CLAIMS

1. A virtual object control method performed by an electronic device, the method comprising:

displaying a target virtual object and a virtual action button in a display interface, the virtual action button being configured to control the target virtual object to perform a plurality of preset virtual actions;

responsive to determining that the target virtual object is out of a range for performing triggering of a target interaction event, controlling the target virtual object to perform a preset first virtual action when a first touch operation performed on the virtual action button is detected;

responsive to determining that the target virtual object is within the range for performing triggering of the target interaction event, configuring the virtual action button to control the target virtual object to perform a preset second virtual action different from the preset first virtual action, and displaying first prompt information in the display interface, the first prompt information being used for prompting to perform a second touch operation on the virtual action button; and

controlling the target virtual object to perform the preset second virtual action in the target interaction event when the second touch operation performed on the virtual action button is detected.

2. The method according to claim 1, wherein the controlling the target virtual object to perform the preset second virtual action in the target interaction event when the second touch operation performed on the virtual action button is detected comprises:

controlling the target virtual object to perform the preset second virtual action in the target interaction event when the second touch operation performed on the virtual action button is detected and the second touch operation ends in a target region.

3. The method according to claim 2, further comprising:

displaying the target region in the display interface when a third touch operation performed on the virtual action button is detected.

4. The method according to claim 3, wherein the second touch operation is a slide operation, and the third touch operation is any one of the slide operation or a long-press operation, the long-press operation being an operation with a press duration greater than a duration threshold.

5. The method according to claim 2, wherein the second touch operation is a slide operation; and the method further comprises:

determining that the slide operation ends in the target region when it is detected that the virtual action button is pressed and the press point slides to the target region and then disappears; or

determining that the slide operation ends in the target region when it is detected that the virtual action button is dragged to overlap the target region and then the dragging ends.

6. The method according to claim 2, further comprising:

displaying second prompt information in the display interface when the second touch operation performed on the virtual action button is detected and an execution object of the second touch operation is updated from the virtual action button to the target region, the second prompt information being used for prompting to end the second touch operation in the target region.

7. The method according to claim 6, wherein the displaying second prompt information in the display interface comprises:

performing at least one of the following processing in the display interface:

updating a display state of the target region;

displaying at least one of a text identifier or an animation effect; and

updating identification information of the virtual action button.

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

determining, when it is detected that the virtual action button is pressed and an offset distance of the press point in a target direction is greater than a distance threshold, that a slide operation performed on the virtual action button is detected, and using the slide operation as the second touch operation.

9. The method according to claim 1, wherein the first prompt information comprises direction prompt information, the direction prompt information being used for prompting a target direction of the second touch operation performed on the virtual action button.

10. The method according to claim 1, wherein the target interaction event corresponds to an interactive prop, and the preset second virtual action is an interactive action on the interactive prop; or

the target interaction event corresponds to an interactive region, and the preset second virtual action is an interactive action on the interactive region; or

the target interaction event corresponds to an interactive virtual object, and the second action is an interactive action on the interactive virtual object.

11. The method according to claim 10, wherein the interactive prop corresponding to the target interaction event is a virtual zipline, and the preset second virtual action is a zipline riding action on the virtual zipline, the zipline riding action being used for enabling the target virtual object to jump and hold onto the virtual zipline, and slide along the virtual zipline.

12. The method according to claim 10, wherein the interactive region corresponding to the target interaction event is a climbing region, and the preset second virtual action is a climbing action on the climbing region.

13. The method according to claim 1, further comprising:

displaying, when the target virtual object is simultaneously within trigger ranges of a plurality of target interaction events and a third touch operation performed on the virtual action button is detected, target regions respectively corresponding to the plurality of target interaction events in the display interface, the target regions being used for triggering the target virtual object to perform the preset second virtual action in the corresponding target interaction events, and

the second touch operation and the third touch operation being the same or different.

14. The method according to claim 13, wherein the controlling the target virtual object to perform a preset second virtual action in the target interaction event when the second touch operation performed on the virtual action button is detected comprises:

controlling, when the second touch operation performed on the virtual action button is detected and the second touch operation ends in any target region, the target virtual object to perform the preset second virtual action in a target interaction event corresponding to the any target region.

15. The method according to any one of claims 1 to 14, wherein after the controlling the target virtual object to perform a preset second virtual action in the target interaction event, the method further comprises:

controlling the target virtual object to end the target interaction event when a fourth touch operation performed on the virtual action button is detected,

the second touch operation and the fourth touch operation being the same or different.

16. The method according to claim 15, wherein the controlling the target virtual object to end the target interaction event comprises:

controlling, when the target interaction event corresponds to an interactive prop, the target virtual object to end an interactive action on the interactive prop; or

controlling, when the target interaction event corresponds to an interactive region, the target virtual object to end an interactive action on the interactive region; or

controlling, when the target interaction event corresponds to an interactive virtual object, the target virtual object to end an interactive action on the interactive virtual object.

17. The method according to claim 16, wherein the controlling, when the target interaction event corresponds to an interactive prop, the target virtual object to end an interactive action on the interactive prop comprises:

controlling, when the interactive prop corresponding to the target interaction event is a virtual zipline, the target virtual object to jump off the virtual zipline; and

the controlling, when the target interaction event corresponds to an interactive region, the target virtual object to end an interactive action on the interactive region comprises:

controlling, when the interactive region corresponding to the target interaction event is a climbing region, the target virtual object to jump out of the climbing region.

18. The method according to any one of claims 1 to 14, wherein the first prompt information comprises at least one of a drag direction mark or a press strength mark,

the drag direction mark being used for prompting to perform a drag operation on the virtual action button, and the press strength mark being used for prompting to perform a press operation on the virtual action button.

19. A computer-readable storage medium, storing computer instructions, the computer instructions, when executed by a processor, implementing the virtual object control method according to any one of claims 1 to 18.

20. An electronic device, comprising a memory and a processor, the memory storing computer instructions, and the processor being configured to implement the virtual object control method according to any one of claims 1 to 18 through the computer instructions.

21. A computer program product, comprising computer instructions, the computer

instructions, when executed by a processor, implementing the virtual object control method according to any one of claims 1 to 18.