CLAIMS

What is claimed is:

1. A method for message processing in a virtual scene, performed by an electronic device, the method comprising:

displaying a map of at least partial region of the virtual scene on a map interface corresponding to a first virtual object;

displaying, in response to at least one second virtual object appearing in the partial region, a position marking control configured to represent a first position at which the second virtual object is currently located in the map, the second virtual object being any virtual object belonging to the same camp as the first virtual object; and

moving the position marking control from the first position to a second position in response to a movement operation performed on the position marking control, and transmitting a message to the second virtual object, wherein the message comprises the second position and an instruction to be executed by the second virtual object upon arriving at the second position.

2. The method of claim 1, wherein the instruction carried in the message is one of a plurality of types of candidate instructions executable upon arriving at the second position.

3. The method of claim 2, wherein before the moving the position marking control from the first position to a second position in response to a movement operation performed on the position marking control, the method further comprises:

displaying an instruction control inside or outside the map, the instruction control comprising the plurality of types of candidate instructions; and

using, in response to an instruction selection operation performed on any one of the candidate instructions of the instruction control, the selected candidate instruction as the instruction carried in the message.

4. The method of claim 3, further comprising:

maintaining, in response to the instruction selection operation performed on any one of the candidate instructions of the instruction control, the selected candidate instruction in a selected state before a next instruction selection operation is received; or

performing switching from displaying the selected candidate instruction in the selected state to displaying a default instruction in the selected state after the message is transmitted to the

second virtual object, the default instruction being a candidate instruction of the plurality of types of candidate instructions set to be in an automatically selected state.

5. The method of claim 2, wherein before the moving the position marking control from the first position to a second position in response to a movement operation performed on the position marking control, the method further comprises:

displaying an instruction control inside or outside the map, the instruction control comprising the plurality of types of candidate instructions, and one of the plurality of types of candidate instructions being in an automatically selected state; and

using the candidate instruction in the automatically selected state as the instruction carried in the message in response to an instruction selection operation performed on any one of the candidate instructions of the instruction control being not received within a set duration.

6. The method of any one of claims 3 to 5, further comprising:

ranking the plurality of candidate instructions in any one of the following manners when the instruction control comprises the plurality of candidate instructions:

performing ranking in descending order or ascending order based on a usage frequency of each candidate instruction;

performing ranking based on an order in which each candidate instruction is set; and

performing ranking in ascending order or descending order based on a usage probability of each candidate instruction.

7. The method of claim 6, further comprising:

calling a neural network model based on parameters of the virtual objects in the virtual scene to perform prediction, to obtain the usage probability corresponding to each candidate instruction,

the parameters of the virtual objects comprising at least one of a position and an attribute value of the first virtual object, the attribute value comprising a combat capability and a health point; a position and an attribute value of the second virtual object; and a difference between an attribute value of a camp to which the first virtual object belongs and an attribute value of a rival camp.

8. The method of claim 6, wherein before the calling a neural network model based on parameters of the virtual objects in the virtual scene to perform prediction, the method further comprises:

training the neural network model based on battle data of at least two camps, the battle data comprising positions and attribute values of a plurality of virtual objects in the at least two camps, instructions executed by a virtual object of a victorious camp, and instructions executed by a virtual object of a defeated camp, and a label of each instruction executed by the virtual object of the victorious camp being a probability of 1, and a label of each instruction executed by the virtual object of the defeated camp being a probability of 0.

9. The method of any one of claims 1 to 5, wherein when a plurality of position marking controls are displayed in the map, the method further comprises:

displaying, in response to a selection operation performed on any one of the position marking controls, the selected position marking control in the selected state; and

deleting the position marking control in the selected state in response to a deletion operation performed on the position marking control in the selected state.

10. The method of any one of claims 1 to 5, wherein when a map of the partial region of the virtual scene is displayed on the map interface, the method further comprises:

displaying a position marking control of a non-present virtual object outside the map, the non-present virtual object being the second virtual object that currently does not appear in the partial region;

moving the position marking control from outside of the map to the second position in response to a movement operation performed on the position marking control of the non-present virtual object; and

transmitting a message to the non-present virtual object, the message being configured for instructing the non-present virtual object to arrive at the second position and execute the instruction.

11. The method of any one of claims 1 to 5, wherein when position marking controls configured to represent first positions at which a plurality of second virtual objects are currently located are displayed in the map, the moving the position marking control from the first position to a second position in response to a movement operation performed on the position marking control, and transmitting a message to the second virtual object comprises:

displaying a plurality of position marking controls in the selected state in response to a batch selection operation;

moving the plurality of position marking controls from the first positions at which the plurality of position marking controls are respectively located to the second position in response to the movement operation; and

transmitting the message to the second virtual objects respectively corresponding to the plurality of position marking controls, the message being configured for instructing the second virtual objects respectively corresponding to the plurality of position marking controls to arrive at the second position and execute the instruction.

12. The method of any one of claims 1 to 5, wherein after the transmitting a message to the second virtual object, the method further comprises:

displaying message transmission controls respectively corresponding to unmoved virtual objects in the map, the unmoved virtual objects being second virtual objects to which the message is not transmitted, and the message transmission controls being configured to repeatedly transmit the message; and

transmitting, in response to a triggering operation performed on any one of the message transmission controls, the message to the unmoved virtual object corresponding to the triggered message transmission control.

13. The method of any one of claims 1 to 5, wherein when a type of the instruction is a movement instruction and a virtual carrier exists at the second position, content of the message is to gather at the second position and enter the virtual carrier;

when the type of the instruction is the movement instruction and the virtual carrier does not exist at the second position, the content of the message is to gather at the second position;

when the type of the instruction is a defense instruction, the content of the message is to go to the second position and perform defense; and

when the type of the instruction is an attack instruction and the virtual carrier exists at the second position, the content of the message is to go to the second position and perform attack.

14. The method of any one of claims 1 to 5, further comprising:

transmitting the message to the second virtual object in any one of the following manners:

displaying a message type selection control in response to the movement operation performed on the position marking control being released, the message type selection control comprising the following message types: a voice message, a text message, and a mixture of the voice message and the text message; transmitting, in response to a selection operation performed

on the message type selection control, the message to the second virtual object based on a selected message type; and

transmitting the message to the second virtual object based on a set message type in response to the movement operation performed on the position marking control being released.

15. The method of any one of claims 1 to 5, wherein before the displaying a map of at least partial region of the virtual scene on a map interface corresponding to a first virtual object, the method further comprises:

displaying the map interface in any one of the following manners:

displaying the virtual scene on a virtual scene interface, and displaying the map interface on a floating layer covering a partial region of the virtual scene interface; and

displaying the virtual scene on the virtual scene interface, and displaying the map interface in a region outside the virtual scene interface.

16. The method of any one of claims 1 to 5, wherein the map is a preview picture of all regions of the virtual scene, or the map is a preview picture of a partial region of the virtual scene, the partial region being a region radiating outward with the first virtual object as a center.

17. The method of any one of claims 1 to 5, wherein the moving the position marking control from the first position to a second position in response to a movement operation performed on the position marking control comprises:

displaying, in response to a duration of a pressing operation performed on the position marking control reaching a pressing duration threshold, the position marking control corresponding to the pressing operation in a zoomed-in mode;

controlling the position marking control displayed in the zoomed-in mode to start to synchronously move from the first position in response to the movement operation performed on the position marking control; and

moving the position marking control displayed in the zoomed-in mode to the second position in response to the movement operation being released at the second position.

18. The method of any one of claims 1 to 5, wherein before the transmitting a message to the second virtual object, the method further comprises:

determining a starting position feature and an ending position feature in the virtual scene corresponding to the movement operation based on the movement operation, the first position,

and the second position, and using the starting position feature and the ending position feature as a triggering condition; and

querying a database based on the triggering condition for a message matching the triggering condition, the database having correspondences between different messages and different triggering conditions stored therein.

19. The method of claim 18, wherein the determining a corresponding starting position feature and a corresponding ending position feature of the movement operation in the virtual scene based on the movement operation, the first position, and the second position comprises:

determining a first region in the virtual scene in which the first position is located and a second region in the virtual scene in which the second position is located;

determining a mark type on the map interface corresponding to the second position, the mark type comprising no mark, a virtual object position mark, and a virtual carrier position mark; and

using the first region as the starting position feature of the movement operation, and using the second region and the mark type as the ending position feature of the movement operation.

20. The method of claim 19, wherein the determining a mark type on the map interface corresponding to the second position comprises:

detecting a partial region of the map with the second position as a center;

using a mark type corresponding to a detected position marking control closest to the second position as the mark type on the map interface corresponding to the second position when at least one position marking control is detected; and

using no mark as the mark type on the map interface corresponding to the second position when the position marking control is not detected.

21. The method of claim 19, further comprising:

displaying, in response to at least one virtual carrier appearing in the partial region, a position marking control in the map configured to represent that the virtual carrier is at the second position, a mark type of the position marking control of the virtual carrier being the virtual carrier position mark.

22. The method of any one of claims 1 to 5, further comprising:

displaying a place marking mode being entered in response to a triggering operation performed on a first marking control in the map, and displaying a first customized marking point at a clicking/tapping position on the map in response to a clicking/tapping operation performed on the map, the first customized marking point being configured to be synchronously displayed on a map interface corresponding to the second virtual object; and

displaying a second customized marking point at the first position in the map at which the first virtual object is currently located in response to a triggering operation performed on a second marking control in the map, the second customized marking point being configured to be synchronously displayed on the map interface corresponding to the second virtual object.

23. An apparatus for message processing in a virtual scene, the apparatus comprising:

a display module, configured to display a map of at least partial region of the virtual scene on a map interface corresponding to a first virtual object,

the display module being further configured to display, in response to at least one second virtual object appearing in the partial region, a position marking control configured to represent a first position at which the second virtual object is currently located in the map, the second virtual object being any virtual object belonging to the same camp as the first virtual object; and

a message transmission module, configured to move the position marking control from the first position to a second position in response to a movement operation performed on the position marking control, and transmit a message to the second virtual object, wherein the message comprises the second position and an instruction to be executed by the second virtual object upon arriving at the second position.

24. An electronic device, comprising:

a memory, configured to store executable instructions; and

a processor, configured to implement the method for message processing in a virtual scene of any one of claims 1 to 22 when executing the executable instructions stored in the memory.

25. A computer-readable storage medium, having computer-executable instructions stored therein, the computer-executable instructions, when executed by a processor, implementing the method for message processing in a virtual scene of any one of claims 1 to 22.

26. A computer storage product, comprising a computer program or instructions, the computer program or the instructions, when executed by a processor, implementing the method for message processing in a virtual scene of any one of claims 1 to 22.