Red: 200x200 px

Blue: 100x100px

Green: 50x50px

Screen: 800x450px

Blue is child of red and green is child of blue

#### Topleft corner

Pos:	0,0	 ×
Ptype:	abs	
Anch	0,0	
Stype	loc	
W	0	
h	0	
gw	0	
gh	0	

#### Center

Pos:	0.5,0.5	-	
Ptype:	absper		
Anch	0,0		
Stype	loc		
W	0		
h	0		
gw	0		
gh	0		

#### Center centered

Pos:	0.5,0.5	x
Ptype:	absper	
Anch	0.5,0.5	
Stype	loc	
W	0	
h	0	
gw	0	
gh	0	

#### Scaled centered

Pos:	0.5,0.5	X
Ptype:	absper	
Anch	0.5,0.5	
Stype	loc	
W	2	
h	2	
gw	0	
gh	0	

#### Grid

Pos:	100,50	_ 🗆 🗴
Ptype:	grid	
Anch	1.0,1.0	
Stype	loc	
W	2	
h	2	
gw	100	
gh	50	
	1	

# Child topleft

Pos:	0,0	0,0	X
Ptype:	loc	loc	
Anch	0,0	0,0	
Stype	loc	loc	
W	1	1	
h	1	1	
gw	0	0	
gh	0	0	

### Child bottomright absolute

Pos:	0,0	200,200	×
Ptype:	loc	abs	
Anch	0,0	0,0	
Stype	loc	loc	
W	1	1	
h	1	1	
gw	0	0	
gh	0	0	

# Child bottomright percentage

Pos:	0,0	1,1	S N
Ptype:	loc	per	
Anch	0,0	0,0	
Stype	loc	loc	
w	1	1	
h	1	1	
gw	0	0	
gh	0	0	

#### Child center

Pos:	0,0	0.5, 0.5	X
Ptype:	per	per	
Anch	0,0	0,0	
Stype	loc	loc	
W	2	1	
h	2	1	
gw	0	0	
gh	0	0	

# Child center absper

Pos:	0,0	0.5, 0.5	
Ptype:	per	absper	
Anch	0,0	0,0	
Stype	loc	loc	
W	2	1	
h	2	1	
gw	0	0	
gh	0	0	

### Child bottomright local

Pos:	0,0	200,200	X
Ptype:	per	loc	
Anch	0,0	0,0	
Stype	loc	loc	
W	2	1	
h	2	1	
gw	0	0	
gh	0	0	

# Child bottomright scaled local

Pos:	0,0	200,200	-
Ptype:	per	loc	1
Anch	0,0	0,0	1
Stype	loc	loc	
W	2	2	1
h	2	2	1
gw	0	0	
gh	0	0	

### Three topleft

Pos:	0,0	0,0	0,0	×
Ptype:	loc	loc	loc	
Anch	0,0	0,0	0,0	
Stype	loc	loc	loc	
W	1	1	1	
h	1	1	1	
gw	0	0	0	
gh	0	0	0	

# Three right-bottom percentage

Pos:	0,0	1,0	0,1	<b>1</b>	- D x
Ptype:	per	per	per		
Anch	0,0	0,0	0,0		
Stype	loc	loc	loc		
w	1	2	2		
h	1	2	2		
gw	0	0	0		
gh	0	0	0		

### Third centered absper

Pos:	0,0	1,0	0.5,0.5	X
Ptype:	per	per	absper	
Anch	0,0	0,0	0.5,0.5	
Stype	loc	loc	loc	
W	1	2	2	
h	1	2	2	
gw	0	0	0	
gh	0	0	0	

# Bottomright for each next per/per

Pos:	0,0	1,1	1,1		_	
Ptype:	per	per	per			
Anch	0	0	0			
Stype	loc	per	per			
W	1	1	1			
h	1	1	1			
gw	0	0	0			
gh	0	0	0			

### Bottomright for each next per/absper

Pos:	0,0	1,1	1,1	×
Ptype:	per	per	per	
Anch	0	0	0	
Stype	absper	absper	absper	
W	0.25	0.25	0.25	
h	Х	Х	х	
gw	0	0	0	
gh	0	0	0	

# Bottomright for each next per/abs

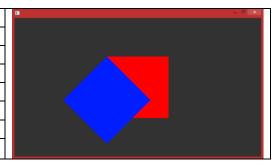
Pos:	0,0	1,1	1,1	
Ptype:	per	per	per	
Anch	0	0	0	
Stype	abs	abs	abs	
W	1	2	4	
h	1	2	4	
gw	0	0	0	
gh	0	0	0	

#### Relative rotation center

Pos:	0.5,0.5	0	×
Ptype:	absper	per	
Anch	0.5	0	
Stype	loc	loc	
W	1	1	
h	1	1	
rot	0	45	
rot_or	0.5	0.5	· ·

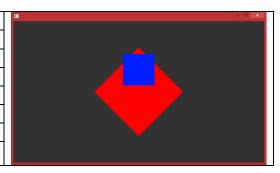
# Relative rotation topleft

Pos:	0.5,0.5	0
Ptype:	absper	per
Anch	0.5	0
Stype	loc	loc
W	1	1
h	1	1
rot	0	45
rot_or	0	0



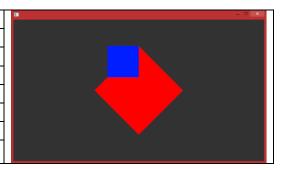
#### Relative rotation double

Pos:	0.5,0.5	0.25
Ptype:	absper	per
Anch	0.5	0.5
Stype	loc	loc
W	1	0.5
h	1	0.5
rot	45	45
rot_or	0.5	0.5



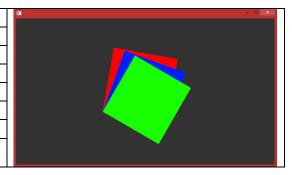
# Relative rotation double topleft

Pos:	0.5,0.5	0.25
Ptype:	absper	per
Anch	0.5	0.5
Stype	loc	loc
W	1	0.5
h	1	0.5
rot	45	45
rot_or	0.5	0



# Relative rotation triple bottomleft

0.5,0.5	0,1	0,1
absper	per	per
0.5	0,1	0,1
loc	loc	loc
1	1	1
1	1	1
10	10	10
1,0	1,0	1,0
	absper 0.5 loc 1 1 1 10	absper per   0.5 0,1   loc loc   1 1   1 1   10 10



# Relative rotation triple bottomright

Pos:	0.5,0.5	1,1	1,1
Ptype:	absper	per	per
Anch	0.5	0	0
Stype	loc	loc	loc
W	1	0.5	0.5
h	1	0.5	0.5
rot	0	-45	-45
rot_or	0	0	0

