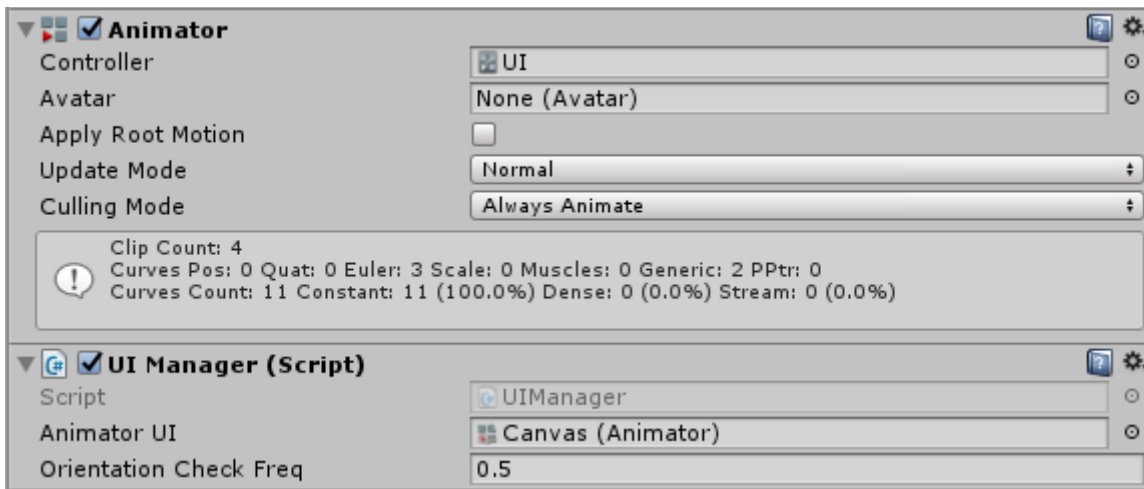


# Mobile UI Rotation

## Instructions

1) Import package.

2) Add Animator component and UIManager script component to Canvas object. (or technically any object)



3) Drag UI controller from MainPackage folder into Animator Controller reference.

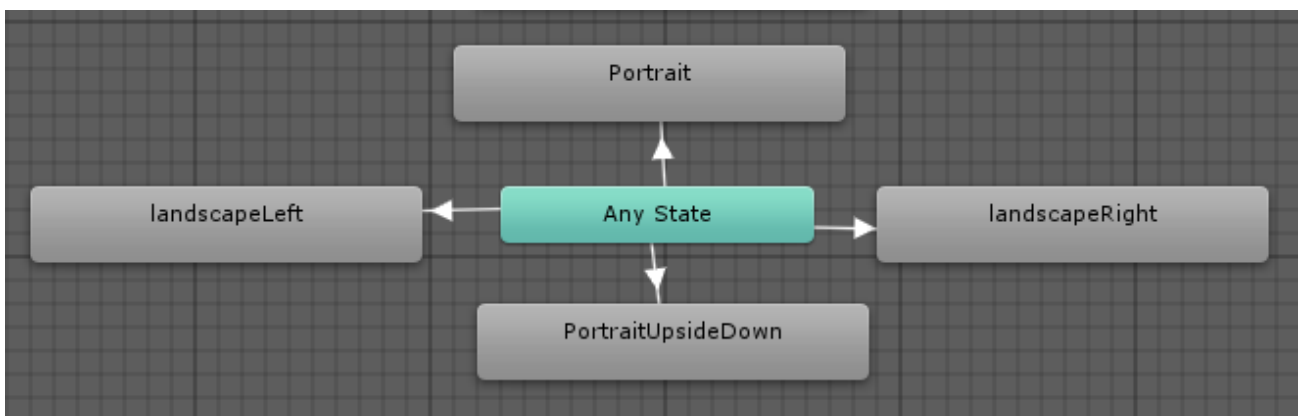
4) Drag Animator component into UI Manager Animator UI reference.

5) Set “Orientation Check Freq” to decide how often orientation will be updated. Default every half second.

6) Create 4 animation clips representing the 4 mobile orientations.

(Portrait, PortraitUpsideDown, LandscapeLeft, LandscapeRight)

7) Place the animation clips into the UI controller states.



8) Use Animation Window to set up the needed positions of gameobjects for the 4 mobile orientations.

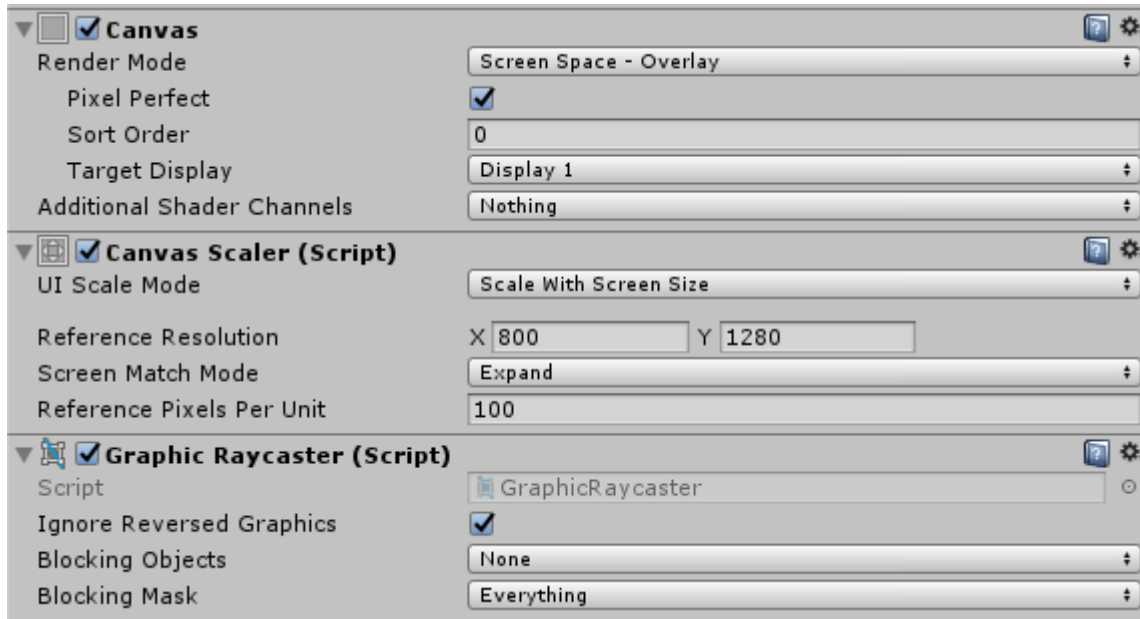
That's it! Finito! Done! 😊

## Examples

The package comes with 2 examples, FullAutoRotation and StaticScreen.

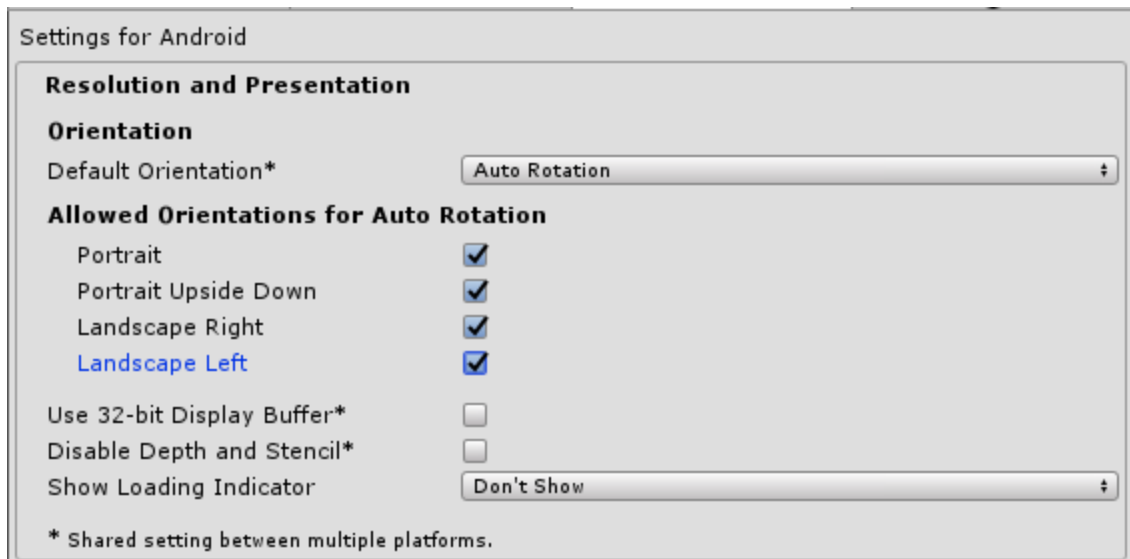
Both examples use default 0.5 second check interval. The debug text updates every frame.

Both examples use the below canvas settings:



### FullAutoRotation Example

This example uses the below device rotation build settings:



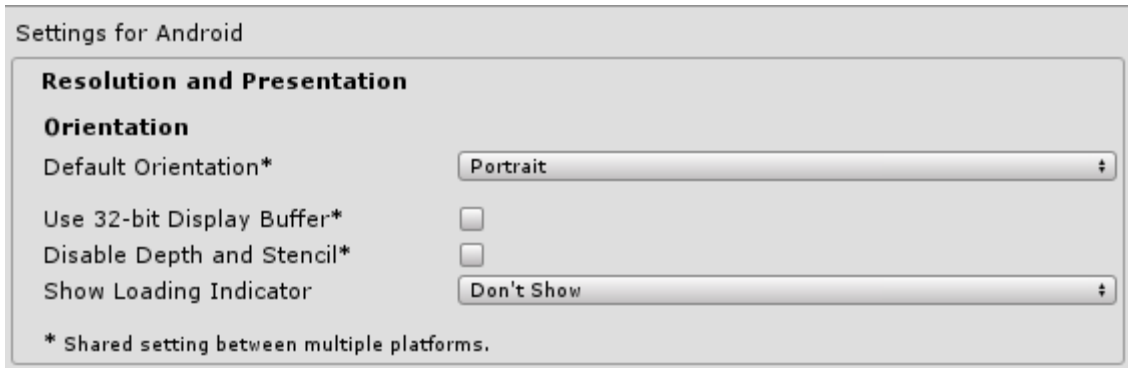
This example animates the red square and canvas reference resolution.

Android APK available for download here:

<https://www.dropbox.com/s/31z7hq3b35o71uj/FullAutoRotationExample.apk?dl=0>

## StaticScreen Example

This example uses the below rotation build settings:



This example animates the center debug text.

Android APK available for download here:

<https://www.dropbox.com/s/hrgje833i4c0ysl/StaticScreenExample.apk?dl=0>

Our casual game Zombie Crisp uses static screen rotation for in game UI.

If you want to check it out, It's free to download and play on:

Android: <https://play.google.com/store/apps/details?id=com.iagg.zombiecrisp>

iPhone: <https://itunes.apple.com/app/id997127927>

## Contact

If you have ANY questions, please contact us at:

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**Thank you!**