

*Flexible***UI**

Draggable Object

FlexibleDraggableObject.cs

Should be assigned to the object that will trigger the Drag (most of the time the dragged object itself).

Target is a reference to the object that will be dragged (also - most of the time **Target** will be **this**)

FlexibleResizeHandler.cs

Should be assigned to the object that will trigger the resizing (most of the time child of the resized object positioned in some corner with proper anchor).

Target - reference to the object that will be resized

Type - specifies behaviour of the FlexibleResizeHandler, eg: If set to Right it will ignore Y component from pointer delta vector and X component will translate into resizing on the X axis.

MinimumDimmensions - Vector2 that specifies minimum resolution of the Target object

MaximumDimmensions - Vector2 that specifies maximum resolution of the Target object