virtual coordinatesystem

-(xsize-1)   -4 -3 -2 -1 0 1 2 3 4 ...   (xsize-1)

even size area

0   1   2   3   ...   xsize

screen coordinatesystem

virtual coordinatesystem

-(xsize-1)   -4 -3 -2 -1 0 1 2 3 4 ...   (xsize-1)

odd size area

0   1   2   3   ...   xsize

screen coordinatesystem