

■ Emotion Theory Discord Community ■

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Emotion Theory™ Presents -

A powerful, configurable user interface component that automatically positions your UI elements in the editor or at runtime.

■ Key Features ■

- Works just like Unity's existing built-in layout group components
- Both horizontal and vertical options available as separate components
- Fully and easily customisable
- Adjust the padding, spacing, child alignment, child size, and scaling options
- Work within a fixed size, or have sizes changed dynamically based on child elements
- Simple and easy to use with multiple samples and prefabs ready to go
- Full source code provided
- Fast, optimised, performant

■ How to use ■

1. Add either the **HorizontalFlowLayoutGroup** or **VerticalFlowLayoutGroup** component to any GameObject
2. There is no step two

■ What's included ■

- Full source code
- Sample scene + prefabs
- Quickstart guide + documentation

■ Compatibility ■

- Supports all operating systems
- Works in Unity 2019.4 and above
- Supports all render pipelines
- Works on all platforms, including mobile and VR

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