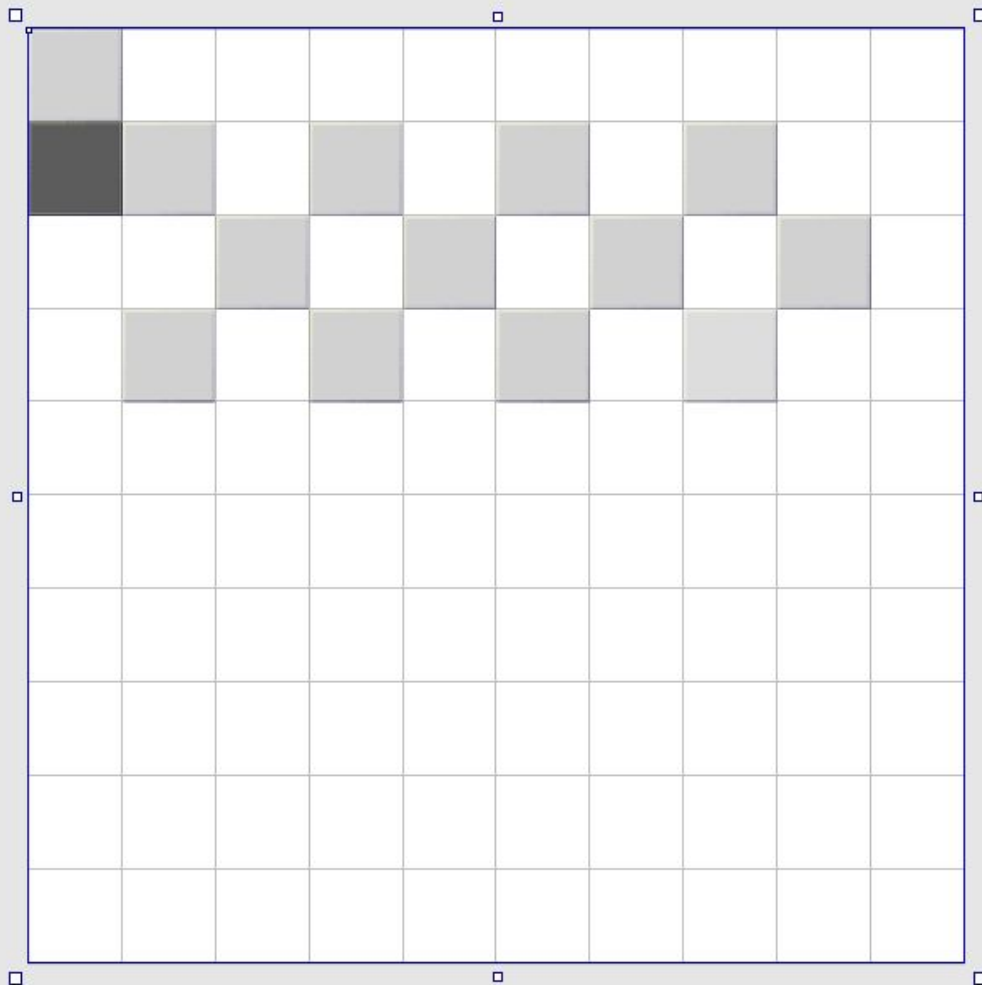one sprite: chess piece
one sprite: chess hitbox
snap to grid
behavior: drag and drop
event: set the piece on dropped to be round(X / 32) * 32 so it's aligned correctly to the grid

▼ 🗀 Event sheets
   ▤ Event sheet 1
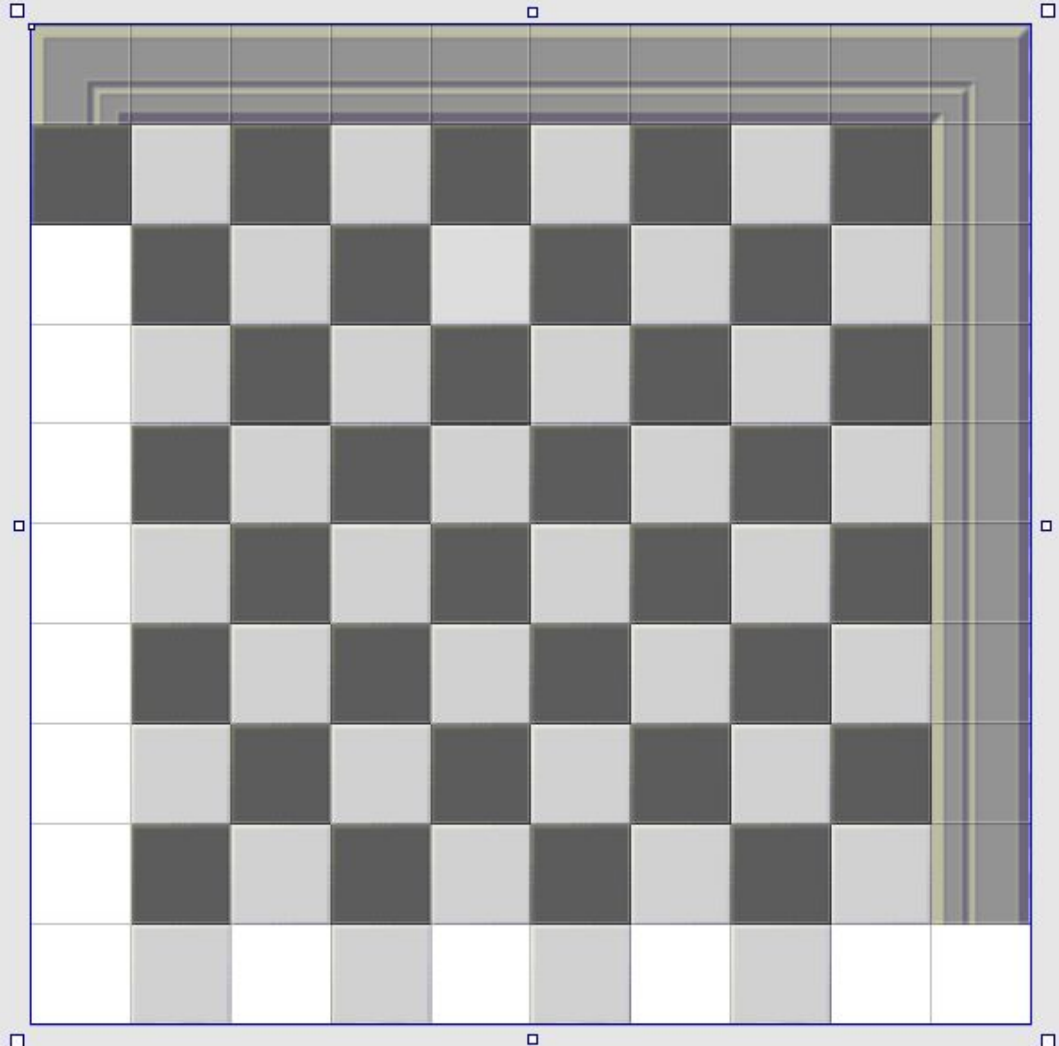   🗀 Scripts
▼ 🗀 Object types
   ▪🖳 *plastic*
   🖳 *Tilemap*
   🗀 Families
▼ 🗀 Timelines
   🗀 Eases
   🗀 Sounds
   🗀 Music
   🗀 Videos
   🗀 Fonts
▶ ■ Icons
   🗀 Files

Tilemap: Tilemap UID 2

↖ ✏ ◆ ☐ ◇. ⬚ ⊞ ▾ | ◮

⊕ ⊖ ⊙ | 🖪 🗀

Rotation: 0°

Event sheets
  Event sheet 1
Scripts
Object types
  plastic
  Tilemap
Families
Timelines
  Eases
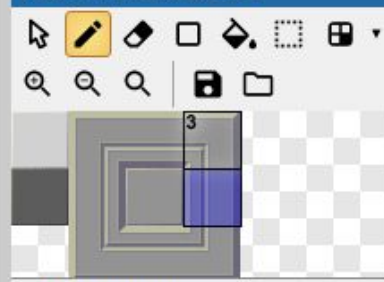Sounds
Music
Videos
Fonts
Icons
Files

Tilemap: Tilemap UID 2

Rotation: 0°

Properties
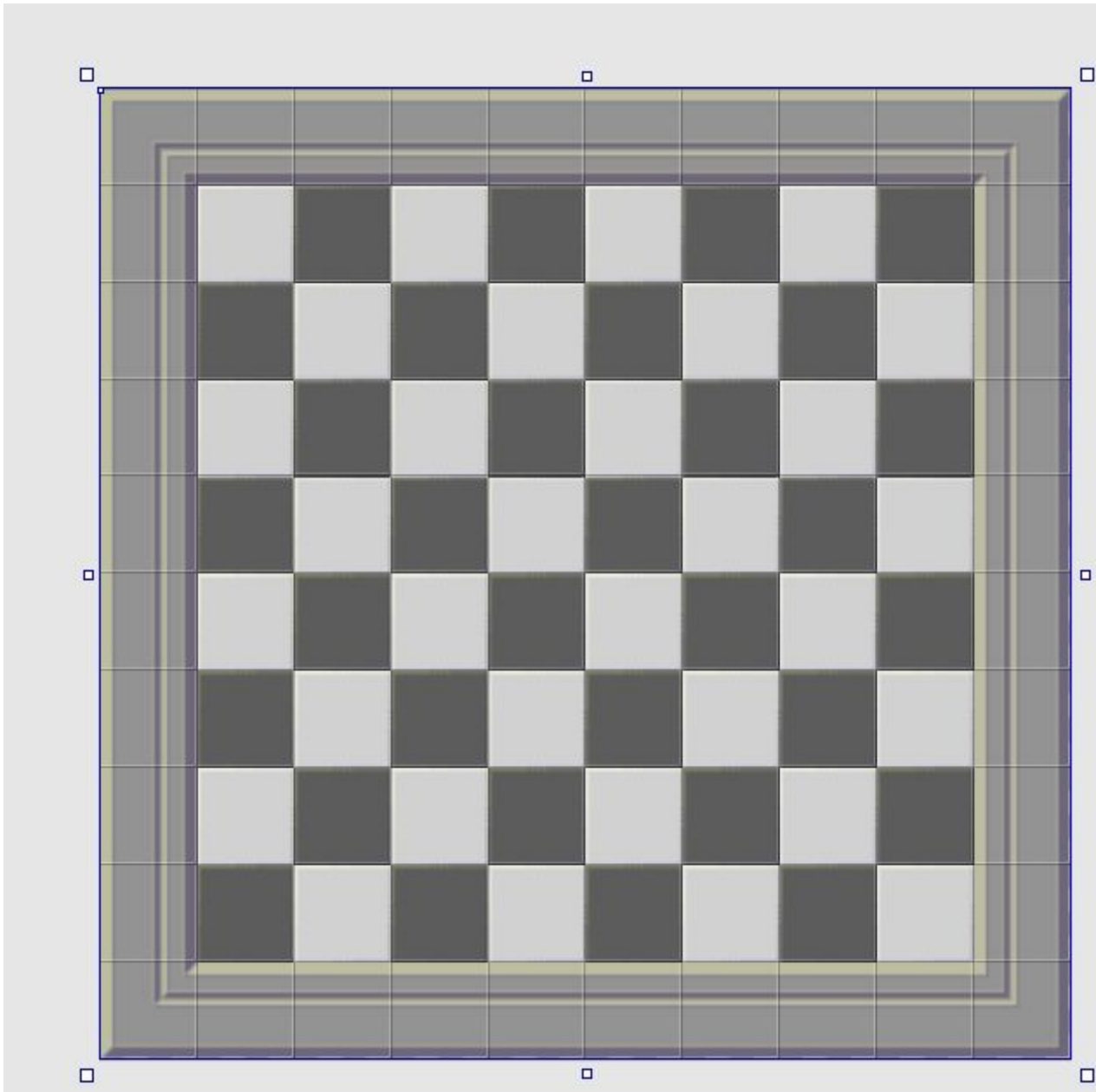
Layout	
Name	Layout 1
Event sheet	Event sheet 1
Size	▶ 320 x 320
Unbounded scrolling	☐

Effects

World / edit	Effects

Editor

Margins	▶ 320 x 320
Show grid	☐
Snap to grid	☑
Grid size	▶ 32 x 32
Grid offset	▶ 0, 0
Show Collision Polygons	☐
Show Translucent Inactive Layers	☐
Show Hierarchy	☑
Object properties	View
Information	Help

Project

🔍 Search

- ▼ 📁 chess
  - ▼ 📁 Layouts
    - 🟩 Layout 1
  - ▼ 📁 Event sheets
    - 📋 Event sheet 1
  - 📁 Scripts
  - ▼ 📁 Object types
    - 🎳 pawn
    - pawn_h
    - 🔲 plastic
    - 🔲 Tilemap
    - wall
  - 📁 Families
  - ▼ 📁 Timelines
    - 📁 Eases
  - 📁 Sounds
  - 📁 Music
  - 📁 Videos
  - 📁 Fonts
  - ▶ 📁 Icons
  - 📁 Files

Layers - Layout 1

☑ 🔒	wall
☑ 🔒	Layer 0
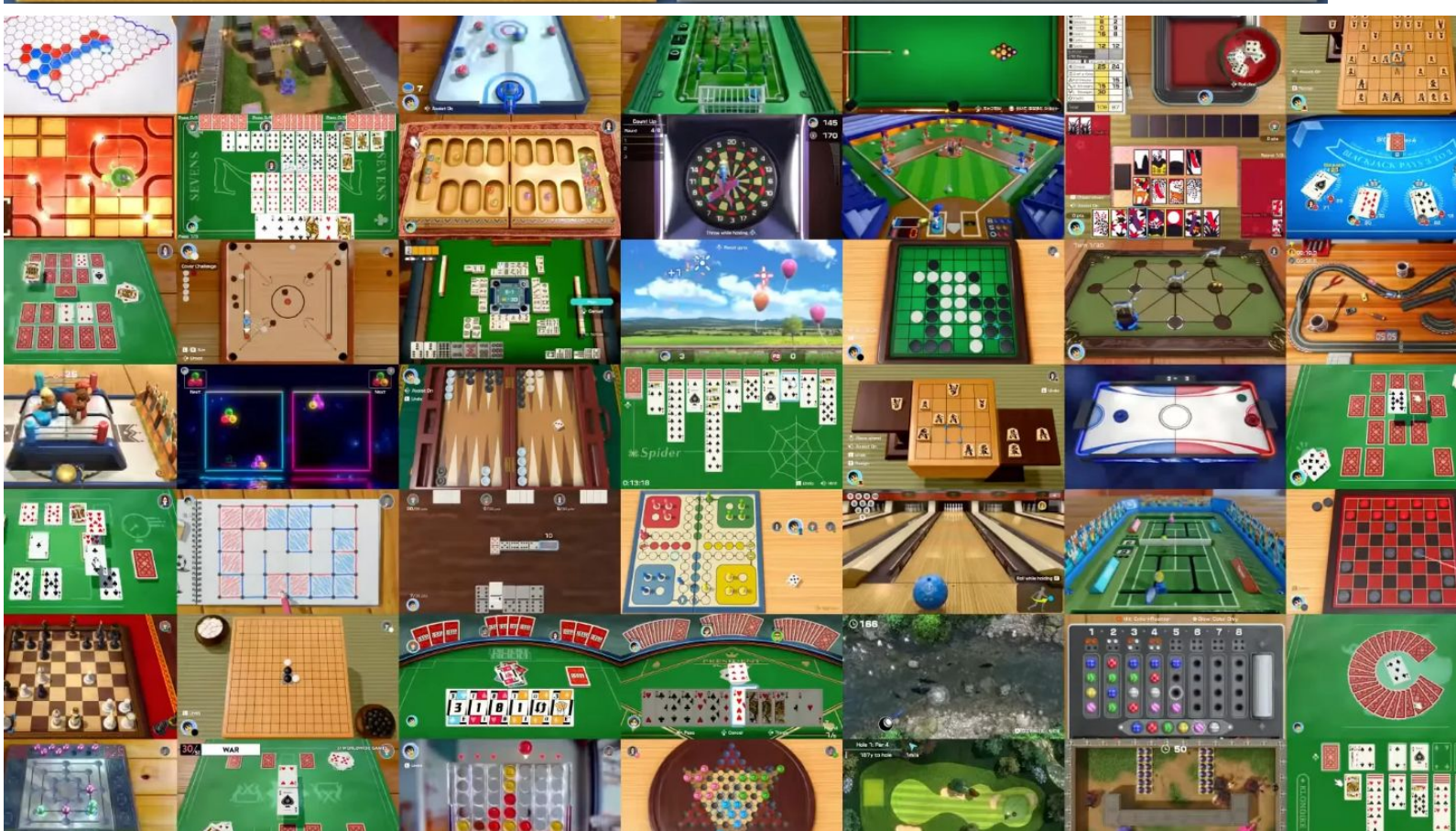
Properties

Object type properties	
Name	Text
Global	☐
Plugin	Text
Common	
Position	▶ 96, 0
Size	▶ 200 x 30
Angle	0°

Menu | Buy now | Start page | Event sheet 1 × | Layout 1 ×   Free edition cragworks

1 → ⚙ System | On start of layout | 🧍 pawn | 📌 Pin Pin to | **pawn_h** (X: *True*, Y: *True*, angle: *True*, width: *No*, height: *No*, Z: *False*)
Add action | Add...

2 → pawn_h | On 🔶 DragDrop drop | pawn_h | Set ✛ TileMovement grid position to instant to the cell at (*LayoutWidth÷pawn_h.X,LayoutHeight÷pawn_h.Y*)
| | 🔤 Text | Set text to "*X:* "&*LayoutWidth÷pawn_h.X*&"*Y:* "&*LayoutHeight÷pawn_h.Y*
Add action | Add...

Add event | Add...

Project

🔍 Search
▼ 📁 *che*

1	→ System	On start of layout	👤 pawn	📌 Pin Pin to	pawn_h (X: *True*, Y: *True*, angle: *True*, width: *No*, height: *No*, Z: *False*)
				Add action	Add...
2	→ pawn_h	On 🔀 DragDrop drop	pawn_h	Set position to (*32 × round(pawn_h.X÷32), 32 × round(pawn_h.Y÷32)*)	
				Add action	Add...
3	pawn_h	🔀 DragDrop is dragging	🔤 Text	Set text to "*R: "&round(pawn_h.X÷32)&"C: "&round(pawn_h.Y÷32)*	
				Add action	Add...
	Add event				Add...

Properties

Layout

Name	Layout 1
Event sheet	Event sheet 1
Size	▶ 320 x 320
Unbounded scrolling	☐

Effects

Add / edit	Effects

Editor

Margins	▶ 320 x 320
Show grid	☐
Snap to grid	☑
Grid size	▶ 32 x 32
Grid offset	▶ 0, 0
Show Collision Polygons	☐
Show Translucent Inactive Layers	☐
Show Hierarchy	☑
Project properties	View
More information	Help

1	→ System	On start of layout	👤 pawn	📌 Pin Pin to	pawn_h (X: *True*, Y: *True*, angle: *True*, width: *No*, height: *No*, Z: *False*)
				Add action	Add...
2	→ pawn_h	On 🔀 DragDrop drop	pawn_h	Set position to (*32 × round(pawn_h.X÷32), 32 × round(pawn_h.Y÷32)*)	
				Add action	Add...
3	pawn_h	🔀 DragDrop is dragging	🔤 Text	Set text to "*R: "&round(pawn_h.X÷32)&"C: "&round(pawn_h.Y÷32)*	
				Add action	Add...
	Add event				Add...

ℹ **You have 47 events remaining**
When logged in to the Free edition of Construct 3, you may use up to 50 events in a project. Purchase a plan to unlock the full features of Construct 3.

Project

🔍 Search

- ▼ △ chess
  - ▼ 📁 Layouts
    - 🖼 *Layout 1*
  - ▼ 📁 Event sheets
    - 📋 *Event sheet 1*
  - 📁 Scripts
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    - 🔤 Text
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Free edition   cragworks

Properties

Layout

Name	Layout 1
Event sheet	Event sheet 1
Size	▶ 320 x 320
Unbounded scrolling	☐

Effects

Add / edit	Effects

Editor

Margins	▶ 320 x 320
Show grid	☐
Snap to grid	☑
Grid size	▶ 32 x 32
Grid offset	▶ 0, 0
Show Collision Polygons	☐
Show Translucent Inactive Layers	☐
Show Hierarchy	☑
roject properties	View
lore information	Help

Project

🔍 Search

- ▼ △ chess
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  - 📁 Files

row and column of dragged tile

Layers - Layout 1

- ☑ 🔒 wall
- ☑ 🔒 Layer 0

Instance variables	▼
Add / edit	Instance variables

Behaviors	▼
DragDrop	▼
Axes	Both ∨
Enabled	☑
Add / edit	Behaviors

Effects	▼
Blend mode	Normal ∨
Add / edit	Effects

Container	▼
No container	Create

Properties	▼
Animations	Edit
Size	Make 1:1
Initially visible	☑