CLAIMS

1. A control method for a virtual object, comprising:

displaying a target control in a display interface in which a first virtual scene picture is displayed, wherein the first virtual scene picture is a picture of a virtual scene observed by a target virtual object from a first perspective;

overlay-displaying an operation prompt layer matching the first perspective on the target control in response to a touch operation on the target control, wherein the operation prompt layer is configured for prompting a casting action range of a target virtual item usable by the target virtual object, and when a touch point of the touch operation stops at a first stop position in the operation prompt layer, casting preview information of the target virtual item matching the first stop position is displayed in the first virtual scene picture; and

when the touch point is determined to move to a second stop position outside a first display area in which the operation prompt layer is currently displayed, adjusting the operation prompt layer to a second display area matching the second stop position, and adjusting the first virtual scene picture displayed in the display interface to a second virtual scene picture, wherein the second virtual scene picture is a picture of the virtual scene observed by the target virtual object from a second perspective.

2. The method according to claim 1, further comprising: after overlay-displaying the operation prompt layer matching the first perspective on the target control,

adjusting the display area of the operation prompt layer displayed in the display interface synchronously with the touch point when the touch point moves.

3. The method according to claim 1, further comprising: after overlay-displaying the operation prompt layer matching the first perspective on the target control,

in response to a first trigger operation on a first reference stop position in the operation prompt layer in the first display area, casting, based on first casting preview information matching the first reference stop position, the target virtual item in the first virtual scene picture.

4. The method according to claim 3, further comprising: before casting, based on the first casting preview information matching the first reference stop position, the target virtual item,

when the first reference stop position is determined to be adjusted to a second reference stop position, in response to a second trigger operation on the second reference stop position, casting, based on second casting preview information matching the second reference stop position, the target

virtual item in the first virtual scene picture.

5. The method according to any one of claims 1 to 4, further comprising: after adjusting the first virtual scene picture displayed in the display interface to the second virtual scene picture,

in response to a third trigger operation on a third reference stop position in the operation prompt layer in the second display area, casting, based on third casting preview information matching the third reference stop position, the target virtual item in the second virtual scene picture.

6. The method according to any one of claims 3 to 5, further comprising: after casting the target virtual item,

hiding the operation prompt layer.

7. The method according to any one of claims 1 to 6, further comprising: after overlay-displaying the operation prompt layer matching the first perspective on the target control,

hiding the operation prompt layer when the touch point is determined to move to a target operation position configured for the operation prompt layer.

8. The method according to any one of claims 1 to 7, wherein overlay-displaying the operation prompt layer matching the first perspective on the target control in response to the touch operation on the target control comprises:

obtaining touch position information of the touch operation;

determining a first deviation angle based on the touch position information and position information of an area baseline of the first display area, wherein the area baseline is a center line of the first display area; and

displaying the touch point corresponding to the touch operation in the operation prompt layer based on the first deviation angle.

9. The method according to claim 8, further comprising: during displaying the touch point corresponding to the touch operation in the operation prompt layer based on the first deviation angle,

when the touch point stops at a stop position in the operation prompt layer, updating the casting preview information of the target virtual item in the first virtual scene picture based on the first deviation angle.

10. The method according to claim 8, further comprising: after determining the first deviation angle based on the touch position information and the position information of the area baseline of

the first display area,

determining that the touch point moves to a stop position outside the first display area when the first deviation angle is greater than a target angle threshold;

using a difference between the first deviation angle and the target angle threshold as a perspective adjustment parameter; and

determining the second perspective based on the perspective adjustment parameter, and displaying the second virtual scene picture observed by the target virtual object from the second perspective.

11. The method according to claim 10, further comprising: after using the difference between the first deviation angle and the target angle threshold as the perspective adjustment parameter,

rotating the operation prompt layer matching the first perspective based on the perspective adjustment parameter, and determining a second display area matching the stop position;

displaying the operation prompt layer in the second display area;

determining a second deviation angle based on the touch position information and position information of an area baseline of the second display area;

displaying the touch point corresponding to the touch operation in the operation prompt layer based on the second deviation angle; and

updating the casting preview information of the target virtual item in the second virtual scene picture based on the second deviation angle when the touch point stops at the stop position in the operation prompt layer.

12. A control apparatus for a virtual object, comprising:

a first display unit, configured to display a target control in a display interface in which a first virtual scene picture is displayed, wherein the first virtual scene picture is a picture of a virtual scene observed by a target virtual object from a first perspective;

a second display unit, configured to: overlay-display an operation prompt layer matching the first perspective on the target control in response to a touch operation on the target control, wherein the operation prompt layer is configured for prompting a casting action range of a target virtual item usable by the target virtual object, and when a touch point corresponding to the touch operation stops at a first stop position in the operation prompt layer, casting preview information of the target virtual item matching the first stop position is displayed in the first virtual scene picture; and

an adjustment unit, configured to: when the touch point is determined to move to a second stop position outside a first display area in which the operation prompt layer is currently displayed, adjust the operation prompt layer to a second display area matching the second stop position, and adjust the first virtual scene picture displayed in the display interface to a second virtual scene picture, wherein the second virtual scene picture is a picture of the virtual scene observed by the target virtual object from a second perspective.

13. A computer-readable storage medium, comprising a stored program, the program, when run, performing the method according to any one of claims 1 to 11.

14. A computer program product, comprising computer programs/instructions, the computer programs/instructions, when executed by a processor, implementing operations of the method according to any one of claims 1 to 11.

15. An electronic device, comprising a memory and a processor, the memory having a computer program stored therein, and the processor being configured to perform the method according to any one of claims 1 to 11 through the computer program.