ANCHOR BEHAVIOR

View online: https://www.construct.net/en/make-games/manuals/construct-3/behavior-reference/anchor

The **Anchor behavior** is useful for automatically positioning objects relative to the viewport. This is useful for supporting multiple screen sizes.
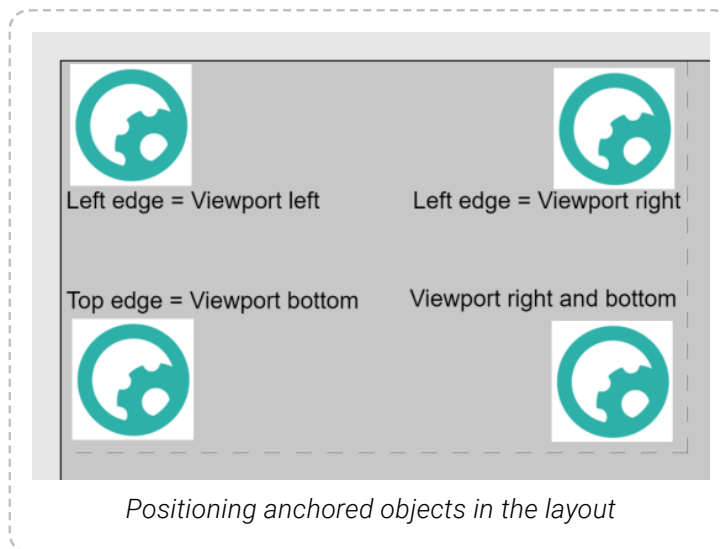
Objects using the Anchor behavior should also be placed on a layer with its parallax set to 0% x 0%. Otherwise as the game scrolls the objects may "lag" behind the screen.
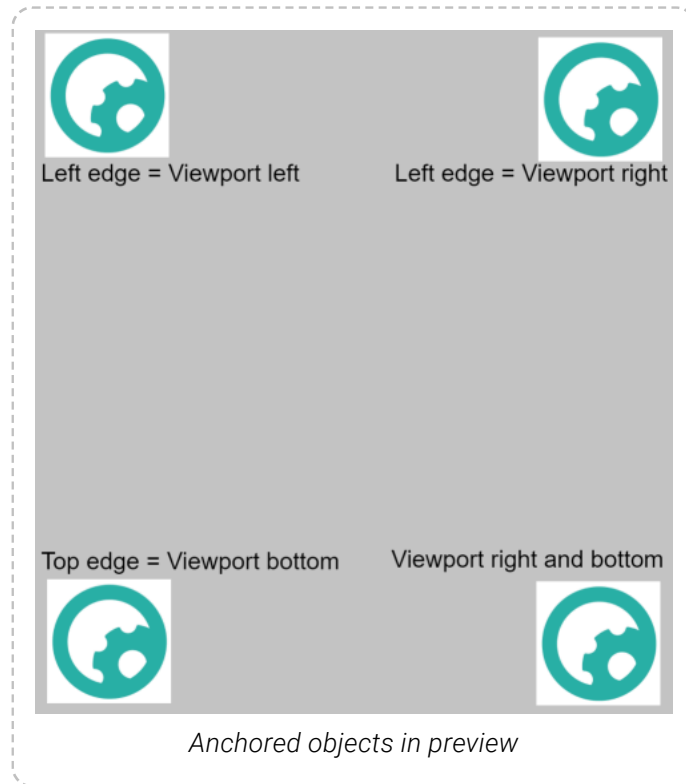
Scripting

When using JavaScript or TypeScript coding, the features of this behavior can be accessed via the IAnchorBehaviorInstance script interface.

Positioning objects relative to the viewport

In the top-left of the Layout View, a dotted outline represents the viewport. Anchored objects should be positioned inside the dotted viewport area, as shown below.

Positioning anchored objects in the layout

Now if the window is resized during preview, the objects maintain their relative positions, as shown below. Note this demo uses *Scale outer* fullscreen mode to allow the aspect ratio to change.

Anchored objects in preview

This is useful for interface elements like notifications and heads-up displays (HUDs).

Relative positioning

The *Left edge* and *Top edge* position the object relative to the viewport edges, without changing the object size. For example, if the *Left edge* is set to *Viewport right*, the object will always stay the same distance from the right edge of the viewport.

The *Right edge* and *Bottom edge* resize the object relative to the viewport edges. For example, if you want a Tiled Background to stretch wider as the window widens, set *Right edge* to *Viewport right*.

Anchor conditions

Is enabled

Test if the behavior is currently enabled. When disabled it will have no effect on the object.

Anchor actions

Set enabled

Set whether the behavior is enabled or disabled. If disabled, the behavior will not alter the size or position of the object.

Anchor expressions

The Anchor behavior has no expressions.