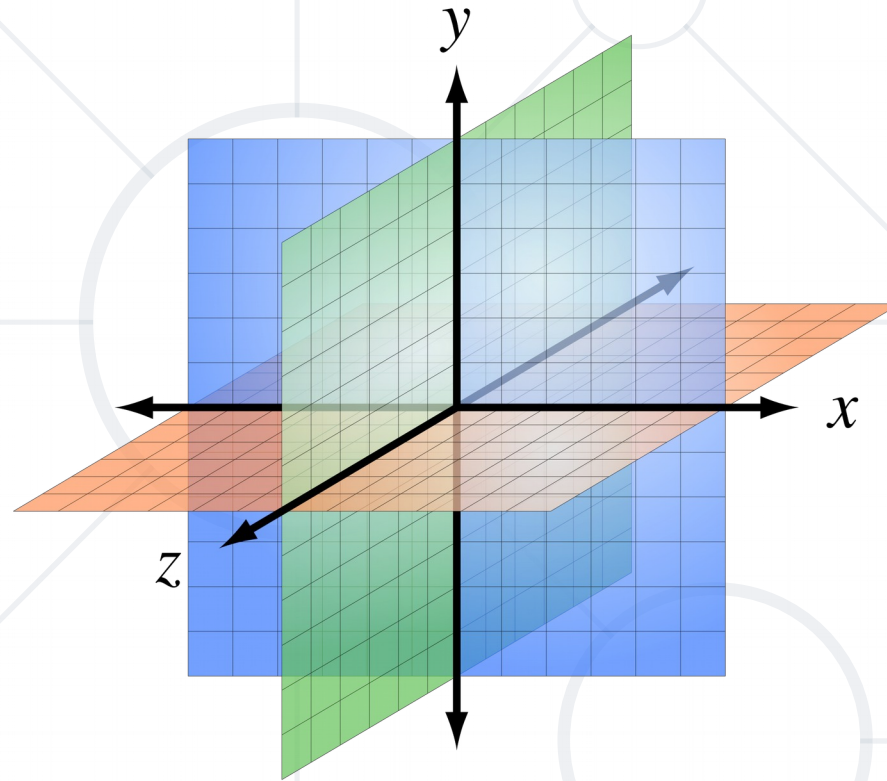
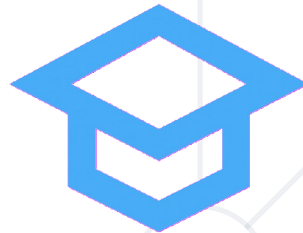


SDL Coordinate system



Zhivko Petrov

A guy that knows C++



SoftUni



Software University

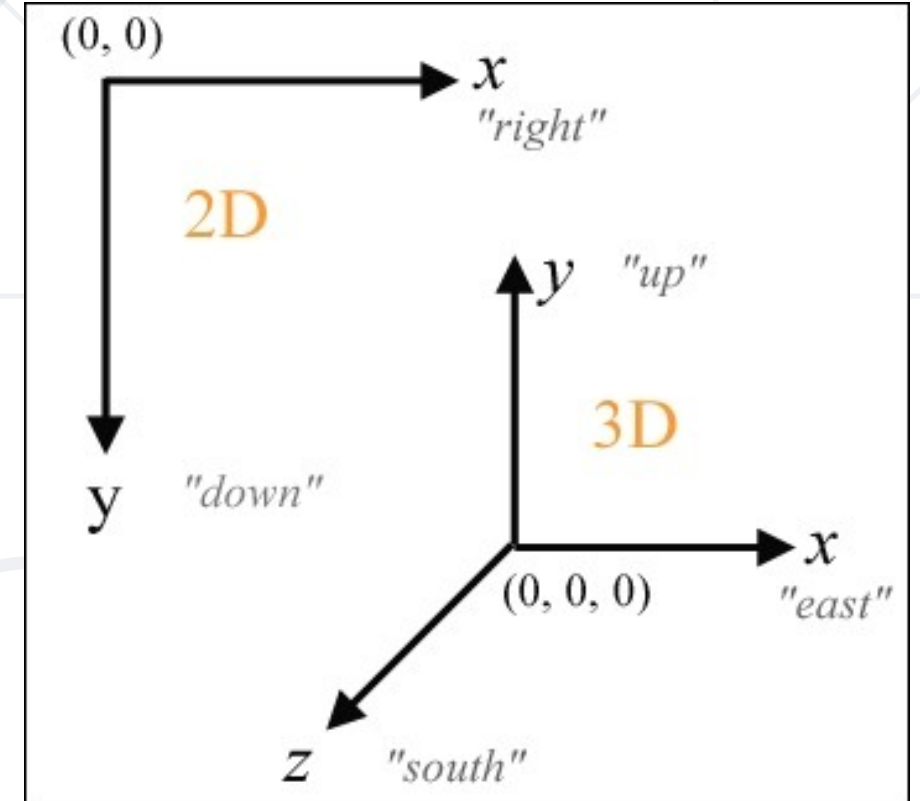
<https://about.softuni.bg>

sli.do

#app-dev-cpp

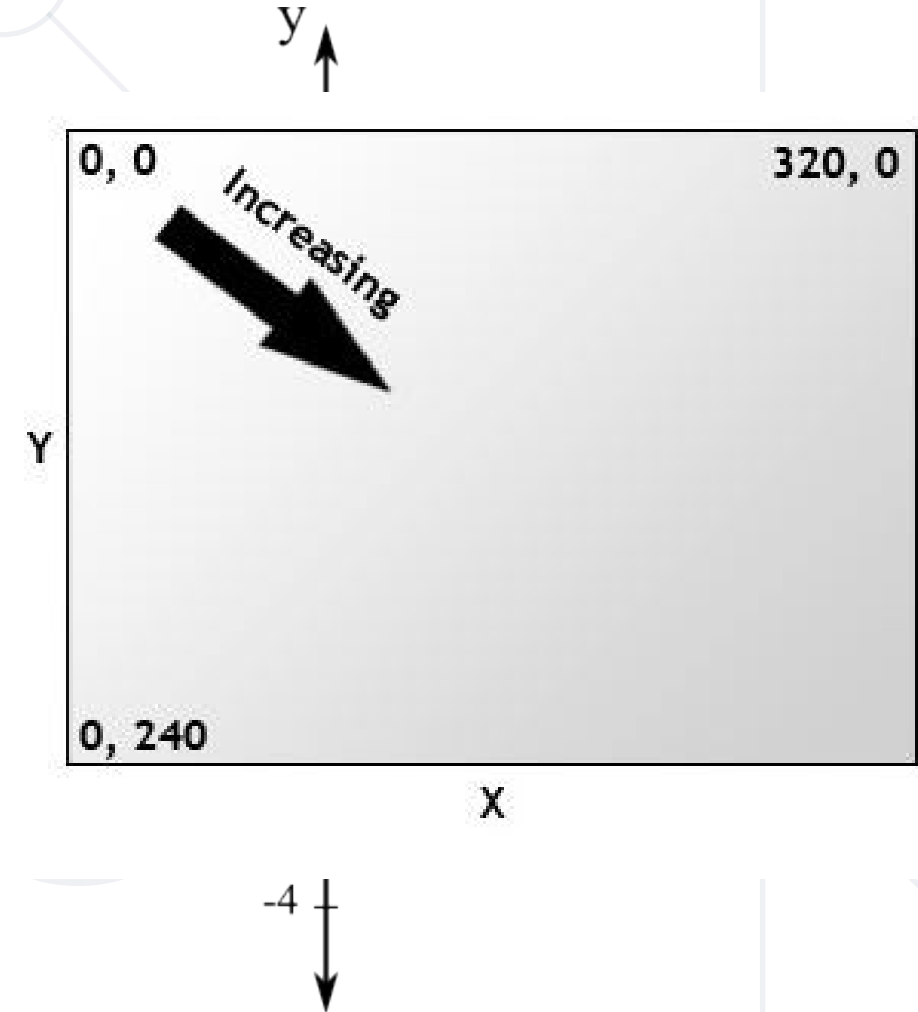
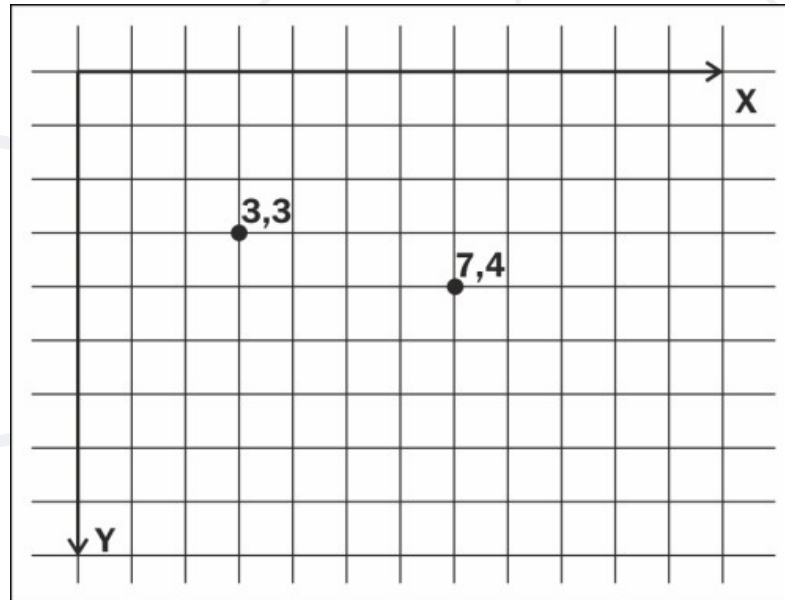
2D/3D coordinate system

- SDL2 is a **wrapper** around 3D Graphical Libraries (OpenGL, Vulkan, Metal, etc...)
- SDL2 supports only **2D coordinates**



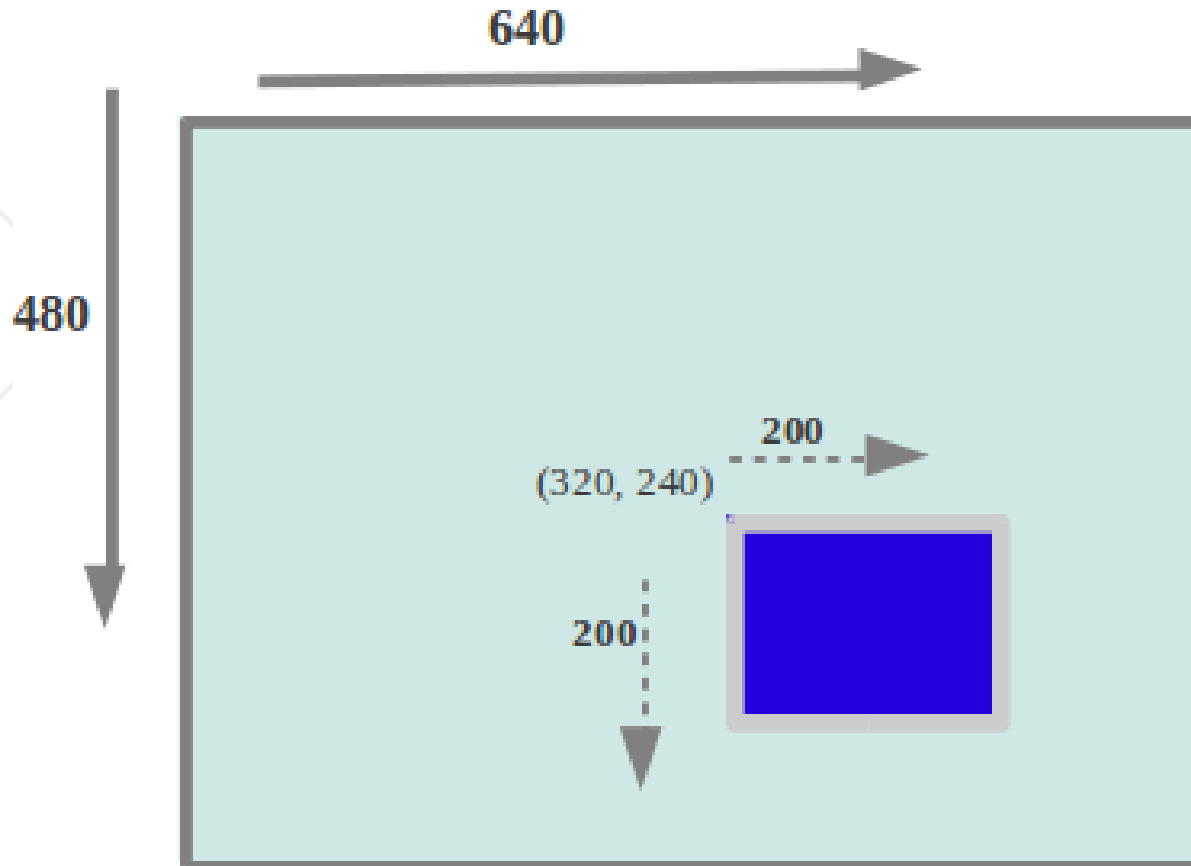
SDL2 2D coordinate system

- Not the normal Cartesian 2D coordinate system
- Positive Y axis is pointing **down**
- **Up left corner** is Pos(0, 0)
- Positive values increment to lower-right corner

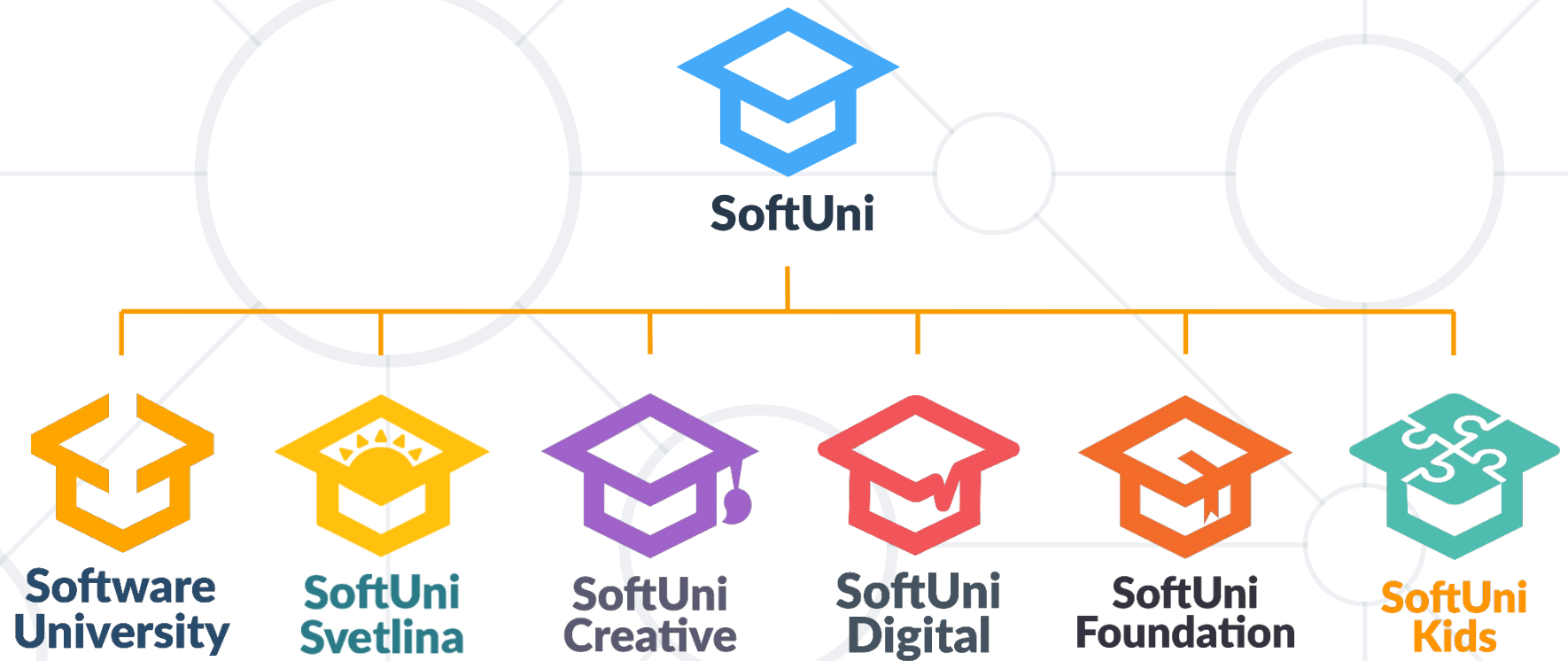


Point position and window

- Up left corner (0,0) is the start point of the program window
- Up left corner (320, 240) is the start point of any new shape



Questions?



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