



Usage

1. Model: Define item format

```
public struct ExampleItem {
    public string name;
}
```

2. View: Inherit BaseCell

```
public class ExampleCell : ReuseScroller.BaseCell<ExampleItem>
{
    public Text label;

    public override void UpdateContent(ExampleItem item) {
        label.text = item.name;
    }
}
```

Add the script as component to GameObject, e.g. uGUI Button.

3. Controller: Inherit BaseController

```
public class ExampleController : ReuseScroller.BaseController<ExampleItem>
{
    protected override void Start() {
        base.Start();
        var items = new List<ExampleItem>();
        for (int i=1; i<=20; i++) {
            items.Add(new ExampleItem { name=i.ToString("d") });
        }
        CellData = items;
    }
}
```

Add the script as component to uGUI ScrollView.

Inspector

- Scroll Direction (Direction)
- Scroll Reverse (bool)
- Cell Object (GameObject)
- Default Cell Size (float)
- Spacing (float)
- Content Padding (RectOffset)
- Active Padding (float)

Test

Supported Unity Test Runner (Play Mode).

License

The script is available as open source under the terms of the [MIT License](#).