

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

ABSTRACT

Implementations of the present application disclose a method and an apparatus
5 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
10 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
15 moving the first area based on the distance parameter.

FIG. 4