

Pyro / SpriteToScreenSize

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/SpriteToScreenSize.cs**

Class SpriteToScreenSize

Description

Scales the sprite to fit screen.

Public fields	Description
Mode mode	Mode can be Mode.Fill, Mode.Horizontal or Mode.Vertical.