black = window shape
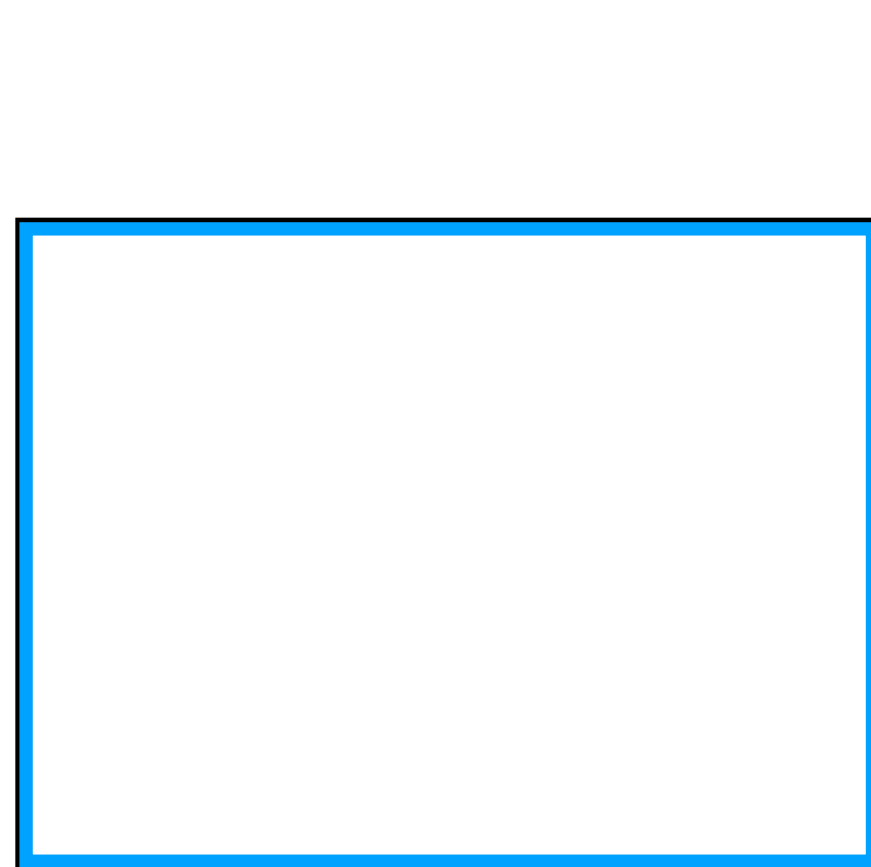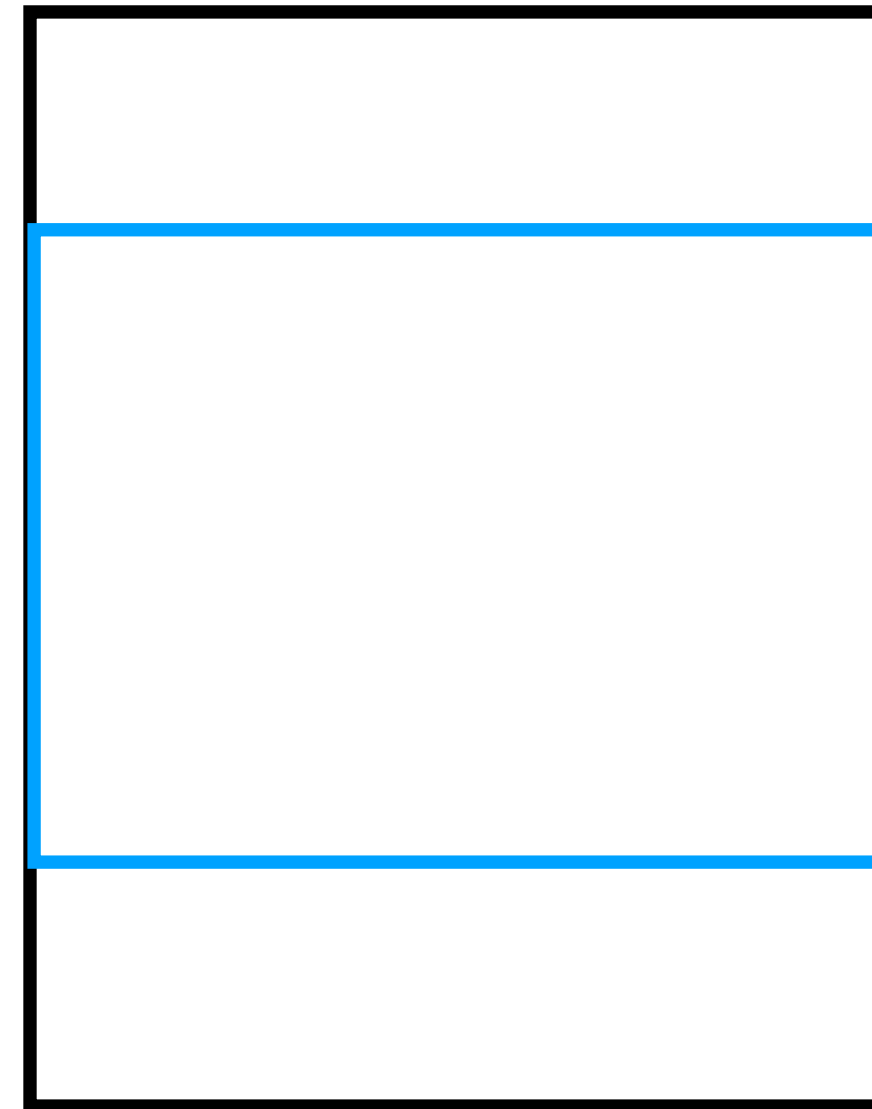**blue = UI shape**
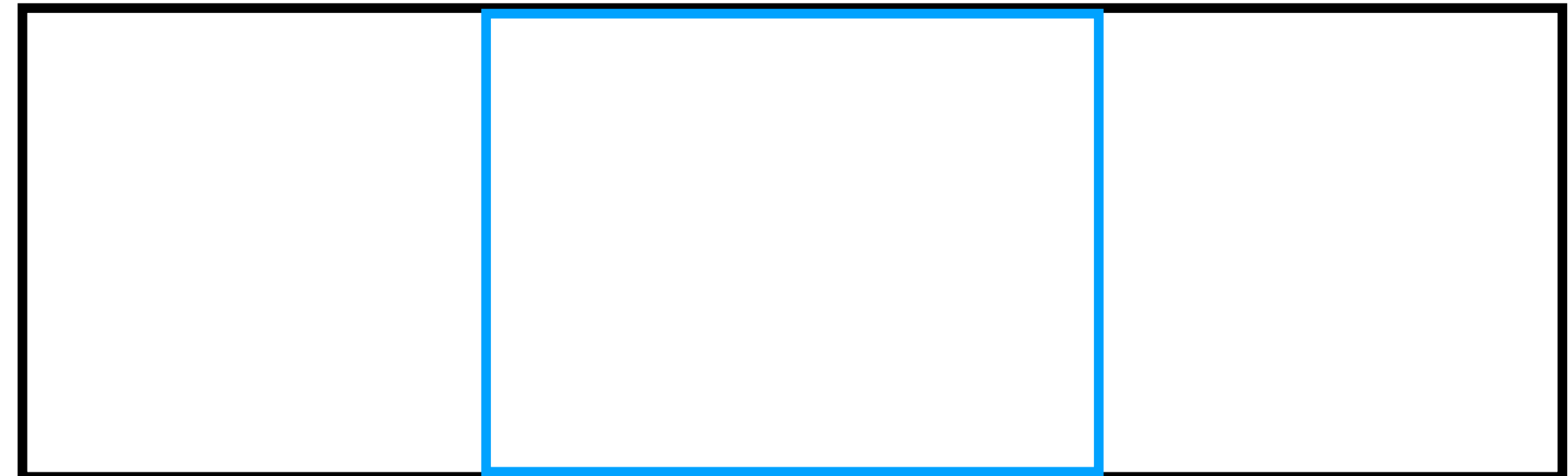
a)

b)

c)

right now, a) works (if they're the same aspect ratio), and c) works, but not b)