Canvas Preview

User Manual

2017

Overview

Canvas Preview – is an extension to the **Powerful Preview** asset, that allows you to preview your canvas prefabs. Also it's an example of what you can achieve through the **Powerful Preview** asset with just one extra script.

It requires **Powerful Preview 1.0.2**.

How To Use

Actually, you don't need to do something special to make it work. There are three samples of canvas prefab in the **StartAssets -> CanvasPreview -> Samples** folder (image 1).

Image 1 – Content of the **CanvasPreview** asset

Make a click on the any of them, then you will see default GameObject inspector, and if your prefab has a Canvas component, then you will see your canvas inside the preview (image 2). It is not interactable yet, but it's not static, so if you change, for example, Canvas Scaler component, you will see the result.
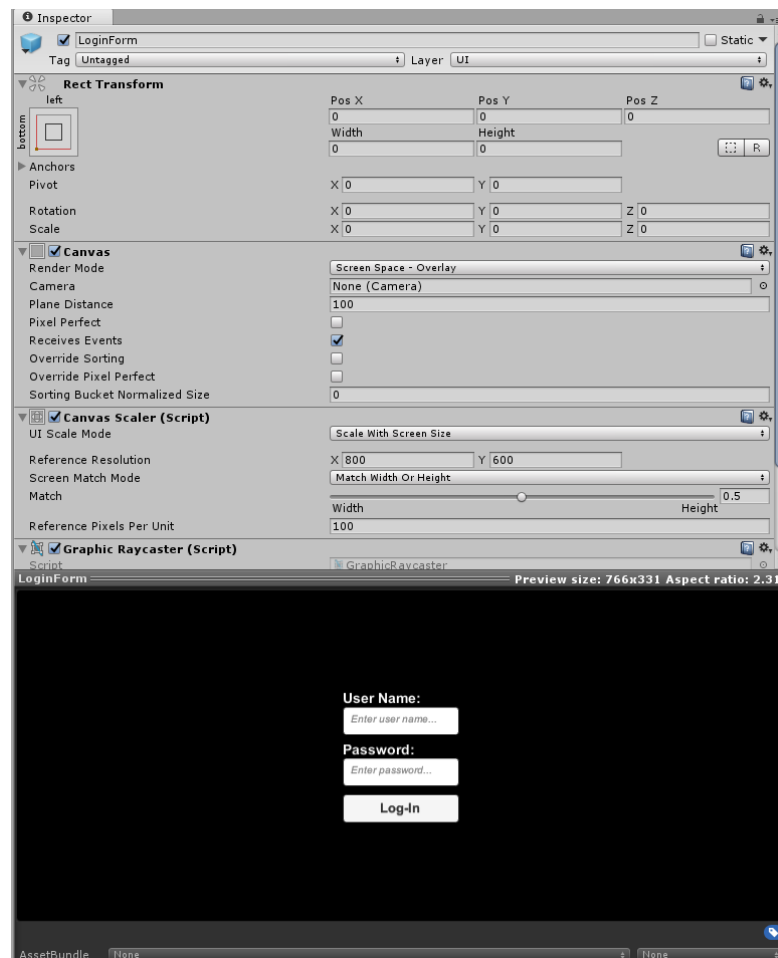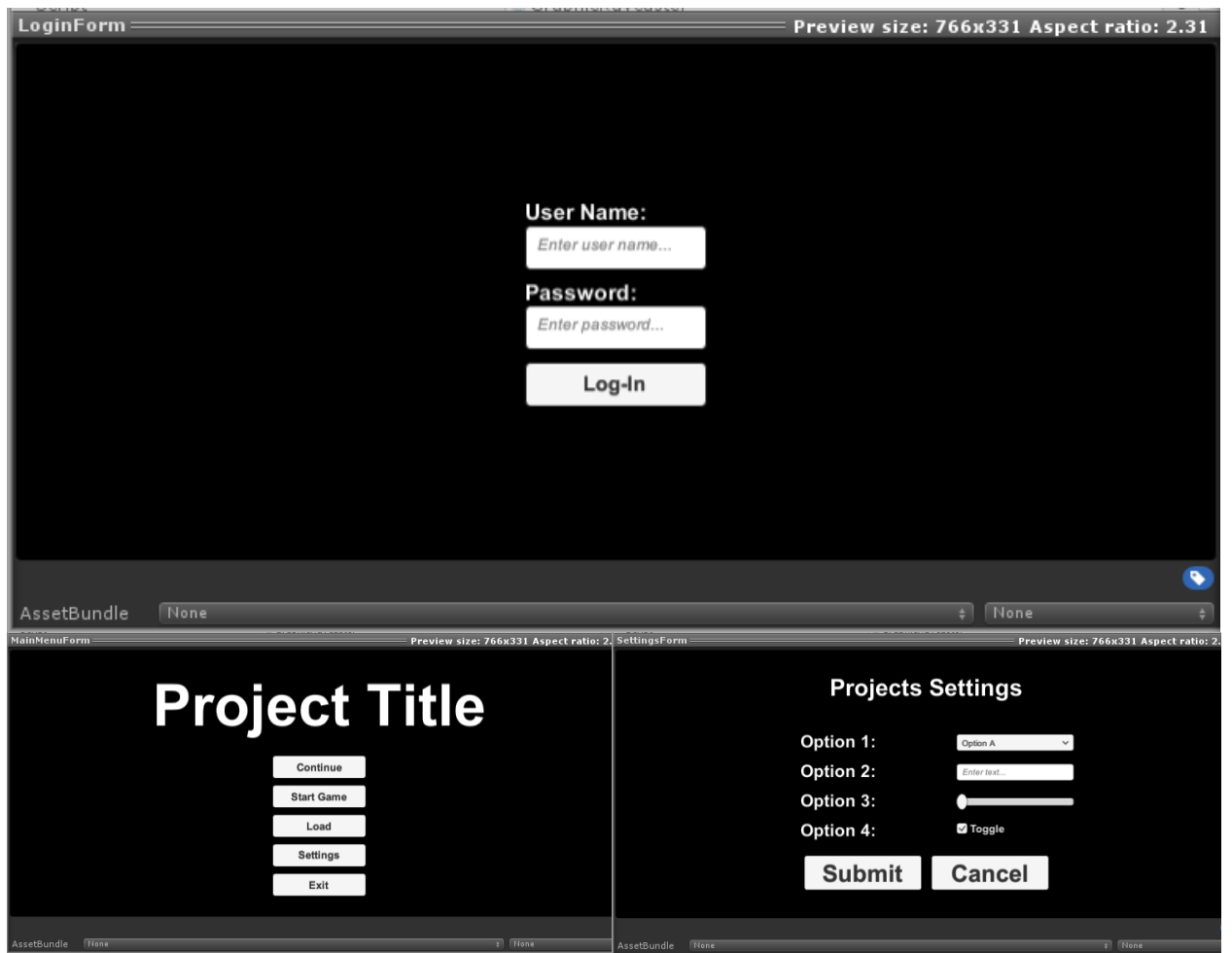

Image 2 – Canvas prefab inspector

Image 3 - Samples

If you want to extend **CanvasPreview** you should use next file: `CanvasEditor.cs`.

There is `PreviewCanvasScaler.cs` file, that implements extended `base-CanvasScaler,` but it gets preview screen size instead of inspector screen size.
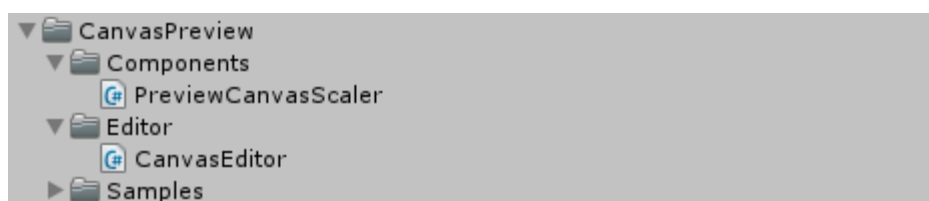

Image 4 – Scripts

Have Questions?

Write a letter to startassets@gmail.com