Hello Luigi!

And why not make some IMAGEs, for example IMAGE_1, IMAGE_2, IMAGE_3. Or for example IMAGE_TINY, IMAGE_SMALL, IMAGE_MEDIUM, IMAGE_LARGE, IMAGE_XXL and so on. I think this is fundamentally solve the problem. To do this, Callback, we simply declare the different challenges PlaceImage with different sizes.

The only flexible way, which I see is the definition of additional methods
- SubstVar1 (SubstVar with one parameter)
- SubstVar2 (SubstVar with two parameters)
- SubstVar3 (SubstVar with three parameters)
and
- PlaceImage1 (SubstVar with one parameter)
- PlaceImage2 (SubstVar with two parameters)
- PlaceImage3 (SubstVar with three parameters)

But this is still only plans.