

#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

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