

Material.mainTextureOffset

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public [Vector2](#) mainTextureOffset;

Description

The offset of the main texture.

By default, Unity considers a texture with the property name name `"_MainTex"` 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 [Material.GetTextureOffset](#) or [Material.SetTextureOffset](#) with the property name of the main texture as a parameter.

See Also: [SetTextureOffset](#), [GetTextureOffset](#), [ShaderLab: Properties](#), [ShaderPropertyFlags.MainTexture](#).

```
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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