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(54) Title: METHOD AND APPARATUS FOR CONTROLLING AVATAR, AND DEVICE AND COMPUTER-READABLE STORAGE MEDIUM

(54) 发明名称: 虚拟对象的控制方法、装置、设备及计算机可读存储介质

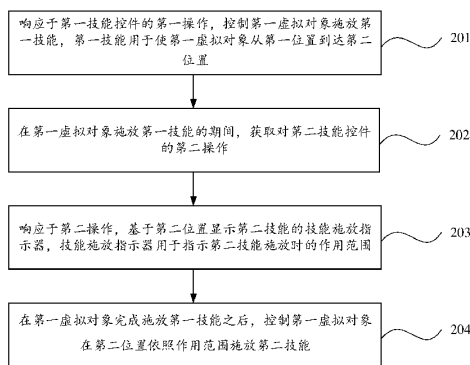


图 2

- 201 In response to a first operation for a first skill control, control a first avatar to cast a first skill, wherein the first skill is used for making the first avatar move from a first position to a second position
- 202 Acquire a second operation for a second skill control while the first avatar casts the first skill
- 203 In response to the second operation, display a skill cast indicator of a second skill on the basis of the second position, wherein the skill cast indicator is used for indicating an action range for when the second skill is cast
- 204 After the first avatar completes the casting of the first skill, control the first avatar to cast the second skill at the second position according to the action range

(57) Abstract: A method and apparatus for controlling an avatar, and a device and a computer-readable storage medium, and same belong to the technical field of computers. The method comprises: in response to a first operation for a first skill control, controlling a first avatar to cast a first skill, wherein the first skill is used for making the first avatar move from a first position to a second position (201); acquiring a second operation for a second skill control while the first avatar casts the first skill (202); in response to the second operation, displaying a skill cast indicator of a second skill on the basis of the second position, wherein the skill cast indicator is used for indicating an action range for when the second skill is cast (203); and after the first avatar completes the casting of the first skill, controlling the first avatar to cast the second skill at the second position according to the action range (204). By means of the method, the accuracy of controlling a first avatar can be improved.

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 虚拟对象的控制方法、装置、设备及计算机可读存储介质, 属于计算机技术领域。方法包括:
响应于对第一技能控件的第一操作, 控制第一虚拟对象施放第一技能, 第一技能用于使第一虚拟对象从
第一位置到达第二位置(201); 在第一虚拟对象施放第一技能的期间, 获取对第二技能控件的第二操作
(202); 响应于第二操作, 基于第二位置显示第二技能的技能施放指示器, 技能施放指示器用于指示第二
技能施放时的作用范围(203); 在第一虚拟对象完成施放第一技能之后, 控制第一虚拟对象在第二位置
依照作用范围施放第二技能(204)。该方法能够提高对第一虚拟对象的控制的准确性。