



# PixelPerfect

## GameWindow

## Installation

- Download & Import asset package via the Unity Asset Store.
- Click Window -> Pixel Perfect Game Window.

## Usage

**'Play Mode'** - Activate game window override when play mode is pressed.

**Presets** - Select a preset from the dropdown to load it. Click 'Save Preset' to override the preset with the currently entered window size and position.

**Exit Play Mode** - Used in editor to quit play mode (Useful for those using a single monitor).

**Override Editor Position** - Used to place the editor game window in the currently selected size and position. Especially useful for pixel perfect UI editing at specific resolutions.

**Contact** - [bsalmon@rewind.co](mailto:bsalmon@rewind.co)