

Coordinate system	Manufacturer's description
Display Area Coordinate System (DACS)	DACS is a 3D coordinate system with its origin in the top left corner of the screen (stimuli area) with Y pointing downwards. (A coordinate that is lower on the screen will have a higher Y-value). It is oriented so that it is aligned with the plane of the screen, so any coordinate on the screen will have its z-coordinate equal to zero.
Scene Camera Projects and the Media Coordinate System (MCS)	In MCS, the eye-tracker software keeps track of exactly where on the screen the media is displayed and transforms coordinates (gaze points, mouse cursor positions) from DACS (the entire screen) to media coordinates (MCS). MCS coordinates are either in pixels (media pixels, not necessarily screen pixels) or normalized in order to be comparable between recordings.