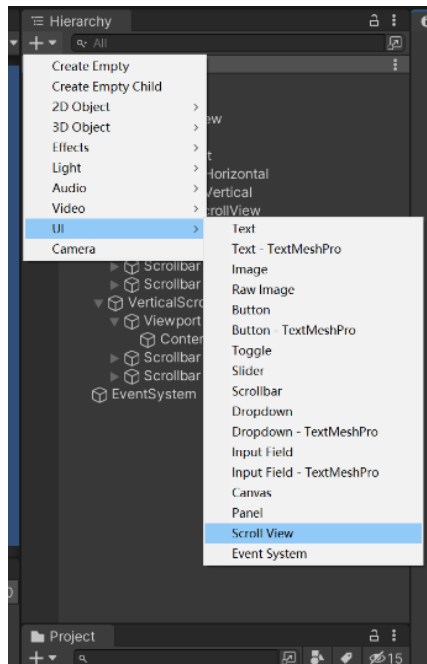


Unlimited Scroll UI

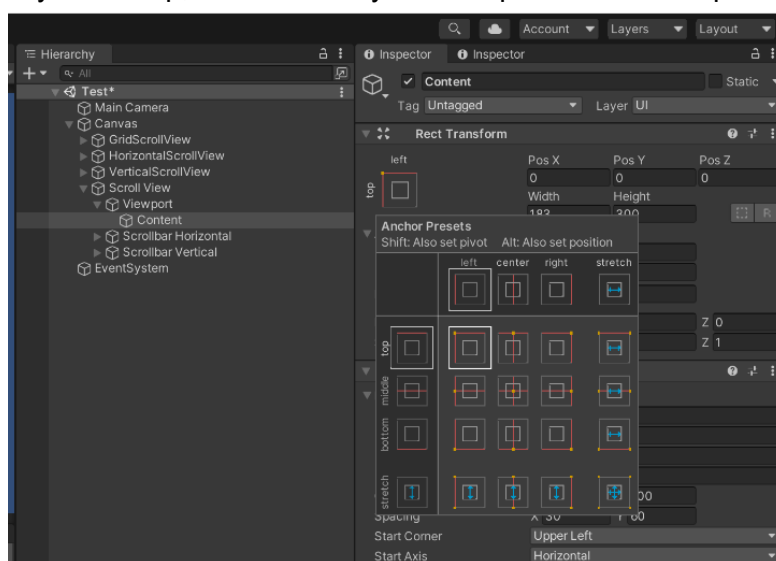
6/12/2021

Quick Setup

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

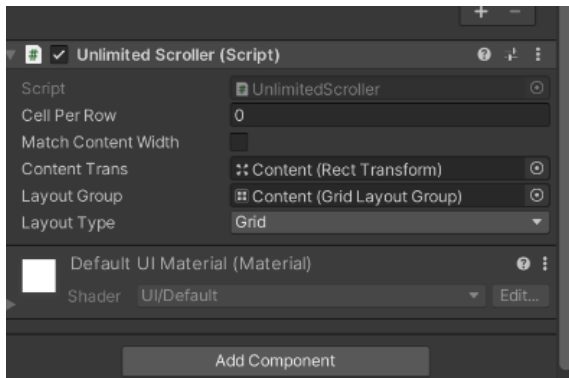


Step 2: Change the anchor of the “Content” object to upper left. Add the Auto Layout Group component to the “Content” object, you can choose from “Horizontal Layout Group,” “Vertical Layout Group,” and “Grid Layout Group.” Then set the padding and spacing



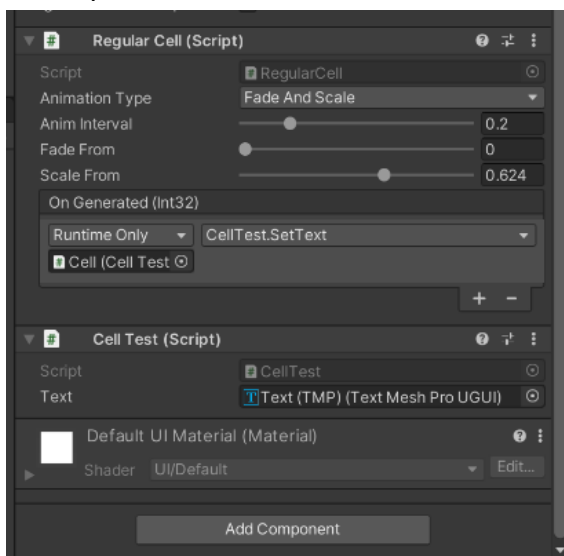
Notice: If you use “Grid Layout Group,” “Start Corner” must be upper left, “Start Axis” must be Horizontal. If you use the other two Auto Layout Groups, do not check reverse arrangement. I will add support for other arrangements later.

Step 3: Add UnlimitedScroller component to “ScrollView,” drag “Content” GameObject from Scroll View to “Content Trans” and “Layout Group” field, and choose the correct layout type.



Tip: If you use “Grid Layout Group,” you can check “match content width” to match cells per row with width of content. Otherwise, uncheck it and fill out how many cells you want in a row in the field “Cell Per Row.”

Step 4: Create your own cell and attach the RegularCell component or your own component that implements the ICell interface.



Step 5: Call the function Generate on UnlimitedScroller, pass in your cell and total count you want to have as parameters.

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: <http://u3d.as/2z2a>

Or email me directly at: bjjx1999@live.com

Thank you for your support!