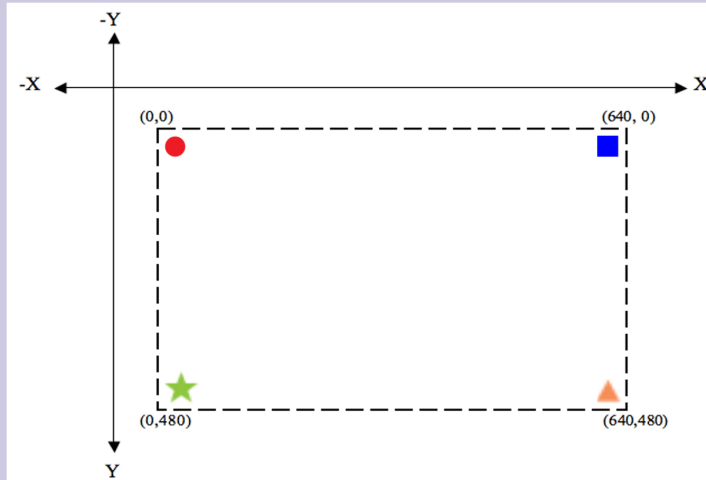


Coordinate Placements

Coordinates for placements of 'DRAW' objects in game room/game play



The y-axis is flipped, which means positive y-coordinates go down instead of up. Plugging the coordinates in for your object apply to the 640 x 480 room.

For Larger Rooms
If you have SCROLLING CAMERA on your game, see **Follow Coordinate Placements Card**

Object_Healthbar

Event: Draw



Action: Draw the Health Bar
Not Relative

● *Top Left*

x1: 10
y1: 10
x2: 110
y2: 25

■ *Top Right*

x1: 530
y1: 10
x2: 630
y2: 25

★ *Bottom Left*

x1: 10
y1: 455
x2: 110
y2: 470

▲ *Bottom Right*

x1: 530
y1: 455
x2: 630
y2: 470

Object_Score (or) Object_Timer (or) Object_Lifebar

Event: Draw



Action: Draw Score
Not Relative

● *Top Left:*

x: 10
y: 40

Event: Draw



Action: Draw Variable
Not Relative

■ *Top Right*

x: 535
y: 40

★ *Bottom Left*

x: 10
y: 425

Event: Draw



Action: Draw Life Images
Not Relative

▲ *Bottom Right*

x: 535
y: 425

NOTE: The score, timer, or lifebar coordinates are set to fit under the health bar if you want to place one in the same corner as health bar.