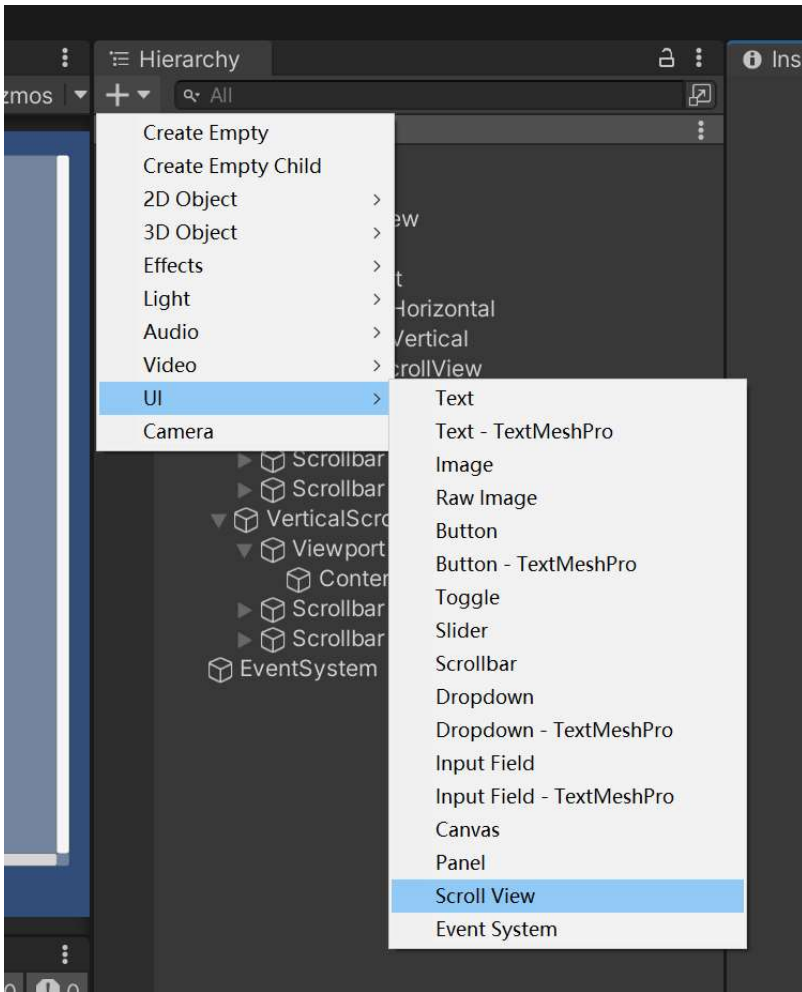


Unlimited Scroll UI

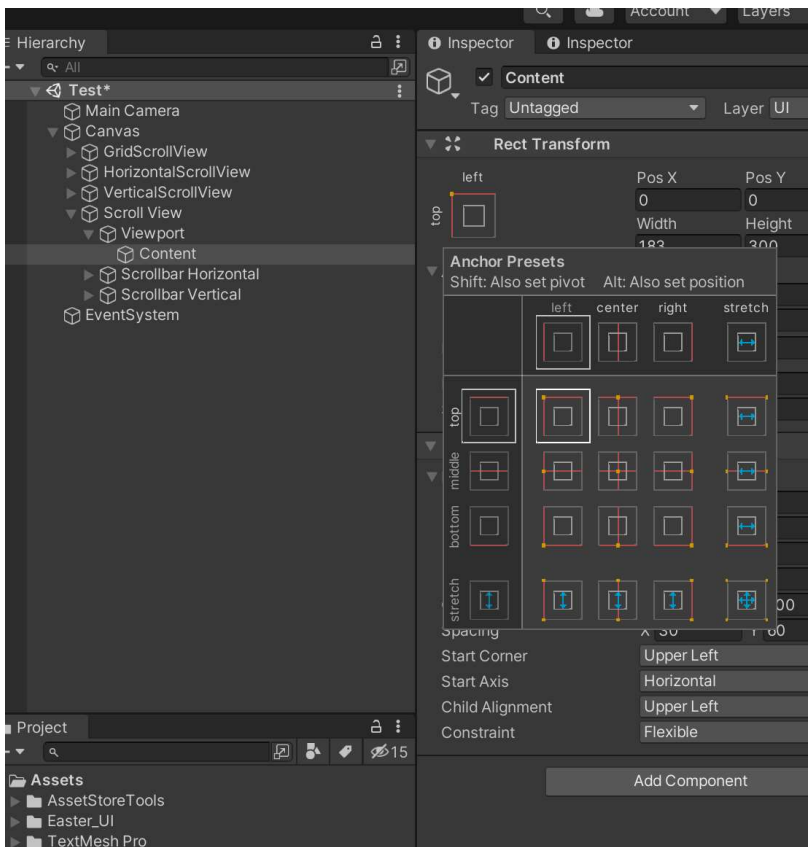
version 0.9.0

Quick Setup

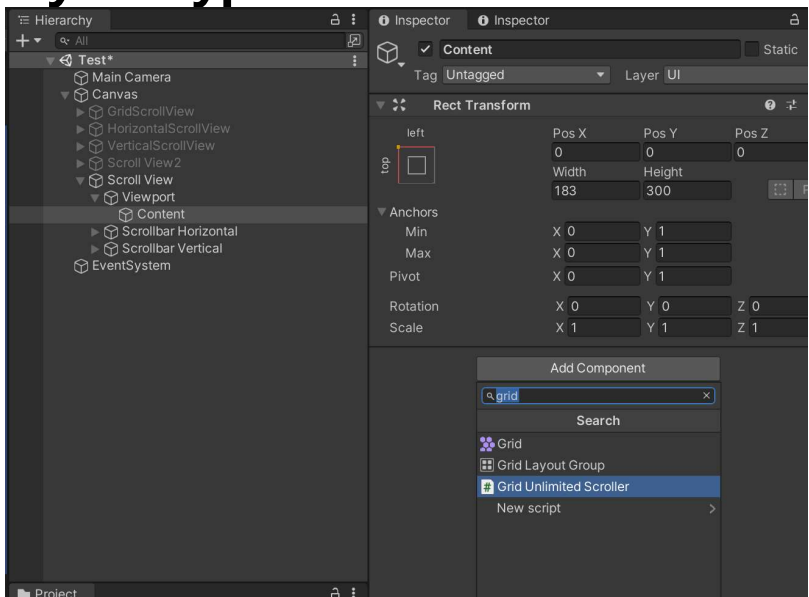
Step 1: Add “UI/Scroll View” from Add GameObject menu.



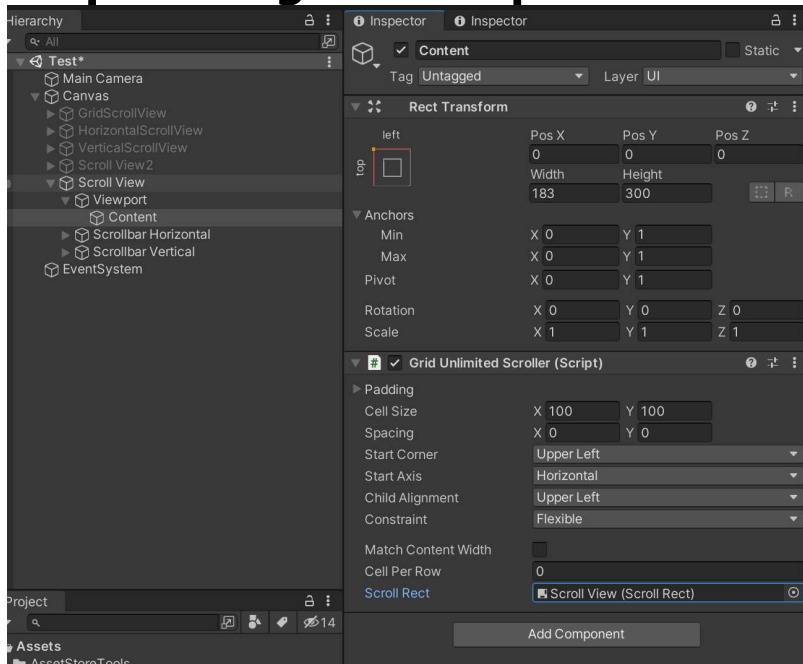
Step 2: Change the anchor of the “Content” object to upper left.



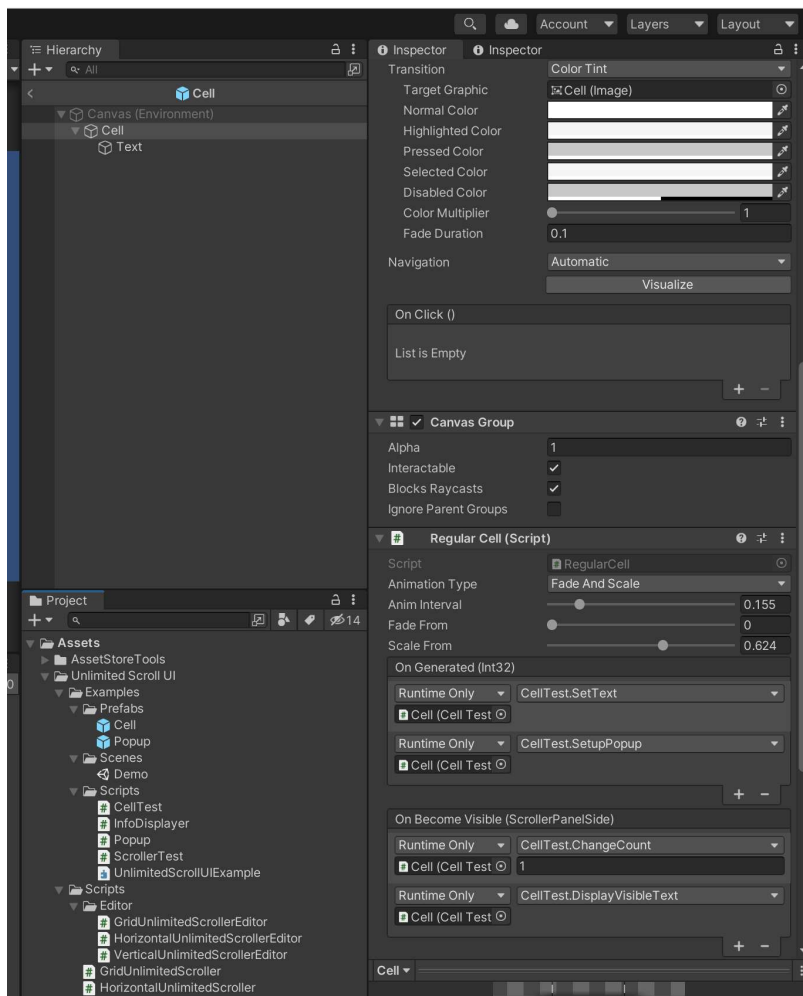
Step 3: Add UnlimitedScroller with your desired auto layout type.



Step 4: Drag and drop the scroll view to `Scroll Rect` field.



Step 5: Prepare a cell prefab that has the `RegularCell` script or your custom script that implements the `ICell` interface.



Step 6: To test it out immediately, add a `ScrollerTest` script below `Unlimited Scroller`, reference to your cell and set total count.

References

UnlimitedScroller class

Fields

Cell Per Row: How many cells you want in a row. Only has effect if you uncheck "Match Content Width" and use Grid Layout Group.

Match Content Width: Set Cell Per Row to fill the width of content. Only has effect if you use Grid Layout Group.

Content Trans: RectTransform of your content.

Layout Group: Layout Group on your content.

Layout Type: Type of your layout group.

RegularCell class

Fields

Animation Type: Type of animation you want to use when the cell becomes visible.

Animation Interval: Length of the animation.

Fade From: Animate transparency from this value to 1 if you choose to fade.

Scale From: Scale from this value to 1 if you choose to scale.

On Generated: You can add your own listeners to this event to be called when the cell becomes visible.

ICell interface

Methods

On Generated: Called when the cell is generated.

Supports

If you have any questions, please comment [here](#)

Or email me directly at: bjjx1999@live.com

Thank you for your support!