Coordinate Placements

Coordinates for placing drawn objects in game room/game play.

The y-axis is flipped from the way you might have learned in Math class, which means positive y-coordinates go down instead of up. Plugging in the coordinates for the objects described below:

For larger rooms, if you have Scrolling Camera on your game, see the 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

Event: Draw
Action: Draw Score
Not Relative

- **Top Left**
  - x: 10
  - y: 40

Object_Timer

Event: Draw
Action: Draw Variable
Not Relative

- **Top Right**
  - x: 535
  - y: 40

- **Bottom Left**
  - x: 10
  - y: 425

- **Bottom Right**
  - x: 535
  - y: 425

Object_Lifebar

Event: Draw
Action: Draw Life Images
Not Relative

NOTE: The Score, Timer, or Lifebar coordinates are set to fit under the Health Bar if you want to place each of these in the same corner as the Health Bar.