

Brief 1 Documentation: Auto scaling text box

The components folder contains a canvas prefab. Once put into the scene when the canvas is expanded, it contains an Image containing a Panel and Text (TMP) object. The text in the Text (TMP) can be changed and the image width should adjust accordingly. The Panel contains the 3 images for the text box background. For these sliced images, the left and right change their width to the size of the text, while the middle remains static.

Slicing a background text box image and setting it as a child of the Image, and then adding a layout element, should make the text box image change width accordingly.