Chapter 2 – Scroll Rect and Scrollbar
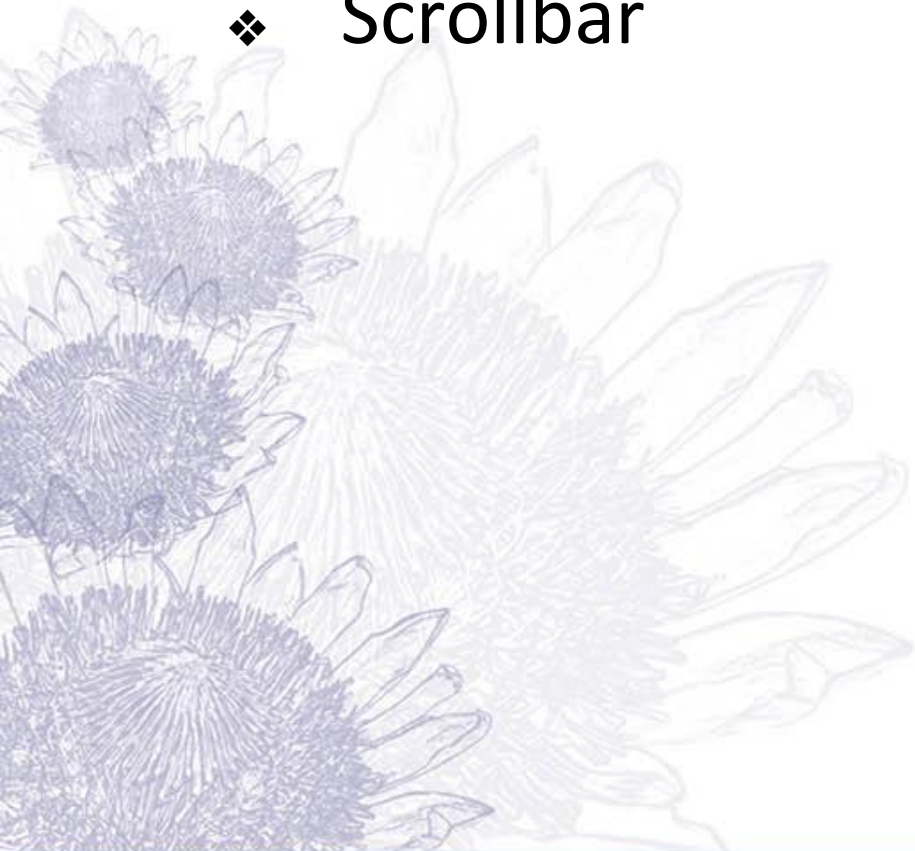
VRA 705

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Topics covered

- ❖ Scroll rect
- ❖ Scrollbar

Scroll rect

Scroll rect

- A component of User Interface that enables the end-user to scroll through text or image content that needs to be displayed in a small/specific area is known as Scroll rect.
- Usually, a Scroll Rect can be combined with a Mask in order to create a scroll view, where only the scrollable content inside the Scroll Rect is visible to the end users. Furthermore, Scrollbars can additionally be dragged to scroll horizontally or vertically the content.

Create a scroll rect

- Create empty GameObject
- Create a canvas in the hierarchy under UI, and rename the canvas to "scrollable".
- Create an empty game object and name it "text_container".
- Right-click on the canvas and select UI, then choose an image, and Rename the image to "scrollable_background".

Create a scroll rect (Cont)

- Drag the "text_container" object into the "scrollable_background" object and resize it to fit.
- Add text to the "text" object and resize it as well.
- Add a Scroll Rect component and a Mask component to the "scrollable_background" object.
- Drag the "text_container" object into the content of the Scroll Rect component.
- Disable the Horizontal option in the Scroll Rect component.
- Expand the text to show all the text.

Scrollbar

Scrollbar

- The Scrollbar control is used to allow the end-user to scroll text or images that are too large to be seen completely by the scrollable method.
- Scrollbar can be linked to the scroll rect to have more control of the content to be visible. To make it possible: Select text_container and drag the scrollbar inside the Vertical Scrollbar variable; uncheck the horizontal variable to force the text to scroll in the vertical direction.

Scrollbar and direction

- The value of a Scrollbar is determined by the position of the handle along its length with the value being reported as a fraction between the extreme ends.
- The scrollbar can be oriented vertically by choosing Top To Bottom or Bottom To Top for the Direction property.
- The default left-to-right bar has a value of 0.0 at the left end, 1.0 at the right end and 0.5 indicates the halfway point.

Add Scrollbar to scroll rect

1. Right-click on the canvas and select UI, then choose Scrollbar from the drop-down menu.
2. In the Hierarchy panel, click on Scrollbar; In the Inspector panel, under Scrollbar->Direction, change the direction to Bottom to Top.
3. Click on scrollable_background; In the Inspector panel, under Scroll Rect->Vertical scrollbar, drag and drop the scrollbar.

Key points

- Scroll Rect is a User Interface component that allows the scroll through text or image content that should be displayed in a small/specific area on the end-user screen.
- a Scroll Rect can be combined with a Mask in order to create a scroll view, where only the scrollable content inside the Scroll Rect is visible to the end users.
- The Scrollbar allows you to scroll text or images that are too large to be seen completely by the scrollable method.