When I deploy the apk to an android device, the indicators do not show.

The size of the Canvas must be Constant Pixel-Size, or the resolution of the screen must have the same size of the Reference Resolution, otherwise, the canvas will resize to match the final screen size. This should be probably the problem, there are some users who already have deployed to Android without any problem. Please, let us know if this is not your problem.

Regarding this stuff, the size of the arrows may vary from one mobile device to another (due to DPI), in most devices is not noticeable, but we plan to address this issue in a next version of OffScreenIndicator.

How can I notice if I'm adding indicators correctly?

You may notice this because you will have child objects attached to Canvas with the name "Indicator".
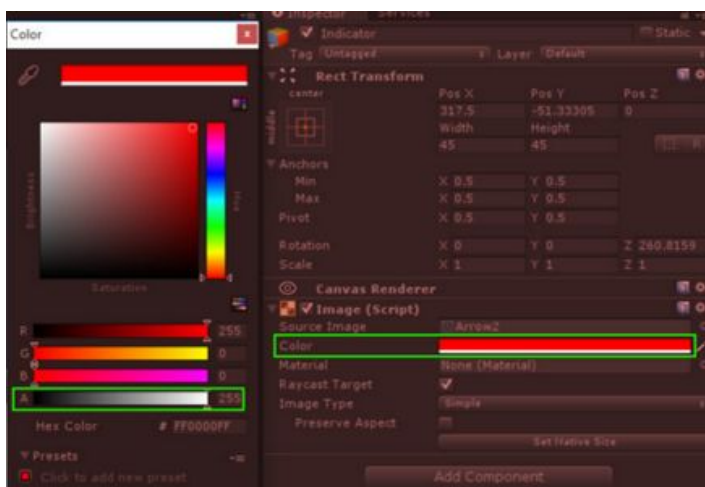
Indicators are added correctly, but I can't see them in scene

Locate the Indicators Gameobjects in the Hierarchy window and double click on them. You should see them in the scene view, confirm that they are inside of the canvas.
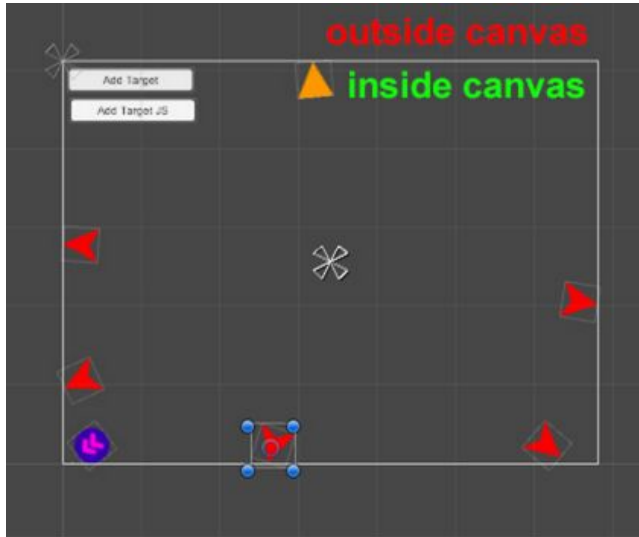

 If the object is selected, but you yest can not see it, please verify that the color of the image is not transparent.

I can see the indicators, but they go out of screen, and they are not over the desired Gameobject.

The size of the Canvas must be Constant Pixel-Size, or the resolution of the screen must have the same size of the Reference Resolution, otherwise, the canvas will resize to match the final screen size.
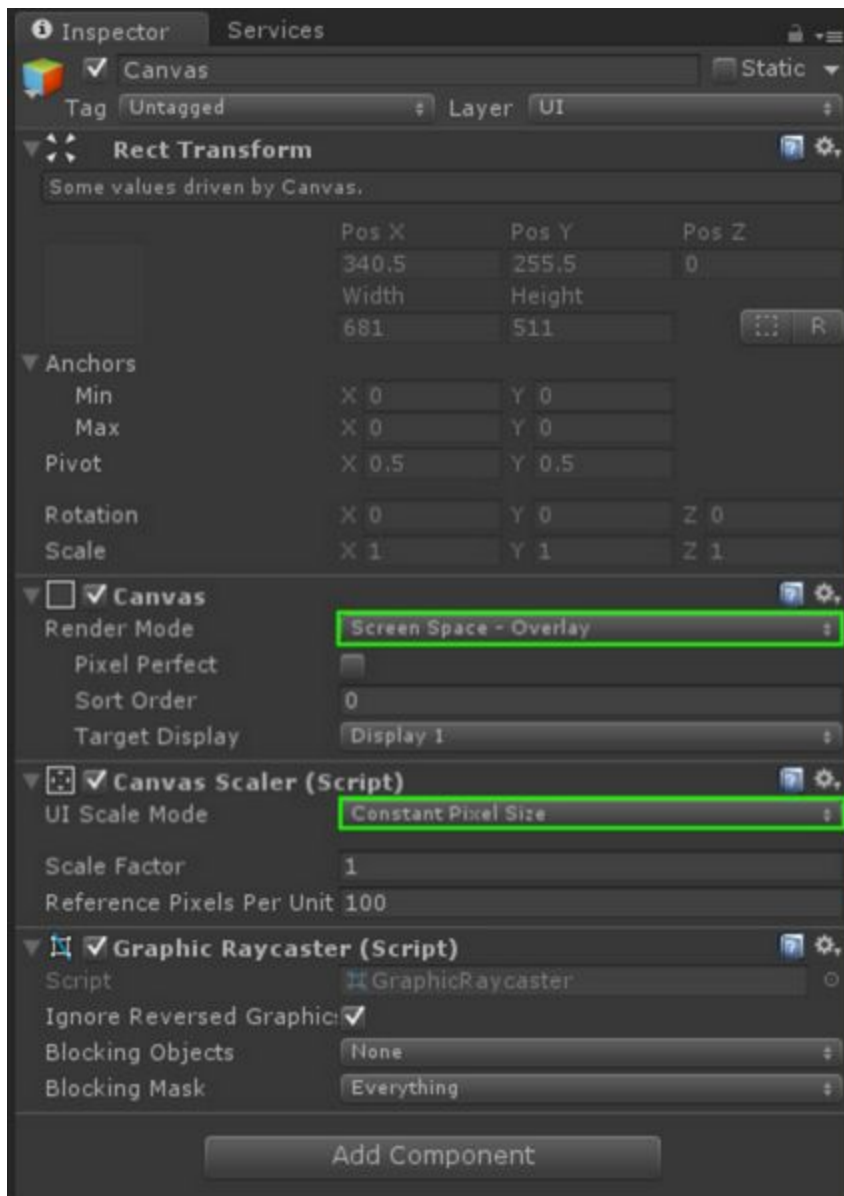
If you want to Scale your own UI Canvas elements to all screen sizes and aspect ratios, then you should use Two different Canvas, one of them with your UI which will scale, and the other one with constant Pixel size.