CUSTOM COMPOSITION GRID CREATION STEP-BY-STEP

1. Create a new C# script for your grid in the Unity;
2. Add "using NorthLab;" line on top of the script;
3. These attributes should be added to your class so it can be created in the Unity: "System.Serializable" and "CreateAssetMenu";
4. Also, your class should be derived from the "CompositionGrid" class. CompositionGrid is derived from the ScriptableObject so your grid will be scriptable object that can be created as an asset;
5. Now you need to override the abstract method "DrawGUI". This method comes with the screen coordinates and grid color. Using this arguments gives you basis info that will help draw various grids you need.
6. To easily draw the line, you should use static method "DrawLine".

Let us examine the code of the Balance grid.

```csharp
[System.Serializable, CreateAssetMenu(fileName = "Balance", menuName = "NorthLab/Snapscreen/Grids/Balance")]
Unity Script | 0 references
public class Balance : CompositionGrid
{

    7 references
    public override void DrawGUI(int left, int right, int top, int bottom, Color color)
    {
        int centerX = (left + right) / 2;
        int centerY = (top + bottom) / 2;

        DrawLine(new Vector2(centerX, top), new Vector2(centerX, bottom), 3, color);
        DrawLine(new Vector2(left, centerY), new Vector2(right, centerY), 3, color);
    }

}
```

Here you can see the class arguments which are described in the step 3. Next, look at the overridden "DrawGUI" method, first it calculates screen center position using passed screen coordinates and then it draws two lines across the screen using "DrawLine" method.

7. When you finished with the code, you need to create scriptable object of your grid.
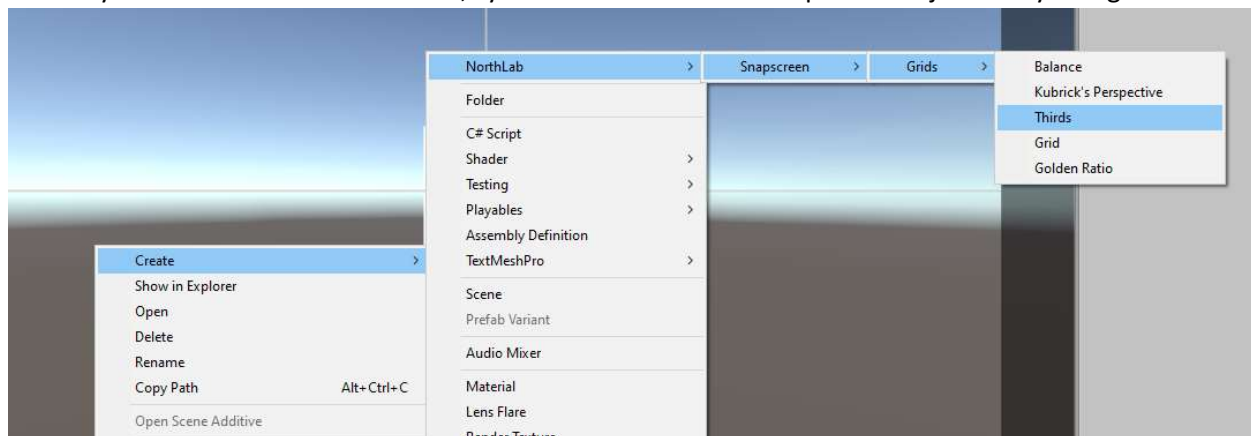
8. Then you can add your grid to the Snapscreen script.