```cpp
void __Superman(HANDLE hOP, _ChInfo *chinfo, bool posiLR)
{
        int character[CHARACTER_Y][CHARACTER_X] = {
                { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 1, 5, 5, 1, 1, 5, 5, 1, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 1, 5, 5, 5, 1, 5, 5, 1, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 1, 1, 5, 5, 5, 5, 1, 1, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 5, 5, 5, 5, 5, 5, 5, 5, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 5, 5,13,13, 5, 5, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 5, 5, 5, 5, 5, 5, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 0, 0, 5, 5, 0, 0, 0, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0, 0,13,13,13, 5, 5,13,13,13, 0, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0, 0,13,13,13, 8, 8, 8, 8,13,13,13, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8,13,13,13,13, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8,13,15,15,15,15,13, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8,15,13,13,13,15,15, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8,15,15,13,13,15, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8,13,15,13,13, 8, 8,13, 0, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8, 8,13,13, 8, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8,13, 0, 0, 0, 0},
                { 0, 0, 0, 0,13, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8,15,15,15,15,15,15, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8,13,13,13,13,13,13, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8,13,13,13,13, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 8, 8, 8, 8,13,13, 8, 8, 8, 8,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 5, 5, 8, 8,13,13, 8, 8, 5, 5,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13, 5,13, 8, 8,13,13, 8, 8,13, 5,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13,13,13, 8, 8,13,13, 8, 8,13,13,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13,13,13, 8, 8,13,13, 8, 8,13,13,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13,13,13, 8, 8,13,13, 8, 8,13,13,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13,13,13, 8, 8,13,13, 8, 8,13,13,13, 0, 0, 0, 0 },
                { 0, 0, 0, 0,13,13,13,13, 8,13,13, 8,13,13,13,13, 0, 0, 0, 0 },
                { 0, 0, 0,13,13,13,13,13,13,13,13,13,13,13,13,13,13, 0, 0, 0 },
                { 0, 0,13,13,13,13,13,13,13,13,13,13,13,13,13,13,13, 0, 0 },
                { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }
        };

        __CallDraw(hOP, character, chinfo, posiLR);
}
```