

AF Wrap Layout Group

Grid wrapping without the grid.

Arcana Futura • Version 1.0

AF Wrap Layout Group is a lightweight uGUI Layout Group for arranging children in rows or columns with automatic wrapping. It supports horizontal and vertical layouts, independent horizontal and vertical flow directions, Unity child alignment, padding and spacing.

Unlike Unity's Grid Layout Group, children do not need to share a fixed cell size. Each child keeps the preferred size reported by Unity's standard layout system; AF Wrap Layout Group simply positions and wraps it.

Setup

- Add the component from Add Component > Layout > AF Wrap Layout Group.
- Give children their preferred sizes through normal Unity layout components such as Layout Element, or another preferred-size provider.
- Choose Direction, Horizontal Direction and Vertical Direction, then set Padding, Child Alignment and Spacing.

Options

Option	Purpose
Direction	Horizontal wraps into rows; Vertical wraps into columns.
Horizontal Direction	Left to Right or Right to Left.
Vertical Direction	Top to Bottom or Bottom to Top.
Padding	Standard Unity Layout Group padding.
Child Alignment	Standard Unity alignment within the available layout area.
Spacing X / Y	Horizontal and vertical spacing between children and wrapped rows/columns.

Scroll Views and Content sizing

Horizontal wrapping needs a constrained width; vertical wrapping needs a constrained height. In a Scroll View, configure the Content RectTransform and Content Size Fitter so the wrapping axis is constrained and the other axis can grow. The demos contain working setups. Their anchors are examples, not requirements; other RectTransform configurations are valid when they provide the required constraint.

Child sizing

The component does not impose a cell size or its own child-sizing rules. Uniform items, mixed widths and heights, and content-driven preferred sizes can all be used without a Grid Layout Group-style fixed-cell limitation.

Included demos

Direction / Flow Demo — all eight horizontal/vertical and forward/reverse flow combinations using identical children.

VariableSizeChildren — deliberately irregular child dimensions demonstrating non-uniform preferred sizes.

Reference

Namespace: ArcanaFutura.UI.WrapLayoutGroup **Dependencies:** None beyond Unity uGUI.

Support

Have a question, need help, or found a bug? Please use our online contact form and we'll get back to you as soon as possible.

Website: <https://arcanafutura.eu/>

Support: <https://arcanafutura.eu/asset-support>

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