UNITY3D CANVAS

TABLE OF CONTENTS

CANVAS SETTINGS
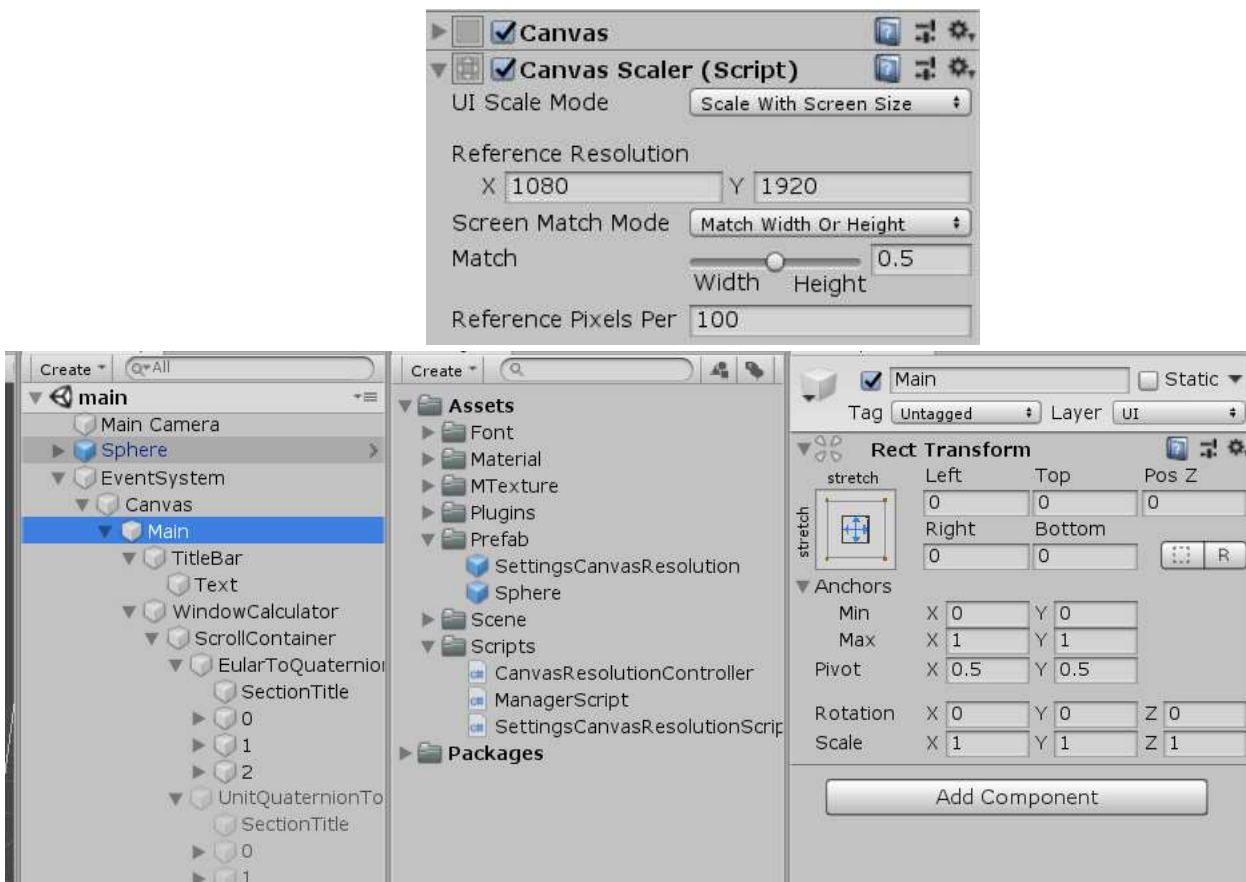
- 3 layers of hierarchy is used instead, EventSystem -> Canvas -> Main
- At any point in time in Game, Canvas **referenceResolution** should not need to be change at all throughout the entire lifetime of the program, only needed to be set ONCE. This is why 1920x1080 Resolution is chosen

CODES

When dealing with Canvas/UI, canvas's **referenceResolution** should be used instead to get desired results

```
//Init the position of Bits
float getCanvasWidth     = transform.root.gameObject.GetComponent<CanvasScaler>().referenceResolution.x;
float getCanvasHeight    = transform.root.gameObject.GetComponent<CanvasScaler>().referenceResolution.y;
```