### Add some help methods to the Rect Transform script class

If we wish to further change, say, the RectTransform properties using code, we can add extension methods by creating a file containing special static methods and using the special "this" keyword. See the following code that adds SetWidth(…), SetHeight(…), and SetSize(…) methods to the RectTransform scripted component:

using UnityEngine;

using System;

using System.Collections;

public static class RectTransformExtensions

{

public static void SetSize(this RectTransform trans, Vector2 newSize) {

Vector2 oldSize = trans.rect.size;

Vector2 deltaSize = newSize - oldSize;

trans.offsetMin = trans.offsetMin - new Vector2(deltaSize.x \* trans.pivot.x, deltaSize.y \* trans.pivot.y);

trans.offsetMax = trans.offsetMax + new Vector2(deltaSize.x \* (1f - trans.pivot.x), deltaSize.y \* (1f - trans.pivot.y));

}

public static void SetWidth(this RectTransform trans, float newSize) {

SetSize(trans, new Vector2(newSize, trans.rect.size.y));

}

public static void SetHeight(this RectTransform trans, float newSize) {

SetSize(trans, new Vector2(trans.rect.size.x, newSize));

}

}

Unity C# allows us to add these extensions methods by declaring static void methods whose first argument is in the form this <ClassName> <var>. The method can then be called as a built-in method defined in the original class.

All we would need to do is create a new C# script class file RectTransformExtensions in the folder Scripts in the Project panel, containing the above code. In fact, you can find a whole set of useful extra RectTransform methods (on which the above is an extract) created by OrbcreationBV, and it is available online at [http://www.orbcreation.com/orbcreation/page.orb?1099](http://orbcreation.com/orbcreation/page.orb?1099).