CLAIMS

1. A virtual object control method in a virtual scene, comprising:

determining a first search range in a virtual scene corresponding to a target skill in response to receiving an operation on a target skill control, the first search range being greater than a maximum shooting range of the target skill in the virtual scene;

searching the first search range for a target virtual object in the virtual scene, the target virtual object being a virtual object actable by the target skill; and

controlling, when the target virtual object is found within the first search range and based on a position of the target virtual object in the virtual scene, a first virtual object to cast the target skill in the virtual scene,

wherein the determining the first search range in the virtual scene corresponding to a target skill in response to receiving the operation on the target skill control comprises:

determining a casting mode detection region corresponding to the operation in response to receiving the operation, the casting mode detection region being a region using a starting point of the operation as a center, the starting point of the operation being an operating point at which the operation starts; and

determining the first search range corresponding to the target skill when an end point of the operation falls within the casting mode detection region, the end point of the operation being an operating point at a previous time point of the end of the operation.

2. The method according to claim 1, wherein the determining the first search range in the virtual scene corresponding to the target skill in response to receiving the operation on the target skill control comprises:

determining the maximum shooting range of the target skill in the virtual scene in response to receiving the operation on the target skill control; and

expanding the maximum shooting range by a specified search range, to obtain the first search range.

3. The method according to claim 2, wherein before the expanding the maximum shooting range by a specified search range to obtain the first search range, the method further comprises:

obtaining an action radius of the target skill; and

determining the specified search range based on the action radius of the target skill.

4. The method according to claim 3, wherein before the expanding the maximum shooting range by a specified search range, to obtain the first search range, the method further comprises:

obtaining a skill casting type of the target skill, the skill casting type comprising one of casting in a specified direction and casting in a specified position; and

determining the specified search range based on the skill casting type of the target skill.

5. The method according to claim 1, wherein the determining the first search range corresponding to the target skill when the end point of the operation falls within the casting mode detection region comprises:

determining a position of the first virtual object in the virtual scene when the end point of the operation falls within the casting mode detection region; and

determining, by using the position of the first virtual object in the virtual scene as a center, a region range obtained after the maximum shooting range is expanded by a specified search range as the first search range.

6. The method according to claim 1, wherein the target virtual object is a virtual object that is within the first search range and that meets a preset condition, the preset condition being set based on the target skill; and

the searching the first search range for the a target virtual object in the virtual scene comprises:

determining candidate virtual objects within the first search range based on acting objects of the target skill; and

searching the candidate virtual objects for the target virtual object based on the preset condition.

7. The method according to claim 6, wherein the searching the candidate virtual objects for the target virtual object based on the preset condition comprises:

obtaining target values corresponding to the candidate virtual objects based on the preset condition;

performing priority sorting on the candidate virtual objects according to the target values corresponding to the candidate virtual objects, to obtain a priority sorting result; and

determining a candidate virtual object with a highest priority in the priority sorting result as the target virtual object.

8. The method according to claim 4, wherein when the skill casting type of the target skill is casting in a specified direction, the controlling, when the target virtual object is found within the first search range and based on a position of the target virtual object in the virtual scene, a first virtual object to cast the target skill in the virtual scene comprises:

determining a target direction of the target virtual object relative to the first virtual object in the virtual scene; and

controlling the first virtual object to cast the target skill in the target direction.

9. The method according to claim 4, wherein when the skill casting type of the target skill is casting in the specified position, and the target virtual object is outside the maximum shooting range of the target skill, the controlling, when the target virtual object is found within the first search range and based on a position of the target virtual object in the virtual scene, a first virtual object to cast the target skill in the virtual scene comprises:

determining a first position and a second position, the first position being a position of the first virtual object, the second position being the position of the target virtual object;

determining an intersection of a connecting line between the first position and the second position and the maximum shooting range corresponding to the target skill; and

controlling the first virtual object to cast the target skill on the intersection.

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

canceling the casting of the target skill when no target virtual object is within the first search range.

11. A virtual object control method in a virtual scene, comprising:

presenting a virtual scene interface, the virtual scene interface comprising a target skill control;

presenting a first scene screen in the virtual scene interface in response to receiving an operation on the target skill control, the first scene screen comprising a casting mode detection region, the casting mode detection region being a region having a starting point of the operation as a center, the starting point of the operation being an operating point at which the operation starts; and

presenting a second scene screen in the virtual scene interface when the operation ends, and an end point of the operation falls within the casting mode detection region, the second scene screen being a screen in which a first virtual object casts a target skill based on a position of a target virtual object, the end point of the operation being an operating point at a previous time point of the end of the operation, the target virtual object being a virtual object within a first search region, the first

search region having a region using the first virtual object as a center, and the first search region being greater than a maximum shooting range of the target skill.

12. A virtual object control apparatus in a virtual scene, comprising:

an obtaining module, configured to determine a first search range in a virtual scene corresponding to a target skill in response to receiving an operation on a target skill control, the first search range being greater than a maximum shooting range of the target skill in the virtual scene;

a search module, configured to search the first search range for a target virtual object in the virtual scene, the target virtual object being a virtual object actable by the target skill; and

a control module, configured to control, when the target virtual object is found within the first search range and based on a position of the target virtual object in the virtual scene, a first virtual object to cast the target skill in the virtual scene,

wherein the obtaining module is configured to:

determine a casting mode detection region corresponding to the operation in response to receiving the operation, the casting mode detection region being a region using a starting point of the operation as a center, the starting point of the operation being an operating point at which the operation starts; and

determine the first search range corresponding to the target skill when an end point of the operation falls within the casting mode detection region, the end point of the operation being an operating point at a previous time point of the end of the operation.

13. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, and the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the virtual object control method in a virtual scene according to any one of claims 1 to 11.

14. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, and the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the virtual object control method in a virtual scene according to any one of claims 1 to 11.