
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();
}
```
