LazyLayout – ReadMe

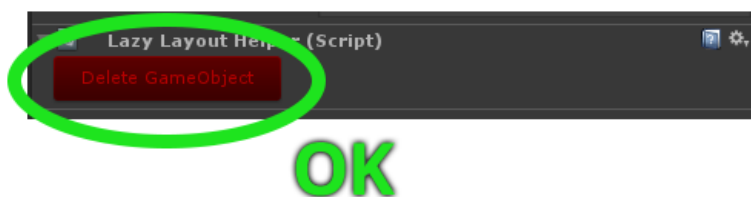## 1. Two important details!

- LazyLayout creates helper-components for every GUI-object.

    -> **DO NOT** REMOVE THEESE HELPER OBJECTS

    -> **DO NOT** REMOVE/DELETE THE WHOLE OBJECT MANUALY
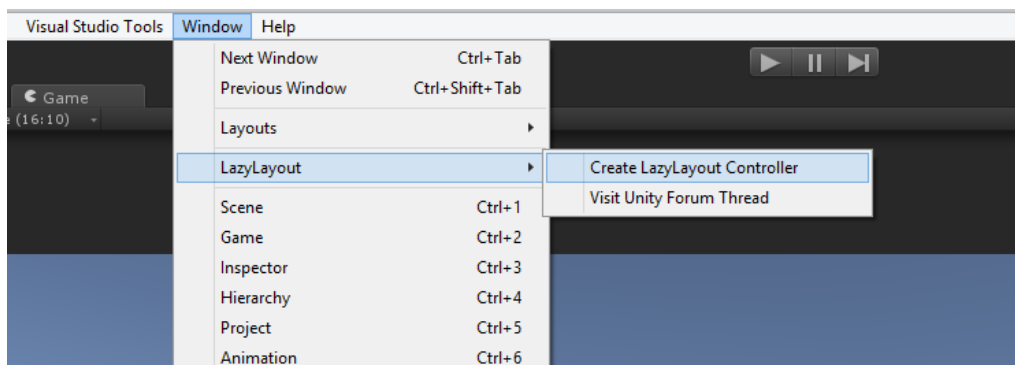

USE "DELETE GAMEOBJECT" BUTTON INSTEAD

- If you want to **remove** LazyLayout **completely** in a scene use the "Remove LazyLayout" Button at the bottom of the LazyLayout Controller
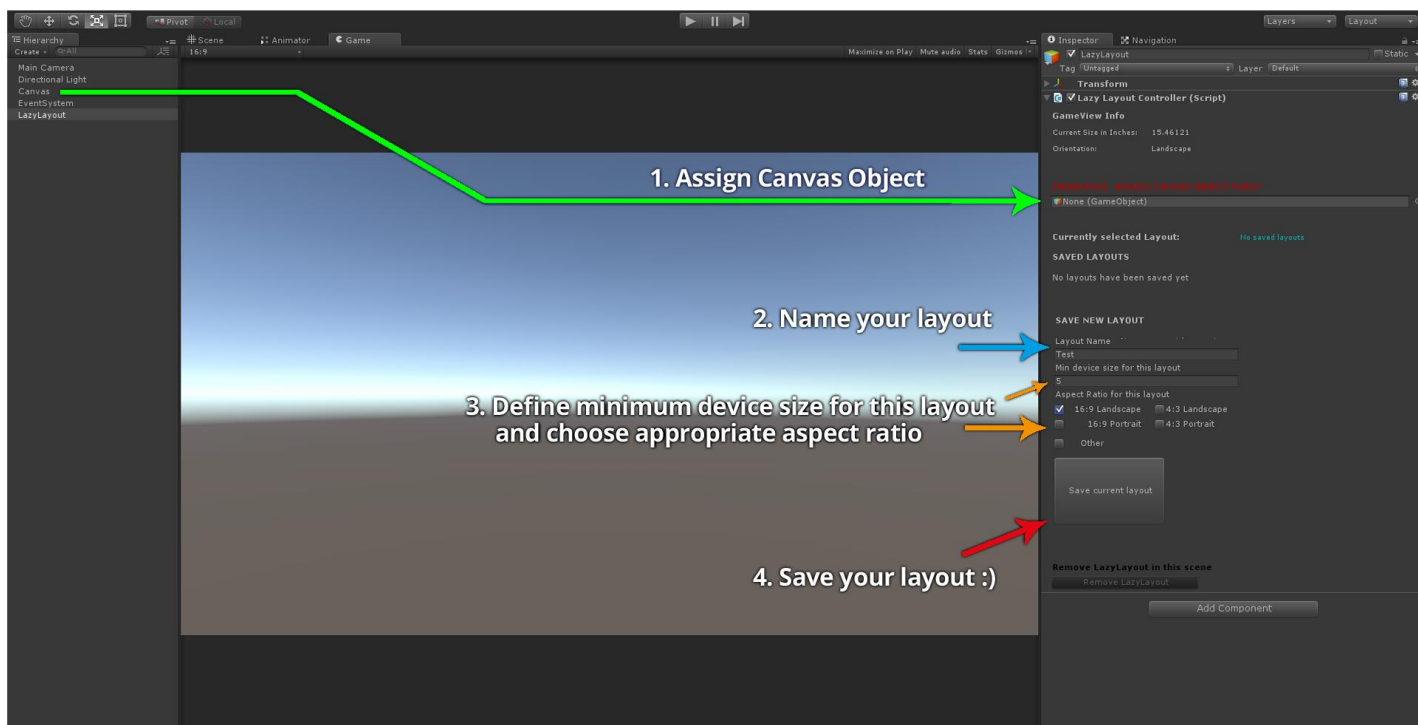
2. Quick start

Create LazyLayout Controller

Working with LazyLayout

3. Need help?

- **Unity Forum Thread:** http://forum.unity3d.com/threads/lazylayout-easy-to-use-layout-manager-switcher-for-unity-gui.324219/

- **LazyLayout video #1:** https://www.youtube.com/watch?v=Sw23-IjGDjY