

## Instanced scrolling material explanation

To use this script you will need to place the scroll script on top of any object that you need the texture to scroll on, then add the material that is going to be scrolling and then it will be able to scroll, to change the direction and speed of the scrolling. If you need the scrolling to go the opposite direction you can put a negative number for that to work.

The code works by changing the coordinates of the texture by using Vector2 to move the texture based of what the X and Y values are in the inspector. The speed and direction are linked together with the higher the X value the more horizontal movement will be given whilst also giving higher speed, and then the higher the Y value the faster and more vertical the texture will scroll.