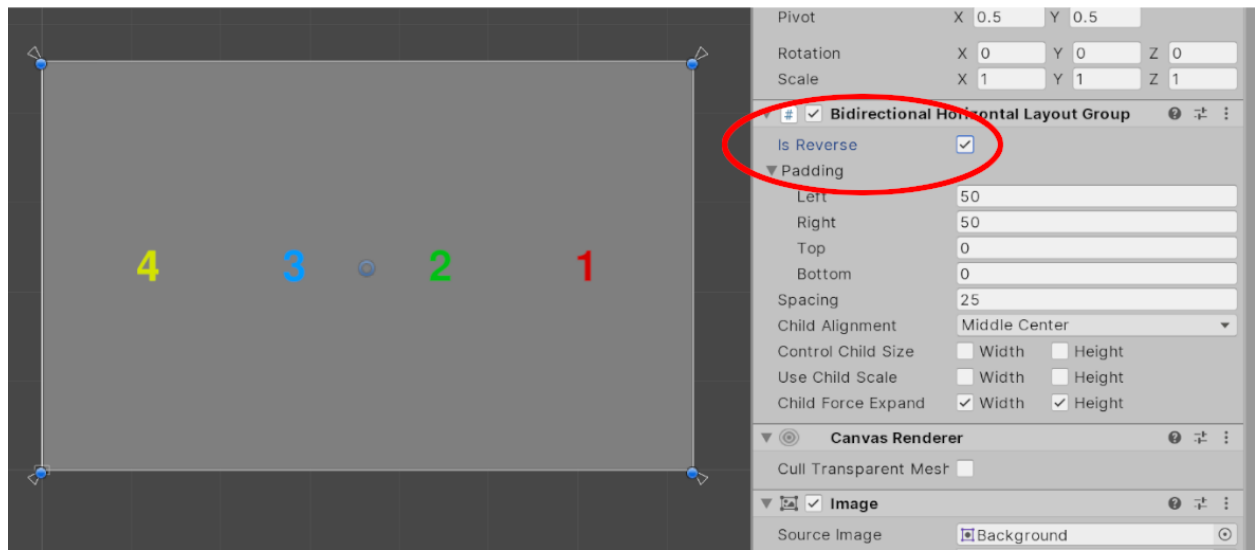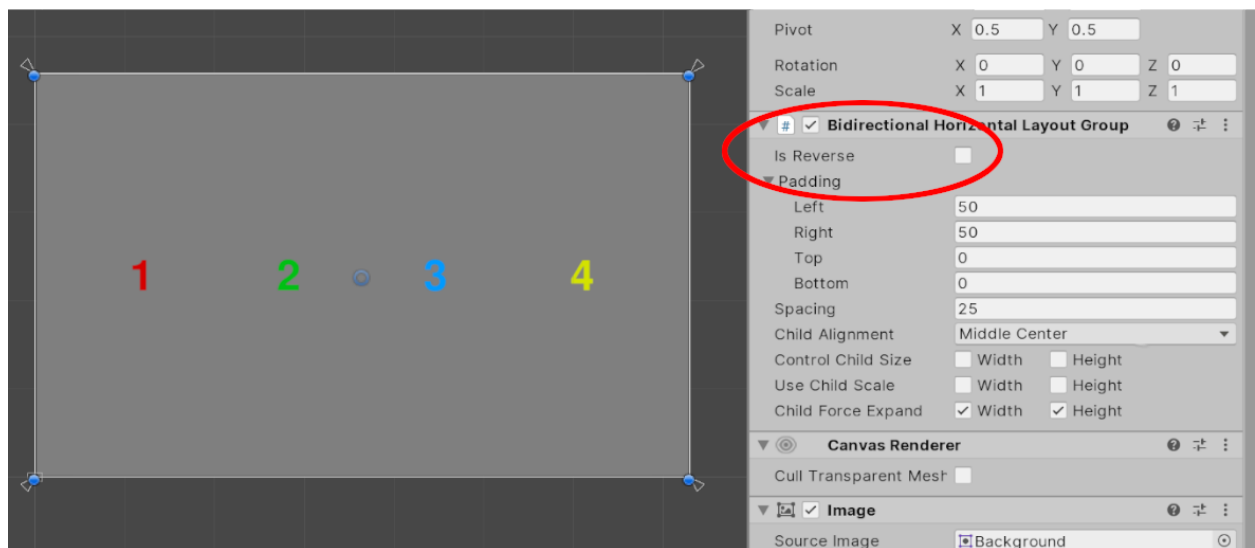# BidirectionalHorizontalLayoutGroup

A Unity3D horizontal layout group that supports both left-to-right and right-to-left. Useful if you are building a UI for an RTL language such as Arabic, Persian, Hebrew, etc. or if you support multiple languages in your app.

The component works just like the default HorizontalLayoutGroup. The only difference is the addition of the "reverse" field. When "reverse" is checked, the layout is done from right to left.

RTL mode

LTR mode

Notes

The implementation is based on Unity's HorizontalLayoutGroup located below.
https://bitbucket.org/Unity-Technologies/ui/src/2019.1/UnityEngine.UI/UI/Core/Layout/LayoutGroup.cs

The Left and Right padding fields always refer to Left and Right respectively regardless of whether "reverse" is checked. However the "children alignment" field gets reversed along with the children's order.