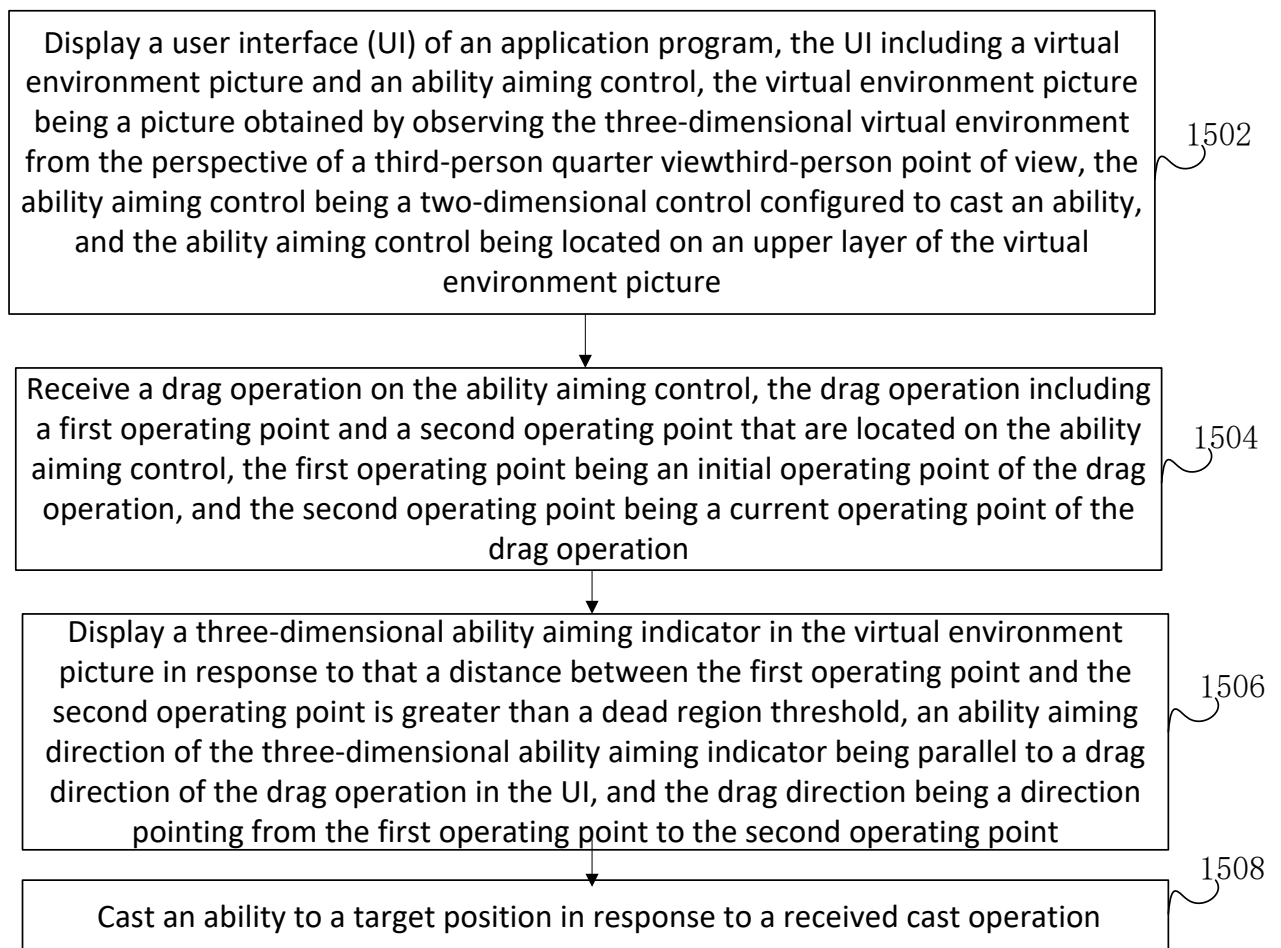


FIG. 15

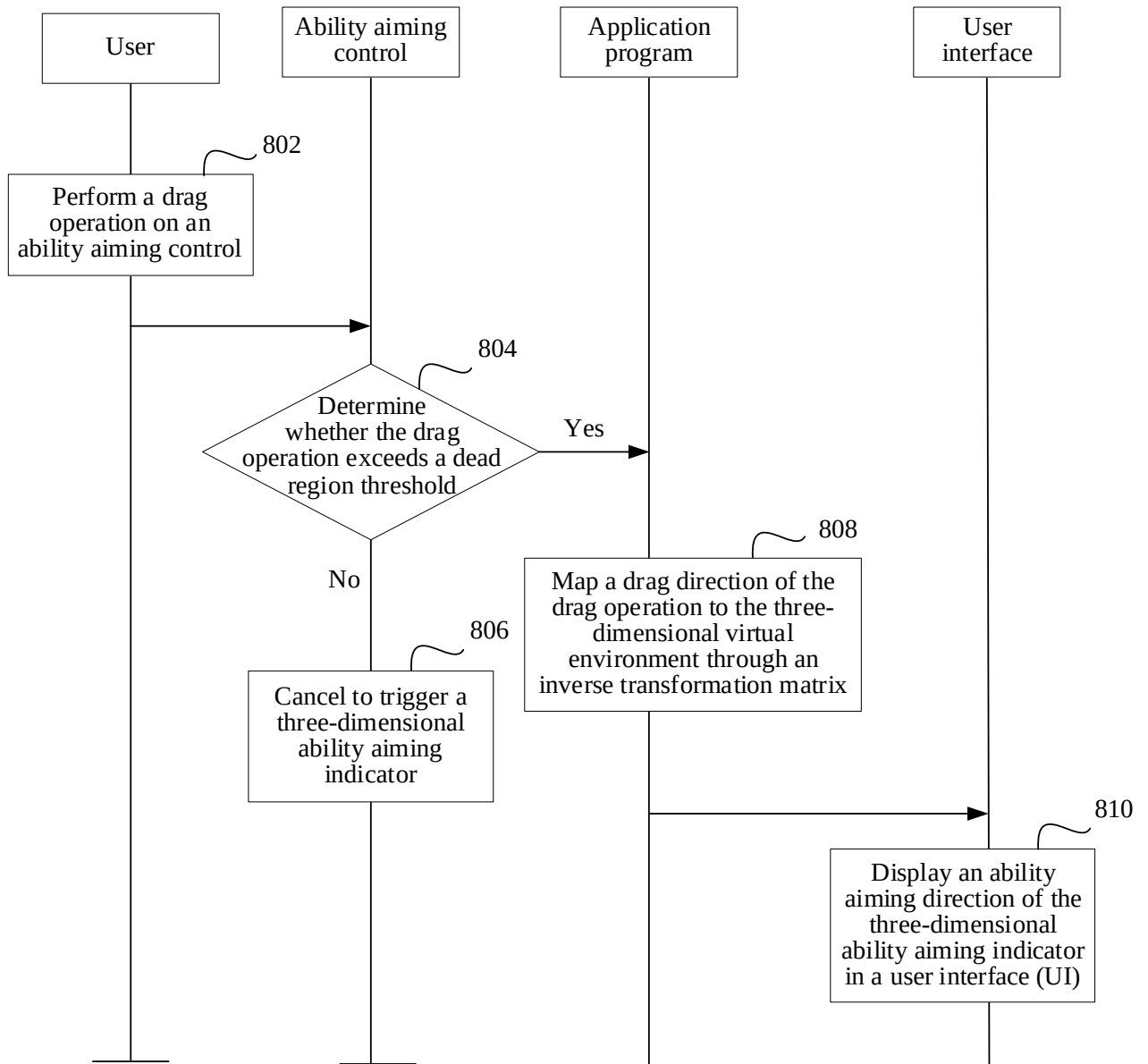


FIG. 16

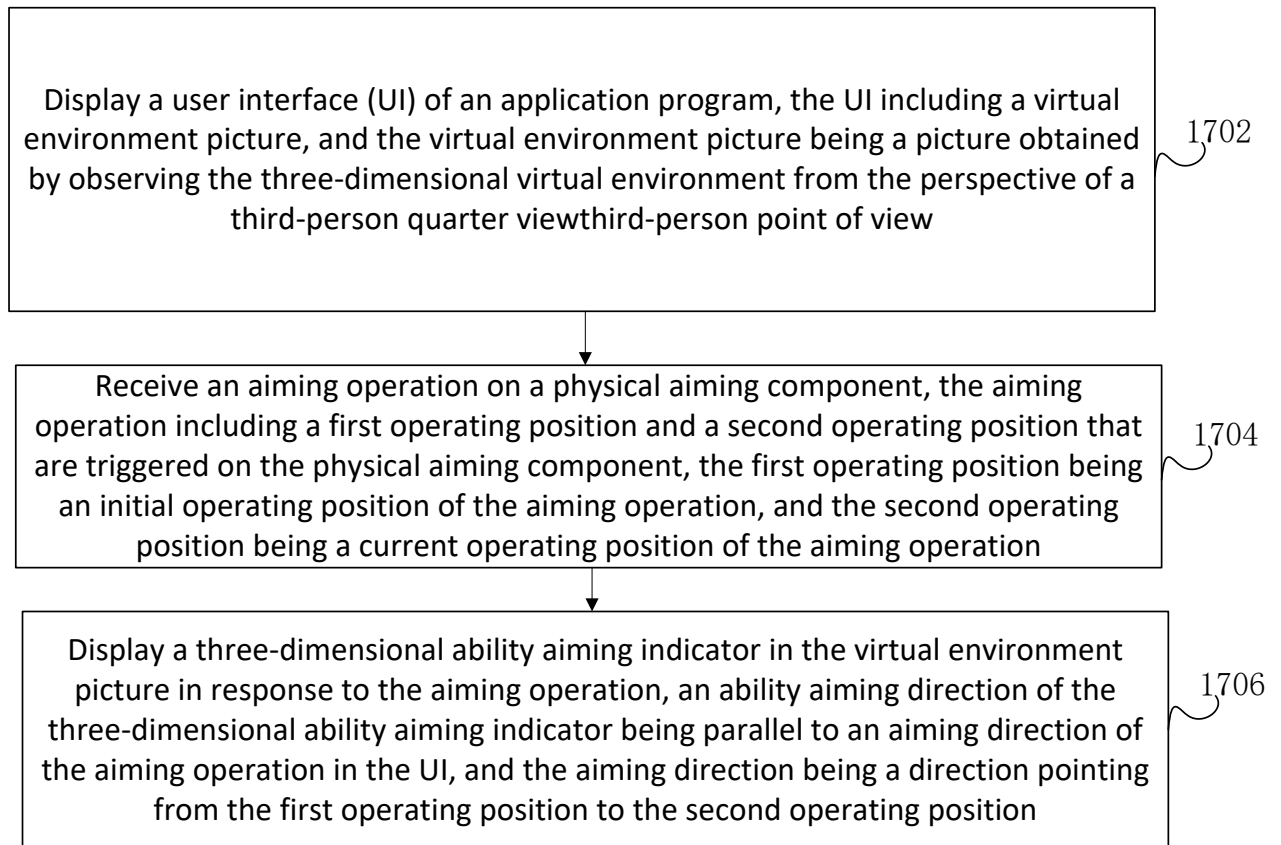


FIG. 17

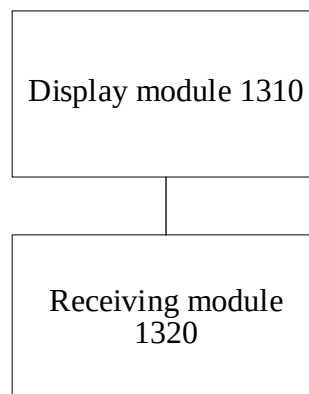


FIG. 18

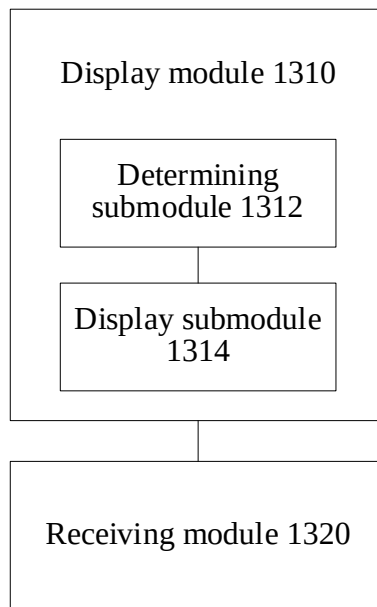


FIG. 19

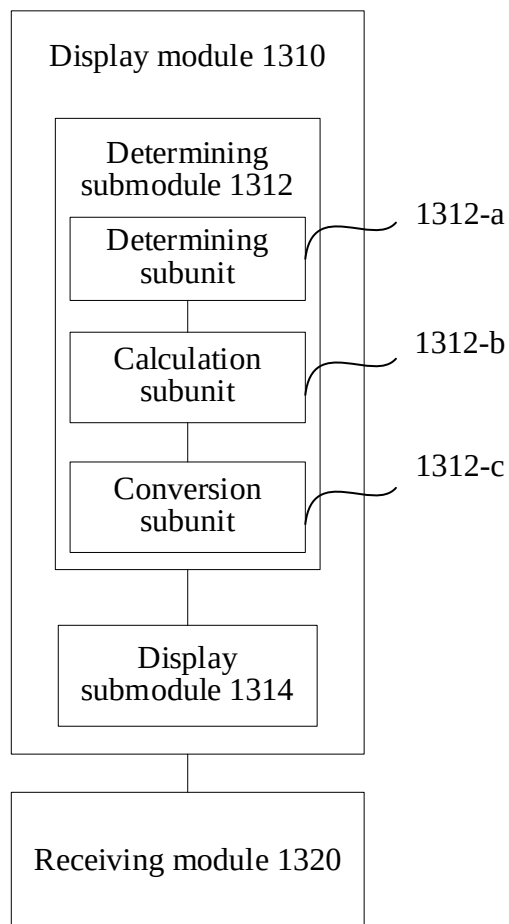


FIG. 20

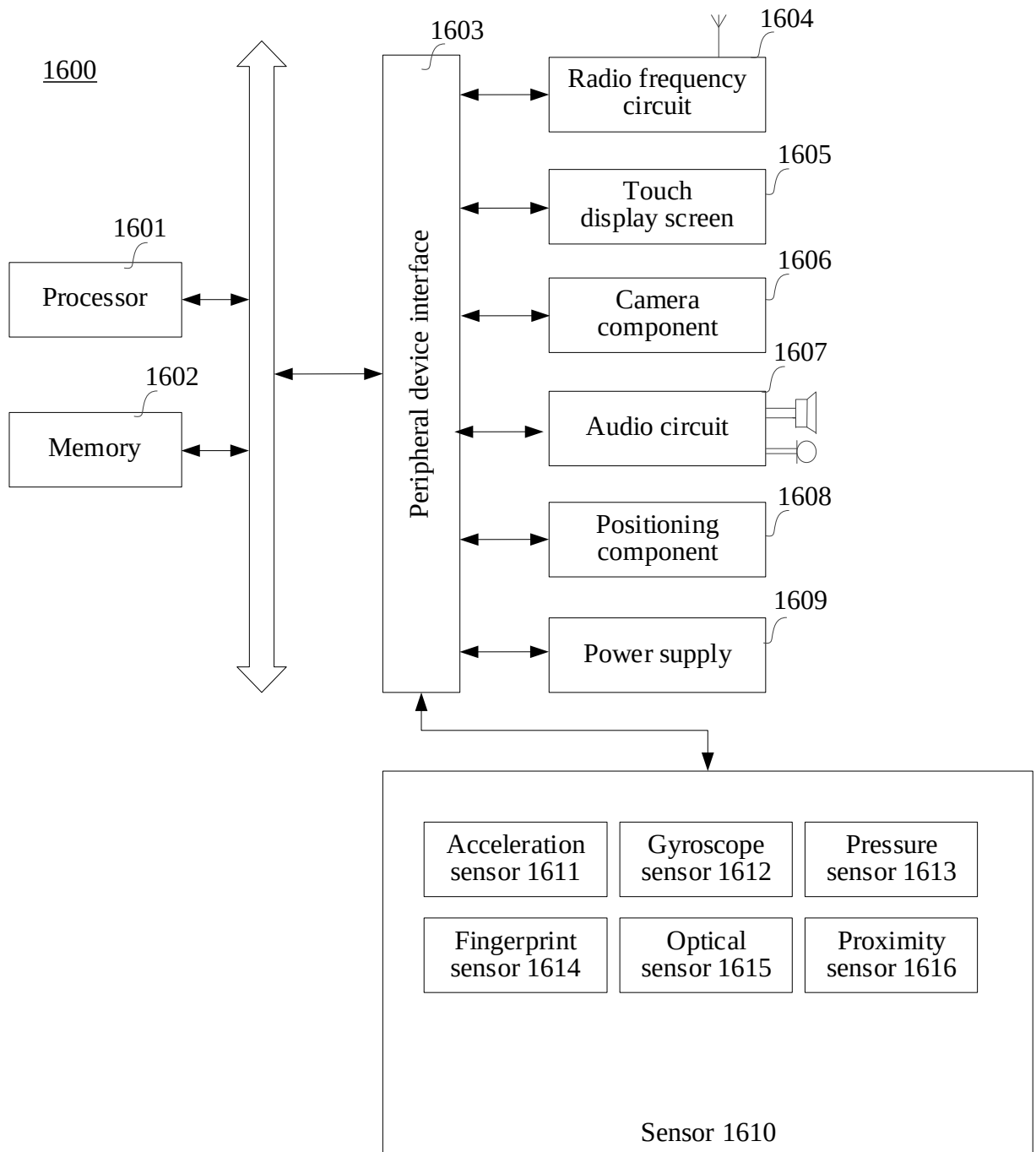


FIG. 21