Posted by kurete on Sat, 21 Jan 2017 14:53:49 GMT
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I make Tile Map Editor used Ultimate++ like RPG Maker.

However, this process is very sluggish.

What should I do?

Sample Code

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class TileMapTest : public TopWindow {
public:
 typedef TileMapTest CLASSNAME;
 TileMapTest()
 {
  this->SetRect(0,0,640,480);
 }
 void Paint(Draw& w)
 {
  int a=w.GetPaintRect().GetWidth();
  for(int z=0;z<5;z++)
  {
   for(int i=0;i<120;i++)
   {
    for(int m=0;m<120;m++)
    {
     if(static_cast<int>(100*Randomf())%2==0)
     {
      w.DrawImage(i*16,m*16,16,16,CtrlImg::File());
     }
    }
   }
     }
 }
 void LeftDown(Point p,dword keyflags)
 {
  Refresh();
 }
};
```

```
GUI_APP_MAIN
{
 TileMapTest().Run();
}
```