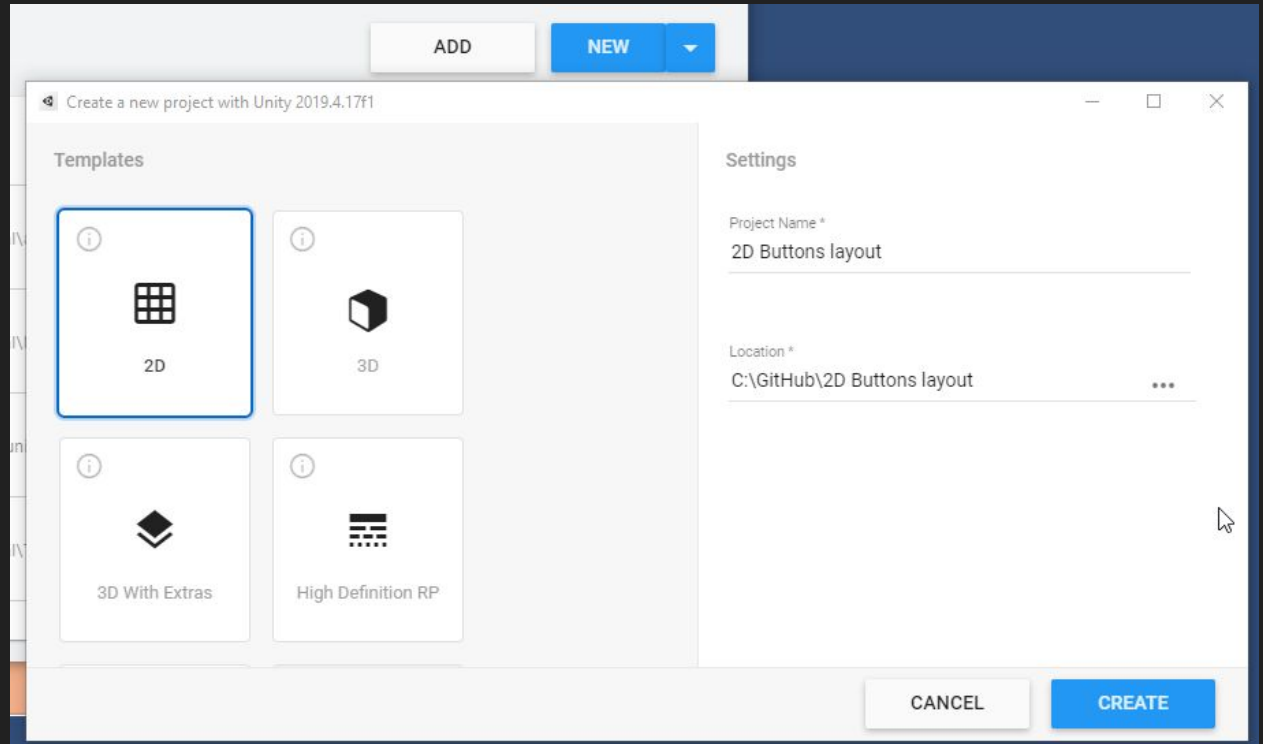
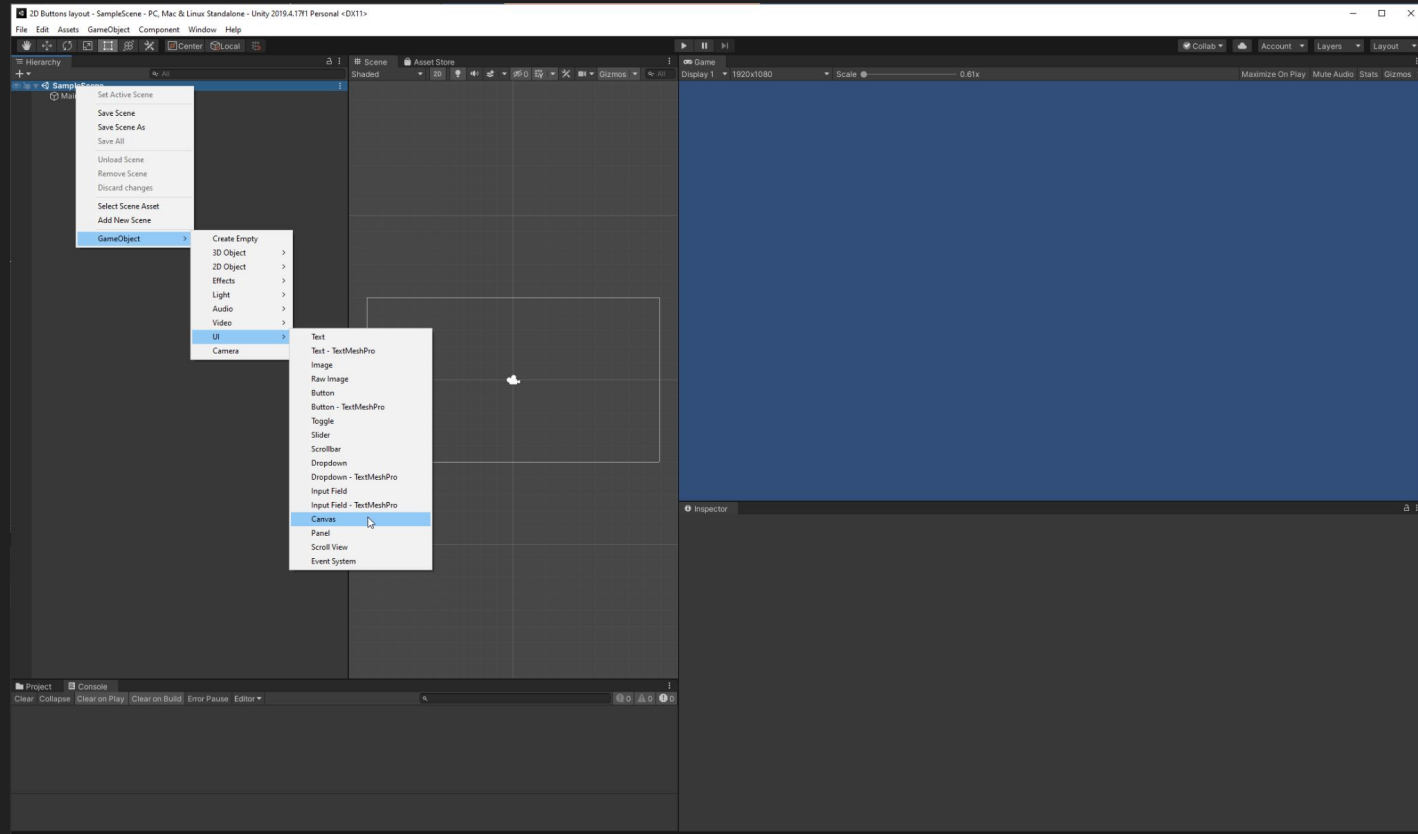


## Create a new unity project - 2D

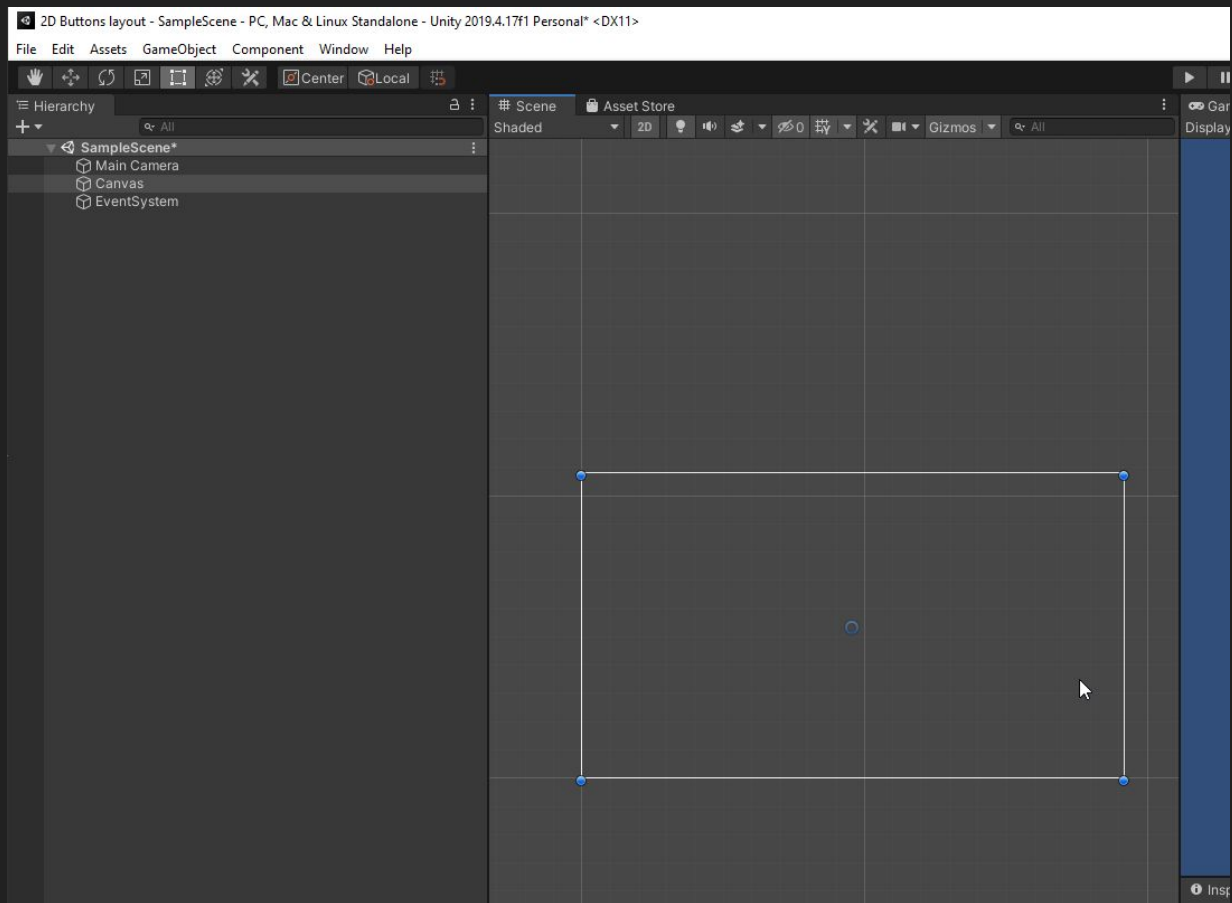


Create : GameObject -> UI -> Canvas

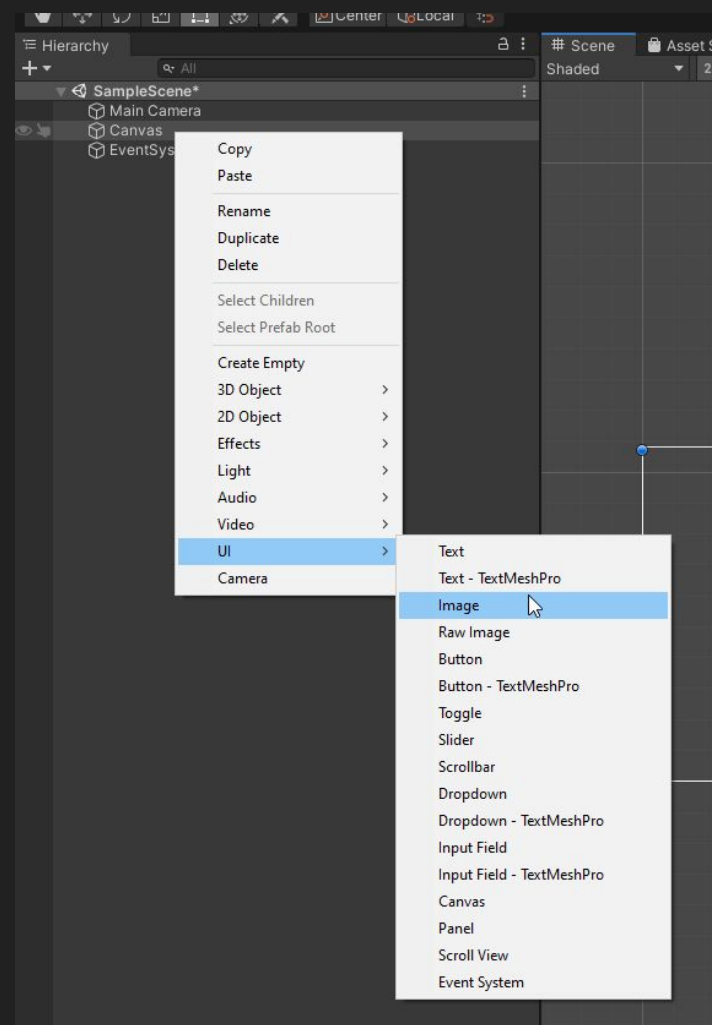
Where : <\> root path scene



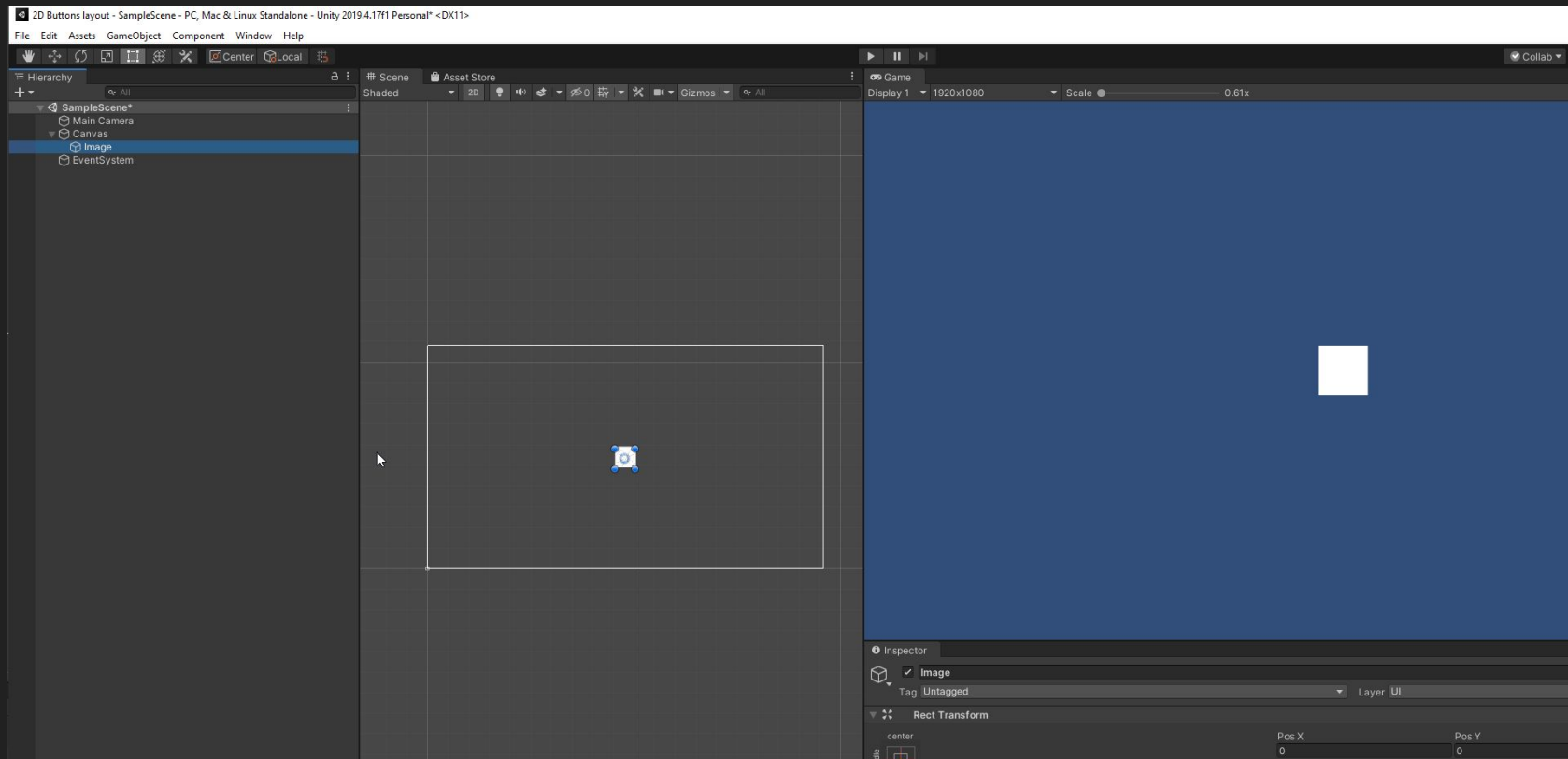
Zoom out to get canvas to fit on Scene preview



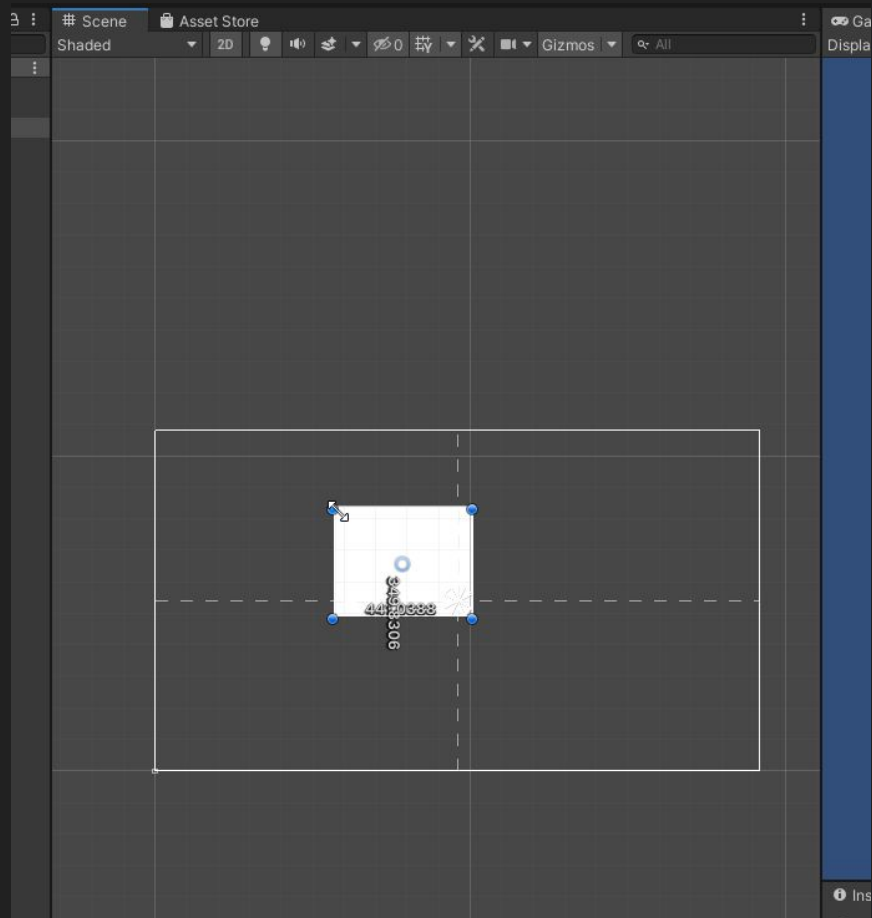
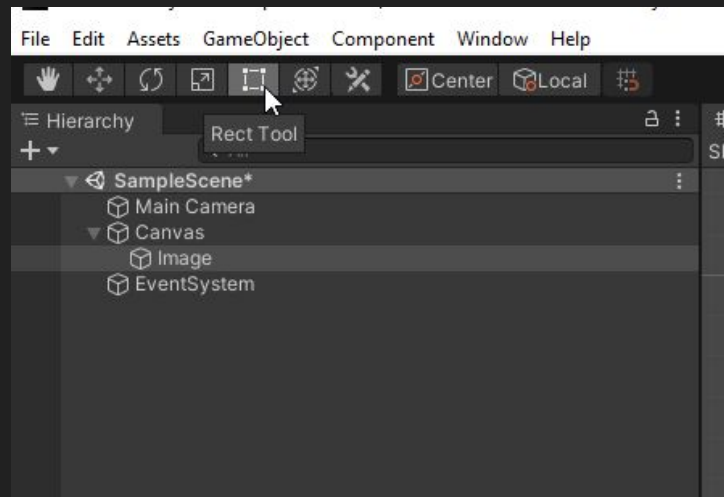
Create : UI -> Image  
Where: < \Canvas\ >



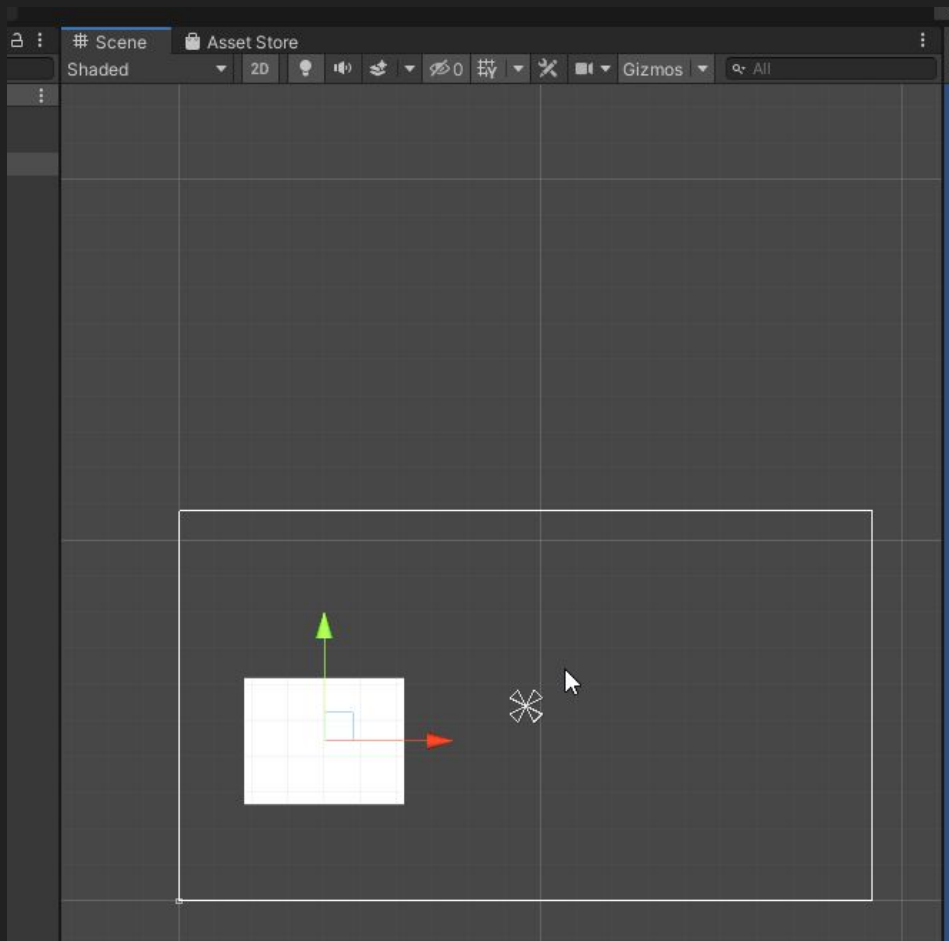
## Empty image pane now appears



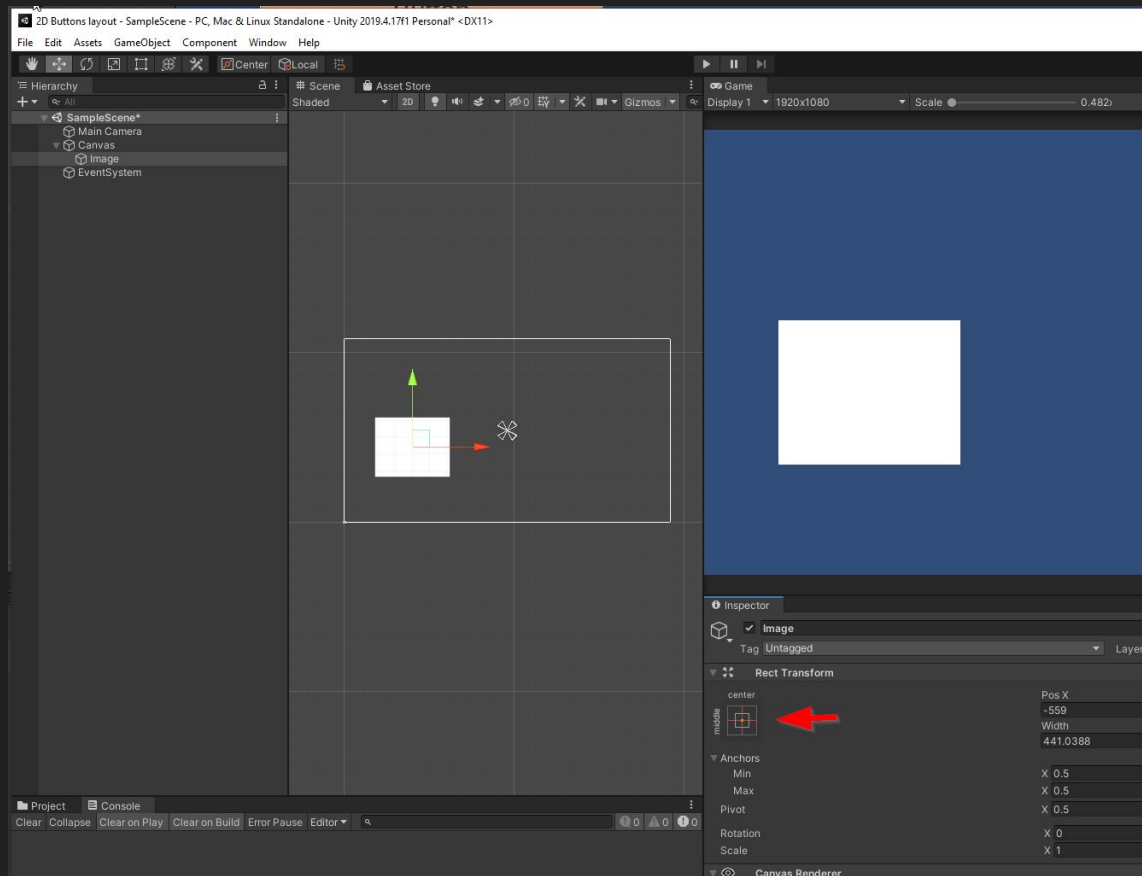
Using the Rect tool, resize image pane to the size you want



Move into position manually

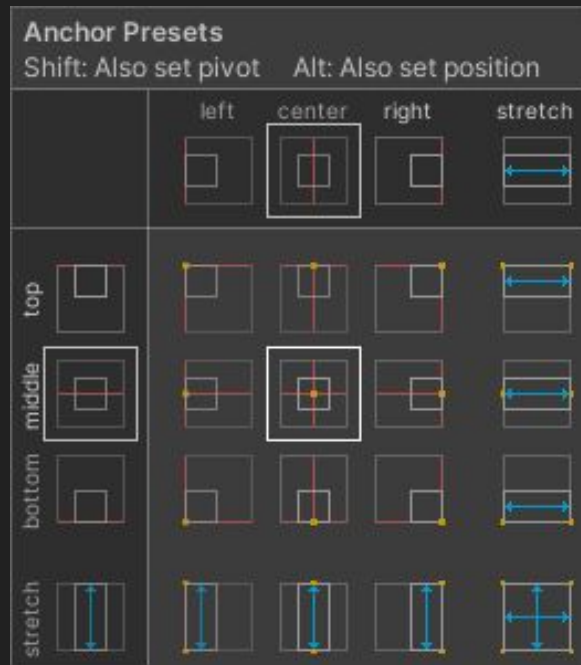
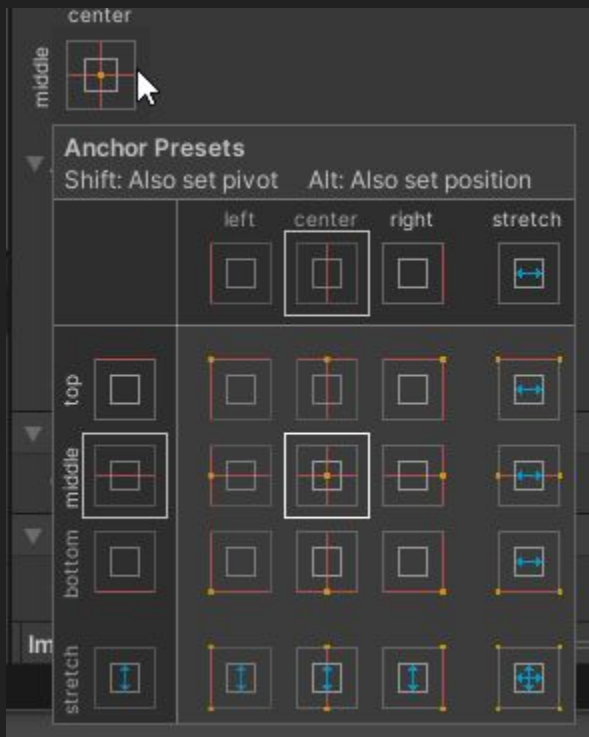


Or use anchors under inspector



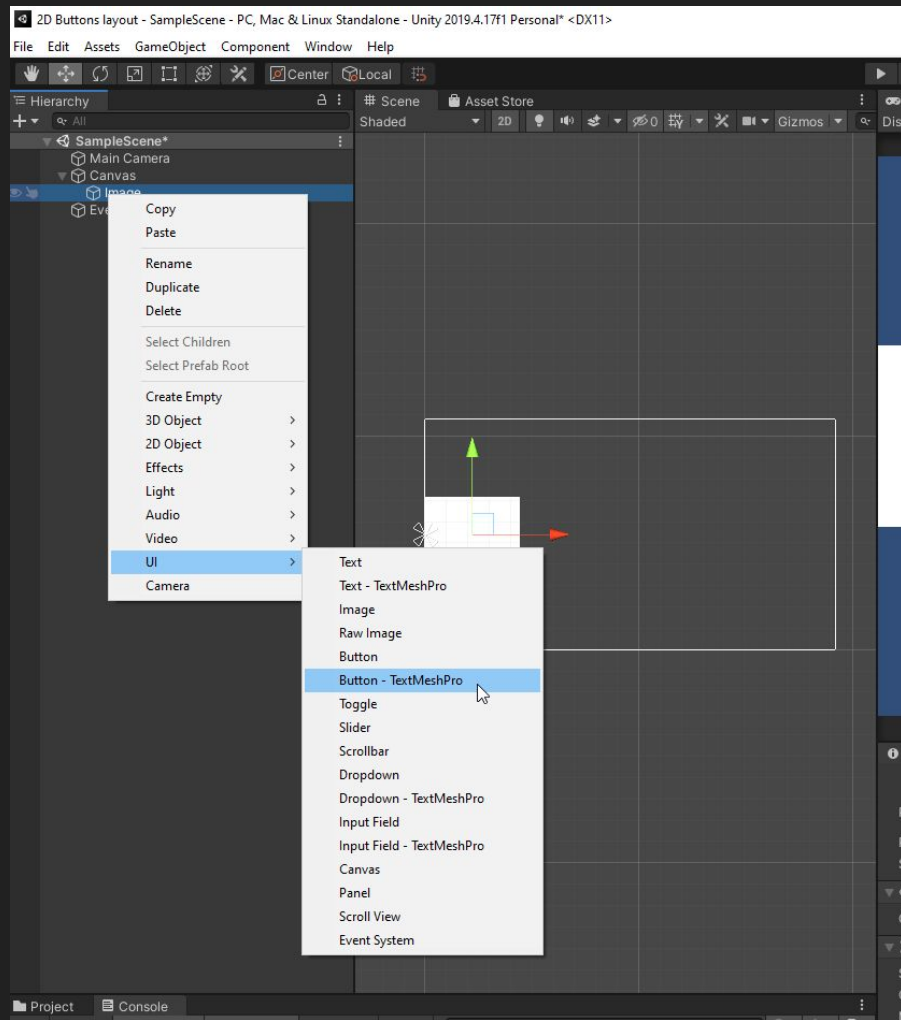
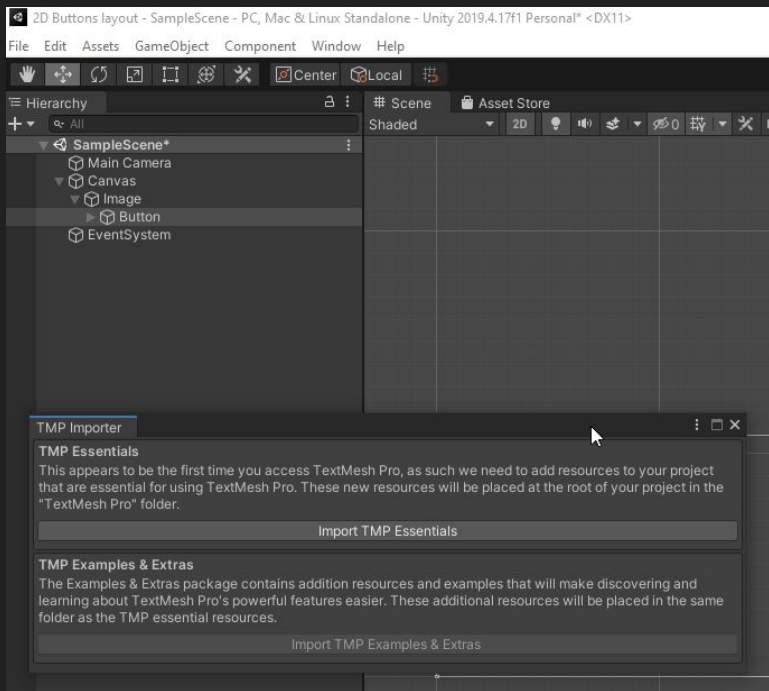


Press ALT to get additional options (alt held down on right)

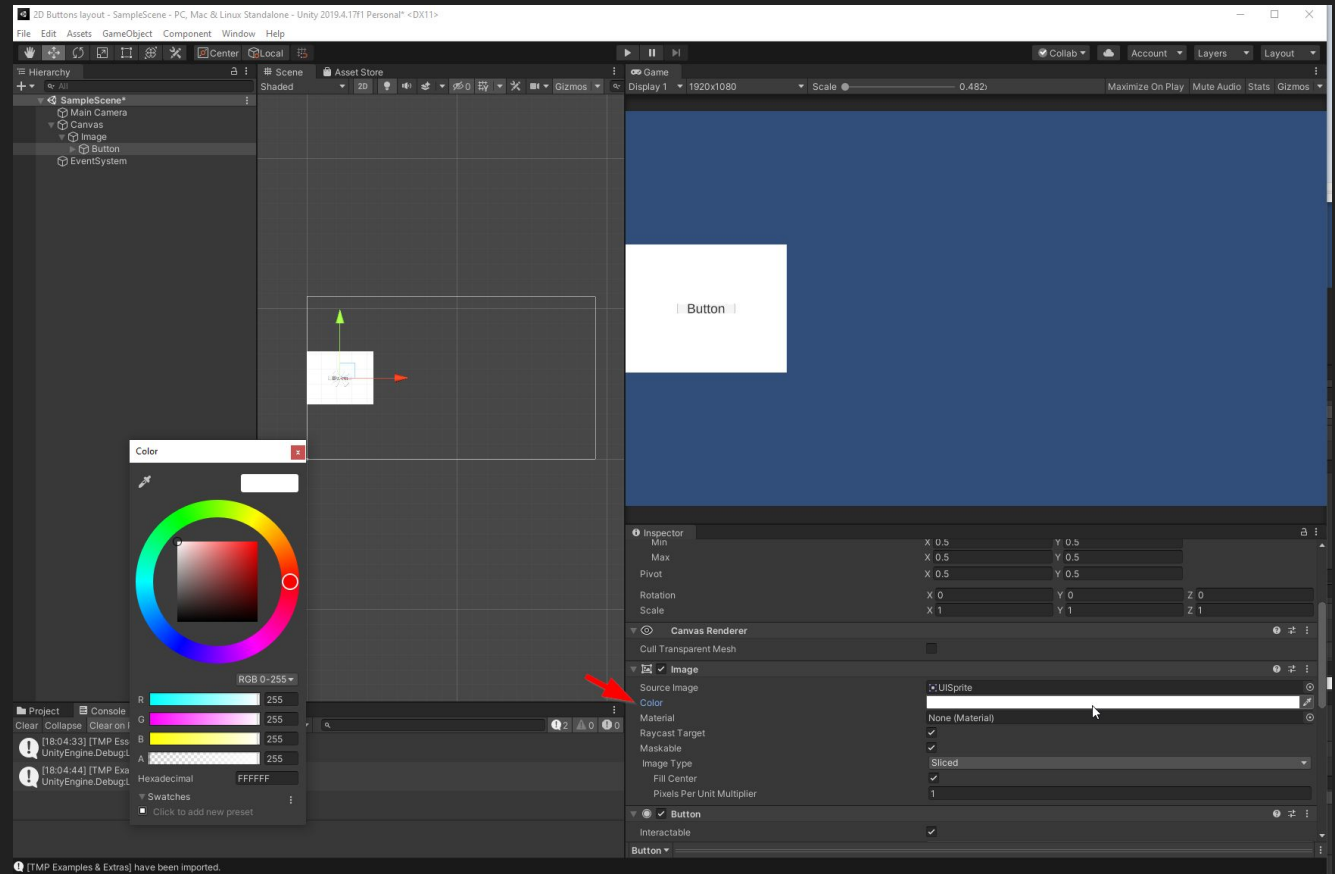


Go to UI -> Button - TextMeshPro and create new Underneath : \Canvas\Image

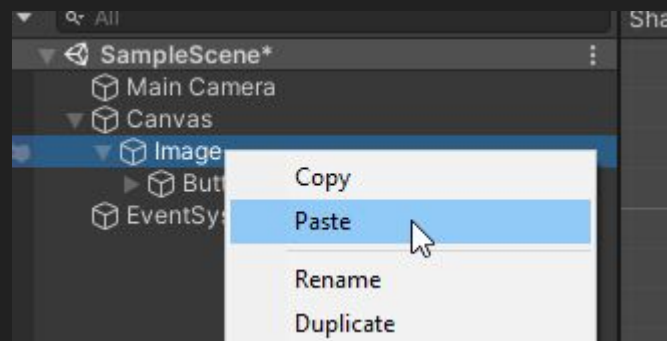
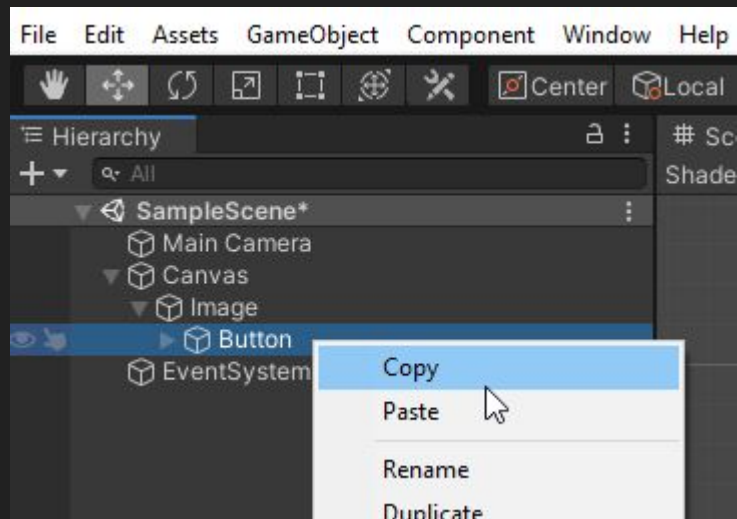
Press YES to both prompts for importing TMP Essentials



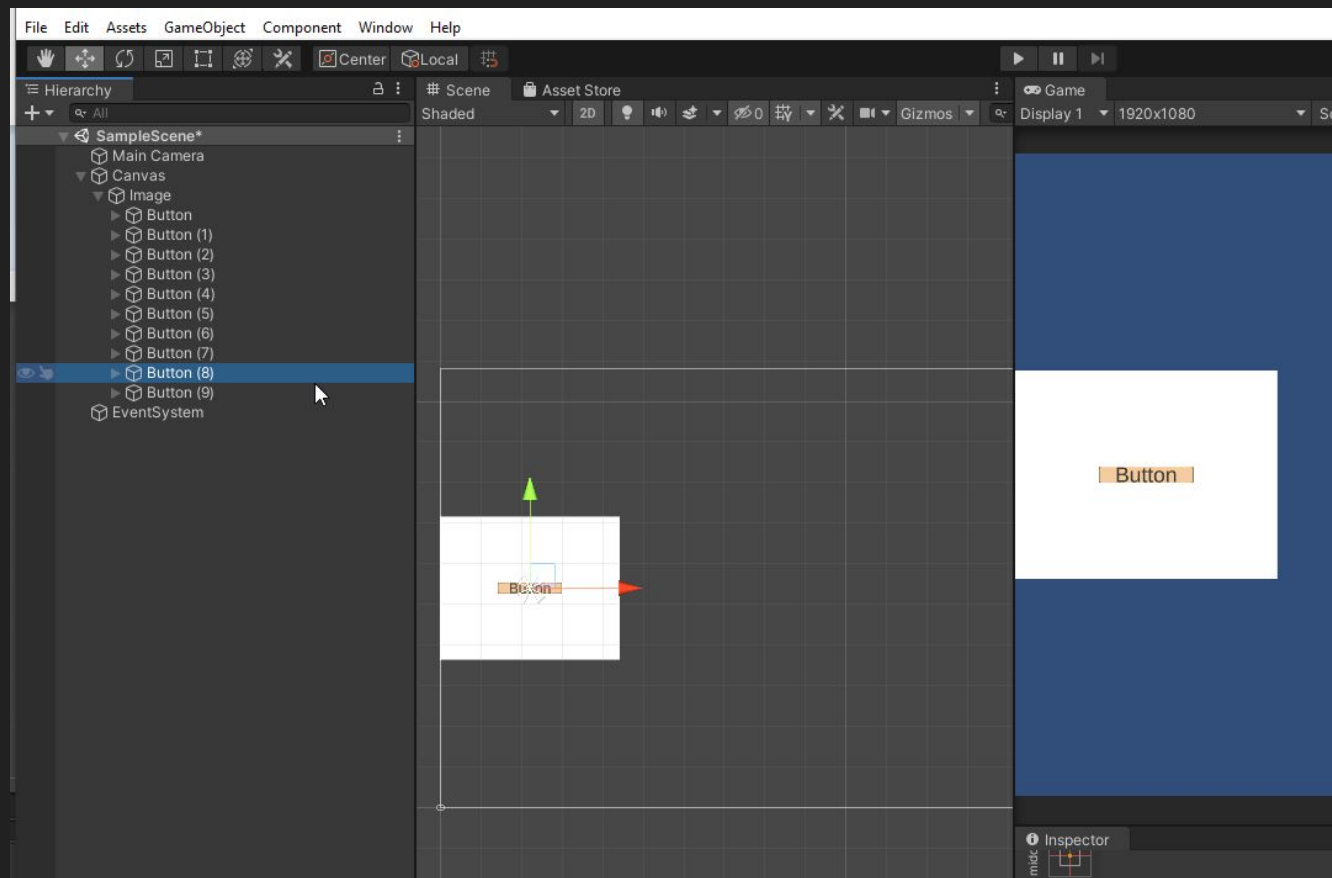
Change the button color so it is more visible



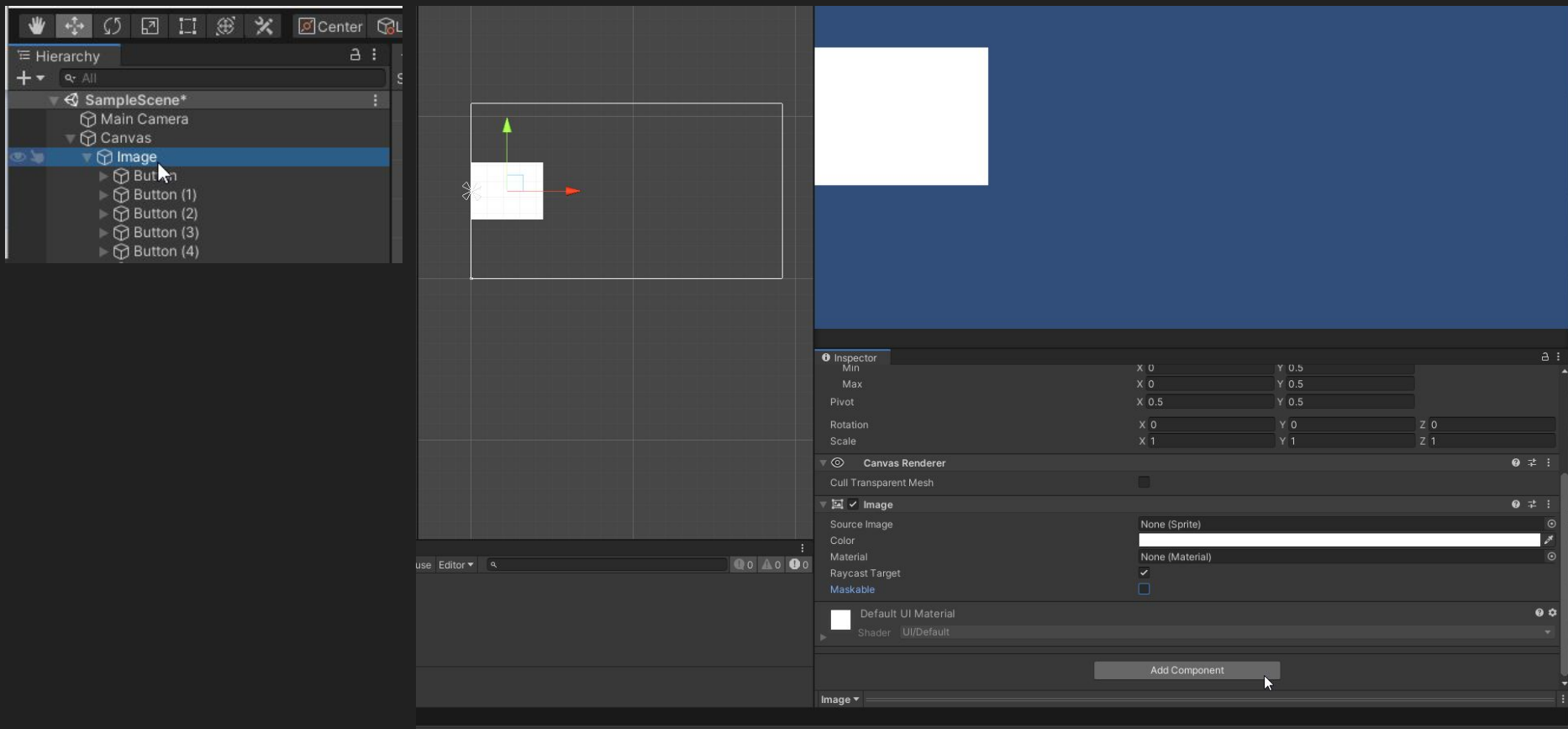
Copy button and paste under Image (control c + v )



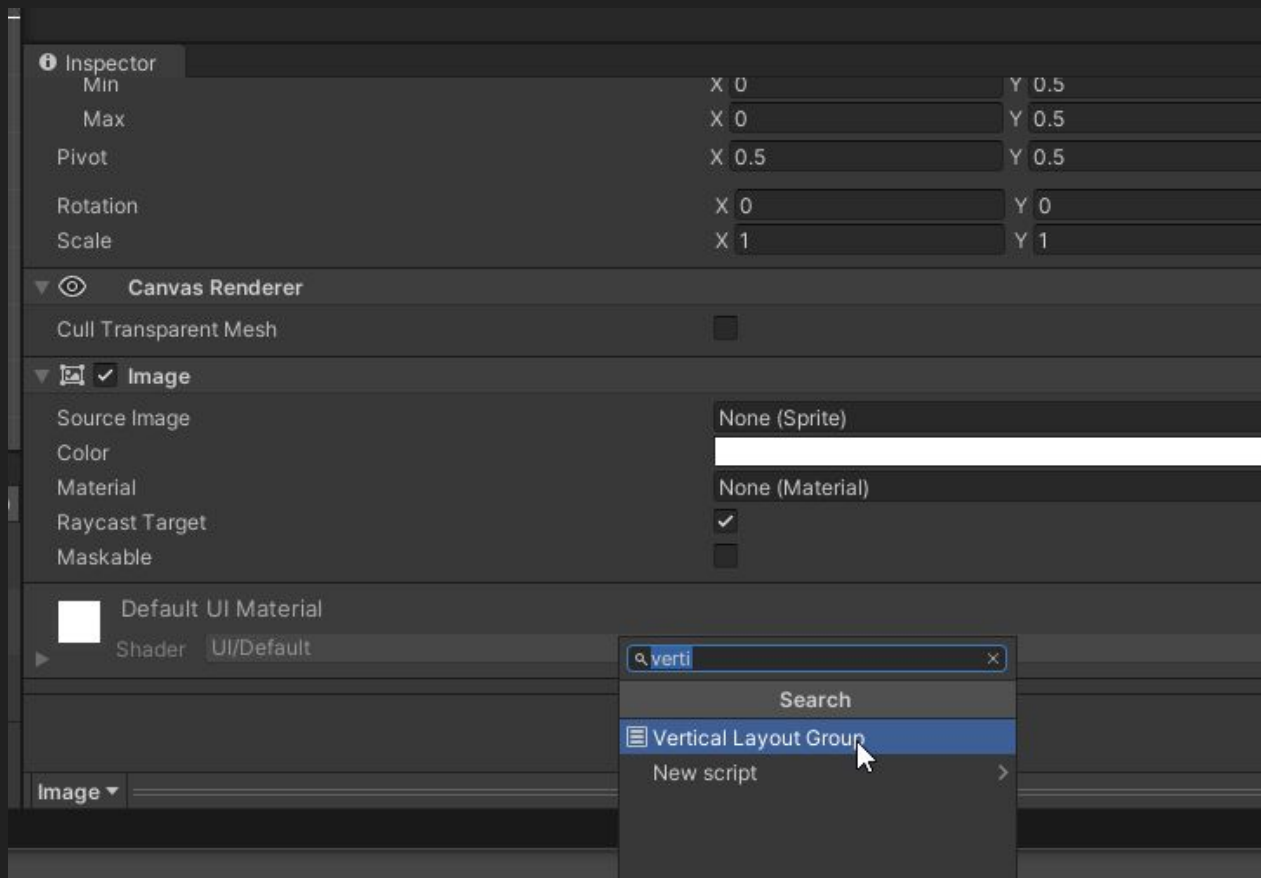
Should have 9 buttons all stacked up



On image, go to the inspector and click <Add Component>



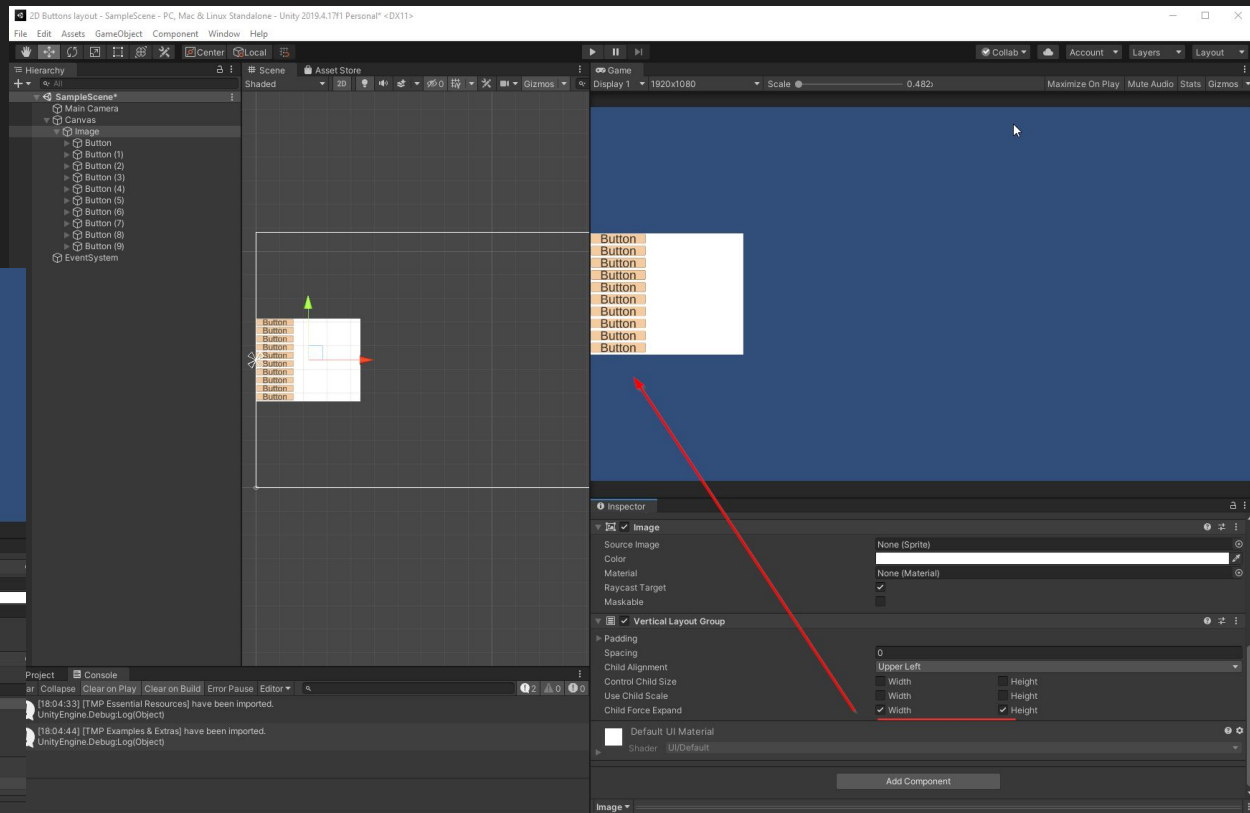
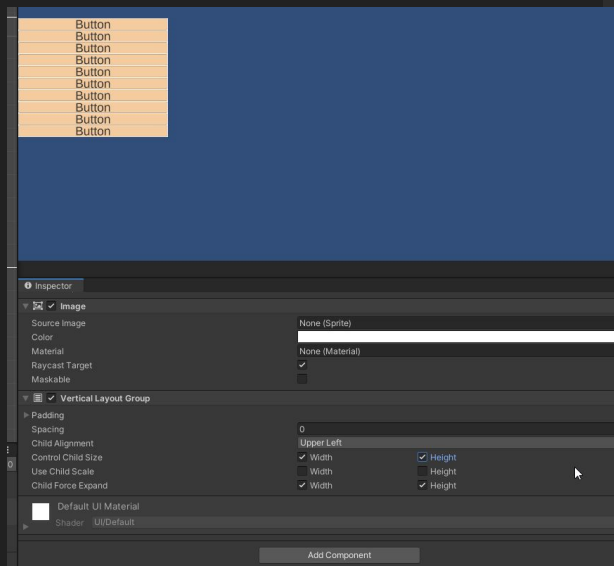
Add vert layout group to Image



By default the Child Force Expand Width & Height are enabled

This expands the buttons to fit

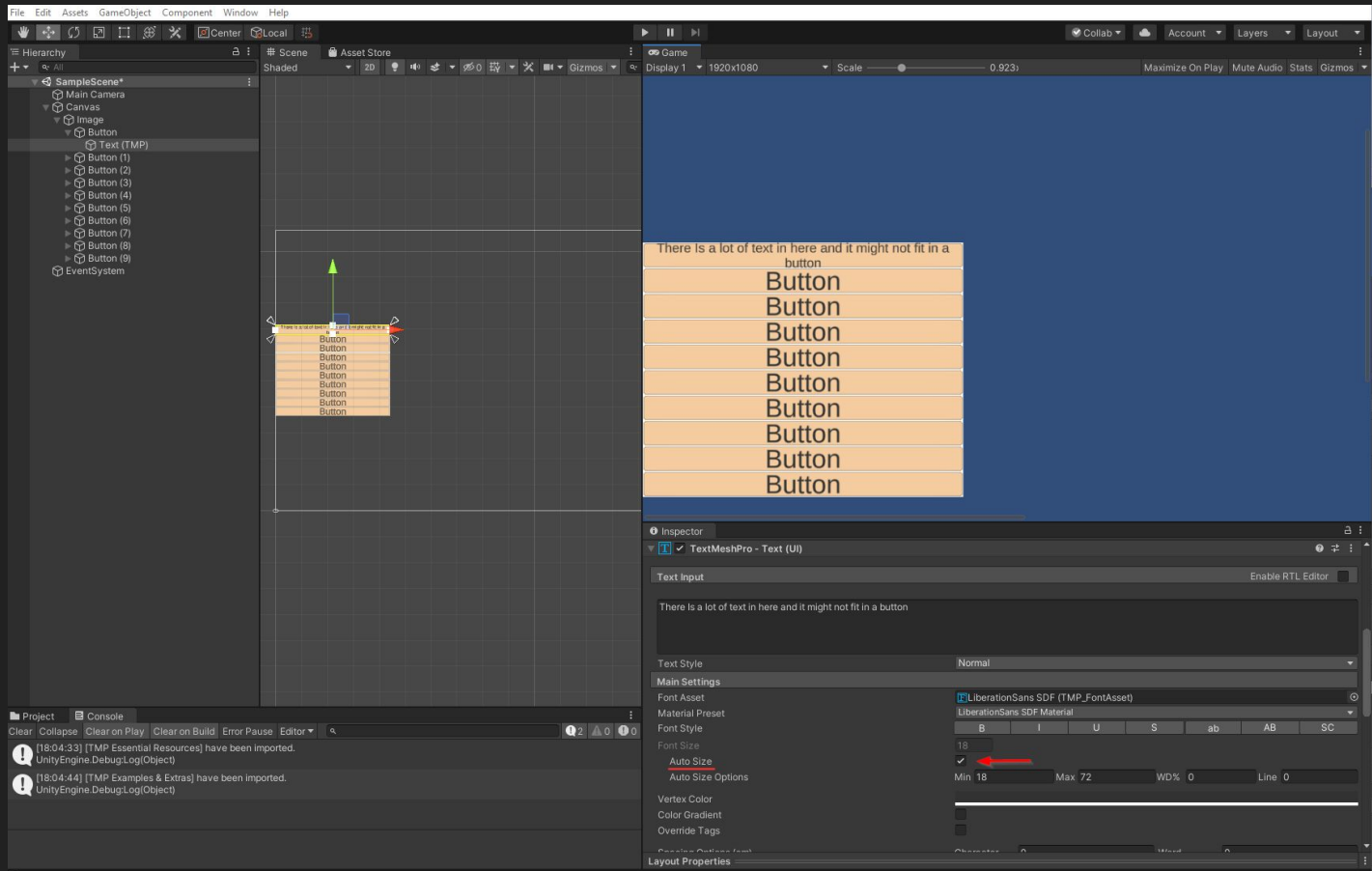
Enabling Control Child Size makes button stretch-fit





Text on the button is a sub item  
Text underneath button in the  
hierarchy

Should enable auto size  
and set a minimum,  
maximum font size



There is also Alignment options for text like in a word processor program

