Basic Layout 基本布局

1. 矩形工具（Rect Tool）

Toolbar buttons with Rect Tool selected

每一个UI元素都具有一个矩形框（出于布局的原因）

1. Rect Transform(矩形转换):一个新的组件用于UI元素（代替Transform）

具有的属性:

Position rotation scale width height

1. Anchor 锚： 是四个矩形角的句柄,作用在canvas或其父对象上

锚的位置通过分数或者小数来定义（位置不受边缘和中间的限制）

1. Anchor Presets(锚预制)

In the Inspector, the **Anchor Preset** button can be found in the upper left corner of the Rect **Transform component**  
. Clicking the button brings up the Anchor Presets dropdown. From here you can quickly select from some of the most common anchoring options. You can anchor the UI element to the sides or middle of the parent, or stretch together with the parent size. The horizontal and vertical anchoring is independent.

1. Achor and position fields in the Inspector

You can click the Anchors expansion arrow to reveal the anchor number fields if they are not already visible. **Anchor Min** corresponds to the lower left anchor handle in the Scene View, and **Anchor Max** corresponds to the upper right handle.

The position fields of rectangle are shown differently depending on whether the anchors are together (which produces a fixed width and height) or separated (which causes the rectangle to stretch together with the parent rectangle

PosX PosY 这两个参数决定着中心（pivot）相对锚点的距离

1. **Raw edit mode** ：

可以锚点的值和中心的值在没有其它任何值改变的情况下进行更改

