

INFINITY SCROLL VIEW FOR UGUI



(version 1.3)

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[I. Create Infinity ScrollView](#)

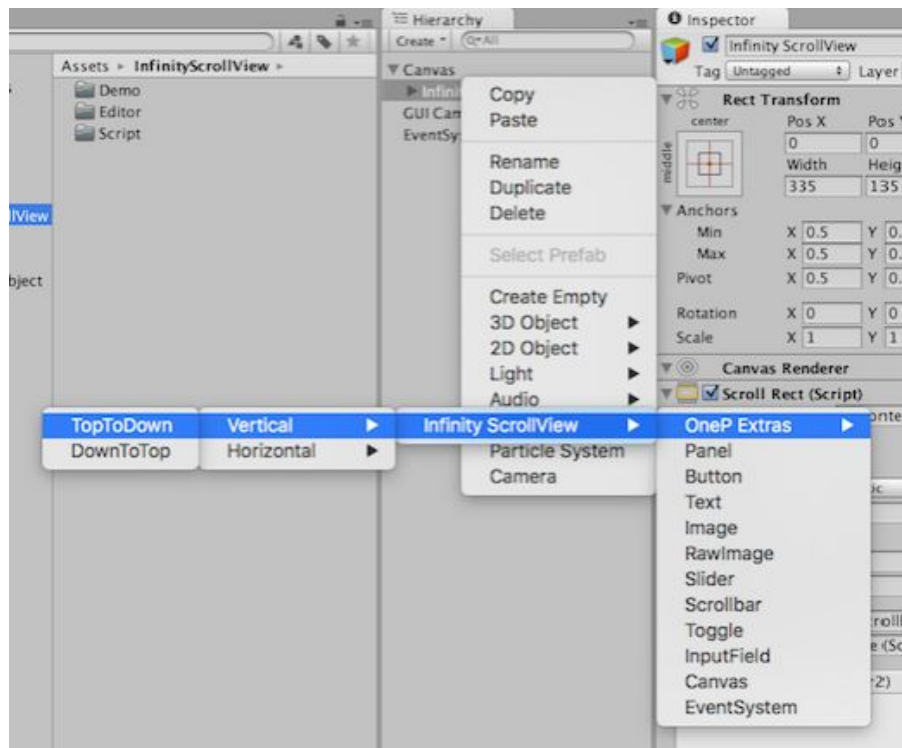
[II. Manual setting Information ScrollView](#)

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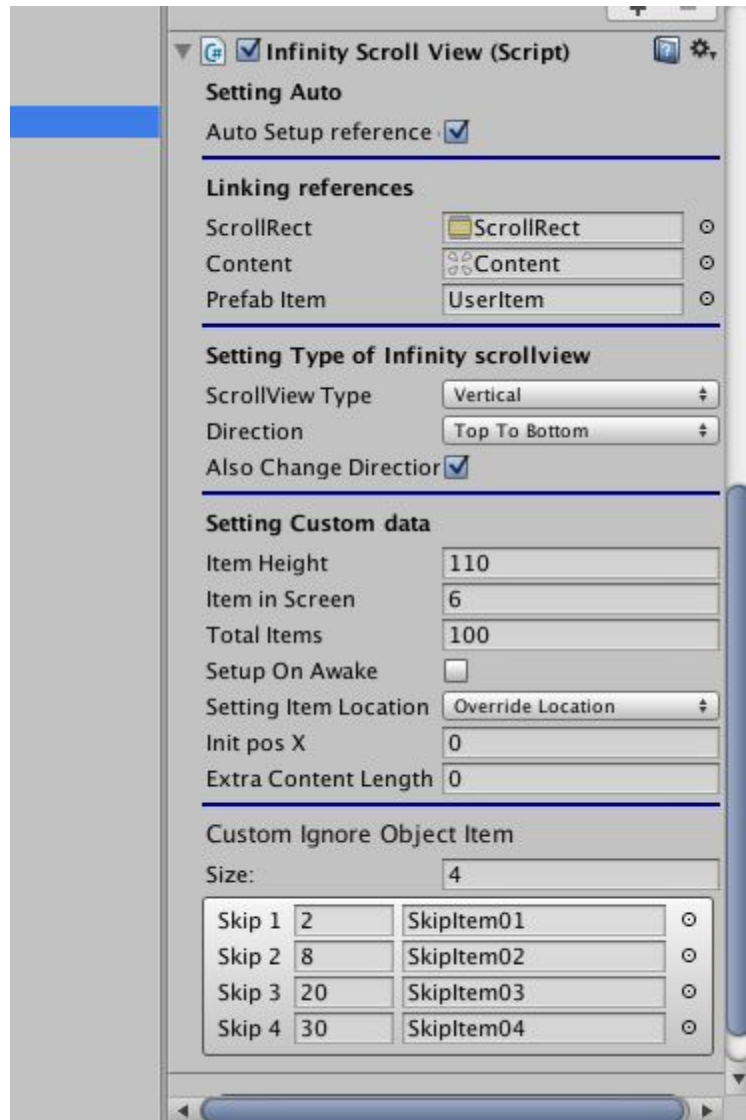
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I. Create Infinity ScrollView

Right Click in Hierarchy Choose UI-> OneP Extras-> Infinity ScrollView then choose type scrollview you want to create.



II. Manual setting Information ScrollView



- **Auto Setting Reference:** If True, it will auto find reference object for linking and setting their properties.
- **ScrollRect:** Main scrollrect.
- **Content:** the parent root of generate item.
- **Prefab Item:** a item to generate (can load from scene or prefab).
- **ScrollView Type:** Choose type of scrollview (**Vertical** or **horizontal**).
- **Direction:** **Top to Bottom, Bottom to Top, Left to Right, Right To left.**
- **Item Width/Height:** Size of an item.
- **Item in Screen:** the number of item will generate to object(Note: If UI can show maximum N item in screen=>Item in Screen is N+1 is enough).
- **Setup on Awake:** if true Setup infinity scrollview when Object awake, if not manual setup by your script.
- **Setting Item Location:** Base on Item(*base on location of generate item*), Override Location(*manual setting by you*).
- **ExtraContentLength:** Add extra width/height for content.

- **Ignore Skip Item:** will be not generate item in the index ignore, it can be empty or fill by another object (such as native ads, invite, feedback button...)

III. Manual Create Item

Each Item in ScrollView must create a script that inherit from [InfinityBaseItem](#), base on your custom to create a information to reload this item by index, here is a sample item inside ScrollView:

```
using UnityEngine;
using System.Collections;
using UnityEngine.UI;
using OneP.InfinityScrollView;
public class InfinityItemColor : InfinityBaseItem {
    public Image image;
    public Text text;

    public override void Reload(InfinityScrollView _infinity, int _index){
        // Index is order item in scrollview
        base.Reload (_infinity, _index);
    }
    public void OnClick()
    {
        Sample1.Instance.OnClickItem (Index + 1);
    }
}
```

Check out demo tutorial : <https://youtu.be/7QJ-R8rTsxU>

IV. Samples

