

Position literals to align with Parent Objects

Literal Positions add flexibility to the Position property for objects (and incidentally for spawners as well, but in a less extensive manner as spawners don't have a Pivot).

They should be useful for positioning an object relative to its parent, without doing some calculations manually.

When a Parent is defined for an object, you can use the same literals for Position as with Pivot to align object inside parent's borders.

The global form is:

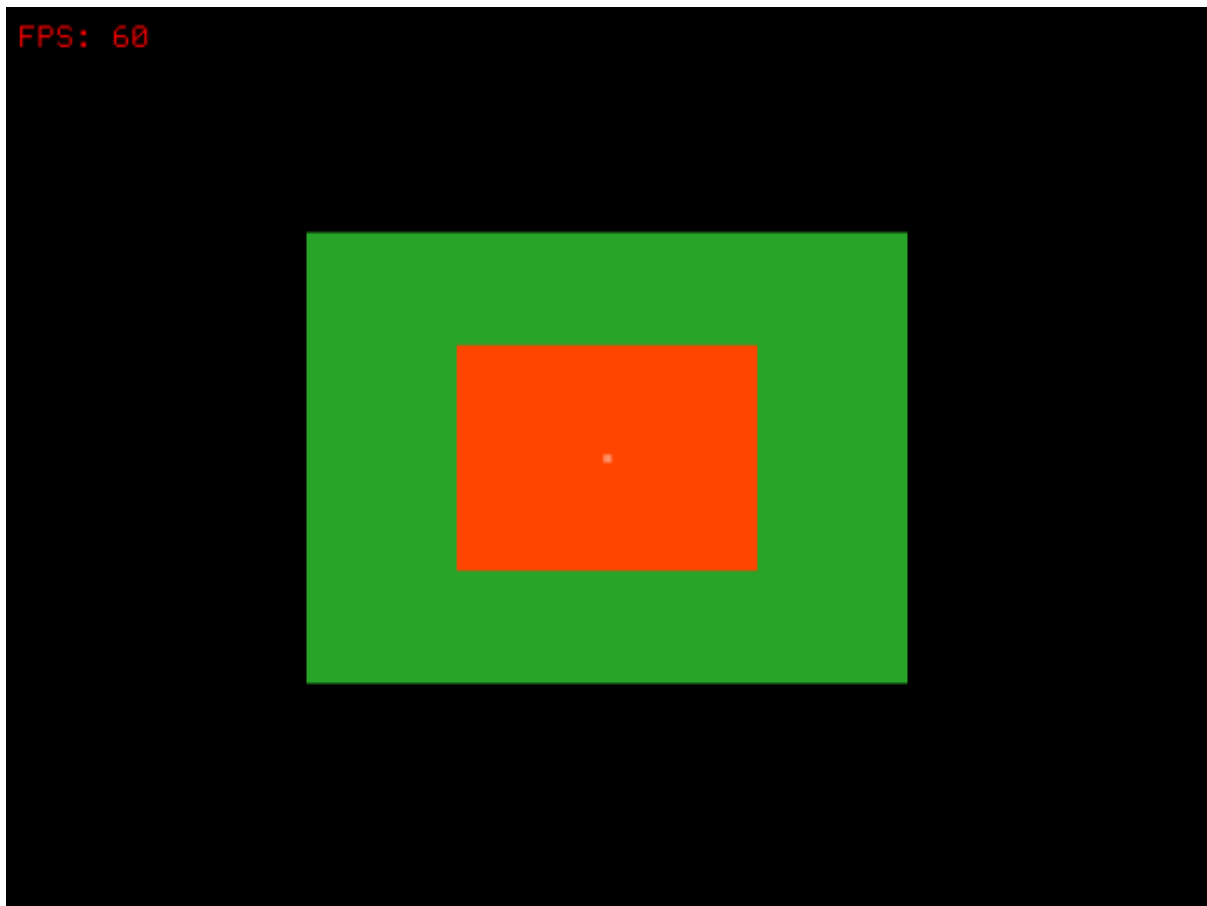
```
Position = [pivot's override ->] Position's in parent space
```

Here's a basic setup with one rectangular parent (green) and one rectangular child (red):

```
[Parent]
Color    = lime green
Size     = (400, 300)
Pivot    = center
ChildList = Child

[Child]
Color    = orange red
Size     = (200, 150)
Pivot    = center
Position = (0, 0, -0.1)
```

And its result (nothing unusual so far):



The Pivot of each rectangle will be highlighted with a small lighter colored square Let's try a few things and see the results

```
[Parent]
Pivot    = center

[Child]
Pivot    = center
Position = top right
```



```
[Parent]
```

```
Pivot    = center
```

```
[Child]
```

```
Pivot    = top left
```

```
Position = top left
```



```
[Parent]
Pivot    = left

[Child]
Pivot    = bottom right
Position = top left (10, 10, -0.1)
```



```
[Parent]
Pivot    = left

[Child]
Pivot    = bottom left
Position = bottom right -> bottom left
```



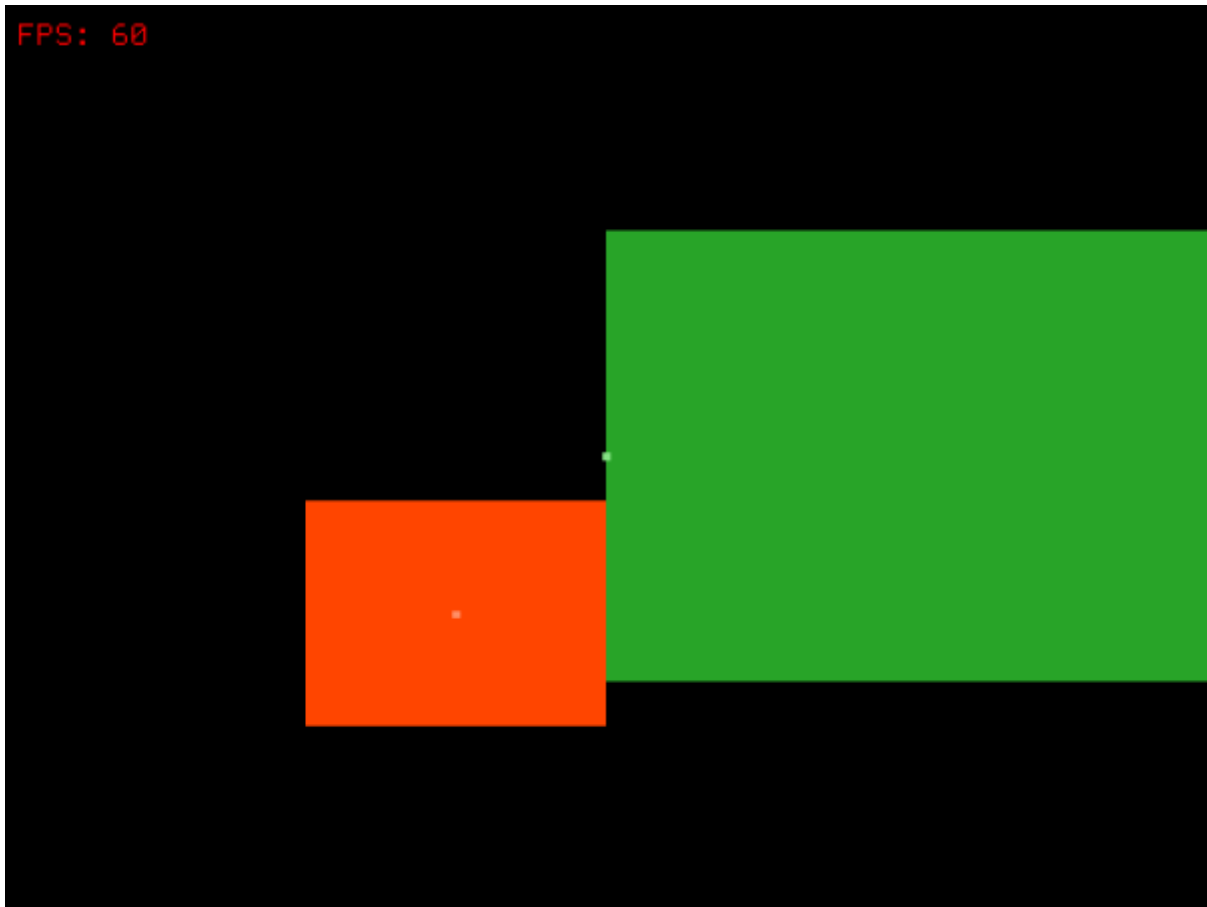
```
[Parent]
Pivot    = left

[Child]
Pivot    = (20, 20)
Position = (100, 100) -> bottom left -0.1
```



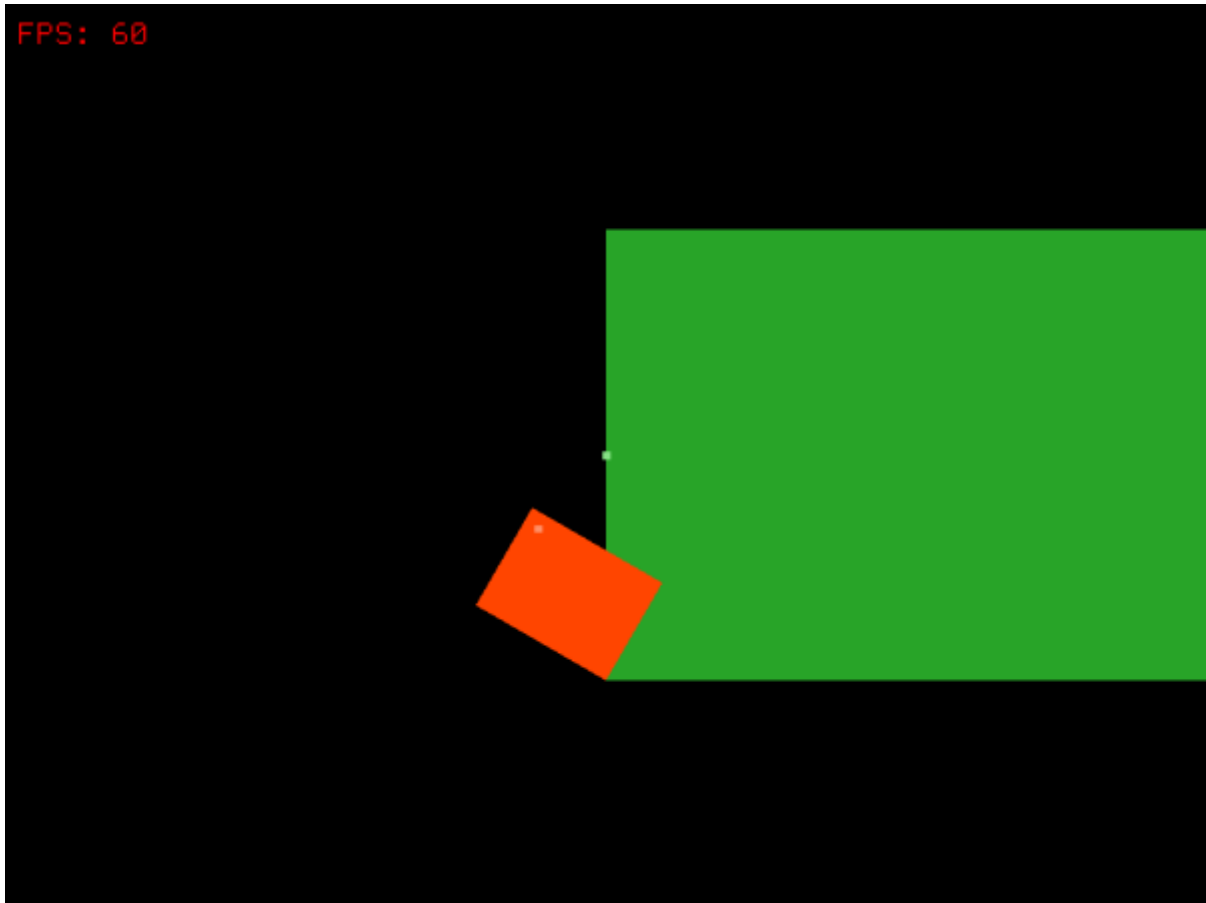
```
[Parent]
Pivot      = left

[Child]
UseParentSpace = position
Pivot        = center
Position     = top right -> (0, 0.1)
```



```
[Parent]
Pivot    = left

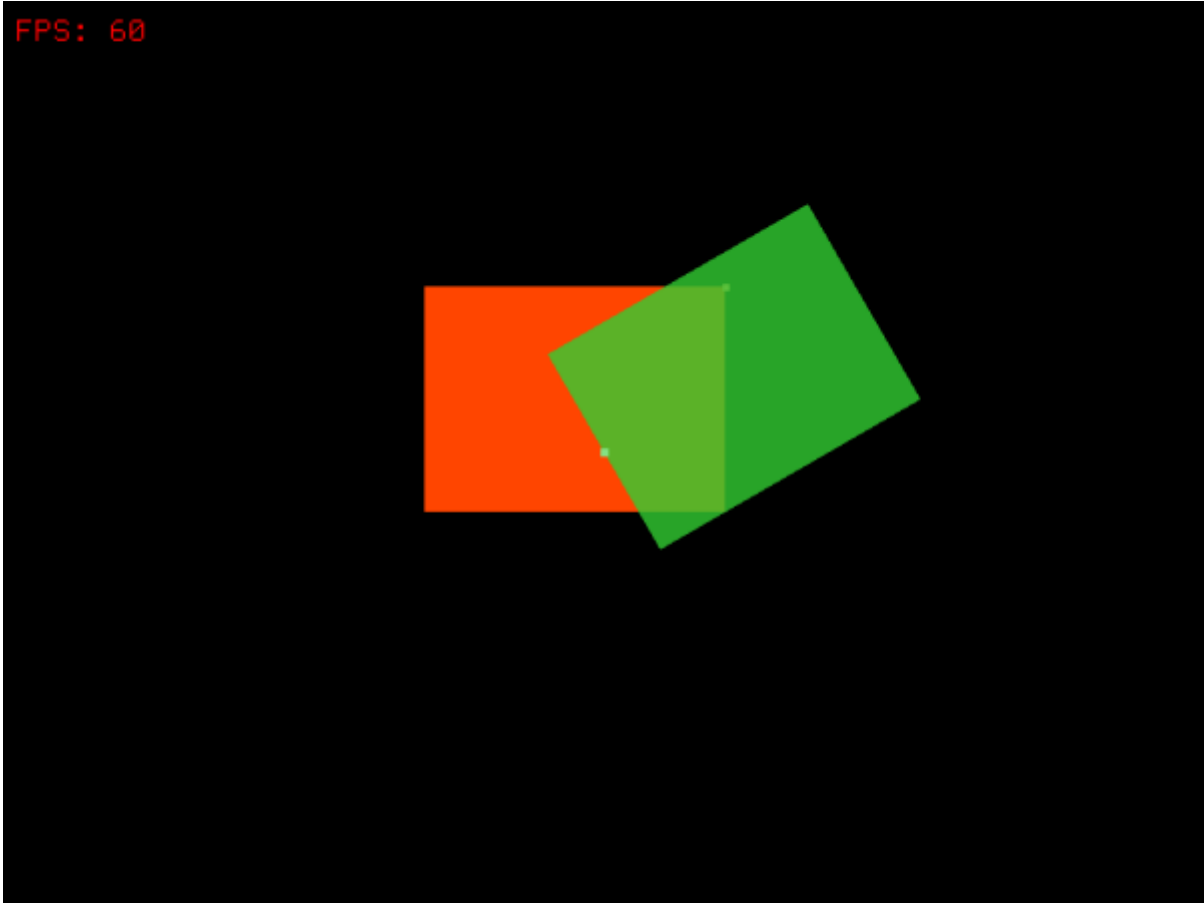
[Child]
Pivot    = (20, 20)
Scale    = 0.5
Rotation = 30
Position = bottom right -> bottom left -0.1
```



One last for the road....

```
[Parent]
Pivot      = left
Rotation   = -30
Scale      = 0.5

[Child]
UseParentSpace = position
Pivot          = top right
Scale          = 2
Rotation       = 30
Position       = bottom right -> bottom
```



From: <https://www.orx-project.org/wiki/> - Orx Learning

Permanent link: https://www.orx-project.org/wiki/en/tutorials/objects/literals_for_objects?rev=1628511912

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