





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

WL2.09: 1280x1024  
Map: 1280x496 (1:2.58)

WL2.10: 1280x528  
Map: 1880x728 (1:2.58)