LogWin:
280x512 px
35x64 char
Font 8x8

300 px

528 px

824 px

GameWin:
512x384 px (PC) scale 2:1
256x192 px (Spectrum)
32x24 char (Spectrum)
42x24 char (The Hobbit)
Font 6x8

408 px

ObjWin:
448x512 px
56x64 char
Font 8x8

392 px

520 px

8 px cyan

HelpWin:
512x112 px
64x14 char, Font 8x8

120 px

1020 px

1024 px

MapWin:
1280x496 px

496 px

288 px

520 px

456 px

1280 px

1mm=6 px
px=mm*6
mm=px/6
1280x1024 px
Cyan/Gray border 4 px
Coordinates origin 0,0 top-left

LogWin:
POSX=8 px
POSY=8 px
WIDTH=280 px
HEIGHT=512 px

GameWin:
POSX=300 px
POSY=8 px
WIDTH=512 px
HEIGHT=384 px

ObjWin:
POSX=824 px
POSY=8 px
WIDTH=448 px
HEIGHT=512 px

HelpWin:
POSX=300 px
POSY=408 px
WIDTH=512 px
HEIGHT=112 px

MapWin:
POSX=0 px
POSY=528 px
WIDTH=1280 px
HEIGHT=496 px

WL1.09: 1280x1024
Map: 1280x496 (1:2.58)

WL1.10: 1280x528
Map: 1880x728 (1:2.58)