

ScrollingUIBackground

Asset which allows you to create a background with scroll animation in the UI.

Steps to use:

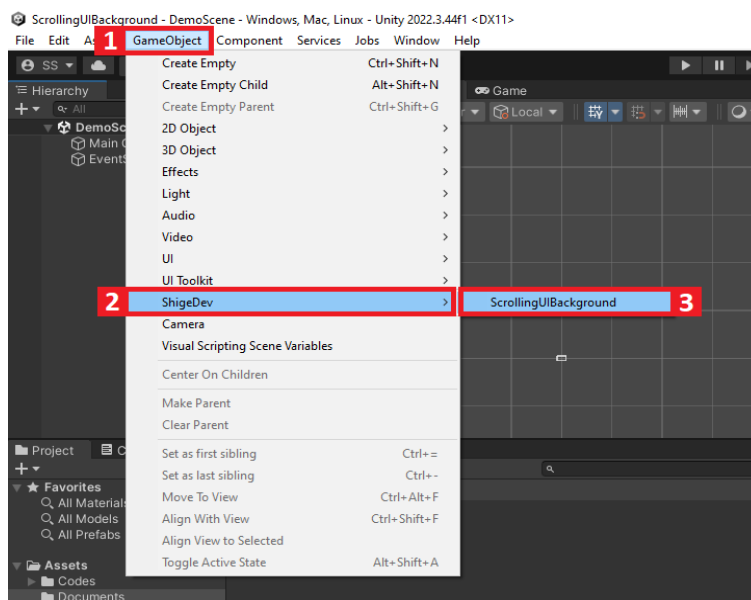
1. In the scene where you want to place the background with the scrolling animation, create a GameObject named ScrollingUIBackground.
2. Add the image you want to display in the background and modify the image settings.
3. Configure ScrollingUIBackground.
4. (Optional) Call the "StartScrolling" method from your code if the "ScrollToStart" variable in the ScrollingUIBackground settings is false.

Step1 - How to create the GameObject ScrollingUIBackground

There are two ways to create the ScrollingUIBackground:

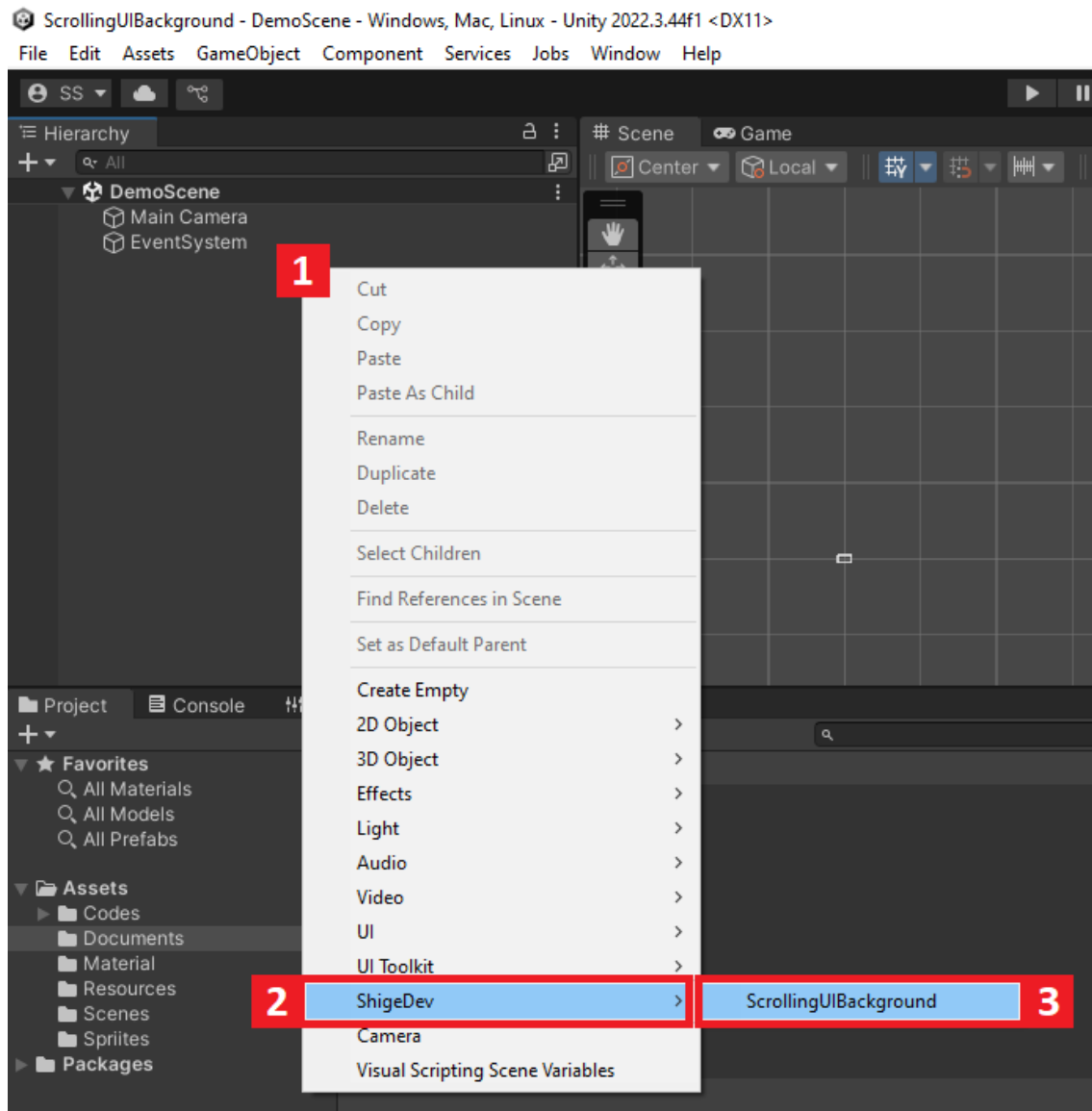
From the menu bar

1. In the menu bar select "GameObject".
2. Select the "ShigeDev" option.
3. Finally select "ScrollingUIBackground".



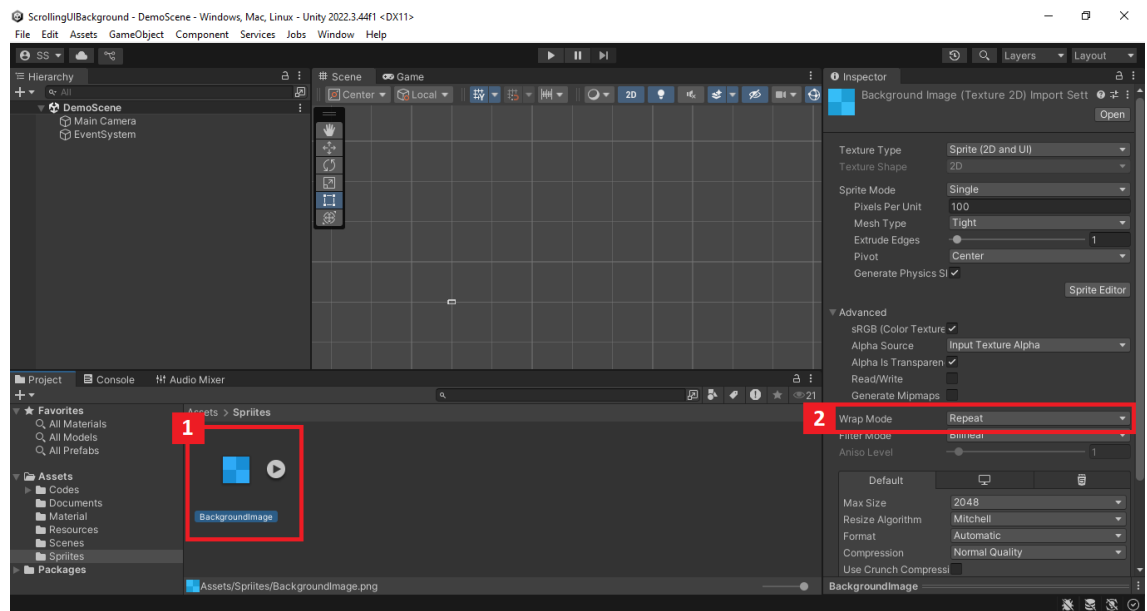
From the hierarchy window

1. Right click on the empty space of the hierarchy window.
2. Select the “ShigeDev” option.
3. Finally select “ScrollingUIBackground”.



Step2 - Add the image you want to display in the background and modify the image settings.

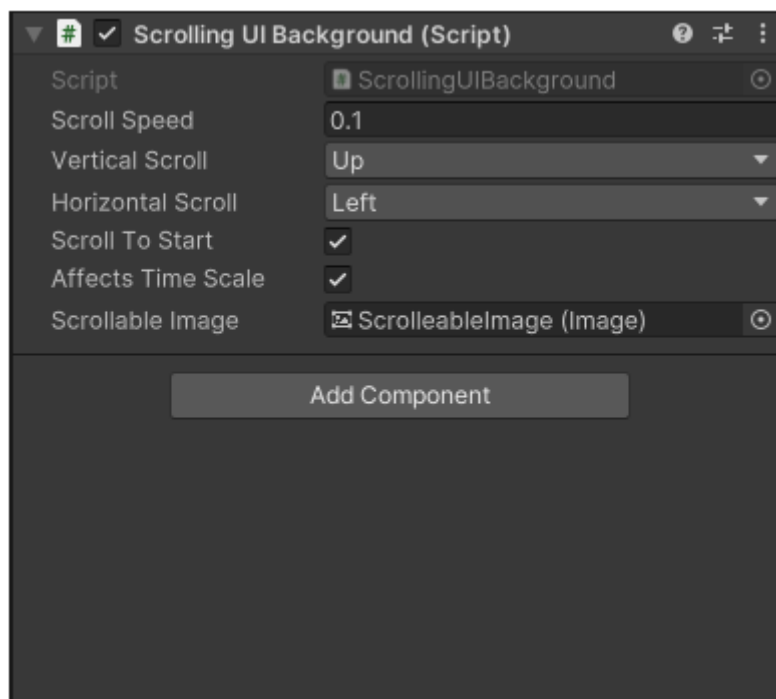
1. Add the image you want to use as the background. Note: To better appreciate the scrolling background, it's recommended that the image have repeating patterns.
2. Change the image setting from "Wrap mode" to Repeat



Step3 - ScrollingUIBackground configuration.

The component settings are the following fields:

- Scroll Speed
- Vertical Scroll
- Horizontal Scroll
- Scroll To Start
- Affects Time Scale
- Scrollable Image



Scroll Speed

It is a variable of type float. It defines the speed of the scroll animation.

Vertical Scroll

This is an enum variable. It defines the vertical direction of the scroll animation.

This variable can be set to Up, Down, or None.

Horizontal Scroll

This is an enum variable. It defines the horizontal direction of the scroll animation.

This variable can be set to Left, Right, or None.

Scroll To Start

It is a variable of type bool. When set to true, it allows you to animate the background scrolling effect when the scene starts.

Affects Time Scale

It is a variable of type bool. When set to true, it allows timeScale to affect the background scrolling animation. Note: If you want the scrolling to continue to animate with code "Time.timeScale = 0", set this variable to false.

Scrollable Image

This is the reference variable for the image component. This component is located in the ScrollableImage game object, a child of the ScrollingUIBackground game object. Note: It's recommended not to touch this reference.

(Optional) Step 4 – Add the code for StarScrolling.

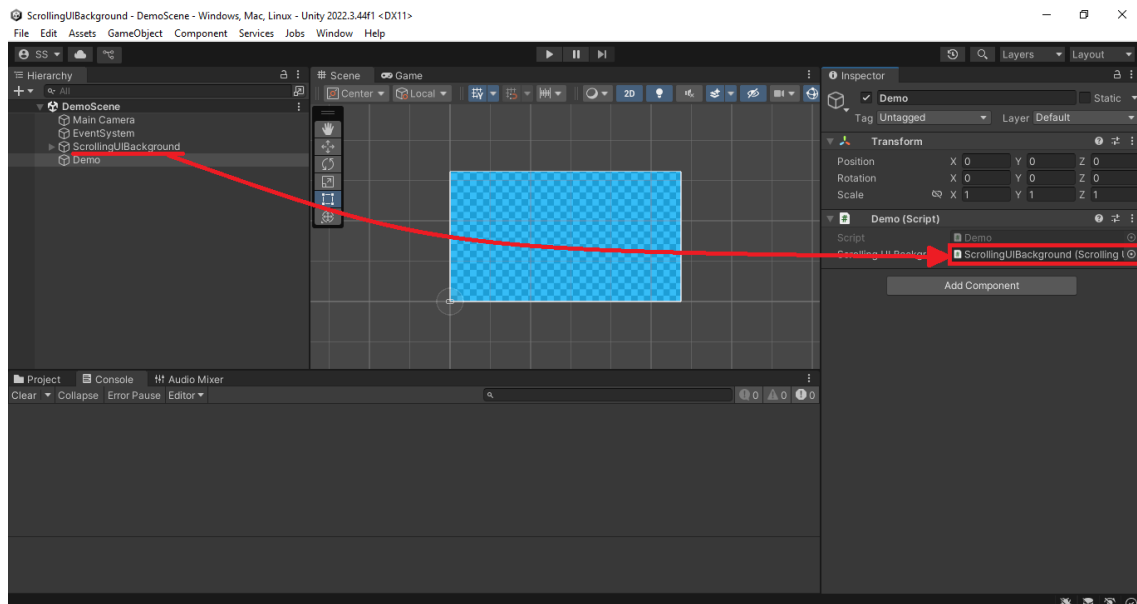
1. First add a namespace “ShigeDev.ScrollingUIBackground” to be able to use the methods to animate the background scrolling.

```
using ShigeDev.ScrollingUIBackground
```

2. Then in the script where you want to use scrolling background add the ScrollingUIBackground class reference.

```
public ScrollingUIBackground scrollingUIBackground;
```

3. Assign the ScrollingUIBackground reference from the inspector. You must add the GameObject with the ScrollingUIBackground component created in step 1.



4. Create a method and inside the code block call the StartScrolling method of the ScrollingUIBackground reference created previously.

```
public void YourMethod() {  
    scrollingUIBackground.StartScrolling();  
}
```

Code example:

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using ShigeDev.ScrollingUIBackground;  
  
public class Demo : MonoBehaviour
```

```

{
    public ScrollingUIBackground scrollingUIBackground;

    public void YourMethod()
    {
        scrollingUIBackground.StartScrolling();
    }
}

```

Scripting API

Properties

ScrollSpeed	The speed of movement of the background.
VerticalScroll	The vertical direction of the scroll.
HorizontalScroll	The horizontal direction of the scroll.
ScrollToStart	Boolean variable which defines whether the background will animate the scrolling effect when the game starts.
AffectsTimeScale	Boolean variable that defines whether the scrolling effect can be affected by the timescale. Note: since the pause system is often developed with a timescale.

Public Methods

StartScrolling()	Method that starts the background scrolling effect animation.
StopScrolling()	Method that stop the background scrolling effect animation.