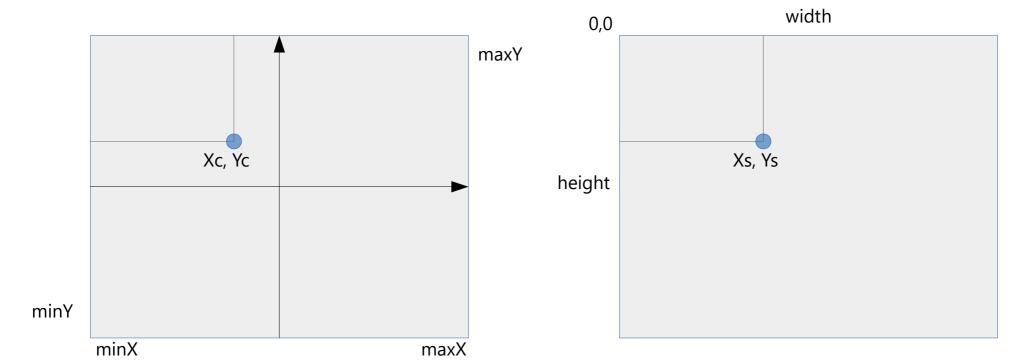
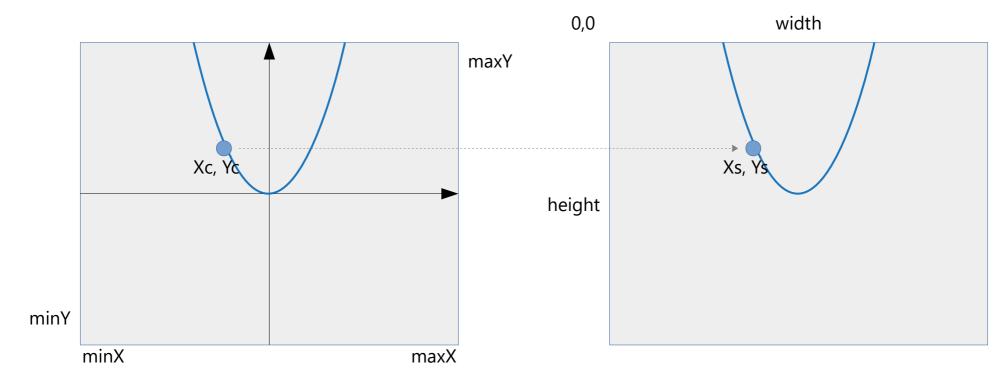
Sistema cartesiano

Sistema schermo



Sistema cartesiano

Sistema schermo



$$Xs = (Xc - minX) * width / (maxX-minX)$$

$$Ys = (maxY - Yc) * height / (maxY-minY)$$

$$Xs = (Xc - minX) * scalaX$$

$$Ys = (maxY - Yc) * scalaY$$