```
0 references
public class PlayerMovement : MonoBehaviour
2 references
{    public float xSpeed = 0.4f;
     5 references
     float ScreenHalfWidthtoWorldUnits;
     2 references
     public Vector3 respawnPoint;
     // Start is called before the first frame update
     0 references
     void Start()
     {
          float playerHalfWidth = transform.localScale.x / 2;
          ScreenHalfWidthtoWorldUnits = Camera.main.aspect * Camera.main.orthographicSize + playerHalfWidth;
          respawnPoint = new Vector3(0,-3.96f,0);
          transform.position = respawnPoint;
     }
                                              gives the aspect ratio        gives the orthographic size
```

Camera.main.aspect --> Gives the aspect ratio of main camera.

Camera.main.orthographicSize --> Gives the orthographic screen size of main camera orthographic view.

(Orthographic view is the 2D view of a 3D object)

$$\underbrace{\frac{screen\ width\ (px)}{screen\ height\ (px)}}_{(aspect\ ratio)} \times \underbrace{\frac{screen\ height\ (world\ units)}{2}}_{(orthographic\ size)}$$

$$= \frac{screen\ width\ (world\ units)}{2}$$