Documentation

# Explanation

The included script will create an instance of its parent gameobject’s material and scroll it in the specified directions along its texture axis U and V

# Assets

Example scene and material can be found in the example folder (I do not own these, change before use)

A joke script size-coded for 173 bytes can be found in the Joke Script folder (please don’t mark this lol)

# Setup

Simply apply to any mesh with a material and set the scrolling speeds