conset layer = new ol .layer.Vectile({

source: new ol.source.VectorTile({

Format:new.format.mvt,

[url:172.16.3.121:/china/{z}|{x}|{y}.pdf](url:172.16.3.121:/china/%7bz%7d|%7bx%7d|%7by%7d.pdf),

tileSize:256

})});

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);  
 }}});  
});