```
app.get(tilePattern, function(req, res, next) {
    var z = req.params.(z|x|y)//①
    var format = req.params.format; //②

    if (z < minzoom || x < 0 || y < 0 ||z >maxzoom ||
        x >= Math.pow(2, z) || y >= Math.pow(2, z)) {
      return resp.status(404).send('Out of bounds');
    } //③

    var mapName=source.getMapName();//④

    var tile=tile_map.getTile(mapName,z,x,y);
    if(tile) return resp.status(200).send(tile);// ⑤

    source.getTile(z, x, y, function(err, data, headers) {//⑥
      if (err) {/*数据库读取失败处理*/}
       else {
        if (data == null) {
          return res.status(404).send('Not found');//⑦
        } else {
          if (!isGzipped) { data = zlib.gzipSync(data);} //⑧
          var tileBuf = Buffer.from(data);
          tile_map.setTile(mapName,z,x,y,tileBuf);
          return res.status(200).send(data);
        }}});
});
```