

LetterBoxer

Preserve your 2D game's aspect ratio with no effort

Works with any orthographic camera

Works on mobile devices

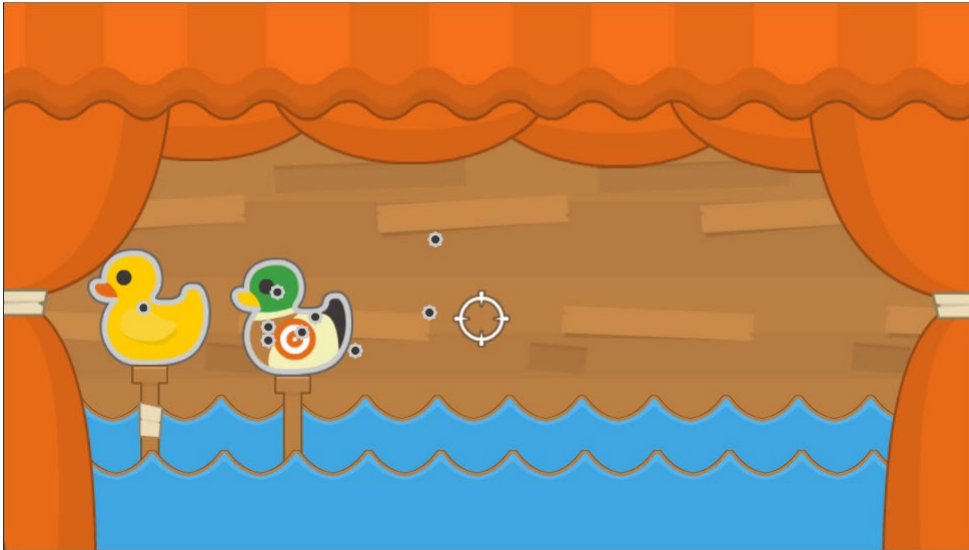
Works with Unity UI Canvas

Includes "Shooting Gallery" mini-game example



Preserves your game's aspect ratio

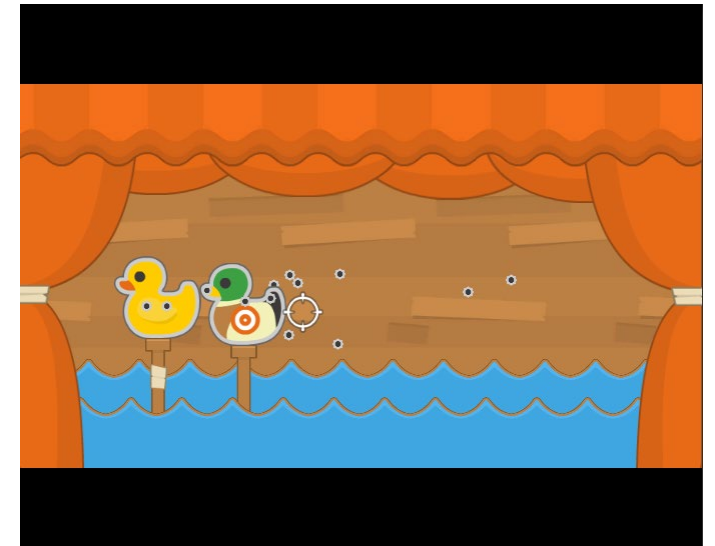
Game designed for 16:9 aspect ratio



On 5:4 screen
without LetterBoxer
sides of game play
area are lost



On 5:4 screen with
LetterBoxer
sides of game play
area are made visible
by adding mattes to
the top and bottom
of the screen



1

Setup the Component

1. On your *Main Camera* game object
2. Add the *Letter Boxer* script by clicking on the Add Component button
3. Specify the X and Y of your target aspect ratio
4. Set *Matte Color* to the color that you want your letterbox or pillarbox bars to be

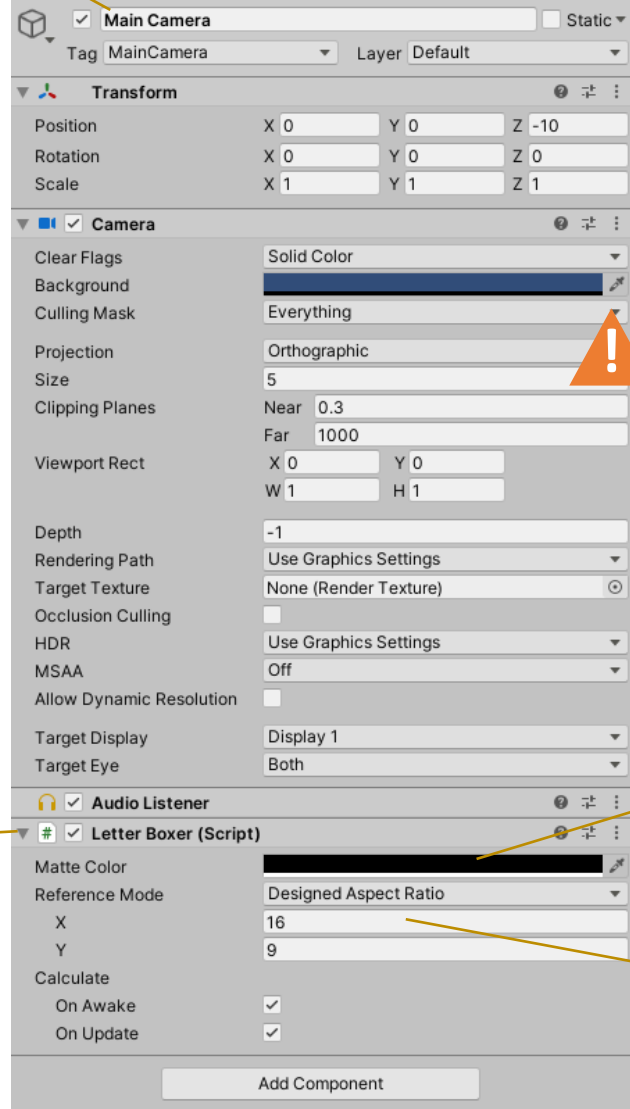


This asset ONLY works for cameras with *Projection* set to *Orthographic*

2

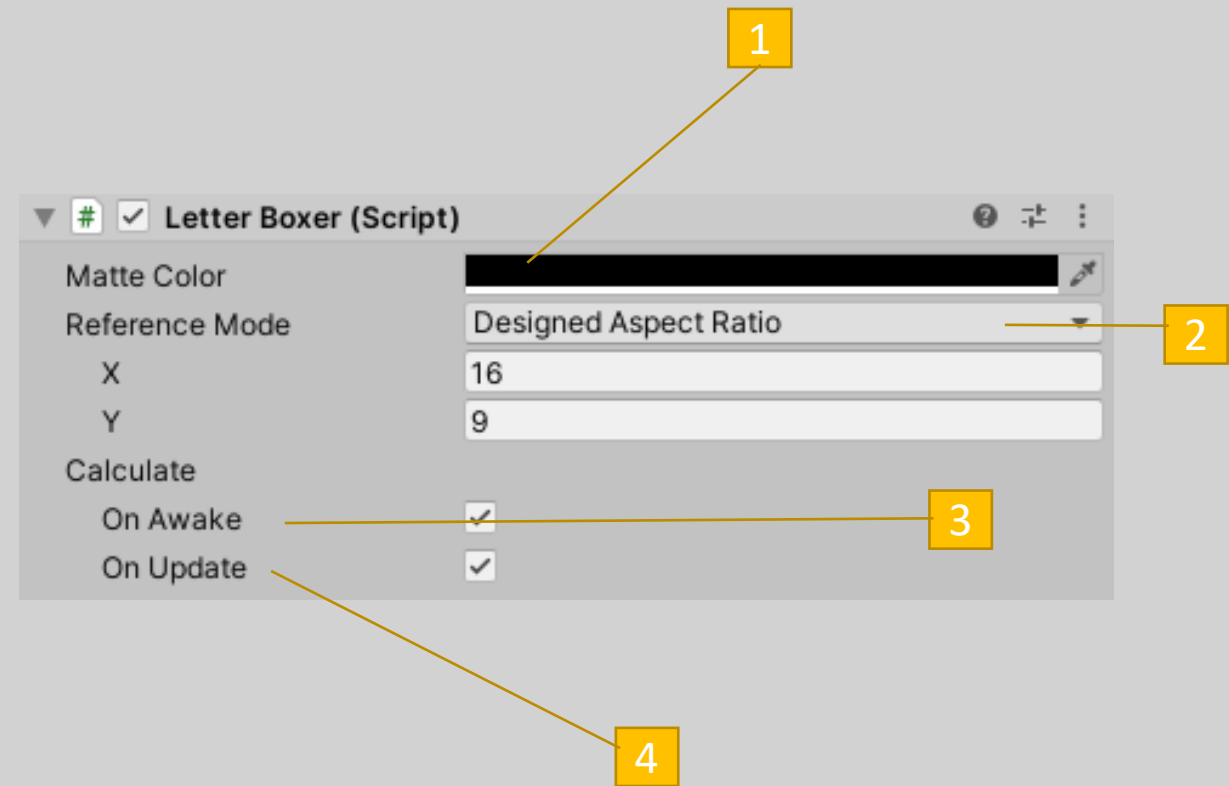
4

3



Advanced Configuration

1. **Matte Color** – The color for the letter/pillar matte bars
2. **Reference Mode** – Used to toggle how the target aspect ratio is calculated.
 - *Designed Aspect Ratio* – Lets you specify an aspect ratio using X and Y values. For example 16 by 9
 - *Original Resolution* – Lets you specify an aspect ration by specifying the width and height, in pixels, of the screen your game as originally designed to fit
3. **Calculate On Awake** – The component will calculate the aspect ratio and letterbox the screen during OnAwake() of the main camera
4. **Calculate On Update** – The component will calculate the aspect ratio and letterbox the screen during OnUpdate() of the main camera. This means every frame so will have some performance impact.



Unity UI

To have your UI scale with the letterboxed screen:

1. Set *Render Mode* to *Screen Space - Camera*
2. Set *Render Camera* to your camera that has the *Letter Boxer* script attached to it
3. Set *Order in Layer* to a high number so that your UI appears on top of any other sprites

