CLAIMS

~~What is claimed is:~~

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

displaying a direction joystick control in an interface of a virtual scene;

determining, in response to a drag operation for the direction joystick control, a dragged distance of the drag operation;

controlling, in response to the dragged distance reaching a target distance, a virtual object in the virtual scene to move in a first movement state;

dividing the interface of the virtual scene into at least two regions;

displaying, when the~~a~~ virtual object in ~~a~~ the virtual scene is in the~~a~~ first movement state, at least two switch controls comprising a target switch control in a first region of the at least two regions of the~~an~~ interface of the virtual scene and a switching control other than the target switch control in a second region of the at least two regions of the interface of the virtual scene,~~,~~

the~~a~~ switching control ~~of the at least two switch controls, other than the target switch control,~~ being a control copy of the target switch control~~,~~ and replaces the direction joystick control, and a display position of the control copy being different from a display position of the target switch control; and

controlling, in response to a state switching operation triggered based on the control copy, the virtual object to be switched from the first movement state to a second movement state.

~~2. The method according to claim 1, wherein before the displaying at least two switch controls comprising a target switch control in an interface of the virtual scene, the method further comprises:~~

~~displaying a direction joystick control in the interface of the virtual scene;~~

~~determining, in response to a drag operation for the direction joystick control, a dragged distance of the drag operation; and~~

~~controlling, when the dragged distance reaches a target distance, the virtual object to move in the first movement state.~~

~~3. The method according to claim 2, wherein the displaying at least two switch controls comprising a target switch control in an interface of the virtual scene comprises:~~

~~displaying the target switch control in the interface of the virtual scene; and~~

~~switching the direction joystick control to the control copy of the target switch control.~~

42. The method according to claim 1, wherein the displaying at least two switch controls ~~comprising a target switch control in an interface of the virtual scene~~ comprises:

displaying the target switch control in the interface of the virtual scene, and displaying the control copy of the target switch control in a suspension state; and

correspondingly, the method further comprises:

controlling, in response to a drag operation for the control copy, the control copy to move in the interface of the virtual scene; and

controlling the control copy to be at a released position of the drag operation for the control copy when the drag operation for the control copy is released.

~~5. The method according to claim 1, wherein the displaying at least two switch controls comprising a target switch control in an interface of the virtual scene comprises:~~

~~displaying, when the interface of the virtual scene comprises at least two regions, a switch control in each of the regions.~~

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

~~controlling, in a process in which the virtual object is in the second movement state, the control copy and the target switch control to be in an unselectable state;~~

~~controlling, when the virtual object is switched from the second movement state to the first movement state, the control copy and the target switch control to be switched from the unselectable state to a selectable state; and~~

~~triggering the state switching operation based on the control copy or the target switch control in the selectable state.~~

~~7~~3. The method according to claim 1, wherein before the controlling the virtual object to be switched from the first~~second~~ movement state to the second ~~first~~ movement state, the method further comprises:

receiving a press operation for the control copy, the press operation being used as the state switching operation; and

correspondingly, after the controlling the virtual object to be switched from the ~~second~~ first movement state to the ~~first~~ second movement state, the method further comprises:

controlling the virtual object to be in the second movement state before the press operation is released, and controlling, when the press operation is released, the virtual object to be switched

from the second movement state to the first movement state.

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

controlling, in a process in which the virtual object is in the second movement state, the control copy and the target switch control to be in an unselectable state;

controlling, when the virtual object is switched from the second movement state to the first movement state, the control copy and the target switch control to be switched from the unselectable state to a selectable state; and

triggering the state switching operation based on the control copy or the target switch control in the selectable state.

~~8~~5. The method according to claim 1, wherein before the controlling the virtual object to be switched from the ~~second~~ first movement state to the ~~first~~ second movement state, the method further comprises:

receiving a first click/tap operation for the control copy, the first click/tap operation being used as the state switching operation; and

correspondingly, after the controlling the virtual object to be switched from the ~~second~~ first movement state to the ~~first~~ second movement state, the method further comprises:

receiving a second click/tap operation for the control copy; and

controlling, in response to the second click/tap operation, the virtual object to be switched from the second movement state to the first movement state.

~~9~~6. The method according to claim 1, further comprising:

receiving a slide operation triggered based on a direction adjustment region in the interface of the virtual scene; and

adjusting a movement perspective of the virtual object based on a slide direction and a slide distance that correspond to the slide operation,

an adjustment direction of the movement perspective being corresponding to the slide direction, and an adjustment angle of the movement perspective being corresponding to the slide distance.

~~10~~7. The method according to claim 1, further comprising:

receiving, in case that the control copy is a combined control comprising a steering wheel and a switch button, a direction adjustment operation triggered based on the steering wheel;

obtaining a trigger position of the direction adjustment operation on the steering wheel; and

adjusting a movement perspective of the virtual object according to a direction indicated by the trigger position.

~~11~~8. The method according to claim 1, further comprising:

controlling, when the control copy is a combined control comprising a direction joystick and a switch button, and in response to ~~a~~the drag operation for the direction joystick, the virtual object to move in the second movement state toward a direction indicated by the drag operation.

~~12~~9. The method according to claim 1, further comprising:

obtaining, in case that the state switching operation is a press operation for the control copy, a pressure value corresponding to the press operation; and

controlling, based on the pressure value, the virtual object to move in the second movement state at a speed corresponding to the pressure value.

~~13~~10. A virtual object control apparatus, comprising:

a display module, configured to display, when a virtual object in a virtual scene is in a first movement state, at least two switch controls comprising a target switch control in an interface of the virtual scene,

a switching control of the at least two switch controls, other than the target switch control, being a control copy of the target switch control, and a display position of the control copy being different from a display position of the target switch control; and

a switching module, configured to control, in response to a state switching operation triggered based on the control copy, the virtual object to be switched from the first movement state to a second movement state.

~~14~~11. A computer device, comprising:

a memory, configured to store executable instructions; and

a processor, configured to implement, when executing the executable instructions stored in the memory, the virtual object control method according to any one of claims 1 to ~~12~~9.

~~15~~12. A computer-readable storage medium, storing executable instructions, the executable instructions, when executed by a processor, implementing the virtual object control method according to any one of claims 1 to ~~12~~9.

~~16~~13. A computer program product, comprising a computer program or instructions, the

computer program or the instructions, when executed by a processor, implementing the virtual object control method according to any one of claims 1 to ~~12~~9.