CLAIMS

1. A method for interaction information processing, executable by a terminal, the method comprising:

displaying a battle interface of a multiplayer online battle, the battle interface comprising a target virtual object;

displaying an interaction icon presentation region in response to an icon presentation operation for the target virtual object, the interaction icon presentation region comprising at least one candidate interaction icon;

receiving a selection confirmation operation for a target interaction icon in the at least one candidate interaction icon; and

displaying interaction information corresponding to the target interaction icon at an interaction presentation position corresponding to the target virtual object, of the terminal and a client corresponding to one or more other target virtual objects in the same match as the target virtual object.

2. The method according to claim 1, wherein the displaying an interaction icon presentation region in response to an icon presentation operation for the target virtual object comprises:

receiving a trigger operation for the target virtual object; and

displaying the interaction icon presentation region in a case that a duration of the trigger operation is longer than a first preset duration.

3. The method according to claim 1, wherein the receiving a selection confirmation operation for a target interaction icon in the at least one candidate interaction icon comprises:

receiving a slide operation starting from an acting position of the icon presentation operation to a position where the target interaction icon is displayed; and

determining that the selection confirmation operation for the target interaction icon is received in response to detecting that the slide operation stops at the position where the target interaction icon is displayed.

4. The method according to claim 3, wherein after receiving the slide operation starting from the acting position of the icon presentation operation to the position where the target interaction icon is displayed, the method further comprises:

displaying the target interaction icon differently from other interaction icons in the interaction icon presentation region.

5. The method according to claim 1, wherein the interaction icon presentation region is a hollow region centered at the target virtual object, a strip-shaped region located above the target virtual object, or a fan-shaped region centered at the target virtual object.

6. The method according to claim 1, wherein the displaying interaction information corresponding to the target interaction icon at an interaction presentation position corresponding to the target virtual object comprises:

displaying a dynamic expression corresponding to the target interaction icon at a position above the target virtual object.

7. The method according to claim 1, wherein after receiving the selection confirmation operation for the target interaction icon in the at least one candidate interaction icon, the method further comprises:

canceling display of the interaction icon presentation region.

8. The method according to claim 1, wherein after displaying the interaction icon presentation region, the method further comprises:

displaying a default selected icon in the interaction icon presentation region differently from other interaction icons, the default selected icon being an interaction icon in a default selected state; and

displaying, in response to a selection confirmation operation for the default selected icon, interaction information corresponding to the default selected icon at the interaction presentation position corresponding to the target virtual object.

9. The method according to claim 1, wherein after displaying the battle interface of the multiplayer online battle, the method further comprises:

displaying, in response to a shortcut send operation for the target virtual object, interaction information corresponding to a default selected icon at the interaction presentation position corresponding to the target virtual object,

the default selected icon being an interaction icon in a default selected state.

10. The method according to claim 1, wherein after displaying the battle interface of the multiplayer online battle, the method further comprises:

displaying a recommended interaction icon in a case that the multiplayer online battle is in a preset battle state; and

displaying interaction information corresponding to the recommended interaction icon in response to a selection confirmation operation for the recommended interaction icon.

11. An apparatus for interaction information processing, comprising:

an interface display module, configured to display a battle interface of a multiplayer online battle, the battle interface comprising a target virtual object;

an icon presentation module, configured to display an interaction icon presentation region in response to an icon presentation operation for the target virtual object, the interaction icon presentation region comprising at least one candidate interaction icon;

an operation receiving module, configured to receive a selection confirmation operation for a target interaction icon in the at least one candidate interaction icon; and

an information display module, configured to display interaction information corresponding to the target interaction icon at an interaction presentation position corresponding to the target virtual object, of the terminal and a client corresponding to one or more other target virtual objects in the same match as the target virtual object.

12. The apparatus according to claim 11, wherein the icon presentation module is configured to:

receive a trigger operation for the target virtual object; and

display the interaction icon presentation region in a case that a duration of the trigger operation is longer than a first preset duration.

13. The apparatus according to claim 11, wherein the operation receiving module comprises:

an operation receiving sub-module, configured to receive a slide operation starting from an acting position of the icon presentation operation to a position where the target interaction icon is displayed; and

an operation determination sub-module, configured to determine that the selection confirmation operation for the target interaction icon is received in response to detecting that the slide operation stops at the position where the target interaction icon is displayed.

14. The apparatus according to claim 13, wherein the operation receiving module further comprises:

an icon display sub-module, configured to display the target interaction icon differently from other interaction icons in the interaction icon presentation region.

15. The apparatus according to claim 11, wherein the interaction icon presentation region is a hollow region centered at the target virtual object, a strip-shaped region located above the target virtual object, or a fan-shaped region centered at the target virtual object.

16. The apparatus according to claim 11, further comprising:

an icon display module, configured to display a default selected icon in the interaction icon presentation region differently from other interaction icons, the default selected icon being an interaction icon in a default selected state; and

the information display module, further configured to display, in response to a selection confirmation operation for the default selected icon, interaction information corresponding to the default selected icon at the interaction presentation position corresponding to the target virtual object.

17. The apparatus according to claim 11, wherein the information display module is further configured to:

display, in response to a shortcut send operation for the target virtual object, interaction information corresponding to a default selected icon at the interaction presentation position corresponding to the target virtual object,

the default selected icon being an interaction icon in a default selected state.

18. A terminal comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, wherein the processor loads and executes the at least one instruction, the at least one program, the code set, or the instruction set, to implement the method for interaction information processing according to any one of claims 1 to 10.

19. A computer-readable storage medium storing at least one instruction, at least one program, a code set, or an instruction set, wherein the at least one instruction, the at least one program, the code set, or the instruction set, when being loaded and executed by a processor, implements the method for interaction information processing according to any one of claims 1 to 10.

20. A computer program product or a computer program, comprising computer instructions, causing a processor executing the computer instructions to implement the method for interaction information processing according to any one of claims 1 to 10.