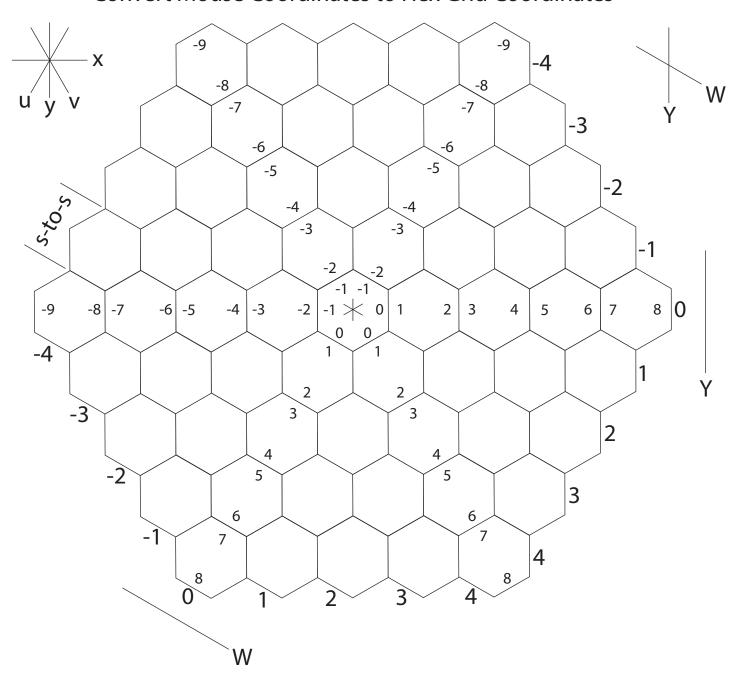
Convert Mouse Coordinates to Hex Grid Coordinates



$$u = \frac{\sqrt{3}y - x}{2} \qquad v = \frac{\sqrt{3}y + x}{2}$$

x_halfcell = floor
$$\frac{x}{2 * s-to-s}$$

u_halfcell = floor
$$\frac{u}{2 * s-to-s}$$

v_halfcell = floor
$$\frac{v}{2 * s-to-s}$$

$$W = floor \frac{x_halfcell + 1}{2}$$

$$Y = floor \frac{u_halfcell + v_halfcell + 2}{3}$$

"floor" - rounded down to integer