# Follow Coordinate Placements

Coordinates for placements of 'DRAW' objects in a game with 'SCROLLING CAMERA'

In large game rooms, we set a scrolling camera that moves the view of the game screen with the player. Healthbar, Score, Timer and Lifebar must be attached to the *screen view* instead of the game room.

In Game Maker, the y-axis is flipped, so positive y-coordinates go down instead of up.
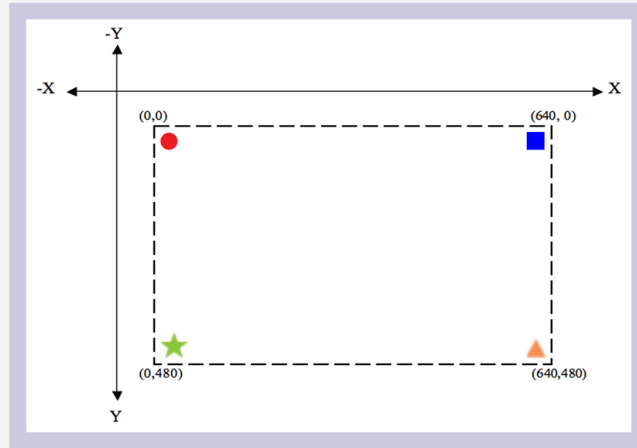
Object_Healthbar

Event: Draw
Action: Draw the Health Bar
Not Relative

🔴 Top Left	🟦 Top Right	⭐ Bottom Left	🔺 Bottom Right
x1: view_xview+10	x1: view_xview+530	x1: view_xview+10	x1: view_xview+530
y1: view_yview+10	y1: view_yview+10	y1: view_yview+455	y1: view_yview+455
x2: view_xview+110	x2: view_xview+630	x2: view_xview+110	x2: view_xview+630
y2: view_yview+25	y2: view_yview+25	y2: view_yview+470	y2: view_yview+470

Object_Score (or) Object_Timer (or) Object_Lifebar

Event: Draw
Action: Draw Score
Not Relative

Event: Draw
Action: Draw Variable
Not Relative

Event: Draw
Action: Draw Life Images
Not Relative

🔴 Top Left:	🟦 Top Right	⭐ Bottom Left	🔺 Bottom Right
x: view_xview+10	x: view_xview+535	x: view_xview+10	x: view_xview+535
y: view_yview+40	y: view_yview+40	y: view_yview+425	y: view_yview+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.