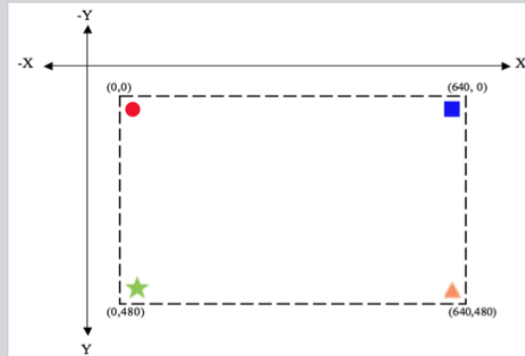


# Coordinate Placements

## 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

● <i>Top Left</i>	■ <i>Top Right</i>	★ <i>Bottom Left</i>	▲ <i>Bottom Right</i>
x1: 10	x1: 530	x1:10	x1: 530
y1: 10	y1:10	y1: 455	y1: 455
x2: 110	x2: 630	x2: 110	x2: 630
y2: 25	y2: 25	y2: 470	y2: 470

## Object\_Score

### Event: Draw



Action: Draw Score  
Not Relative

● <i>Top Left</i>
x: 10
y: 40

## Object\_Timer

### Event: Draw



Action: Draw Variable  
Not Relative

■ <i>Top Right</i>
x: 535
y: 40

★ <i>Bottom Left</i>
x:10
y: 425

▲ <i>Bottom Right</i>
x: 535
y: 425

## Object\_Lifebar

### Event: Draw



Action: Draw Life Images  
Not Relative

▲ <i>Bottom Right</i>
x: 535
y: 425

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**.