CLAIMS

1. A virtual prop control method, executable by an electronic device, the method comprising:

displaying, in a target game application, a target virtual throw prop controlled by a first virtual operation object;

controlling, in response to a target throw operation being detected, the first virtual operation object to throw the target virtual throw prop, the target throw operation being used for throwing the target virtual throw prop;

setting a target region in the target game application as a region surrounding a point at which the target virtual throw prop is thrown, wherein the damage detection region is set to reduce hit points of at least one target virtual operation object located in the damage detection region for a first predetermined duration, and the first virtual operation object and the at least one target virtual operation object respectively belong to different virtual operation object sets; and

based on a second virtual operation object being set to continuously lose hit points within a fourth predetermined duration before entering the target region, canceling said continuous loss of the hit points of the second virtual operation object within the fourth predetermined duration when the second virtual operation object enters the target region with a remaining time remaining in the fourth predetermined duration;

reducing the hit points of the second virtual operation object at a predetermined rate within a second predetermined duration after the second virtual operation object enters the target region;

continuously reducing the hit points of the second virtual operation object for the remaining time after the second virtual operation object exits the target region.

2. The method according to claim 1, wherein the controlling comprises:

in response to a first touch operation performed for a virtual throw button of the target virtual throw prop being detected, setting a state of the target virtual throw prop to a throw ready state, and displaying a throw route in the target game application; and

controlling, in a case that the target virtual throw prop is in the throw ready state and a second touch operation performed for the virtual throw button is detected, the first virtual operation object to throw the target virtual throw prop according to the throw route,

the target throw operation comprising the first touch operation and the second touch operation.

3. The method according to claim 2, wherein the displaying the throw route in the target game

application comprises:

displaying a first parabola from a first position to a second position in the target game application, and using the first parabola as the throw route,

the first position being a position of the target virtual throw prop, and the second position being a predicted point of fall of the target virtual throw prop.

4. The method according to claim 3, further comprising:

displaying, in a case that the position of the target virtual throw prop is adjusted from the first position to a third position, a second parabola from the third position to the second position in the target game application, the throw route being changed from the first parabola into the second parabola; or

displaying, in a case that the predicted point of fall of the target virtual throw prop is adjusted from the second position to a fourth position, a third parabola from the first position to the fourth position in the target game application, the throw route being changed from the first parabola into the third parabola; or

displaying, in a case that the position of the target virtual throw prop is adjusted from the first position to a fifth position and the predicted point of fall of the target virtual throw prop is adjusted from the second position to a sixth position, a fourth parabola from the fifth position to the sixth position in the target game application, the throw route being changed from the first parabola into the fourth parabola.

5. A virtual prop control apparatus, comprising:

a first display unit, configured to display, in a target game application, a target virtual throw prop controlled by a first virtual operation object;

a control unit, configured to control, in response to a target throw operation being detected, the first virtual operation object to throw the target virtual throw prop, the target throw operation being used for throwing the target virtual throw prop;

a setting unit, configured to set a target region in the target game application as a region surrounding a point at which the target virtual throw prop is thrown, wherein the damage detection region is set to reduce hit points of at least one target virtual operation object located in the damage detection region for a first predetermined duration, and the first virtual operation object and the at least one target virtual operation object respectively belong to different virtual operation object sets; and

a reduction unit, configured to: based on a second virtual operation object being set to continuously lose hit points within a fourth predetermined duration before entering the target region, cancel said continuous loss of the hit points of the second virtual operation object within the fourth predetermined duration when the second virtual operation object enters the target region with a remaining time remaining in the fourth predetermined duration;

reduce the hit points of the second virtual operation object at a predetermined rate within a second predetermined duration after the second virtual operation object enters the target region;

continuously reduce the hit points of the second virtual operation object for the remaining time after the second virtual operation object exits the target region.

6. A virtual prop control method, the method comprising:

displaying, in a target game application, a target virtual throw prop controlled by a first virtual operation object;

controlling, in response to a target throw operation being detected, the first virtual operation object to throw the target virtual throw prop, the target throw operation being used for throwing the target virtual throw prop;

setting a target region in the target game application as a region surrounding a point at which the target virtual throw prop is thrown, wherein the damage detection region is set to change an attribute value of at least one target virtual operation object located in the damage detection region for a first predetermined duration, and the first virtual operation object and the at least one target virtual operation object respectively belong to different virtual operation object sets; and

based on a second virtual operation object being set to continuously change an attribute value within a fourth predetermined duration before entering the target region, canceling continuous changes of the attribute value of the second virtual operation object within the fourth predetermined duration when the second virtual operation object enters the target region with a remaining time remaining in the fourth predetermined duration;

changing the attribute value of the second virtual operation object at a predetermined rate within a second predetermined duration after the second virtual operation object enters the target region;

continuously changing the attribute value of the second virtual operation object for the remaining time after the second virtual operation object exits the target region.

7. The method according to claim 6, wherein the controlling comprises:

in response to a first touch operation performed for a virtual throw button of the target virtual throw prop being detected, setting a state of the target virtual throw prop to a throw ready state, and displaying a throw route in the target game application; and

controlling, in a case that the target virtual throw prop is in the throw ready state and a second touch operation performed for the virtual throw button is detected, the first virtual operation object to throw the target virtual throw prop according to the throw route,

the target throw operation comprising the first touch operation and the second touch operation.

8. The method according to claim 7, wherein the displaying the throw route in the target game application comprises:

displaying a first parabola from a first position to a second position in the target game application, and using the first parabola as the throw route,

the first position being a position of the target virtual throw prop, and the second position being a predicted point of fall of the target virtual throw prop.

9. The method according to claim 8, further comprising:

displaying, in a case that the position of the target virtual throw prop is adjusted from the first position to a third position, a second parabola from the third position to the second position in the target game application, the throw route being changed from the first parabola into the second parabola; or

displaying, in a case that the predicted point of fall of the target virtual throw prop is adjusted from the second position to a fourth position, a third parabola from the first position to the fourth position in the target game application, the throw route being changed from the first parabola into the third parabola; or

displaying, in a case that the position of the target virtual throw prop is adjusted from the first position to a fifth position and the predicted point of fall of the target virtual throw prop is adjusted from the second position to a sixth position, a fourth parabola from the fifth position to the sixth position in the target game application, the throw route being changed from the first parabola into the fourth parabola.

10. A computer-readable storage medium, comprising a program stored therein, the program, when run, performing the virtual prop control method according to any one of claims 1 to 4, or any one of claims 6 to 9.

11. An electronic device, comprising a memory and a processor, the memory storing a

computer program, and the processor being configured to perform the virtual prop control method according to any one of claims 1 to 4, or any one of claims 6 to 9 through the computer program.