

# INFINITY SCROLL VIEW FOR UGUI



(version 1.2)

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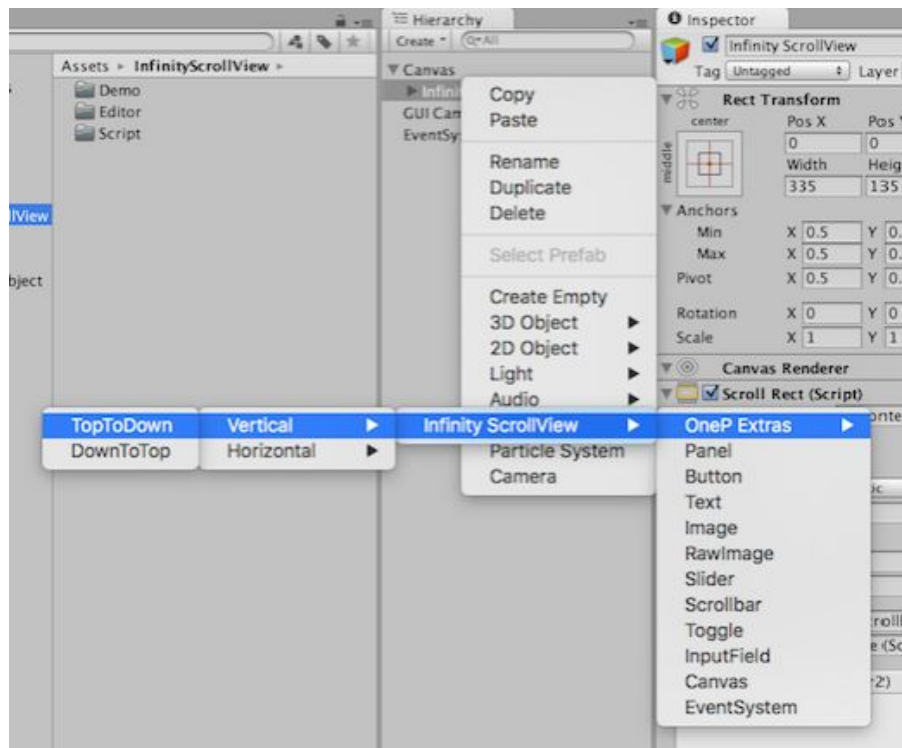
[Create Infinity ScrollView](#)

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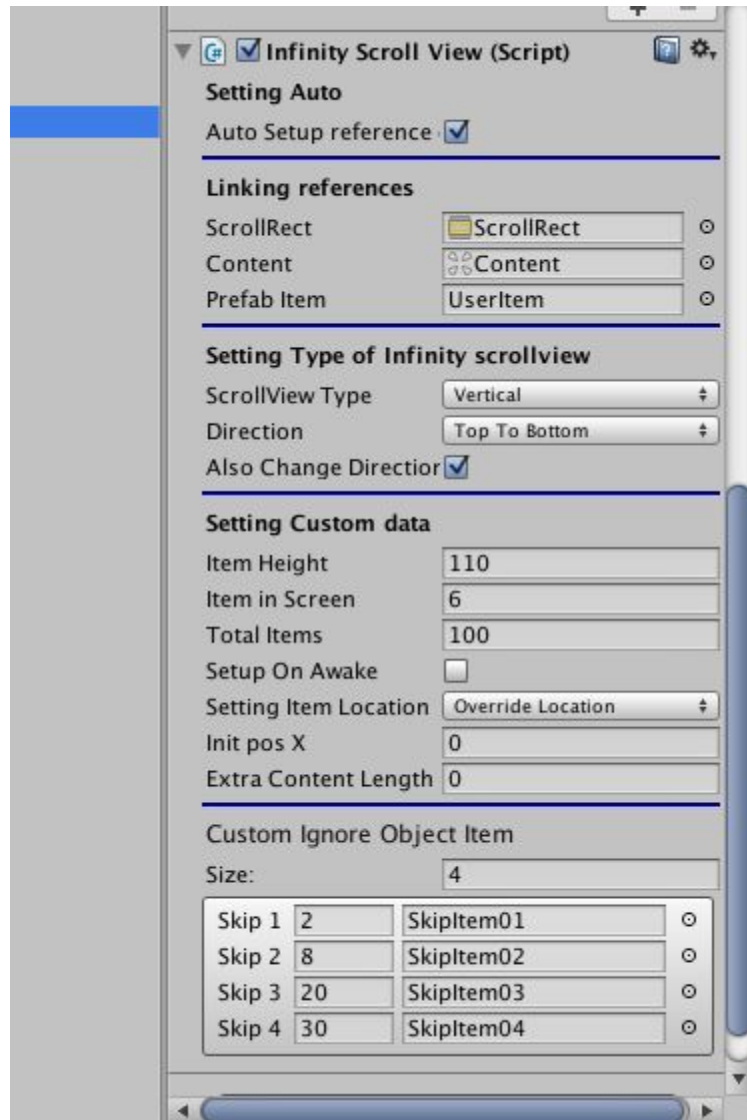
[Samples](#)

## 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. Samples

