UNITY3D CANVAS
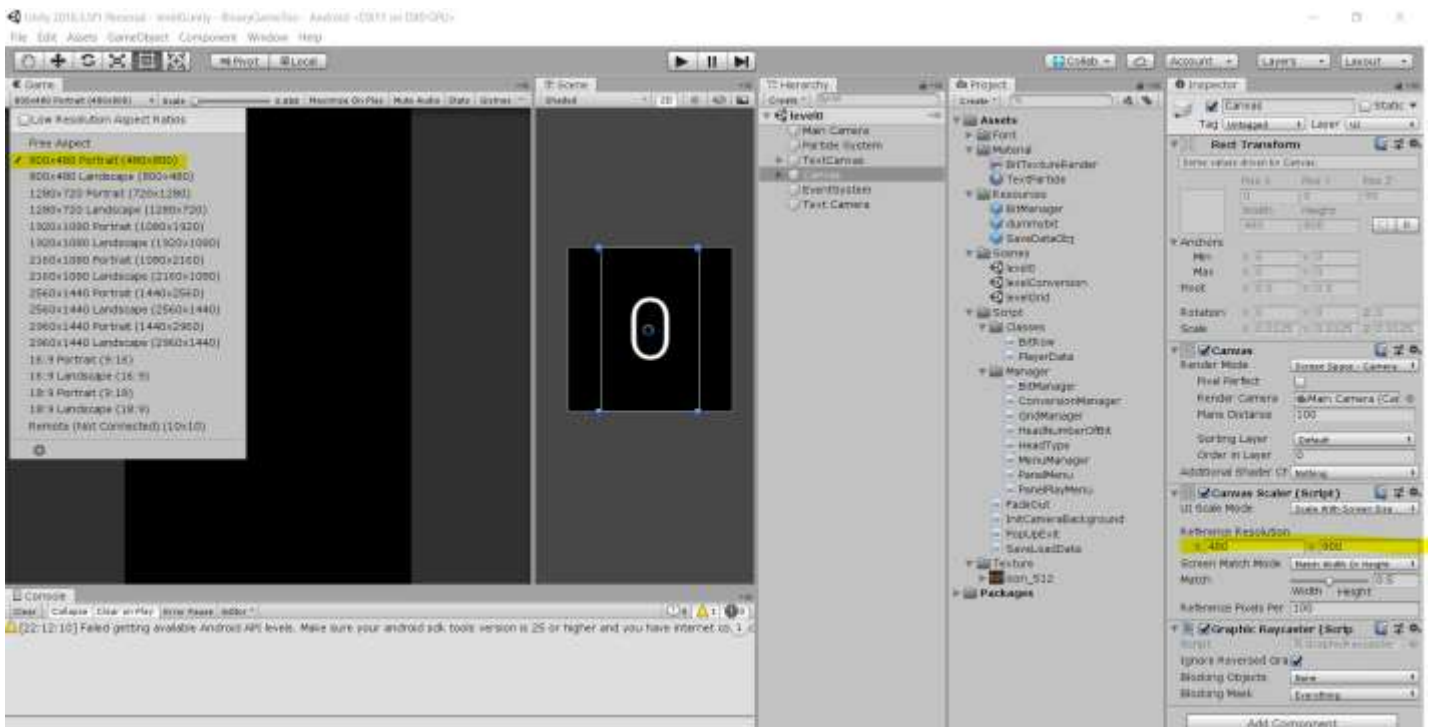
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CANVAS SETTINGS

CODES

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