

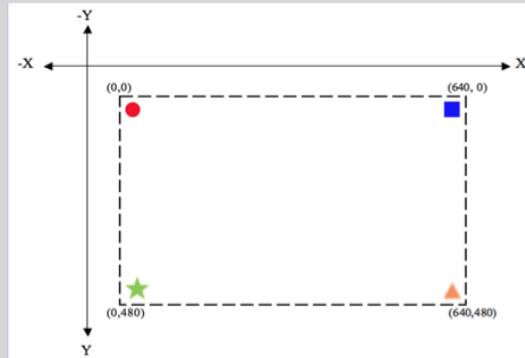
Follow Coordinate Placements

Coordinates for placements of draw objects in a game with scrolling camera.

This card works with the scrolling camera.

In large game rooms, we set a scrolling camera that move the view of the game screen with the player. Health bar, Score, Timer, and Life Bar must be attached to the screen view instead of the game room.

In GameMaker, 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

● <i>Top Left</i>	■ <i>Top Right</i>	★ <i>Bottom Left</i>	▲ <i>Bottom Right</i>
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



Event: Draw
Action: Draw Score
Not Relative

● *Top Left*
x: view_xview+10
y: view_yview+40

Object_Timer



Event: Draw
Action: Draw Variable
Not Relative

■ *Top Right*
x: view_xview+535
y: view_yview+40

Object_Lifebar



Event: Draw
Action: Draw Life Images
Not Relative

★ *Bottom Left*
x: view_xview+10
y: view_yview+425

▲ *Bottom Right*
x: view_xview+535
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 the **Health Bar**.