```
function whether to cover(accurate xv pixel.center xv pixel.){
   let round x=0:
   let round v=0:
   if(accurate xy pixel.x<center xy pixel.x&&</pre>
     accurate xy pixel.y<center xy pixel.y){
      round x=Math.ceil(accurate xy pixel.x);
      round v=Math.floor(accurate xv pixel.v):
   else if(accurate xy pixel.x<center xy pixel.x&&
     accurate xy pixel.y>=center xy pixel.y){
      round x=Math.ceil(accurate xy pixel.x);
      round v=Math.ceil(accurate xy pixel.v);
   else if(accurate xy pixel.x>=center xy pixel.x&&
     accurate xy pixel.y<center xy pixel.y){
      round x=Math.floor(accurate xy pixel.x);
      round v=Math.ceil(accurate xv pixel.v);
   else if(accurate xy pixel.x>=center xy pixel.x&&
     accurate xy pixel y>=center xy pixel y){
      round x=Math.floor(accurate xy pixel.x);
      round v=Math.floor(accurate xy pixel.y);
   //判断更新区域的矩形中心点的方向,以决定 x. y 分别的上下取整
  let round area=Math.abs(round xaccurate xy pixel.x)*
      Math.abs(round y-accurate xy pixel.y);
   //计算模糊区域的面积,单位为像素平方
   let tile area=65536:
   //65536 是固定面积的瓦片像素平方数
   if(area>=(tile area/4)){
      return true;
   return false;
}
```