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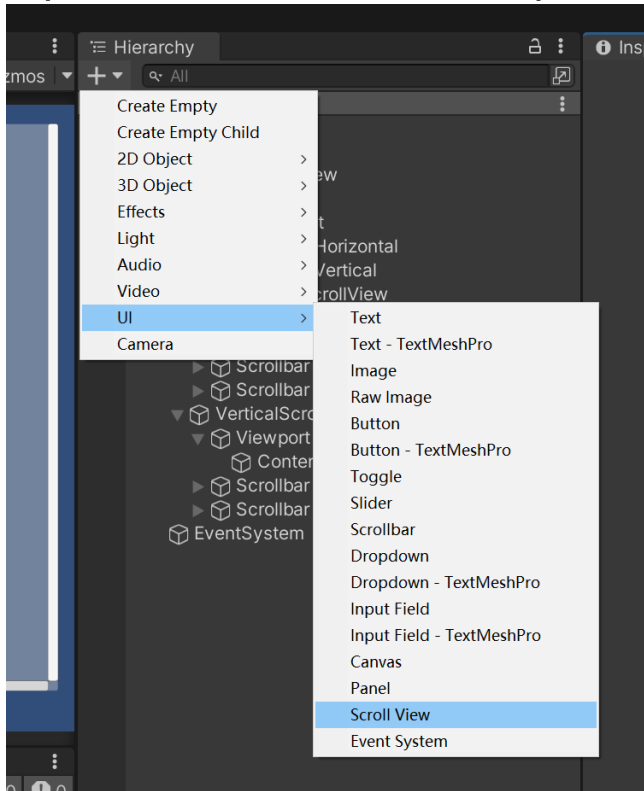
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Unlimited Scroll UI

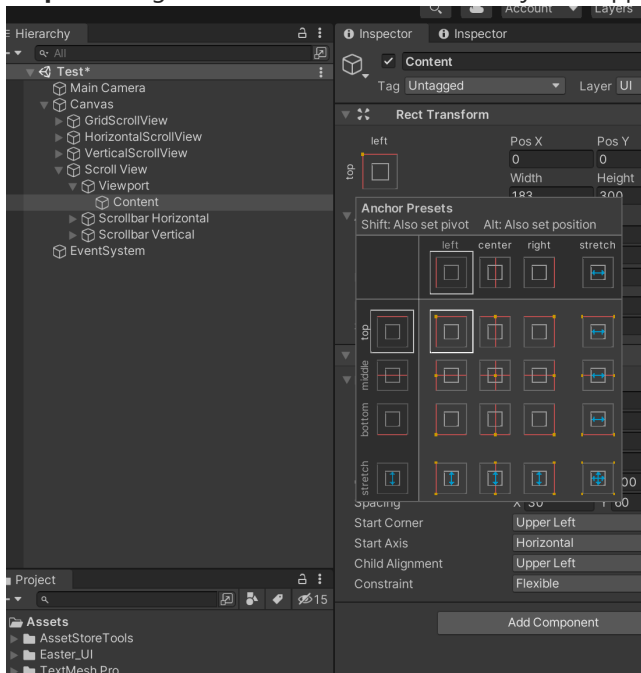
version 0.9.0

Quick Setup

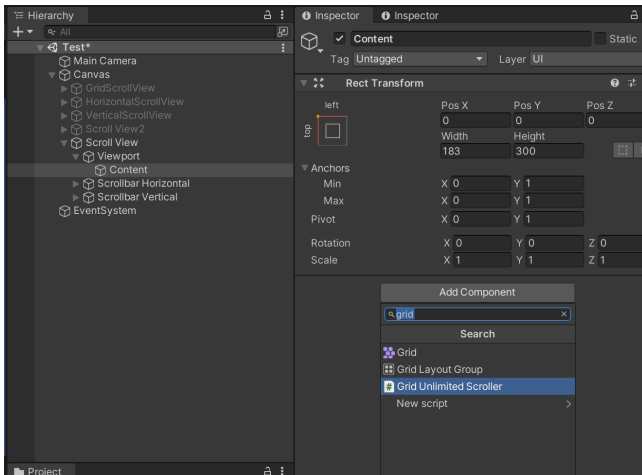
Step 1: Add "UI/Scroll View" from Add GameObject menu.



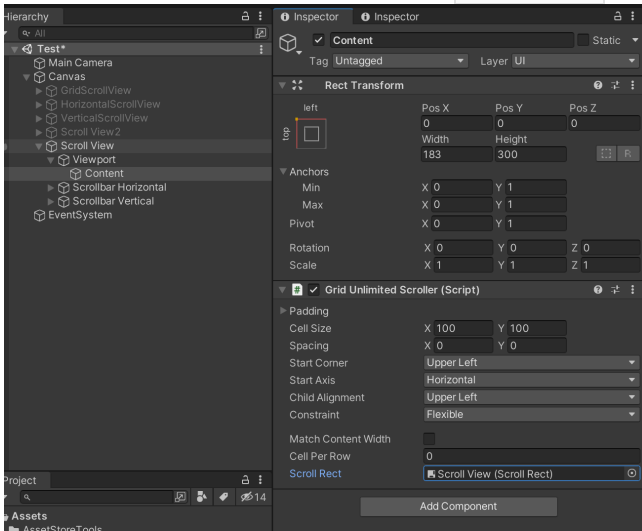
Step 2: Change the anchor of the "Content" object to upper left.



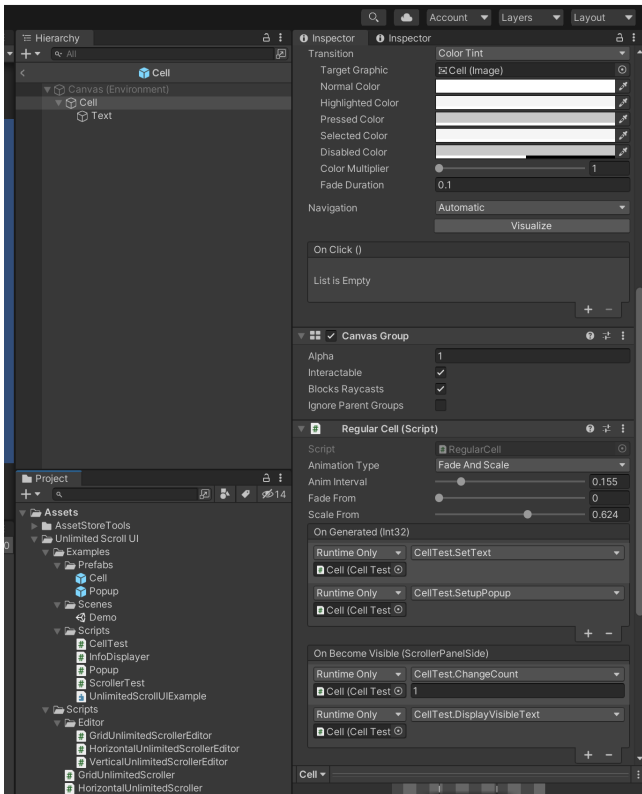
Step 3: Add UnlimitedScroller with your desired auto layout type.



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!

Namespace UnlimitedScrollUI

Classes

[BecomeInvisibleEvent](#)

Will be called when the cell become invisible in the viewport.

[BecomeVisibleEvent](#)

Will be called when the cell become visible in the viewport.

[GenerateEvent](#)

Will be called when the cell generate.

[GridUnlimitedScroller](#)

[HorizontalUnlimitedScroller](#)

[RegularCell](#)

Regular cell that you can use to quickly setup your cell.

[VerticalUnlimitedScroller](#)

Interfaces

[ICell](#)

If you want to have your own script for cell, implement this interface.

[IUnlimitedScroller](#)

Enums

[AnimationType](#)

The animation type for regular cell.

[ScrollerPanelSide](#)

The side of the scroller panel. Used for certain events.

Enum AnimationType

The animation type for regular cell.

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
public enum AnimationType
```

Fields

NAME	DESCRIPTION
Fade	
FadeAndScale	
None	
Scale	

Class BecomeInvisibleEvent

Will be called when the cell become invisible in the viewport.

Inheritance

[Object](#)

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<[ScrollerPanelSide](#)>

BecomeInvisibleEvent

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
[Serializable]  
public class BecomeInvisibleEvent : UnityEvent<ScrollerPanelSide>, ISerializationCallbackReceiver
```

Class BecomeVisibleEvent

Will be called when the cell become visible in the viewport.

Inheritance

[Object](#)

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<[ScrollerPanelSide](#)>

BecomeVisibleEvent

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
[Serializable]  
public class BecomeVisibleEvent : UnityEvent<ScrollerPanelSide>, ISerializationCallbackReceiver
```


Class GenerateEvent

Will be called when the cell generate.

Inheritance

[Object](#)

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<[Int32](#)>

GenerateEvent

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
[Serializable]  
public class GenerateEvent : UnityEvent<int>, ISerializationCallbackReceiver
```

Class GridUnlimitedScroller

Inheritance

Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

UnityEngine.EventSystems.UIBehaviour

UnityEngine.UI.LayoutGroup

UnityEngine.UI.GridLayoutGroup

GridUnlimitedScroller

Implements

IUnlimitedScroller

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
public class GridUnlimitedScroller : GridLayoutGroup, ILayoutElement, ILayoutGroup, ILayoutController, IUnlimitedScroller
```

Fields

cacheSize

Max size of cached cells.

Declaration

```
[Tooltip("Max size of cached cells.")]
public uint cacheSize
```

Field Value

TYPE	DESCRIPTION
UInt32	

cellPerRow

Cell Count per row if not match Content width.

Declaration

```
[Tooltip("Cell Count per row if not match Content width.")]
public int cellPerRow
```

Field Value

TYPE	DESCRIPTION
Int32	

matchContentWidth

Match cell per row to the width of Content. If set, cellPerRow will be ignored.

Declaration

```
[Tooltip("Match cell per row to the width of Content. If set, cellPerRow will be ignored.")]
public bool matchContentWidth
```

Field Value

TYPE	DESCRIPTION
Boolean	

scrollRect

The `ScrollRect` component on `ScrollView`.

Declaration

```
[Tooltip("The ScrollRect component on ScrollView.")]
public ScrollRect scrollRect
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.ScrollRect	

Properties

CellPerRow

The calculated real number of cells per row or columns count.

Declaration

```
public int CellPerRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ContentHeight

The height of the content.

Declaration

```
public float ContentHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ContentWidth

The width of the content.

Declaration

```
public float ContentWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

FirstCol

The first visible column.

Declaration

```
public int FirstCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

FirstRow

The first visible row.

Declaration

```
public int FirstRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

Generated

Whether this scroller has initialized and generate cells.

Declaration

```
public bool Generated { get; }
```

Property Value

TYPE	DESCRIPTION
Boolean	

LastCol

The last visible column.

Declaration

```
public int LastCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

LastRow

The last visible row.

Declaration

```
public int LastRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

RowCount

Total row count.

Declaration

```
public int RowCount { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ViewportHeight

The height of the viewport.

Declaration

```
public float ViewportHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ViewportWidth

The width of the viewport.

Declaration

```
public float ViewportWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

Methods

Generate(GameObject, Int32)

Call this function to initialize and generate cells.

Declaration

```
public void Generate(GameObject newCell, int newTotalCount)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	newCell	The cell game object.
Int32	newTotalCount	The total cell count you want to generate.

SetCacheSize(UInt32)

Set a new caching size. If smaller than current size, cache will be trimmed to the new size

Declaration

```
public void SetCacheSize(uint newSize)
```

Parameters

TYPE	NAME	DESCRIPTION
UInt32	newSize	New cache size.

Implements

[IUnlimitedScroller](#)

Class HorizontalUnlimitedScroller

Inheritance

Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
UnityEngine.EventSystems.UIBehaviour
UnityEngine.UI.LayoutGroup
UnityEngine.UI.HorizontalOrVerticalLayoutGroup
UnityEngine.UI.HorizontalLayoutGroup
HorizontalUnlimitedScroller

Implements

IUnlimitedScroller

Namespace: **UnlimitedScrollUI**
Assembly: UnlimitedScrollUI.dll

Syntax

```
public class HorizontalUnlimitedScroller : HorizontalLayoutGroup, ILayoutElement, ILayoutGroup, ILayoutController, IUnlimitedScroller
```

Fields

cacheSize

Max size of cached cells.

Declaration

```
[Tooltip("Max size of cached cells.")]  
public uint cacheSize
```

Field Value

TYPE	DESCRIPTION
UInt32	

scrollRect

The **ScrollRect** component on ScrollView.

Declaration

```
[Tooltip("The ScrollRect component on ScrollView.")]  
public ScrollRect scrollRect
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.ScrollRect	

Properties

CellPerRow

The calculated real number of cells per row or columns count.

Declaration

```
public int CellPerRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ContentHeight

The height of the content.

Declaration

```
public float ContentHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ContentWidth

The width of the content.

Declaration

```
public float ContentWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

FirstCol

The first visible column.

Declaration

```
public int FirstCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

FirstRow

The first visible row.

Declaration

```
public int FirstRow { get; }
```


Property Value

TYPE	DESCRIPTION
Int32	

Generated

Whether this scroller has initialized and generate cells.

Declaration

```
public bool Generated { get; }
```

Property Value

TYPE	DESCRIPTION
Boolean	

LastCol

The last visible column.

Declaration

```
public int LastCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

LastRow

The last visible row.

Declaration

```
public int LastRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

RowCount

Total row count.

Declaration

```
public int RowCount { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ViewportHeight

The height of the viewport.

Declaration

```
public float ViewportHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ViewportWidth

The width of the viewport.

Declaration

```
public float ViewportWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

Methods

Generate(GameObject, Int32)

Call this function to initialize and generate cells.

Declaration

```
public void Generate(GameObject newCell, int newTotalCount)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	newCell	The cell game object.
Int32	newTotalCount	The total cell count you want to generate.

SetCacheSize(UInt32)

Set a new caching size. If smaller than current size, cache will be trimmed to the new size

Declaration

```
public void SetCacheSize(uint newSize)
```

Parameters

TYPE	NAME	DESCRIPTION
UInt32	newSize	New cache size.

Implements

[IUnlimitedScroller](#)

Interface ICell

If you want to have your own script for cell, implement this interface.

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
public interface ICell
```

Methods

OnBecomeInvisible(ScrollerPanelSide)

Called when the cell become invisible.

Declaration

```
void OnBecomeInvisible(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	The side that this cell become invisible. For example, <code>side = ScrollerPanelSide.Right</code> means that the player is dragging the panel to right so that this cell disappears to right.

OnBecomeVisible(ScrollerPanelSide)

Called when the cell become visible.

Declaration

```
void OnBecomeVisible(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	The side that this cell become visible. For example, <code>side = ScrollerPanelSide.Right</code> means that the player is dragging the panel to left so that this cell appears from right.

OnGenerated(Int32)

Called when the cell is generated. This is currently same as `OnBecomeVisible`.

Declaration

```
void OnGenerated(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	index	The index of the cell

Interface IUnlimitedScroller

Namespace: [UnlimitedScrollUI](#)
Assembly: UnlimitedScrollUI.dll

Syntax

```
public interface IUnlimitedScroller
```

Properties

CellPerRow

The calculated real number of cells per row or columns count.

Declaration

```
int CellPerRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ContentHeight

The height of the content.

Declaration

```
float ContentHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ContentWidth

The width of the content.

Declaration

```
float ContentWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

FirstCol

The first visible column.

Declaration

```
int FirstCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

FirstRow

The first visible row.

Declaration

```
int FirstRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

Generated

Whether this scroller has initialized and generate cells.

Declaration

```
bool Generated { get; }
```

Property Value

TYPE	DESCRIPTION
Boolean	

LastCol

The last visible column.

Declaration

```
int LastCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

LastRow

The last visible row.

Declaration

```
int LastRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

RowCount

Total row count.

Declaration

```
int RowCount { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ViewportHeight

The height of the viewport.

Declaration

```
float ViewportHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ViewportWidth

The width of the viewport.

Declaration

```
float ViewportWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

Methods

Generate(GameObject, Int32)

Call this function to initialize and generate cells.

Declaration

```
void Generate(GameObject newCell, int newTotalCount)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	newCell	The cell game object.

TYPE	NAME	DESCRIPTION
Int32	newTotalCount	The total cell count you want to generate.

SetCacheSize(UInt32)

Set a new caching size. If smaller than current size, cache will be trimmed to the new size

Declaration

```
void SetCacheSize(uint newSize)
```

Parameters

TYPE	NAME	DESCRIPTION
UInt32	newSize	New cache size.

Class RegularCell

Regular cell that you can use to quickly setup your cell.

Inheritance

- Object
- UnityEngine.Object
- UnityEngine.Component
- UnityEngine.Behaviour
- UnityEngine.MonoBehaviour
- RegularCell

Implements

ICell

Namespace: **UnlimitedScrollUI**
Assembly: UnlimitedScrollUI.dll

Syntax

```
[RequireComponent(typeof(CanvasGroup))]  
public class RegularCell : MonoBehaviour, ICell
```

Fields

animationType

What kind of animation you want.

Declaration

```
[Tooltip("What kind of animation you want.")]  
public AnimationType animationType
```

Field Value

TYPE	DESCRIPTION
AnimationType	

animInterval

How long is the animation.

Declaration

```
[Tooltip("How long is the animation.")]  
[Range(0F, 1F)]  
public float animInterval
```

Field Value

TYPE	DESCRIPTION
Single	

fadeFrom

Fade from this value if the animation has fading.

Declaration

```
[Tooltip("Fade from this value if the animation has fading.")]
[Range(0F, 1F)]
public float fadeFrom
```

Field Value

TYPE	DESCRIPTION
Single	

onBecomeInvisible

Will be called when the cell become invisible in the viewport.

Declaration

```
public BecomeInvisibleEvent onBecomeInvisible
```

Field Value

TYPE	DESCRIPTION
BecomeInvisibleEvent	

onBecomeVisible

Will be called when the cell become visible in the viewport.

Declaration

```
public BecomeVisibleEvent onBecomeVisible
```

Field Value

TYPE	DESCRIPTION
BecomeVisibleEvent	

onGenerated

Will be called when the cell generate. Add listeners that take an int parameter which represent the index of that cell.

Declaration

```
public GenerateEvent onGenerated
```

Field Value

TYPE	DESCRIPTION
GenerateEvent	

scaleFrom

Scale from this value if the animation has scaling.

Declaration

```
[Tooltip("Scale from this value if the animation has scaling.")]
[Range(0F, 1F)]
public float scaleFrom
```

Field Value

TYPE	DESCRIPTION
Single	

Methods

OnBecomeInvisible(ScrollerPanelSide)

Called when the cell become invisible.

Declaration

```
public void OnBecomeInvisible(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	The side that this cell become invisible. For example, <code>side = ScrollerPanelSide.Right</code> means that the player is dragging the panel to right so that this cell disappears to right.

OnBecomeVisible(ScrollerPanelSide)

Called when the cell become visible.

Declaration

```
public void OnBecomeVisible(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	The side that this cell become visible. For example, <code>side = ScrollerPanelSide.Right</code> means that the player is dragging the panel to left so that this cell appears from right.

OnGenerated(Int32)

Called when the cell is generated. This is currently same as `OnBecomeVisible`.

Declaration

```
public void OnGenerated(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	index	The index of the cell

Implements

[ICell](#)

Enum ScrollerPanelSide

The side of the scroller panel. Used for certain events.

Namespace: [UnlimitedScrollUI](#)

Assembly: UnlimitedScrollUI.dll

Syntax

```
public enum ScrollerPanelSide
```

Fields

NAME	DESCRIPTION
Bottom	
Left	
NoSide	
Right	
Top	

Class VerticalUnlimitedScroller

Inheritance

Object

- UnityEngine.Object
- UnityEngine.Component
- UnityEngine.Behaviour
- UnityEngine.MonoBehaviour
- UnityEngine.EventSystems.UIBehaviour
- UnityEngine.UI.LayoutGroup
- UnityEngine.UI.HorizontalOrVerticalLayoutGroup
- UnityEngine.UI.VerticalLayoutGroup
- VerticalUnlimitedScroller

Implements

IUnlimitedScroller

Namespace: **UnlimitedScrollUI**
Assembly: UnlimitedScrollUI.dll

Syntax

```
public class VerticalUnlimitedScroller : VerticalLayoutGroup, ILayoutElement, ILayoutGroup, ILayoutController, IUnlimitedScroller
```

Fields

cacheSize

Max size of cached cells.

Declaration

```
[Tooltip("Max size of cached cells.")]  
public uint cacheSize
```

Field Value

TYPE	DESCRIPTION
UInt32	

scrollRect

The `ScrollRect` component on ScrollView.

Declaration

```
[Tooltip("The ScrollRect component on ScrollView.")]  
public ScrollRect scrollRect
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.ScrollRect	

Properties

CellPerRow

The calculated real number of cells per row or columns count.

Declaration

```
public int CellPerRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ContentHeight

The height of the content.

Declaration

```
public float ContentHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ContentWidth

The width of the content.

Declaration

```
public float ContentWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

FirstCol

The first visible column.

Declaration

```
public int FirstCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

FirstRow

The first visible row.

Declaration

```
public int FirstRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

Generated

Whether this scroller has initialized and generate cells.

Declaration

```
public bool Generated { get; }
```

Property Value

TYPE	DESCRIPTION
Boolean	

LastCol

The last visible column.

Declaration

```
public int LastCol { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

LastRow

The last visible row.

Declaration

```
public int LastRow { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

RowCount

Total row count.

Declaration

```
public int RowCount { get; }
```

Property Value

TYPE	DESCRIPTION
Int32	

ViewportHeight

The height of the viewport.

Declaration

```
public float ViewportHeight { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

ViewportWidth

The width of the viewport.

Declaration

```
public float ViewportWidth { get; }
```

Property Value

TYPE	DESCRIPTION
Single	

Methods

Generate(GameObject, Int32)

Call this function to initialize and generate cells.

Declaration

```
public void Generate(GameObject newCell, int newTotalCount)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	newCell	The cell game object.
Int32	newTotalCount	The total cell count you want to generate.

SetCacheSize(UInt32)

Set a new caching size. If smaller than current size, cache will be trimmed to the new size

Declaration

```
public void SetCacheSize(uint newSize)
```

Parameters

TYPE	NAME	DESCRIPTION
UInt32	newSize	New cache size.

Implements

[IUnlimitedScroller](#)

Namespace UnlimitedScrollUI.Editor

Classes

[GridUnlimitedScrollerEditor](#)

[HorizontalUnlimitedScrollerEditor](#)

[VerticalUnlimitedScrollerEditor](#)

Class GridUnlimitedScrollerEditor

Inheritance

[Object](#)

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

UnityEditor.UI.GridLayoutGroupEditor

GridUnlimitedScrollerEditor

Namespace: [UnlimitedScrollUI.Editor](#)

Assembly: UnlimitedScrollUIEditor.dll

Syntax

```
[CustomEditor(typeof(GridUnlimitedScroller), true)]  
[CanEditMultipleObjects]  
public class GridUnlimitedScrollerEditor : GridLayoutGroupEditor, IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

UnityEditor.UI.GridLayoutGroupEditor.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.UI.GridLayoutGroupEditor.OnInspectorGUI()

Class HorizontalUnlimitedScrollerEditor

Inheritance

[Object](#)

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor

HorizontalUnlimitedScrollerEditor

Namespace: [UnlimitedScrollUI.Editor](#)

Assembly: UnlimitedScrollUIEditor.dll

Syntax

```
[CustomEditor(typeof(HorizontalUnlimitedScroller), true)]
[CanEditMultipleObjects]
public class HorizontalUnlimitedScrollerEditor : HorizontalOrVerticalLayoutGroupEditor, IPreviewable,
IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor.OnInspectorGUI()

Class VerticalUnlimitedScrollerEditor

Inheritance

[Object](#)

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor

VerticalUnlimitedScrollerEditor

Namespace: [UnlimitedScrollUI.Editor](#)

Assembly: UnlimitedScrollUIEditor.dll

Syntax

```
[CustomEditor(typeof(VerticalUnlimitedScroller), true)]
[CanEditMultipleObjects]
public class VerticalUnlimitedScrollerEditor : HorizontalOrVerticalLayoutGroupEditor, IPreviewable,
IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.UI.HorizontalOrVerticalLayoutGroupEditor.OnInspectorGUI()

Namespace UnlimitedScrollUI.Example

Classes

[CellTest](#)

[InfoDisplayer](#)

[Popup](#)

[ScrollerTest](#)

Class CellTest

Inheritance

Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

CellTest

Namespace: [UnlimitedScrollUI.Example](#)

Assembly: UnlimitedScrollUIExample.dll

Syntax

```
public class CellTest : MonoBehaviour
```

Fields

popup

Declaration

```
public GameObject popup
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

text

Declaration

```
public Text text
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Text	

Methods

ChangeCount(Int32)

Declaration

```
public void ChangeCount(int count)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	count	

DisplayInvisibleText(ScrollerPanelSide)

Declaration

```
public void DisplayInvisibleText(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	

DisplayVisibleText(ScrollerPanelSide)

Declaration

```
public void DisplayVisibleText(ScrollerPanelSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
ScrollerPanelSide	side	

SetText(Int32)

Declaration

```
public void SetText(int newIndex)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	newIndex	

SetupPopup(Int32)

Declaration

```
public void SetupPopup(int newIndex)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	newIndex	

Class InfoDisplayer

Inheritance

[Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

InfoDisplayer

Namespace: [UnlimitedScrollUI.Example](#)

Assembly: UnlimitedScrollUIExample.dll

Syntax

```
public class InfoDisplayer : MonoBehaviour
```

Fields

cellCount

Declaration

```
public Text cellCount
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Text	

confirmBtn

Declaration

```
public Button confirmBtn
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Button	

gridUnlimitedScroller

Declaration

```
public GridUnlimitedScroller gridUnlimitedScroller
```

Field Value

TYPE	DESCRIPTION
GridUnlimitedScroller	

instance

Declaration

```
public static InfoDisplayer instance
```

Field Value

TYPE	DESCRIPTION
InfoDisplayer	

invisibleDisplay

Declaration

```
public Text invisibleDisplay
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Text	

sizeInput

Declaration

```
public InputField sizeInput
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.InputField	

visibleDisplay

Declaration

```
public Text visibleDisplay
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Text	

Methods

UpdateCellCount(Int32)

Declaration

```
public void UpdateCellCount(int count)
```

Parameters

TYPE	NAME	DESCRIPTION
Int32	count	

UpdateInvisibleDisplay(String)

Declaration

```
public void UpdateInvisibleDisplay(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
String	text	

UpdateVisibleDisplay(String)

Declaration

```
public void UpdateVisibleDisplay(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
String	text	

Class Popup

Inheritance

Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

Popup

Namespace: [UnlimitedScrollUI.Example](#)

Assembly: UnlimitedScrollUIExample.dll

Syntax

```
public class Popup : MonoBehaviour
```

Fields

btn

Declaration

```
public Button btn
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Button	

text

Declaration

```
public Text text
```

Field Value

TYPE	DESCRIPTION
UnityEngine.UI.Text	

Class ScrollerTest

Inheritance

[Object](#)

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

ScrollerTest

Namespace: [UnlimitedScrollUI.Example](#)

Assembly: UnlimitedScrollUIExample.dll

Syntax

```
public class ScrollerTest : MonoBehaviour
```

Fields

cell

Declaration

```
public GameObject cell
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

totalCount

Declaration

```
public int totalCount
```

Field Value

TYPE	DESCRIPTION
Int32	