```
+-------------------+
|     coord_t       |
+-------------------+
| + x               |
| + y               |
+-------------------+
|                   |
+-------------------+
```

+offsetStartPosition
+startPosition

```
+---------------------------+
|        camera_s           |
+---------------------------+
| + wWindow                 |
| + hWindow                 |
| + wRender                 |
| + hRender                 |
| + tileSizeOnRender        |
+---------------------------+
|                           |
+---------------------------+
```