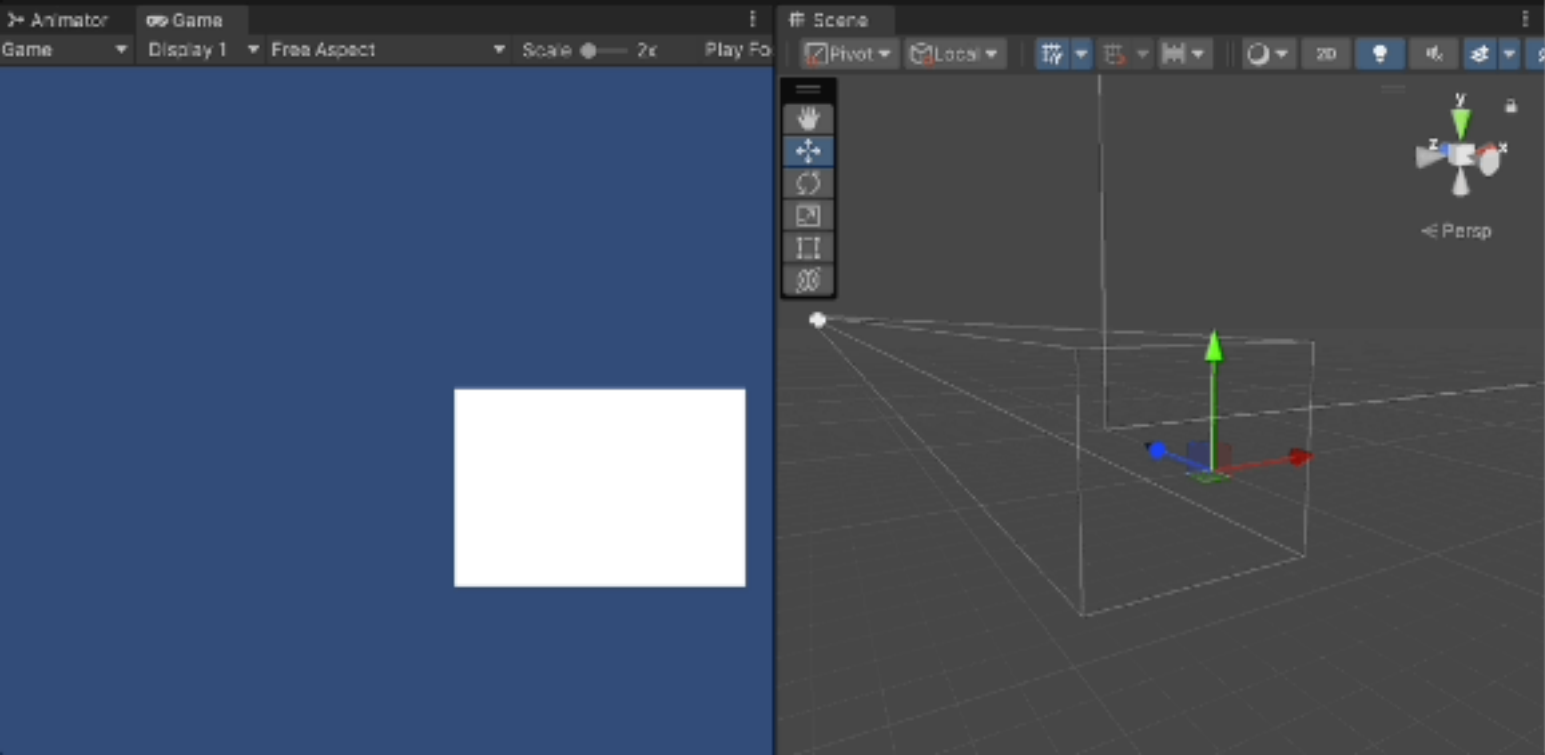
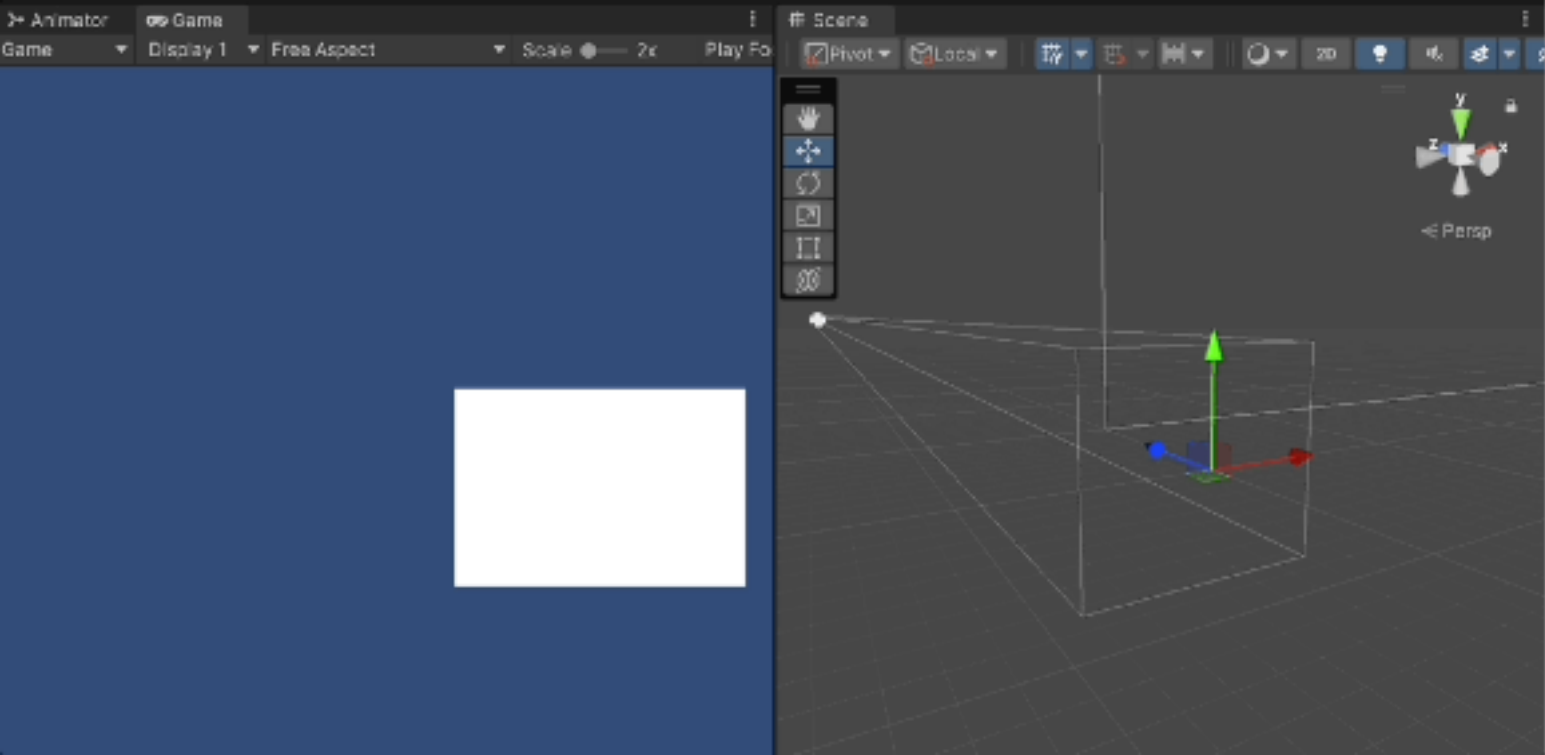


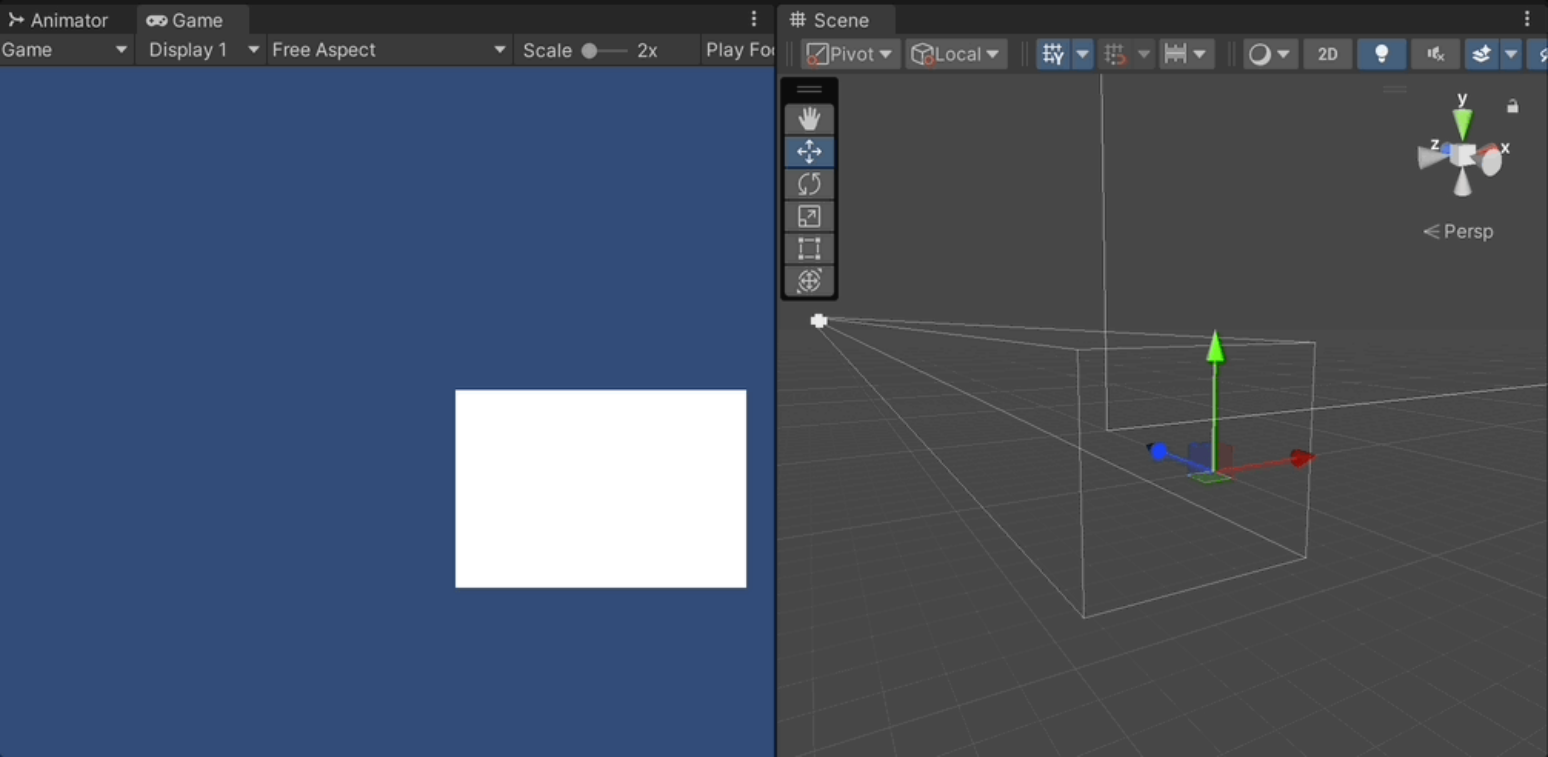




Set revision in Google view:

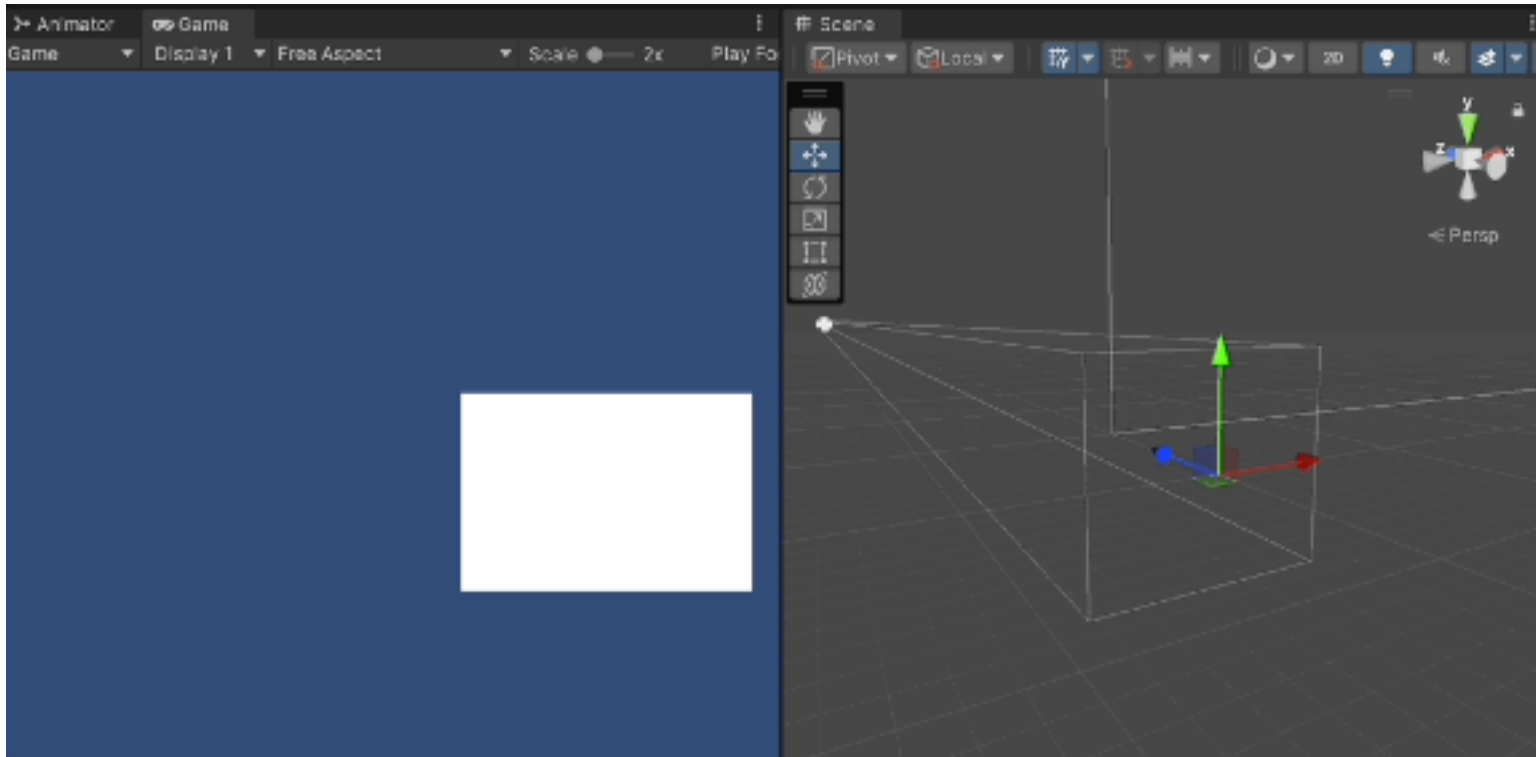






UI – Resolutions

Set resolution in Game view:



UI - Anchors

Anchors help to keep UI consistent in different resolutions

