METHOD AND APPARATUS FOR GENERATING AND UPDATING TILES MAPS IN VIRTUAL MAPS

ABSTRACT

Implementations of the present application disclose a method and an apparatus for generating and updating tile maps in virtual maps. The update method includes the following: determining, in a first area, a central area that a virtual object is located in, where the first area is an area map that includes tile maps loaded into a virtual map that the virtual object is located in, and a border of the central area is located in the first area; and determining a distance parameter after the virtual object moves out of the central area, and updating a loading status of a tile map not shared by the first area and a second area based on the distance parameter and the first area, where the distance parameter indicates a relative distance of a tile map that the virtual object is located in relative to the central area in the x-axis direction and the y-axis direction in the tile map coordinate system, and the second area is a map area determined after moving the first area based on the distance parameter.

FIG. 4