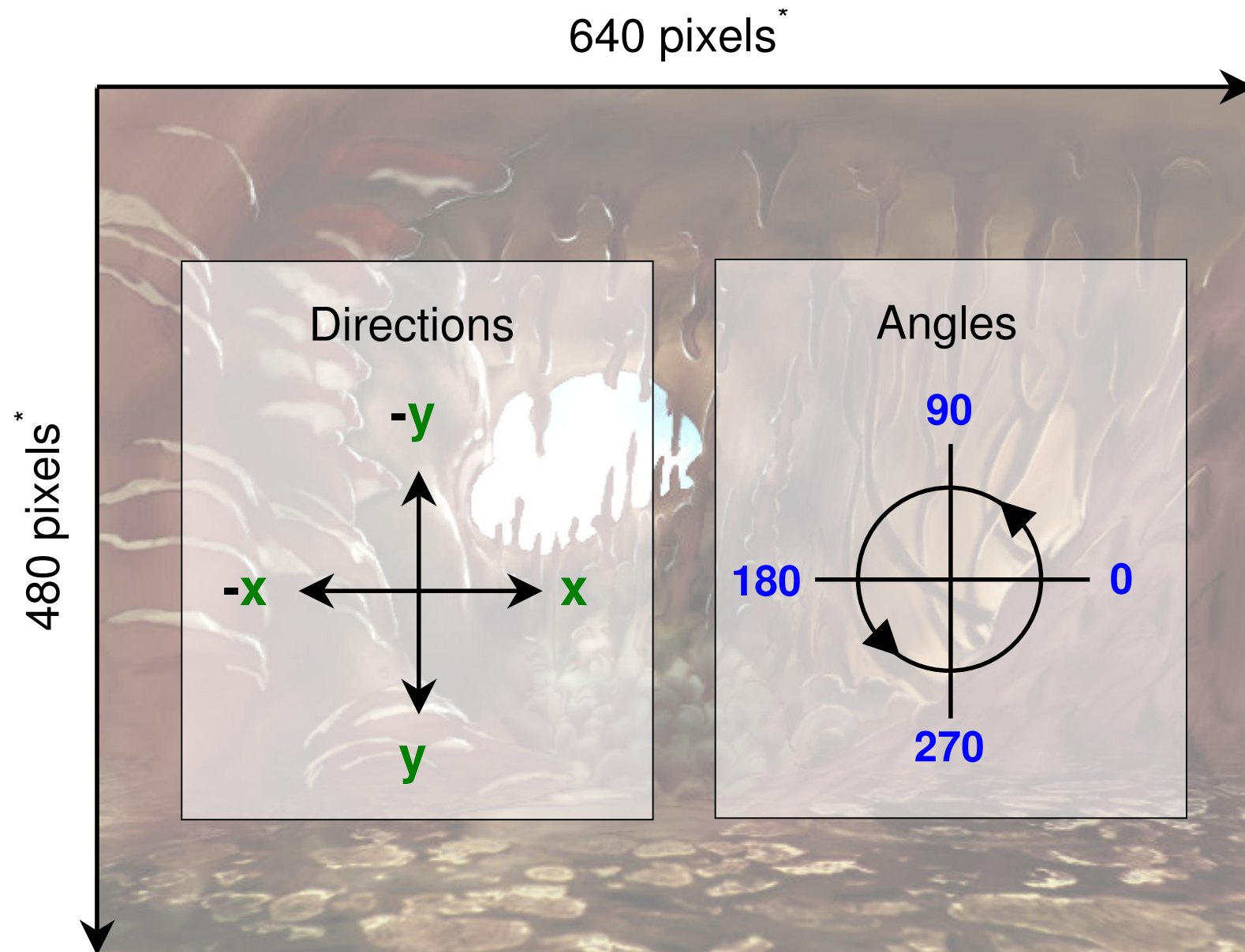


Game Maker's Angle and Coordinate System



*standard room size