**styleFunction**

scale: map.getView().getZoom() / 10

  var geomStyle = new OlStyleStyle({

        // 添加circle

        // image: new Circle({

        //     radius: 10,

        //     fill: new Fill({

        //         color: "rgba(255, 0, 0, 0.1)"

        //     }),

        //     stroke: new Stroke({

        //         color: color,

        //         width: 1

        //     })

        // }),

        //添加sprite图标

        image: new OlStyleIcon({

            opacity: 1.0,

            // rotateWithView: 28,

            rotation: 0.0,

            color: color,

            // scale: 1.0,

            // 设置图标缩放

            scale: map.getView().getZoom() / 10,

            // img: svg,

            // size: 200,

            imgSize: [200, 200], // 这个大小必须为原始大小，解决火狐浏览器报错的问题

            offset: [-40, -20],

            // anchor: [0.2, 0.3],

            // src: "data:image/svg+xml;base64," + btoa(svg)

            src: svg

        }),

        text: new Text({

            text: text, // 添加文字描述

            font: "bold 18px serif", // 设置字体大小

            fill: new Fill({

                // 设置字体颜色

                color: "#1CAF9A"

            }),

            offsetX: 0,

            offsetY: 10, // 设置文字偏移量

            textAlign: "center",

            textBaseline: "bottom",

            // 字体阴影

            stroke: new Stroke({

                color: "#149321",

                width: 1

            })

        })

    });

    return geomStyle;

**添加事件监听**

// 创建一个Feature，并设置好在地图上的位置

var anchor = new Feature({

geometry: new Point([104.06, 30.67])

});

// 设置样式，在样式中就可以设置图标

anchor.setStyle(new Style({

image: new Icon({

src: require("../assets/fy.jpg"),

anchor: [0.5, 1], // 设置图标位置

})

}));

// 添加到之前的创建的layer中去

pointLayer.getSource().addFeature(anchor);

// 监听地图层级变化

map.getView().on('change:resolution', function () {

var style = anchor.getStyle();

// 重新设置图标的缩放率，基于层级10来做缩放

style.getImage().setScale(this.getZoom() / 10);

anchor.setStyle(style);

})