

C#

Material.mainTextureOffset

SUGGEST A CHANGE

SWITCH TO MANUAL

public Vector2 mainTextureOffset;

Description

The offset of the main texture.

By default, Unity considers a texture with the property name name "_MainText" to be the main texture. Use the [MainTexture] ShaderLab Properties attribute to make Unity consider a texture with a different property name to be the main texture.

This is the same as calling <u>Material.GetTextureOffset</u> or <u>Material.SetTextureOffset</u> with the property name of the main texture as a parameter.

See Also: <u>SetTextureOffset</u>, <u>GetTextureOffset</u>, <u>ShaderLab: Properties</u>, <u>ShaderPropertyFlags.MainTexture</u>.

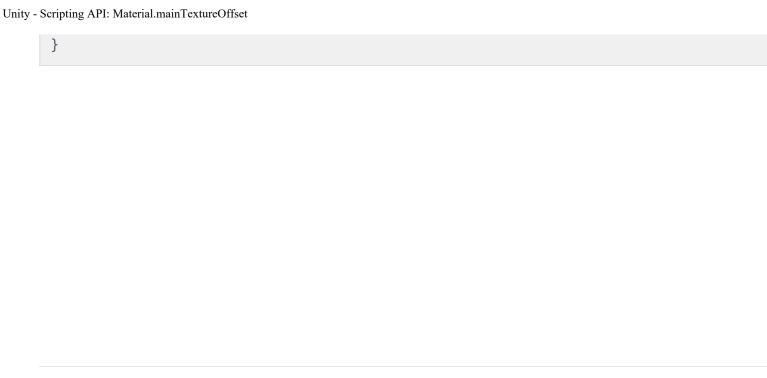
```
using UnityEngine;

public class Example : MonoBehaviour
{
    // Scroll the main texture based on time

    float scrollSpeed = 0.5f;
    Renderer rend;

    void Start()
    {
        rend = GetComponent<Renderer> ();
    }

    void Update()
    {
            float offset = Time.time * scrollSpeed;
            rend.material.mainTextureOffset = new Vector2(offset, 0);
    }
}
```



Is something described here not working as you expect it to? It might be a **Known Issue**. Please check with the Issue Tracker at **issuetracker.unity3d.com** .

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