

## #1 K2 \$3 +4 Coordinate Box options

The **Coordinate Box** is courtesy of Mark Peterson. When you have the Coordinate Box checked, a small "coordinate window" constantly displays the current position of your mouse pointer.

From the **Options** menu you can select the coordinates to display in rectangular (default), polar, or pixel coordinates.

**Rectangular** coordinates correspond to Cartesian plane. The coordinates displayed are in absolute units relative to the origin. Fractint uses these coordinates to form a complex number. This complex number initializes one or more variables in the iterative calculation. The *x* coordinate is used as the *real* portion of the complex number and the *y* coordinate as the *imaginary* portion.

**Pixel** coordinates display the position of a point in terms of the number of pixels, or color dots, relative to the pixel in the upper left-hand corner of the image. For example, if the image size is 200 x 150, then the pixel in the lower right-hand corner of the image is coordinate (199, 149).

**Polar** coordinates display the position of a point in terms of its distance and angle relative to the origin. The angle can be in units of **degrees** (default), **radians**, or **grads**. Most people are familiar with degrees which divide the circle into 360 *degrees*. Grads divide the circle into 400 *grads*. Radians divide the circle into units of 2 Pi *radians*.

1# CoordinateBox  
2K coordinate;rectangular;polar;pixel;  
3\$ Coordinate Box  
4+ browse:090