

# Camera Aspect Ratio Rectifier

Hello there! This is a pretty simple script to use, just put it onto a GameObject in the scene and as soon as you it plays it will auto adapt!

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## Instructions:

- **Maintain Width:**
  - **True:** No matter what the aspect ratio is, the width is maintained
  - **False:** No matter what the aspect ratio is, the height will be maintained (Unity does this for you, no need for script ;))
- **Adapt Position:**
  - **0:** The **reference is in the middle**, so the middle will stay the same no matter the aspect ratio.
  - **-1:**
    - Maintain Width is true: **Left of the camera is the reference**, what appears on the left will always appear on the left, more or less **stuff will show on the right** depending on the aspect ratio.
    - Maintain Width is false: **Bottom of the camera is the reference**, what appears on the bottom will always appear on the bottom, more or less **stuff will show on the top** depending on the aspect ratio.
  - **1:**
    - Maintain Width is true: **Right of the camera is the reference**, what appears on the right will always appear on the right, more or less **stuff will show on the left** depending on the aspect ratio.
    - Maintain Width is false: Top of the camera is the reference, what appears on the top will always appear on the top, more or less **stuff will show on the bottom** depending on the aspect ratio.

## Notes:

The reference for what should appear or not in camera is set before hitting *play*, after that, whatever you choose to maintain will be the same for every ratio.