



## **Panel Positioning Tool Documentation**

# Overview

The **Panel Positioning Tool** is a modular component designed to handle the precise placement of UI panels, independent of their content. This makes it highly reusable and perfect for projects where multiple panels require dynamic positioning (e.g., inventory panels, notifications, or key UI).

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## 1. Panel Positioning Script

### Purpose

The `PanelPositioning` script allows you to define the position of a `RectTransform` UI element dynamically within the screen using a variety of predefined anchor positions (e.g., top-left, center, bottom-right).

### How to Use

- Attach Script:** Add the `PanelPositioning` script to the `GameObject` containing the `RectTransform` you want to position.
- Assign RectTransform:** Drag the target UI panel into the `Panel` field in the Inspector.
- Set Position:** Choose from one of the predefined positions (`Left`, `Right`, `Top`, `Bottom`, `MiddleCenter`, etc.) using the dropdown.
- Adjust Offsets:** Fine-tune the panel's horizontal and vertical offsets relative to its anchor position.

### Inspector Fields

- **Positioning Settings:**
  - `Position`: Dropdown to select the panel's anchor point.
  - `Horizontal Offset`: Horizontal adjustment from the anchor.
  - `Vertical Offset`: Vertical adjustment from the anchor.
- **Panel Reference:**
  - `Panel`: The `RectTransform` to be positioned.

## Benefits of Separation

1. **Modularity:** The `PanelPositioning` script can be reused for any UI panel, not just the key inventory.
  2. **Simplified Maintenance:** By separating concerns, debugging and updating the code becomes significantly easier.
  3. **Reusability:** Developers can now integrate the `PanelPositioning` script across different projects for consistent UI behavior.
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## Setup Example

1. **Create the UI Panel:**
    - Add any required scripts to the `GameObject` containing the inventory panel.
  2. **Position the Panel:**
    - Add the `PanelPositioning` script to the same `GameObject`.
    - Assign the panel's `RectTransform` and set the desired position and offsets.
  3. **Test It:**
    - Use the `inspector` values to resize or move and verify the panel's position.
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## Additional Notes

This tool is included as part of the Easy Door System asset but is versatile enough for broader use in other projects. For more advanced setups or customizations, refer to the included example scenes.

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## License

The Panel Positioning Tool is provided as part of the Easy Door System asset. Redistribution of the tool outside the asset is prohibited without prior permission.

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## Support

For further assistance, please visit [ConAirGames.com](http://ConAirGames.com) or contact support at [support@currently.com](mailto:support@currently.com).