

EXOA

RESPONSIVE UI PRO - MANUAL

10/10/2021

[Latest online Version is accessible here](#)

INTRODUCTION	2
HOW TO INSTALL	2
DEMOS	2
THE RESPONSIVE CONTAINER COMPONENT	3
THE RESPONSIVE ITEM COMPONENT	5
THE SCREEN DETECTOR COMPONENT	6
THE RESIZER COMPONENT	7
THE RESIZE BY RATIO COMPONENT	9
OTHER PLUGINS	10
SUPPORT	10

INTRODUCTION

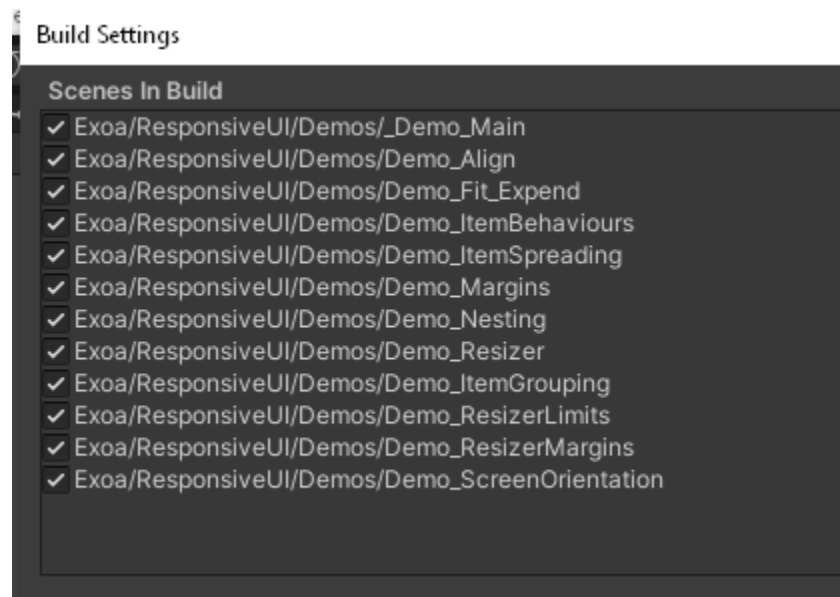
Finally a responsive layout system for UGUI! Display, align and place any UI element easily and professionally. Works with any UI style! If you ever worked with CSS and used frameworks like “Bootstrap”, “Foundation” etc, you know how useful it is to have a responsive framework!

HOW TO INSTALL

Just import the plugin in your project! Feel free to remove the “Demos” folder when you’re done understanding how it works!

DEMOS

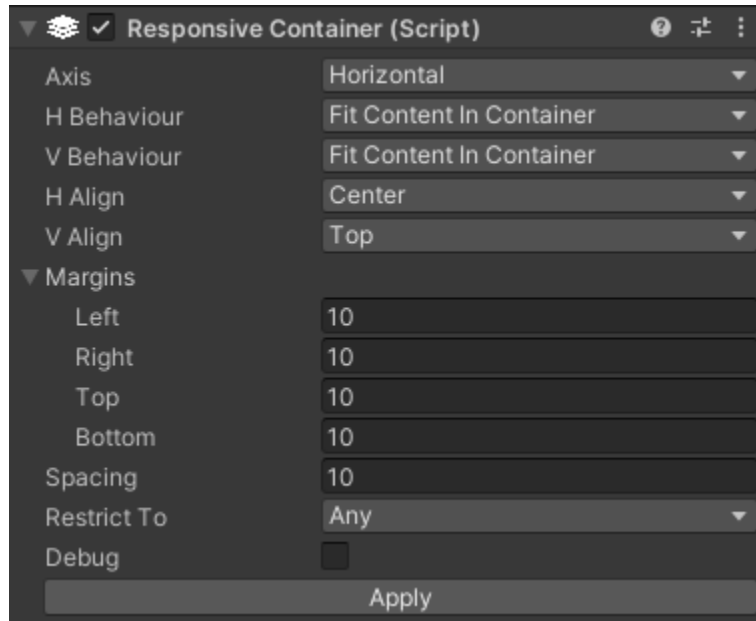
To run the demos, make sure to place all the demo scenes in your build settings list :



Then launch the scene called “_Demo_Main”.

HOW TO USE

THE RESPONSIVE CONTAINER COMPONENT



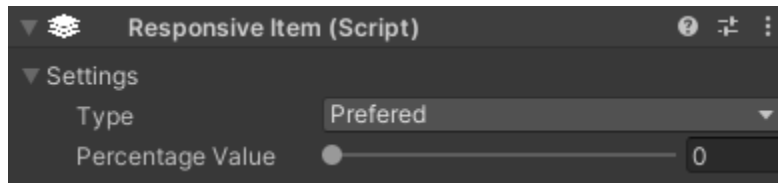
The "Responsive Container" component has to be put on a UI GameObject that contains all your content as sub GameObjects. Here is a description of each property :

- **Axis** : Defines if you want your content to be put horizontally or vertically
- **H Behaviour** : If the axis is horizontal, select the desired behaviour.
- **V Behaviour** : If the axis is vertical, select the desired behaviour.
- **H Align** : Defines the horizontal alignment of the items.
- **V Align** : Defines the vertical alignment of the items.
- **Margins**: Specifies the space surrounding content inside the container.
- **Spacing**: Specifies the space between items.
- **Restrict To**: Set if that component has to work on portrait, landscape or any of them.

Here is a description of the different behaviours :

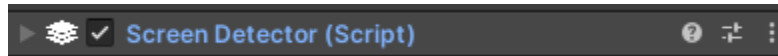
- **None:** Nothing is going to be modified by the script
- **Fit Content In Container:** The content is going to be placed and resized to try to match the entire space on the selected axis. By default each item is considered "flexible" so they will be resized, but you can put a "Responsive Item" component on them these sub object to customize their resizing behaviour. (see the "Responsive Item" section).
- **Fit Container To Content:** The container is not going to resize the content, but will rather resize itself to match their cumulated size.
- **Spread Content In Container:** The content is going to be placed but not resized, to match the entire space on the selected axis. The spacing between content items will be adjusted instead of their size. If the content does not have enough space, objects will overlap each others.
- **Spread Content In Container And Expend:** Same as above, but the container will be expended in case there is not enough space for the content.
- **Group Content In Container:** The content will be grouped and aligned using the "H/V Align" setting, inside the container. If the content does not have enough space, objects will overlap each others.
- **Group Content In Container And Expend:** Same as above, but the container will be expended in case there is not enough space for the content.

THE RESPONSIVE ITEM COMPONENT

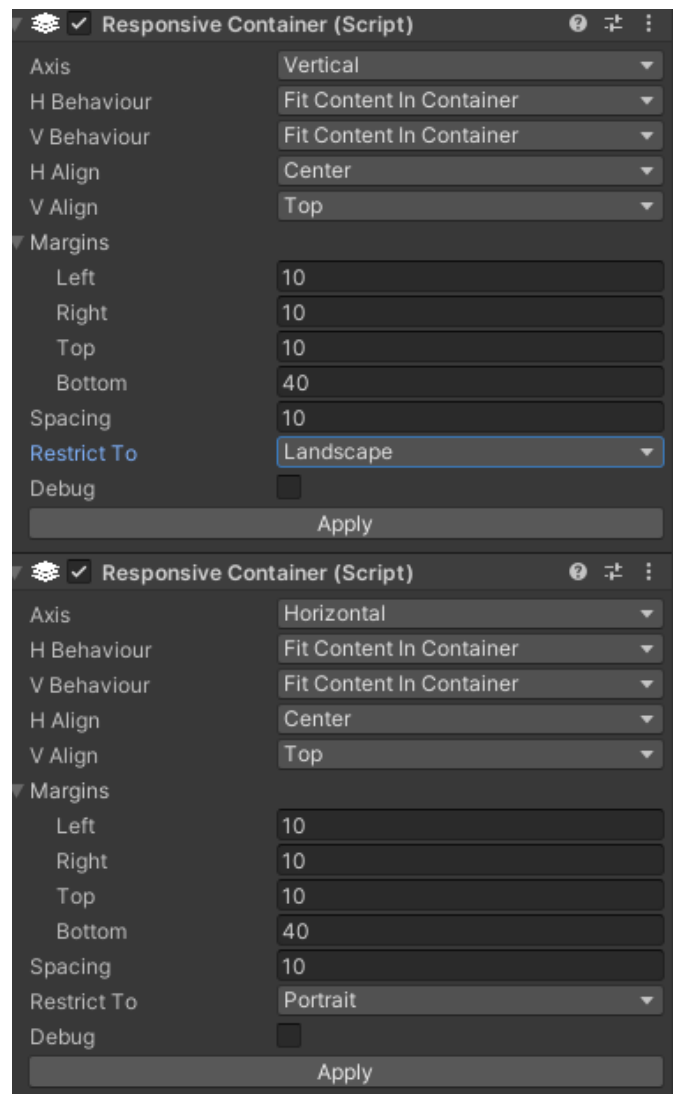


- Put this component on any content GameObject to modify the resize behaviour. Here is a description of the different options :
- **Preferred:** Keeps the item size as it is, the item will not be resized by the container.
- **Percentage:** The value needs to be between 0 (0%) and 1 (100%). Indicates how much percent of the container size, the item needs to be. The item will then be resized with the container's size.
- **Flexible:** The GameObject will resize to fit the container size, taking into account the amount of items and the space remaining. For example if you have 4 flexible items in a container, they will then all be 25% of the container's size (minus the margins and spacing).

THE SCREEN DETECTOR COMPONENT



This component needs to be put on the canvas GameObject, it is in charge of detecting if the app is in Portrait or Landscape mode regarding his width and height. The responsive Container has a "Restrict To" property that relies on it. To use this feature you need to have on each container, two "Responsive Container" components. The first one will define the behaviour in Portrait mode, the second one will describe the behaviour in Landscape Mode. In this example, the content will be put horizontally if in Portrait mode, or vertically otherwise :



THE RESIZER COMPONENT

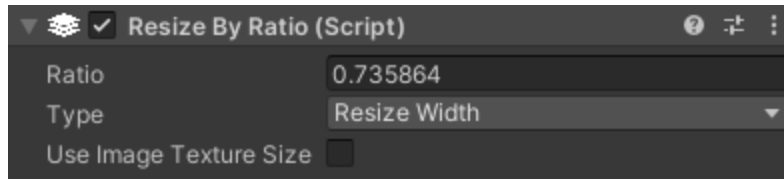


This component is independent from the Responsive components, it has to be put on a UI GameObject contained inside another UI GameObject. It defines how this object will resize and position itself regarding its container. Here is a description of each property:

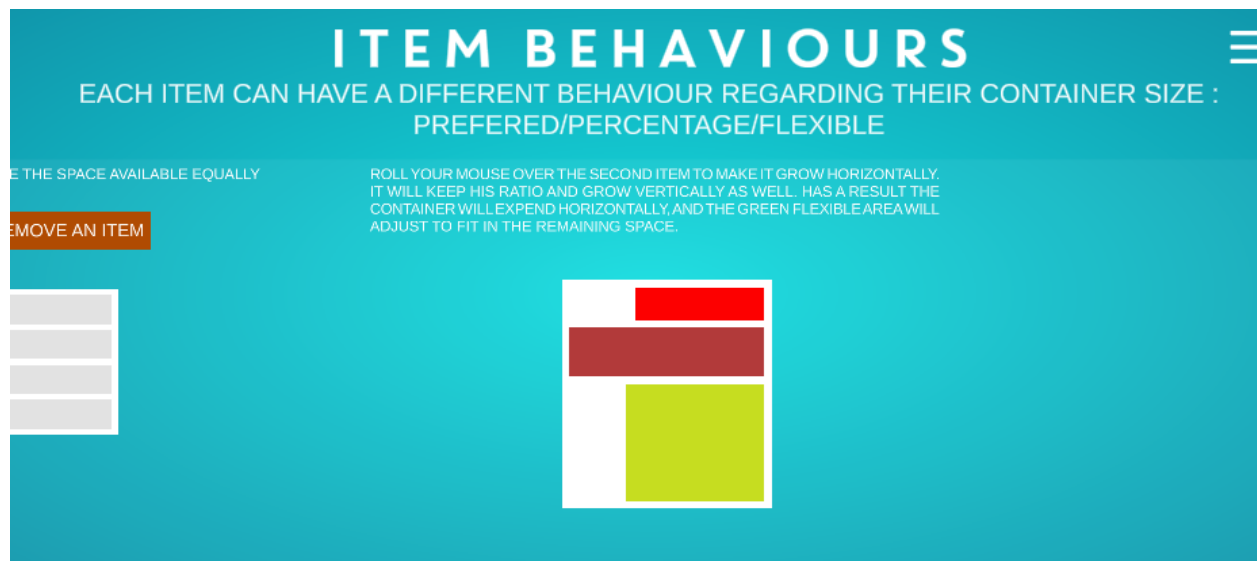
- **Resize Mode** : Could be "Fill" to match the container size, "Contain" to be fully contained inside the container, but keeping the same ratio, or "Cover" to cover the container fully but still keeping its ratio.
- **H Align** : Defines the horizontal alignment of the item.
- **V Align** : Defines the vertical alignment of the item.
- **Margins**: Specifies the space surrounding content inside the container.

- **Limits:** When filling mode is selected, you can define min/max values for both the width and height.
- **Ratio:** By default the ratio will be calculated using the object width and height, but you may want to force a specific ratio using "Fixed Ratio".
- **Use Texture Ratio:** If the object has an Image component, the ratio could be calculated from the texture's width/height.

THE RESIZE BY RATIO COMPONENT



This is a really simple version of the Resizer component, that just handles the resize of the object's width or height to keep the defined ratio. You can of course use it on a content item inside a Responsive Container along with a Responsive Item set as "Preferred" to ensure that if a container resizes, the content item will resize as well keeping his ratio. (see this specific demo below).



OTHER PLUGINS

- [Home Designer](#)
- [Floor Map Designer](#)
- [Level Designer](#)
- [Touch Camera Pro](#)
- [Assets Manager Pro](#)
- [Packages Manager Free](#)
- [Tutorial Engine](#)

SUPPORT

Please post your questions and issues on the new forum : <http://support.exoa.fr/>

You can still contact me for anything else at contact@exoa.fr