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## UI Position Clamp

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## Documentation

### Set-up

- Having the package installed should be all.

### Usage

```
_keepInside_Rect.position = position;
```

Normally when setting the position of a RectTransform, you would use the above line. If at any time you would do this, use the line on the picture below instead.

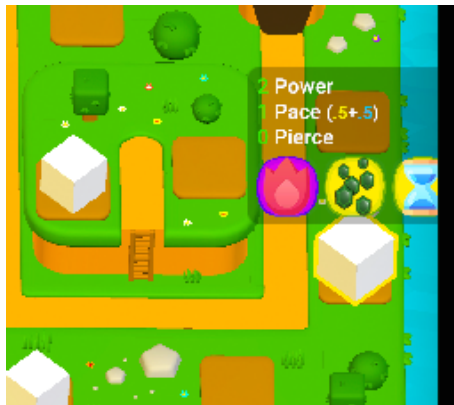
```
_keepInside_Rect.SetPositionInsideScreen(position);
```

“position” should be the screen space position of whatever you are using it for.

See example on next page

## Example

In my game, Plop Rush, i set the tower inventory to the tower's position when you click it. Using the standard method, it looks like this: (The black bar is the phone's edge)



```
public void ShowTowerUpgradesInfo(Tower tower, Vector2 position)
{
    towerUpgradesBox_Rect.position = position;
}
```

Some of the inventory is outside the screen, so I change one simple line of code to get this result:



```
public void ShowTowerUpgradesInfo(Tower tower, Vector2 position)
{
    towerUpgradesBox_Rect.SetPositionInsideScreen(position);
}
```

As you can see, everything is now perfectly inside the screen.