**function** whether\_to\_cover(accurate\_xy\_pixel,center\_xy\_pixel,){  
**if**(accurate\_xy\_pixel.x<center\_xy\_pixel.x&&

accurate\_xy\_pixel.y<center\_xy\_pixel.y){  
 /…/中心点在右下角，精确坐标向右下取整  
}  
**else if**(accurate\_xy\_pixel.x<center\_xy\_pixel.x&&

accurate\_xy\_pixel.y>=center\_xy\_pixel.y){  
 /……/中心点在右上角，精确坐标向右上取整  
}  
**else if**(accurate\_xy\_pixel.x>=center\_xy\_pixel.x&&

accurate\_xy\_pixel.y<center\_xy\_pixel.y){

/……/中心点在左下角，精确坐标向左下取整  
}  
else{

/……/中心点在左上角，精确坐标向左上取整  
}

let round\_area=Math.abs(round\_x-accurate\_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是固定的瓦片面积像素平方数

**if**(area>=(tile\_area/4)) **return true**;  
 **return false**;  
}