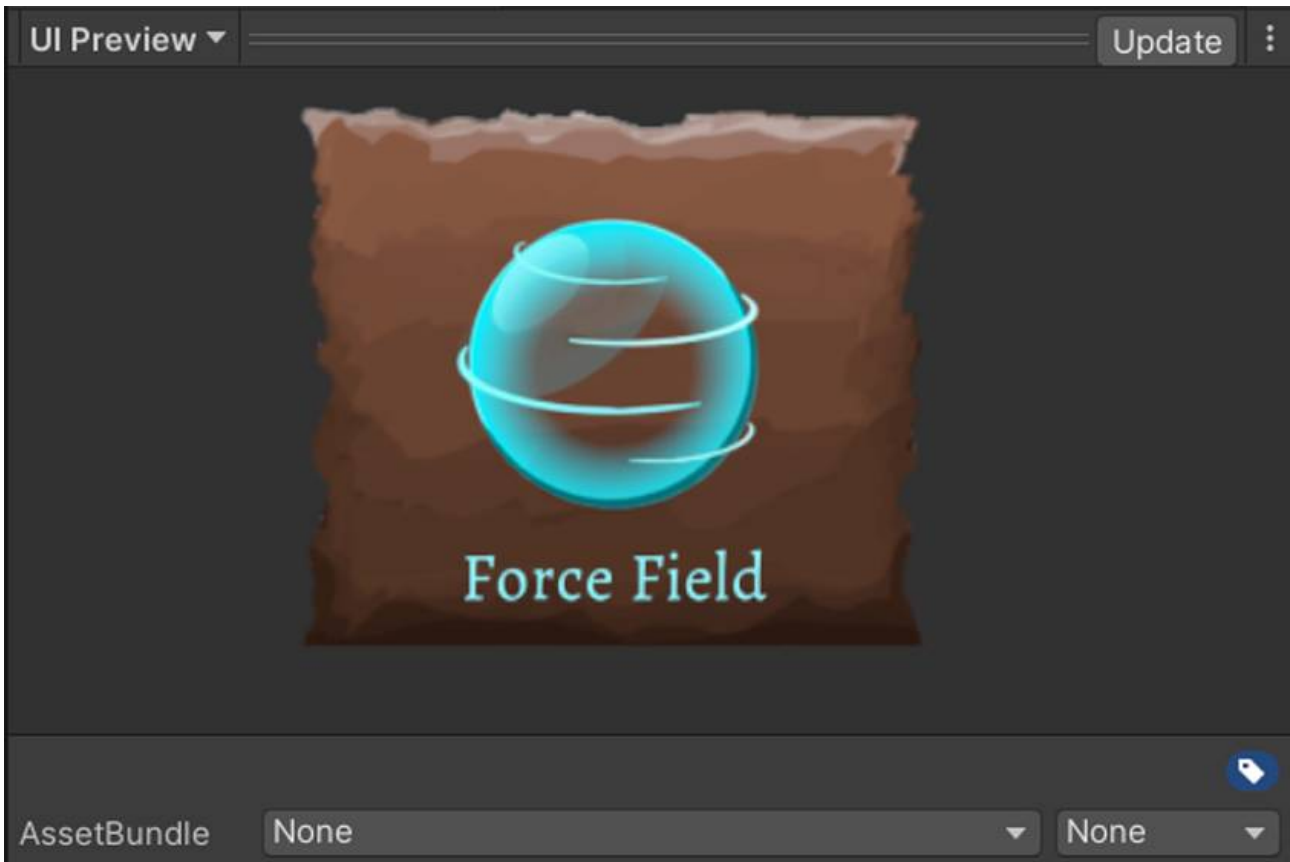


UI Preview - Manual



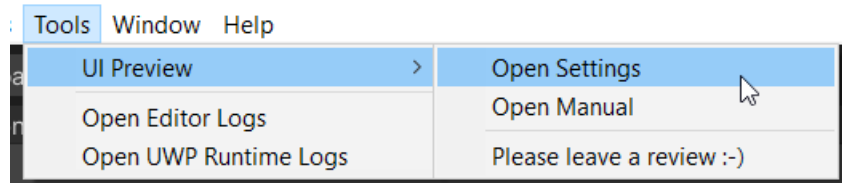
Enables previewing UI prefabs and canvas prefabs in the inspector.

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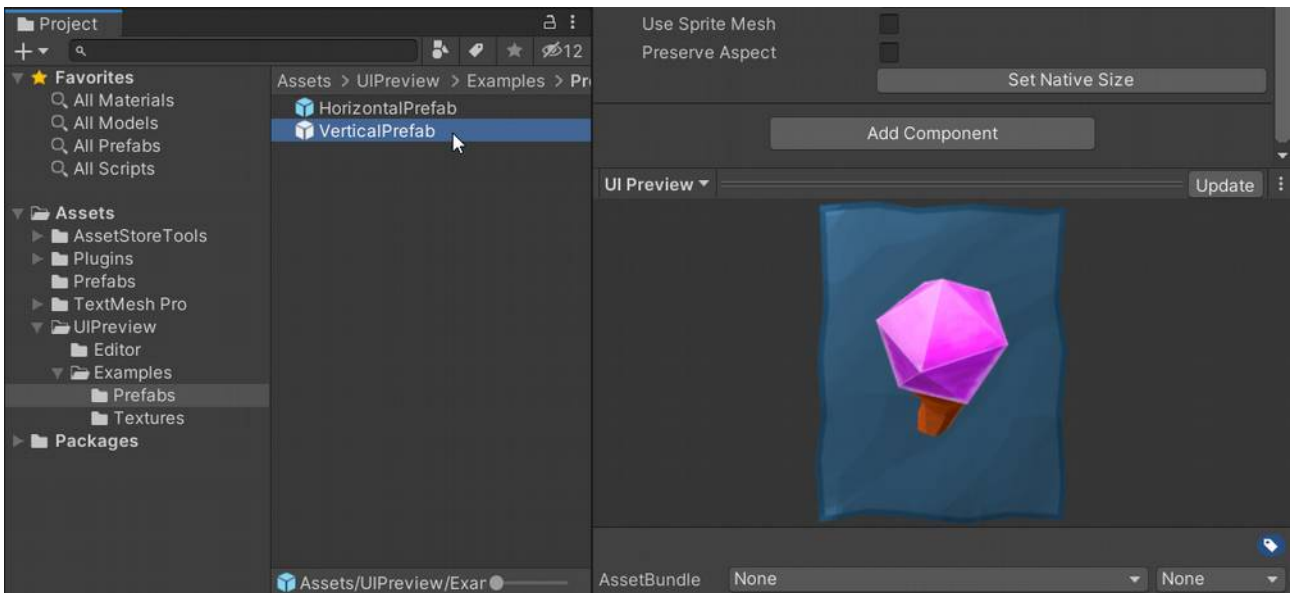
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1. Usage

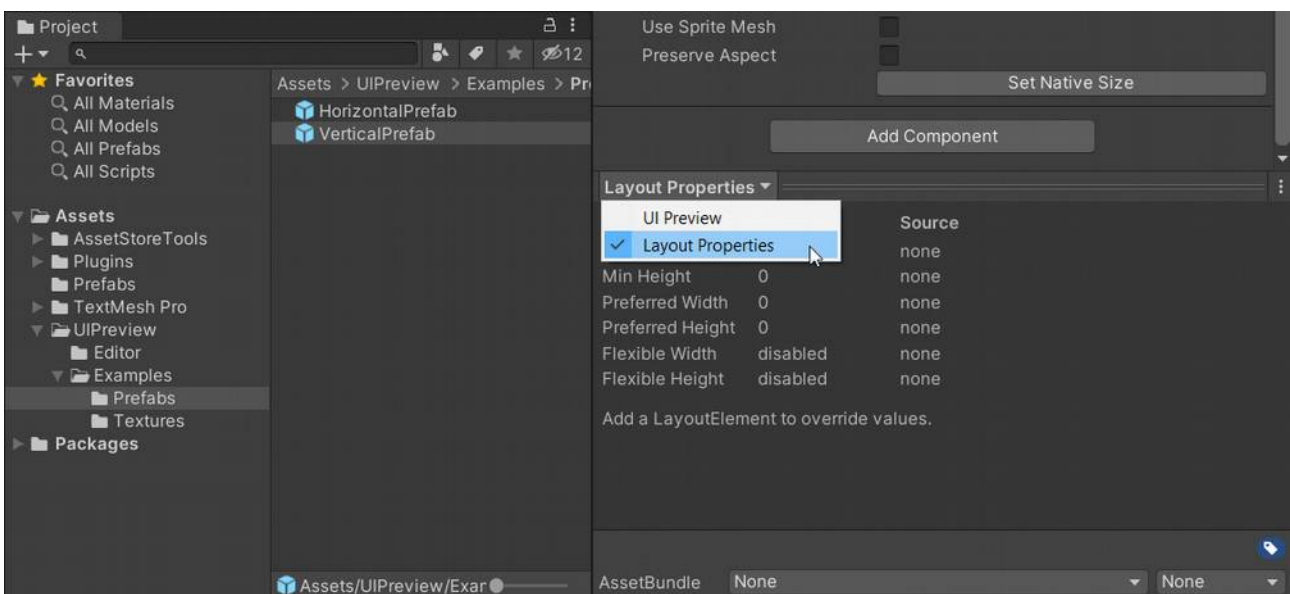
After the installation a new menu will be available under **Tools > UI Preview**. From there you can open the settings and the manual.



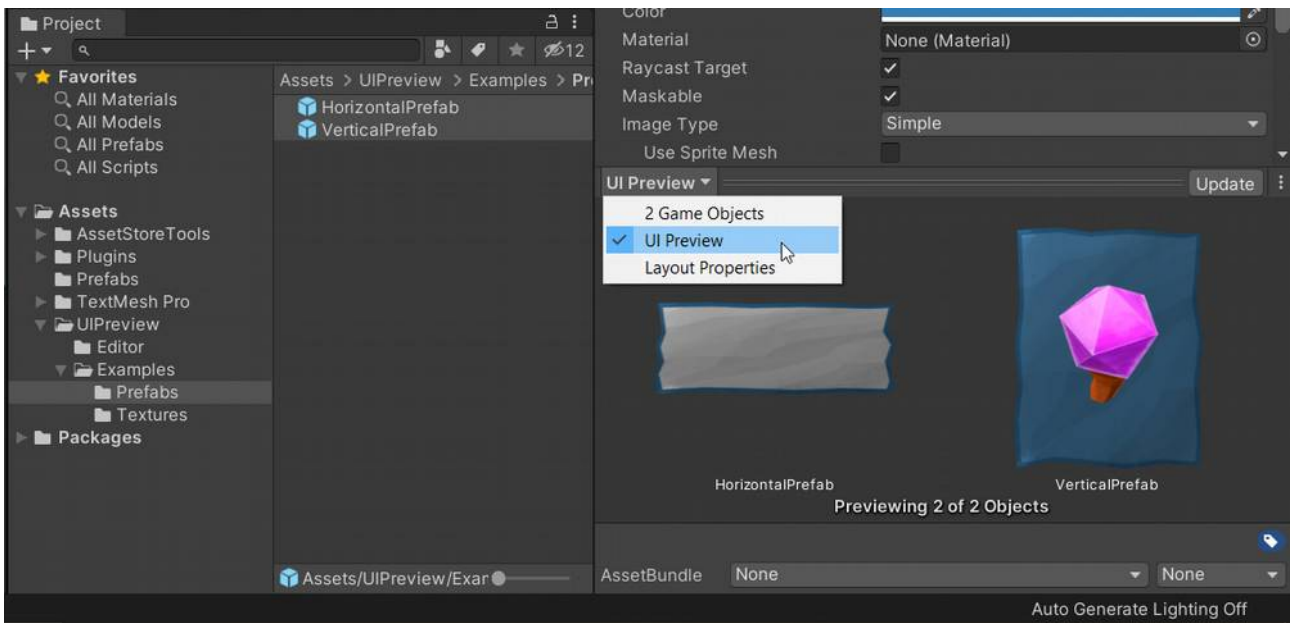
No further action is required to use UI Preview. If you select a Prefab containing a UI element it will be previewed at the bottom of the inspector window.



The default „Layout Properties“ preview can be accessed via a dropdown in the top left corner.



To view multiple prefabs the once choose „UI Preview“ from the dropdown.



2. Settings

The settings are stored in a Scriptable Object located under Assets/. You can access them via the „Project Settings“ menu or via Tools > UI Preview > Settings.

The CanvasScaler which is used to render the previews can be configured here. Disable the „Use Canvas Scaler“ checkbox to not use any scaling on the canvas.

