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(72) 发明人: 蒋帅 (JIANG, Shuai); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

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(74) 代理人: 北京三高永信知识产权代理有限公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区学院路蓟门里和景园 A 座 1 单元 102 室, Beijing 100088 (CN)。

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(71) 申请人: 腾讯科技 (深圳) 有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(54) Title: METHOD AND APPARATUS FOR DISPLAYING PRE-ORDER PROPS, AND DEVICE, MEDIUM AND PRODUCT

(54) 发明名称: 预购道具的显示方法、装置、设备、介质及产品

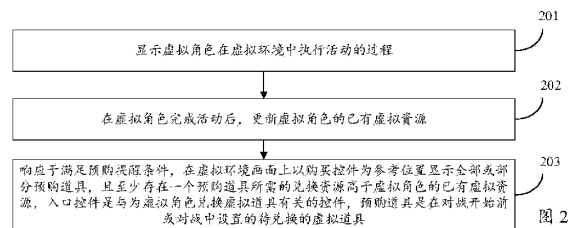


图 2

201 Display the process of a virtual character executing an activity in a virtual environment
202 After the virtual character completes the activity, update available virtual resources of the virtual character
203 In response to meeting a pre-order reminding condition, display all or some of pre-order props on a virtual environment picture by means of taking a purchase control as a reference position, wherein there is at least one pre-order prop, exchange resources required by which are higher than the available virtual resources of the virtual character, an entry control is a control related to exchanging a virtual prop for the virtual character, and the pre-order props are virtual props, which are set before or during a battle and are to be exchanged

(57) Abstract: A method and apparatus for displaying pre-order props, and a device and a medium, which are applied to the field of human-computer interaction. The method comprises: displaying the process of a virtual character executing an activity in a virtual environment (201); after the virtual character completes the activity, updating available virtual resources of the virtual character (202); and in response to meeting a pre-order reminding condition, displaying all or some of pre-order props on a virtual environment picture by means of taking an entry control as a reference position, wherein there is at least one pre-order prop, exchange resources required by which are higher than the available virtual resources of the virtual character, the entry control is a control related to purchasing a virtual prop for the virtual character, and the pre-order props are virtual props which are set before or during a battle and are to be exchanged (203). By using the method and apparatus, the device and the medium, operation steps can be reduced, and viewing efficiency 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: 一种预购道具的显示方法、装置、设备及介质, 运用于人机交互领域, 该方法包括: 显示虚拟角色在虚拟环境中执行活动的过程(201); 在虚拟角色完成活动后, 更新虚拟角色的已有虚拟资源(202); 响应于满足预购提醒条件, 在虚拟环境画面上以入口控件为参考位置显示全部或部分预购道具, 且至少存在一个预购道具所需的兑换资源高于虚拟角色的已有虚拟资源, 所述入口控件是与为所述虚拟角色购买虚拟道具有关的控件, 所述预购道具是在对战开始前或对战中设置的待兑换的虚拟道具(203)。采用上述方法、装置、设备及介质, 可以减少操作步骤, 提高查看效率。