

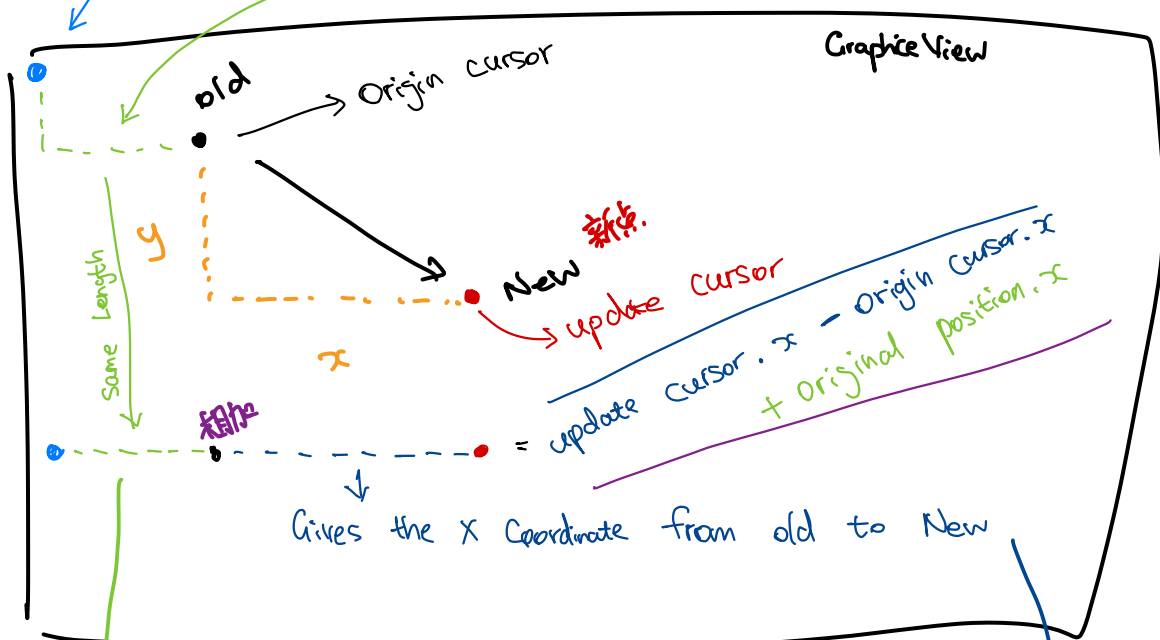
起始点 (0,0)

Origin Position (0,0)

Original
旧点

position.x

坐标计算



Green = original position.x - 0
= original position.x

∴ Dark Blue = update cursor.x - origin cursor.x

∴ update cursor.x - origin cursor.x +
original position.x = new cursor.x

⇒ Same applies to y coordinate