

Relative Layout for Unity UI.

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1. Key Features

- Position and Scale UI Elements relative to other elements on the scene.
- Perfect for creating a precise and dynamic UI layout for your project.
- The Scene Editor tool makes it easy to create Relative layouts just by dragging and dropping elements.

2. How to Use

- Add the Relative Position component to your UI element
- Use the Handles to set a reference point for the desired side
- Adjust the offset by holding SHIFT or using the Inspector view