+++!

range = (min, max) => {

const out = [];

for (let i = min; i <= max; i++) {

out.push(i);

}

return out;

};

+++

+++FOR z IN userImg+++

# +++IMAGE showImg($z,0)++++++IMAGE showImg($z,1)++++++IMAGE showImg($z,2)++++++IMAGE showImg($z,3)+++

+++FOR y IN range(0, Math.pow(2, $z) - 1)+++

+++FOR x IN range(0, Math.pow(2, $z) - 1)++++++IMAGE tile($z, $x, $y, 8 / Math.pow(2, $z))++++++END-FOR x+++

+++END-FOR y+++

+++END-FOR z+++