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 moves 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

- **Top Left**: x1: view_xview+10, y1: view_yview+10
- **Top Right**: x1: view_xview+530, y1: view_yview+10
- **Bottom Left**: x1: view_xview+10, y1: view_yview+455
- **Bottom Right**: x1: view_xview+530, y1: view_yview+455

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 Left**: x: view_xview+535, y: view_yview+40

Object_Lifebar

Event: Draw
Action: Draw Life Images
Not Relative

- **Top Left**: x: view_xview+10, 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**.