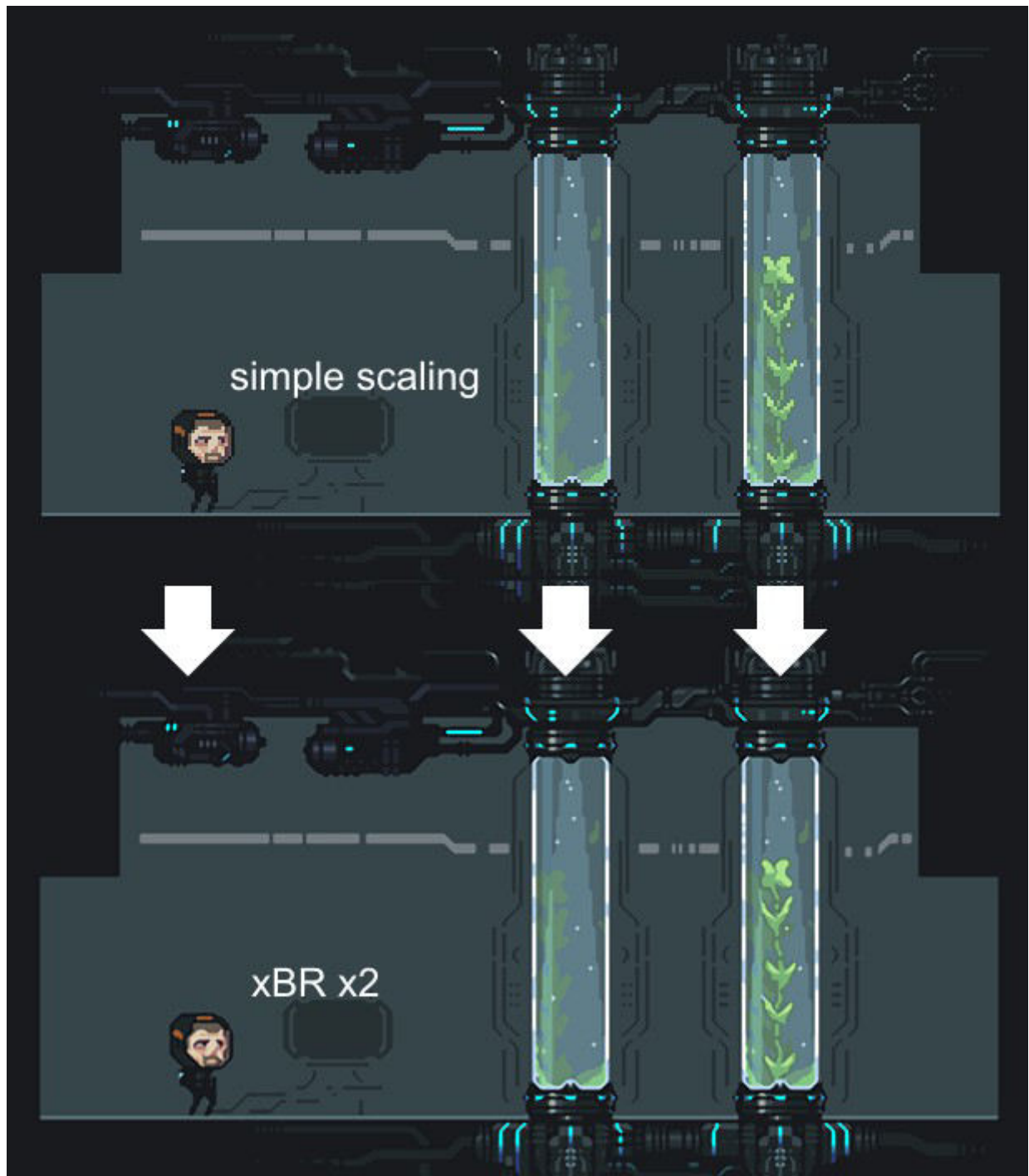# 2xBR for Unity

Guide

With this asset you can give life to your retro-styled game. Advanced algorithm uses shaders to add additional pixels and make vector feel to your graphics. Let's prepare your project:

1. Set pixels per unit to 1 on every sprite
2. Drag and drop xBR Camera prefab to hierarchy from asset's prefabs folder
3. Your main camera(not xBR camera) should have "MainCamera" tag
3. Add your sprite to scene and click "Play button". You have to click play button every time you change game window resolution.
4. XBRCamera class has `Vector3 GetMouseCoords()` method which returns translated mouse coords.

You're ready!