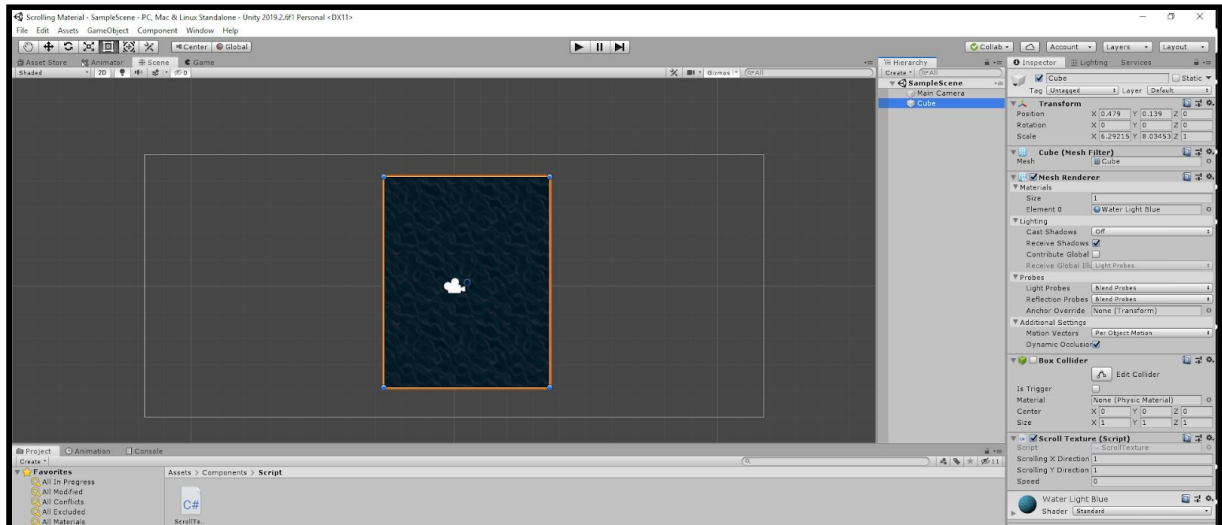# Scrolling Material - Connor Howard

To use this package you will need a gameobject with a material attached, simply add the "ScrollTexture.cs" script to this gameobject. There are 3 public variables within the inspector that you can adjust in order to determine the direction of the scrolling material as well as the speed at which it scrolls.

Scrolling X direction: This variable determines the X axis of the scrolling material, its value can be adjusted between -1 and 1.

Scrolling Y direction:This variable determines the Y axis of the scrolling material, its value can be adjusted between -1 and 1.

Speed: This variable determines how fast the material scrolls and can be adjusted by changing the value within the inspector.