
UNITY GAME RESIZE

USER GUIDE

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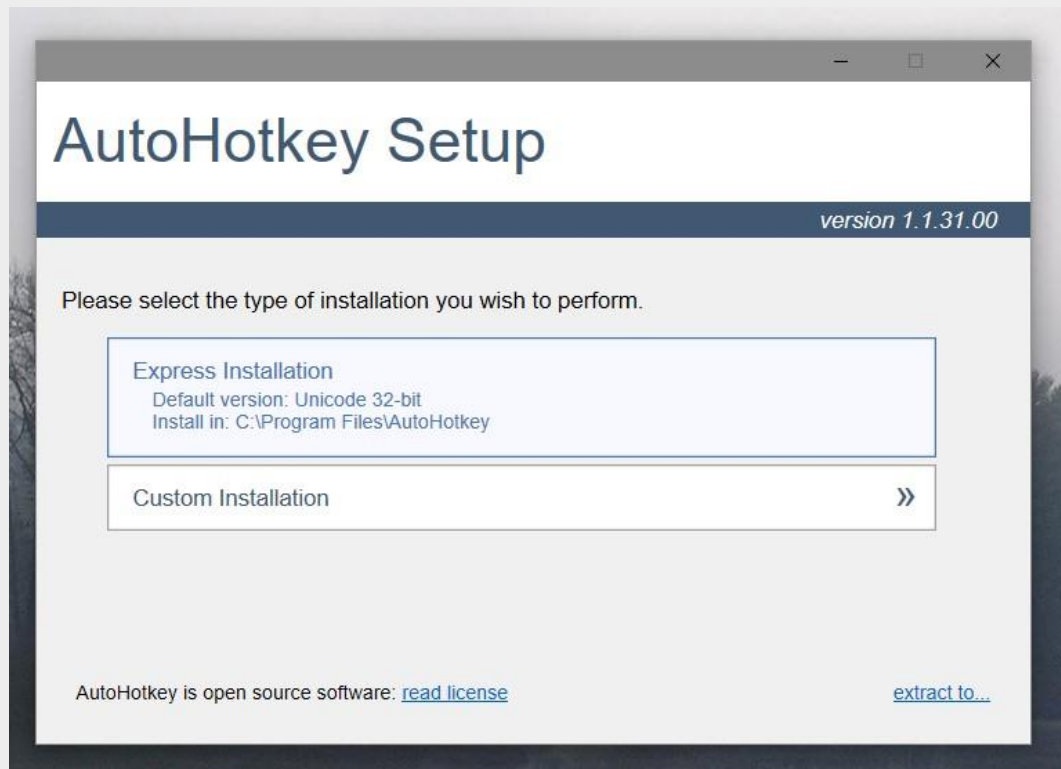
DOWNLOADS & INSTALLS

1. [AutoHotkey](#) 3.4MB
2. [Unity Game Resize Script](#) 9KB
3. [Unity Game Resize Executable File](#) 817KB

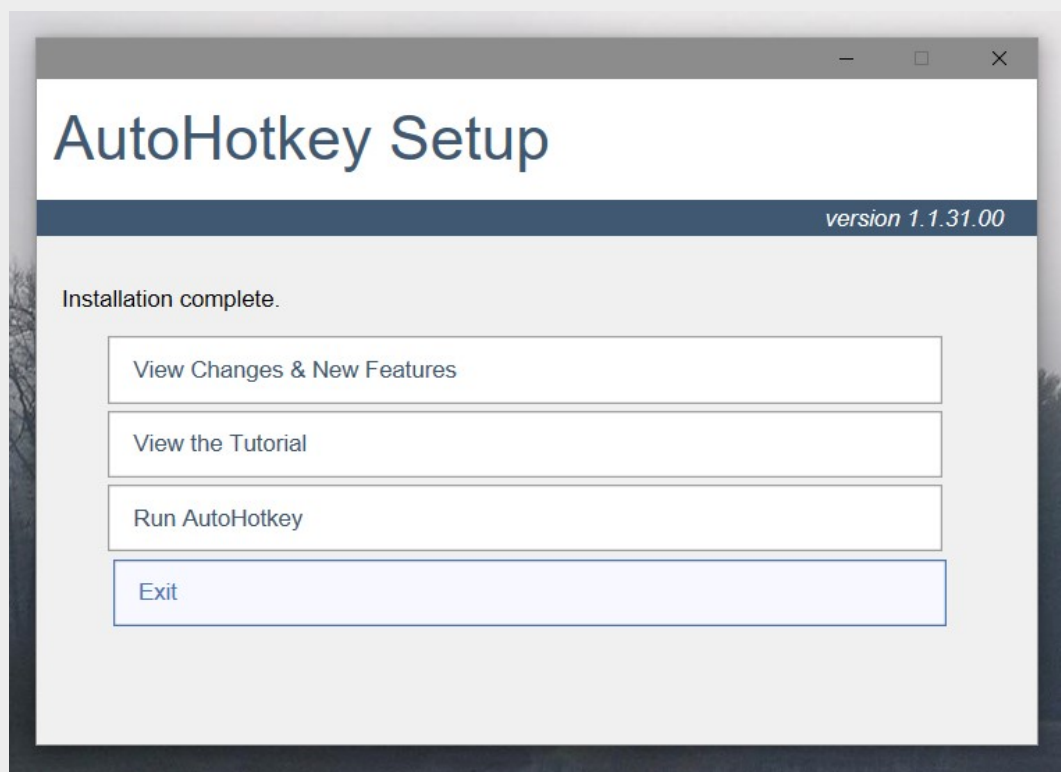
Of these three downloads you are only going to need at most, two of them. If you are **not** interested in viewing or editing the script to make it more suitable for you, customizing the shortcuts for instance, then the executable file is probably best for you (No.3) and that is all you need. Once downloaded, just double click it to run it and you're ready to go.

If you are interested in viewing or editing the script, maybe even start writing your own, then you will need AutoHotkey (No.1), provided you don't already have it installed, and the Unity Game Resize Script (No.2).


AutoHotkey is a very easy install. Once downloaded, double click the file to run the installer, then click the **Express Installation** button on the set up window...



...when the installation has completed, click the **Exit** button on the set up window...



...and you're done.

The Unity Game Resize Script is just a simple download and double click to run it. When the script or executable file are running, you should see an AutoHotkey icon in the system tray folder. 

Don't worry if you see this icon and have only downloaded the executable file, you haven't accidentally downloaded AutoHotkey as well. The executable file has to contain certain elements of AutoHotkey to enable it to work correctly without AutoHotkey being installed on the user's machine, which is why the file is that much larger than the script which **does** require AutoHotkey.

VIEW SCRIPT:

If you wish to look at the script, it can be viewed [HERE](#).

GENERAL:

There is only one requirement for this app, and that is for the game to NOT be in fullscreen mode. The resolution does not matter.

THE AUTOHOTKEY SYSTEM TRAY MENU:

Assuming you have downloaded the necessary file/s to get the app up and running, launch the app and the game. (It doesn't matter whether you launch the game or the app first).

Now you can start using the keyboard shortcuts. If you forget what the shortcuts are, they're accessible by right clicking the AutoHotkey system tray icon. The only shortcut that does not function from this system tray menu is the 'Always on Top'. This is because clicking on the menu takes focus away from the window that you want to apply the 'Always on Top' to.

The top option in the system tray menu is the default option, and you can activate that option by double clicking the AutoHotkey system tray icon, there is no need to open the menu first.



FULLSCREEN:

CTRL + SHIFT + F

Fullscreen in the Unity game is rather hostile, but using my version in this app makes it much more user friendly. The taskbar is visible and you can access other programs without the game screen collapsing.

The game also expands to fill your entire screen without covering the taskbar, and it removes the window borders to make the most of your screen size.

There is a minor bug in fullscreen mode where the mouse may not respond to the game screen as expected. If this occurs, click the game taskbar icon to minimize the game, then click it again to bring the game back up, hopefully that will solve the problem. If the game screen border appears after doing this, then just apply the fullscreen shortcut once more.

MAXIMIZE/RESTORE:

CTRL + SHIFT + M

This shortcut toggles between a maximized or fullscreen window and the last window size that wasn't either fullscreen or maximized. A maximized window is similar to a fullscreen one, except that the window titlebar is visible and the taskbar isn't. Effectively, that means it will fill the entire screen irrespective of where or how big your taskbar is. You can still access other programs by using ALT + TAB or the Windows key.

CENTRED WINDOW:

CTRL + SHIFT + W

This resizes the game window to fill approximately 85% of the screen that is not occupied by the taskbar. It is centred in and mimics the shape of that space.

THE RESIZER WINDOW:

CTRL + SHIFT + R

This shortcut opens a window with four inputs for a completely customizable game window size. The inputs are for the width and height of the game window and its horizontal and vertical position. All the inputs are pixel values.

To the right of each of these inputs are two numbers, these indicate the minimum and maximum values allowed and the maximum values are linked to the size of your screen.

If you use the spin button on the inputs, the values will wrap upon reaching the upper or lower limit of that input. If you type in a value outside the limit, you will get a pop-up upon clicking any of the four main activity buttons (apply, current, load, save) informing you which input is outside its range.

Numbers larger than four digits cannot be entered, as I suspect no one has a screen exceeding 9,999 pixels and neither can negative values be entered. Although a negative value can be accessed using the spin buttons for the Horizontal and Vertical inputs, this is in case you wish the game screen to be slightly off the edge of your monitor to hide the game screen border when not using fullscreen.

Resizing the game screen this way may be more tedious than clicking and dragging, but with the ability to save and load values, you can call back and re-apply values to get the same size and position repeatedly.

APPLY BUTTON

This applies the values in the resizer window to the game screen. Depending on the game screen's current size and position, it may momentarily disappear.

CURRENT BUTTON

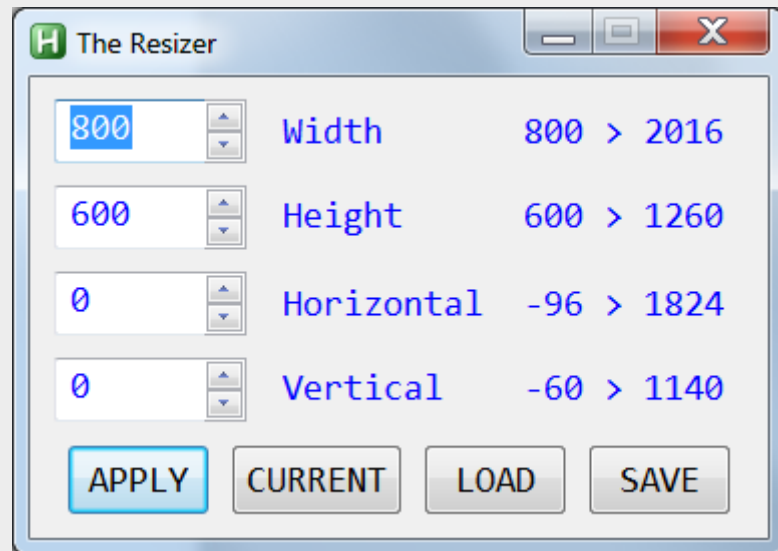
This gets the game screen's current size and position and shows those values in the relevant inputs.

LOAD BUTTON

This loads your last saved input values. You can only save one set of values. Saving another set of values will overwrite any previously saved set, although you will be notified if you are about to overwrite anything and you have a cancel option.

SAVE BUTTON

This will save the values currently being displayed. Being able to save a set of values enables you to set the game window to a specific size and position again and again. With the game up and running, all you need do is call up the resizer window, click load to retrieve your saved values, then click apply to send them to the game window, you can then close the resizer window. This is much more accurate than dragging a window edge to try and get a specific size repeatedly.



HIDE GAME:

CTRL + SHIFT + H

This shortcut is a toggle that hides the game window, the resizer window (if open) and their taskbar icons. The AutoHotkey system tray icon is also hidden. None of the game icons appear in the ALT + TAB task switcher, so it looks as though the game isn't running. Only opening the task manager will show that it is still running. Applying the shortcut again will bring the game, the resizer window, if it was open upon hiding, and all the associated icons back into view.

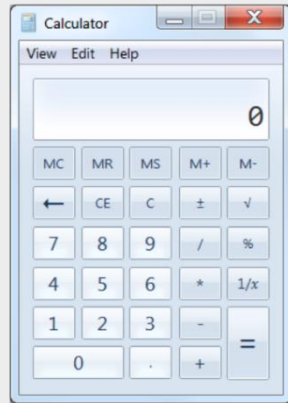
ALWAYS ON TOP:

CTRL + SHIFT + T

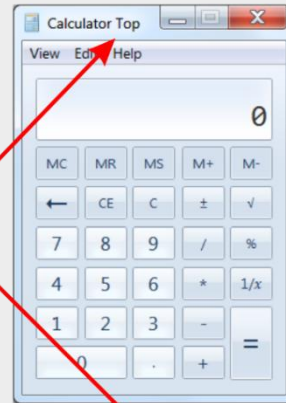
This shortcut is a toggle that applies an 'Always on Top' feature to any window except the game or resizer windows. To apply it, click on whatever window you want to be 'Always on Top', then press the shortcut keys. The script will attempt to add the word 'Top' to the window title bar, but failing this, the word 'Top' should appear in the window name tooltip when you hover over that window's taskbar icon. Repeating the action to the same window will remove the 'Always on Top' feature. Closing any window that has the 'Always on Top' applied will also remove the feature.

Although the 'Always on Top' shortcut appears in the AutoHotkey system tray icon menu, it cannot be applied from there, as clicking on that menu removes focus from any other window, and a window needs to have focus before the 'Always on Top' can be applied or removed.

Always on top **not** applied



Always on top **applied**



EXIT:

CTRL + SHIFT + X

This shortcut exits the script and stops all the shortcuts from working. The AutoHotkey system tray icon will also disappear.