iPhone X Overlay Helper for Unity
Last updated: December 5, 2017

This simple tool will help you ready your game for the iPhone X' new layout without having to use Xcode's Simulator.

- Supports both landscape and portrait orientations.
- Displays safe and danger areas.
- Displays the notch and home indicator.
- Customizable colors for each component.
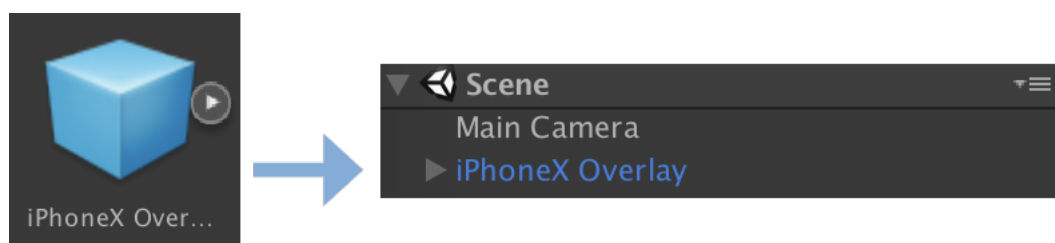- Activate/deactivate each component.

Remember to setup the game view's resolution to 2436x1125 for landscape, and 1125x2436 for portrait for the overlays to show as accurately as possible.
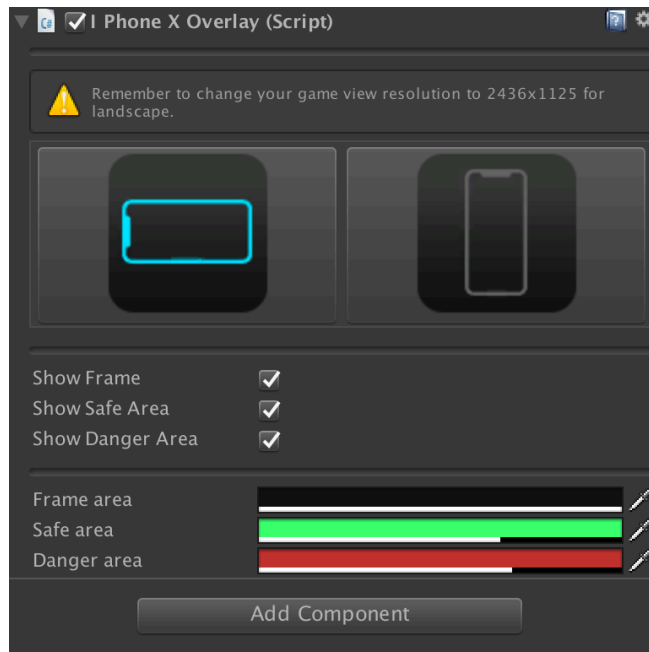

To ensure an accurate overlay, you should set your game view to match the aspect ratio of the iPhone X, as such:

Now, simply drag & drop the overlay prefab into your game scene:

The Overlay object offers a couple options to customize your overlay:

You may change the overlay's orientation or pick which part of the overlay to show (and its color).

For support, you can contact me at admin@jvemon.com.