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(54) Title: ACTION EXECUTION METHOD AND DEVICE, STORAGE MEDIUM AND ELECTRONIC DEVICE

(54) 发明名称: 动作执行方法和装置、存储介质及电子装置

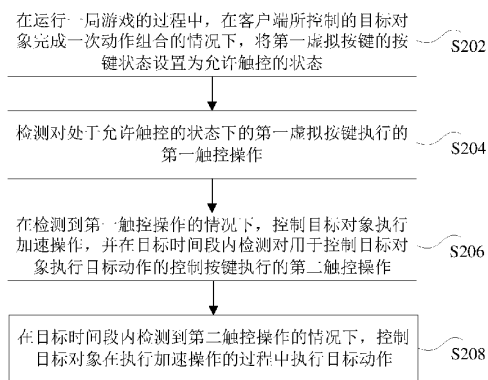


图 2

S202 IN THE PROCESS OF RUNNING ONE ROUND OF GAME, IN CASES WHERE A TARGET OBJECT CONTROLLED BY A CLIENT COMPLETES ONE ACTION COMBINATION, SET THE BUTTON STATE OF A FIRST VIRTUAL BUTTON AS A TOUCH-ENABLED STATE

S204 DETECT A FIRST TOUCH OPERATION PERFORMED ON THE FIRST VIRTUAL BUTTON IN THE TOUCH-ENABLED STATE

S206 UPON DETECTION OF THE FIRST TOUCH OPERATION, CONTROL THE TARGET OBJECT TO PERFORM AN ACCELERATION OPERATION, AND DETECT, IN A TARGET TIME PERIOD, A SECOND TOUCH OPERATION PERFORMED ON A CONTROL BUTTON WHICH IS USED TO CONTROL THE TARGET OBJECT TO EXECUTE A TARGET ACTION

S208 UPON DETECTION OF THE SECOND TOUCH OPERATION IN THE TARGET TIME PERIOD, CONTROL THE TARGET OBJECT TO EXECUTE THE TARGET ACTION IN THE PROCESS OF PERFORMING THE ACCELERATION OPERATION

(57) Abstract: An action execution method and device, a storage medium and an electronic device. Said method comprises: in the process of running one round of game, in cases where a target object controlled by a client completes one action combination, setting the button state of a first virtual button as a touch-enabled state, the button state of the first virtual button being set as a touch-enabled state, the first virtual button being used to trigger an acceleration operation performed on the target object (S202); detecting a first touch operation performed on the first virtual button in the touch-enabled state (S204); upon detection of the first touch operation, controlling the target object to perform the acceleration operation, and detecting, in a target time period, a second touch operation performed on a control button which is used to control the target object to execute a target action (S206); and upon detection of the second touch operation in the target time period, controlling the target object to execute the target action in the process of performing the acceleration

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— 包括国际检索报告 (条约第21条(3))。

operation (S208). The present invention solves the technical problem in the related art of a high error rate in executing an action.

(57) 摘要: 一种动作执行方法和装置、存储介质及电子装置, 其中, 该方法包括: 在运行一局游戏的过程中, 在客户端所控制的目标对象完成一次的工作组合的情况下, 将第一虚拟按键的按键状态设置为允许触控的状态, 第一虚拟按键的按键状态设置为允许触控的状态, 第一虚拟按键用于触发对目标对象执行的加速操作 (S202); 检测对处于允许触控的状态下的第一虚拟按键执行的第一触控操作 (S204); 在检测到第一触控操作的情况下, 控制目标对象执行加速操作, 并在目标段内检测对用于控制目标对象执行目标动作的控制按键执行的第二触控操作 (S206); 在目标时间段内检测到第二触控操作的情况下, 控制目标对象在执行酵素操作的过程中执行目标动作 (S208), 解决了相关技术中存在的动作执行的失误率较高的技术问题。