**function** whether\_to\_cover(accurate\_xy\_pixel,center\_xy\_pixel,){  
 let round\_x=0;  
 let round\_y=0;

**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\_y=Math.floor(accurate\_xy\_pixel.y);  
}  
**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\_y=Math.ceil(accurate\_xy\_pixel.y);  
}  
**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\_y=Math.ceil(accurate\_xy\_pixel.y);  
}  
**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\_y=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**;  
}