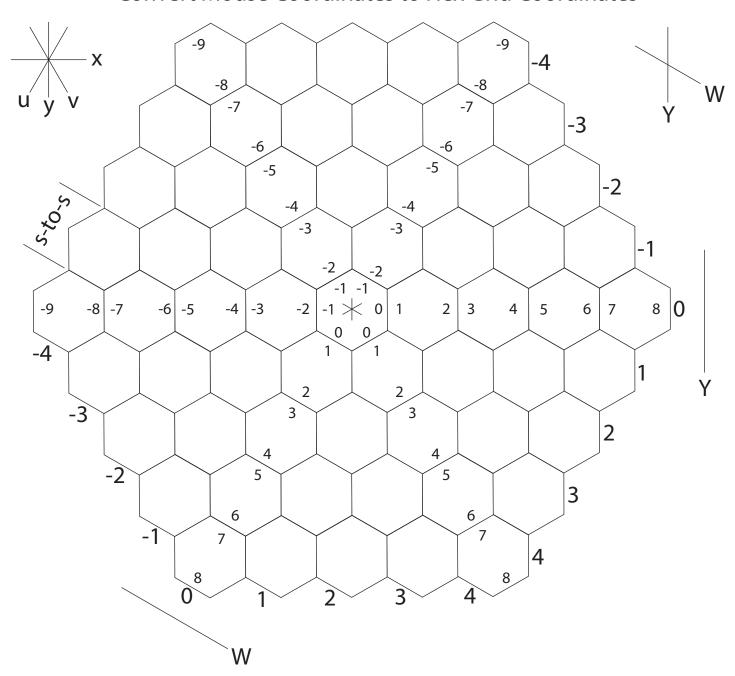
## Convert Mouse Coordinates to Hex Grid Coordinates



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

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

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

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

$$W = floor \frac{x\_halfcell + v\_halfcell + 2}{3}$$

$$Y = floor \frac{u\_halfcell + v\_halfcell + 2}{3}$$

"floor" - rounded down to integer copyright (c) 2021 by Mark Steere