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Content Size Fitter

Properties



Property:	Function:
Horizontal Fit	How the width is controlled.
Unconstrained	Do not drive the width based on the layout element.
Min Size	Drive the width based on the minimum width of the layout element.
Preferred Size	Drive the width based on the preferred width of the layout element.
Vertical Fit	How the height is controlled.
Unconstrained	Do not drive the height based on the layout element.
Min Size	Drive the height based on the minimum height of the layout element.
Preferred Size	Drive the height based on the preferred height of the layout element.

Description

The Content Size Fitter functions as a layout controller that controls the size of its own layout element. The size is determined by the minimum or preferred sizes provided by layout element components on the Game Object. Such layout elements can be Image or Text components, layout groups, or a Layout Element component.

It's worth keeping in mind that when a Rect Transform is resized - whether by a Content Size Fitter or something else - the resizing is around the pivot. This means that the direction of the resizing can be controlled using the pivot.

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