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Prototype scroll and overflow behavior

Who can use this feature

- 👥 Users on [any team or plan](#) can use scrolling overflow in their prototypes.
- 🔒 Anyone with **can edit** access to a file can create and edit prototypes.

Scroll behavior controls how scrolling works in prototypes. Scroll behavior consists of **scroll overflow** and **scroll position**.

- Scroll overflow defines how users can interact with content that extends beyond a frame's dimensions.
- Scroll position defines how layers on frame behave when users scroll past them.

Use scroll behavior to build prototypes that replicate interactive user experiences.

- Scroll up or down on a long page of content
- Scroll left-to-right to view different elements in a slider
- Pan or scroll around in any direction, like in an interactive map
- Fix objects like navigation bars and menus in the same position on the page while scrolling
- Create “sticky objects” that stay in place at the top of the frame once you scroll past them

When we create prototypes, we want our interactions to feel as much like the real thing as possible. For some interactions, we need to create an illusion that our designs are truly dynamic by memorizing and sharing scroll position between frames.

State management allows you to maintain the same scroll location when you move between two screens. If you don't want to share scroll position, you can reset the state on an interaction to a frame, or you can rename the objects so they don't match.

[Learn more about state management and resetting scroll position →](#)

Scroll overflow

Overflow behaviors

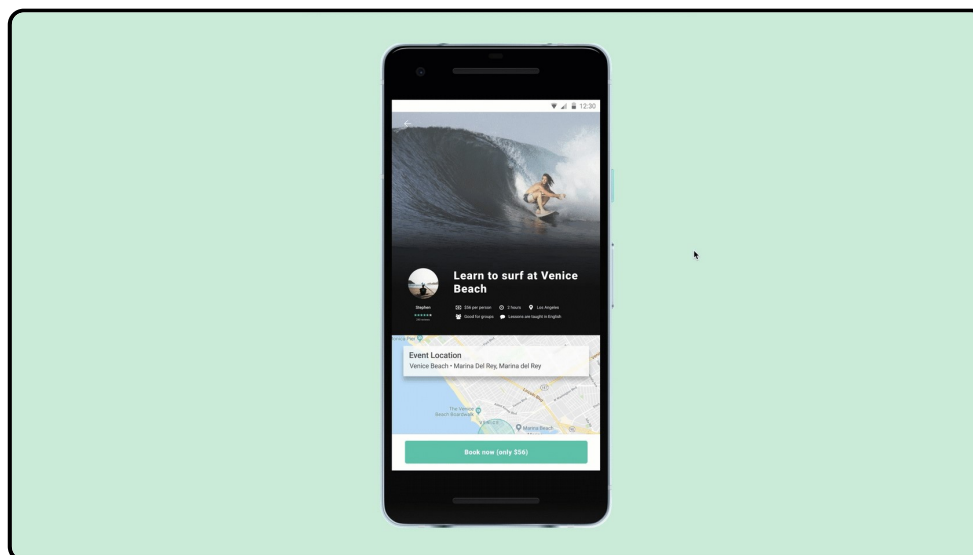
You can only apply overflow behavior to frames. This applies to frames that are directly on the canvas (top-level frames), as well as frames nested within other frames or layers.

To apply overflow behavior, the frame must have content that extends beyond its bounds. If you change the bounds of the frame so that all the content fits inside it, regular scrolling will apply.

Figma supports 4 different overflow behaviors: **No scrolling**, **Vertical**, **Horizontal**, and **Both directions**.



Use this behavior to mimic scrolling down a long website, or page of content within an app.



Apply overflow behavior

To apply overflow behavior to a frame, there must be child objects that extend beyond its bounds. You can only apply one overflow behavior to each frame.

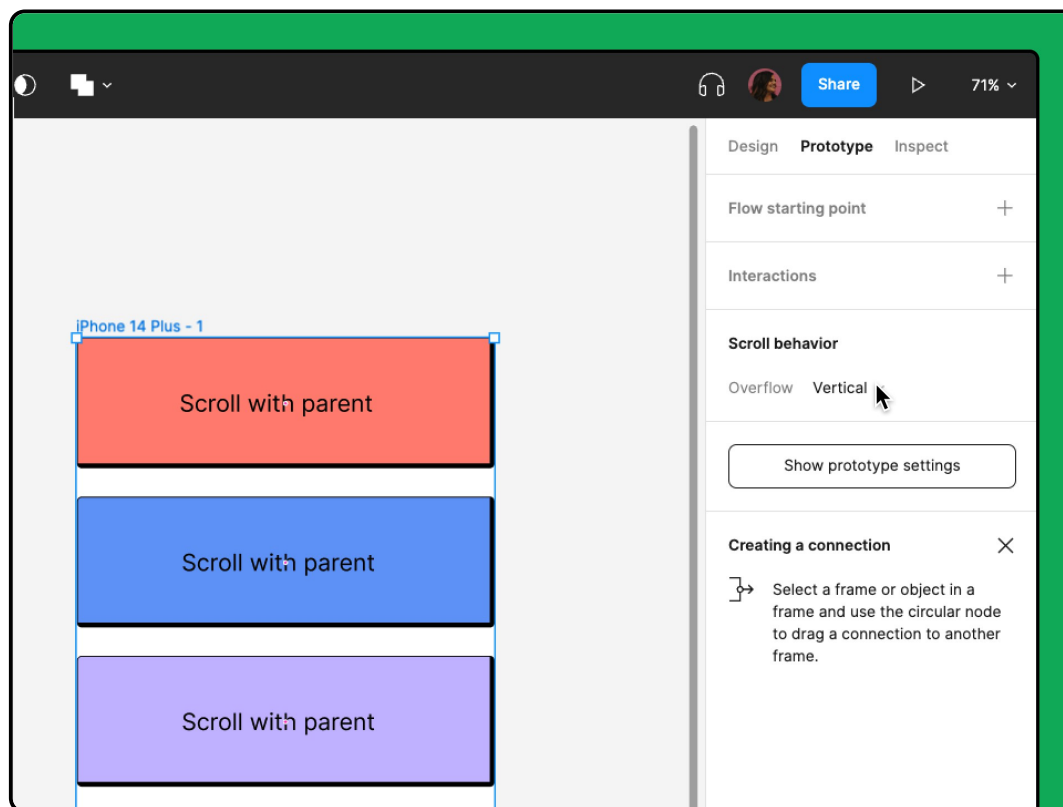
These instructions also apply to components. Select the Instance in the canvas, click **Go to main Component** in the right sidebar, then adjust the bounds of the original Component.

1. Select the frame in the canvas.
2. Open the **Prototype** panel in the right sidebar.
3. In the **Scroll behavior** section, select the **Overflow** dropdown. Choose from:
 - No scrolling
 - Horizontal
 - Vertical

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1. Click the presentation icon to view the prototype in presentation view and see the results.



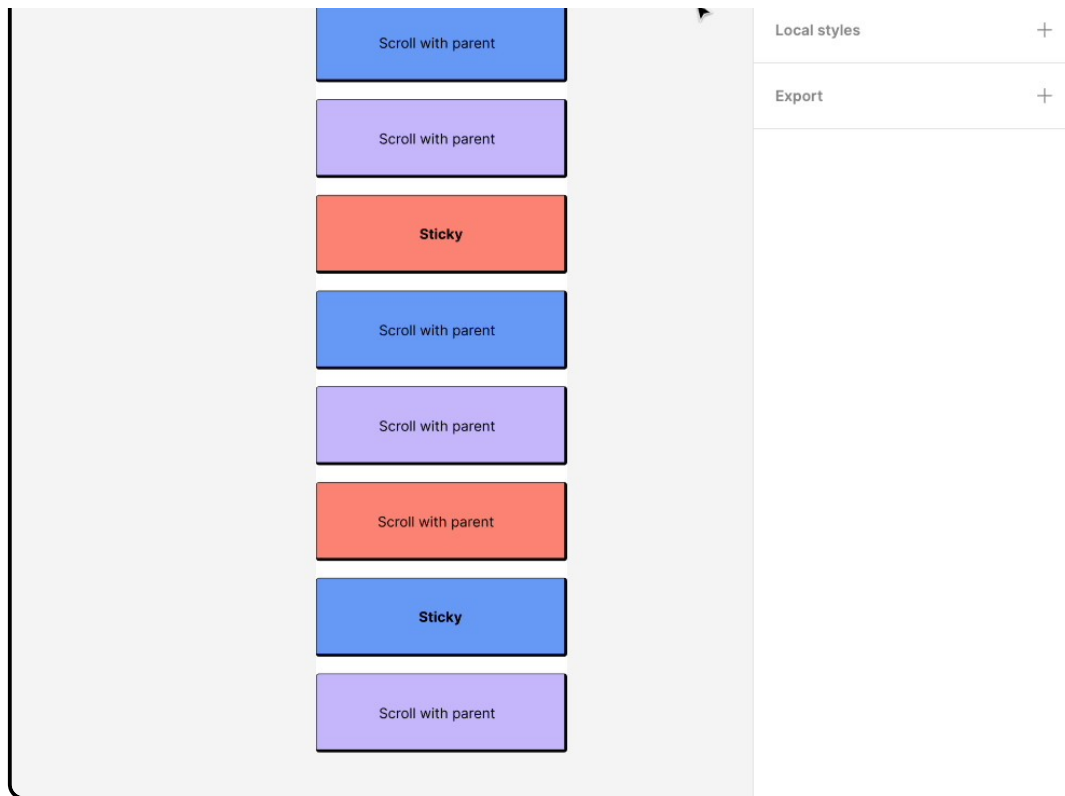
Adjust the bounds of a frame

If no content extends beyond the frame, Figma will show an error message when you try to apply overflow behavior. To apply overflow behavior, you'll need to adjust the frame's bounds.

1. Select the frame you want to update.
2. Open the **Design** panel in the right sidebar.
3. Hover over the frame's bounds in the canvas until the cursor appears.
4. Drag the bounding box to resize the frame.
5. If you want to hide content that extends beyond the frame, check the box next to **Clip content**.



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Constraints define how an object behaves when you resize them. To temporarily ignore [Constraints](#), hold down the modifier key as you resize the frame:

- Mac:
- Windows:

Scroll position

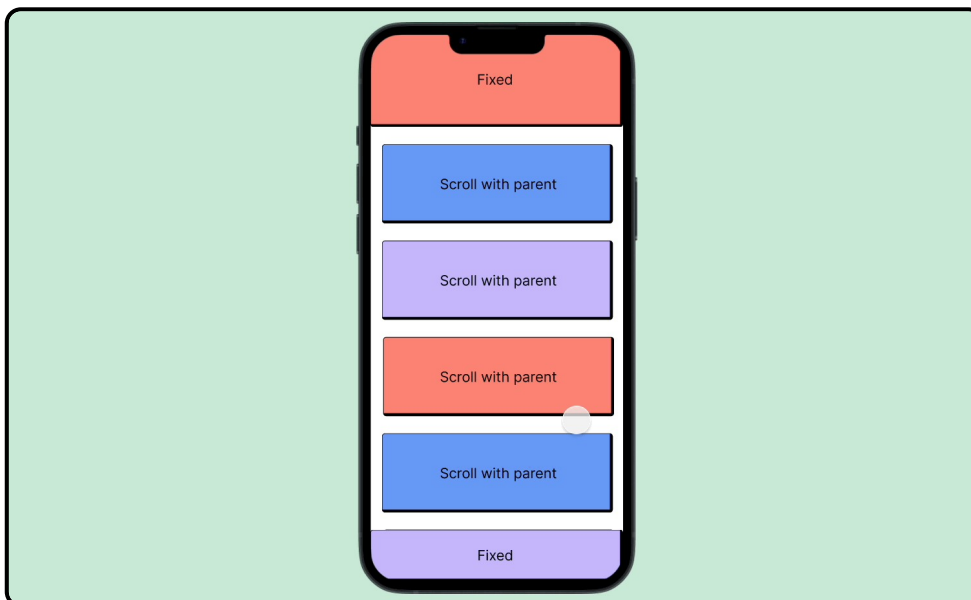
You can apply scroll position behavior to any layer within a frame. Each object on a frame can have its own defined scroll position.

Figma supports three kinds of scroll positions: **Scroll with parent**, **Fixed**, and **Sticky**.

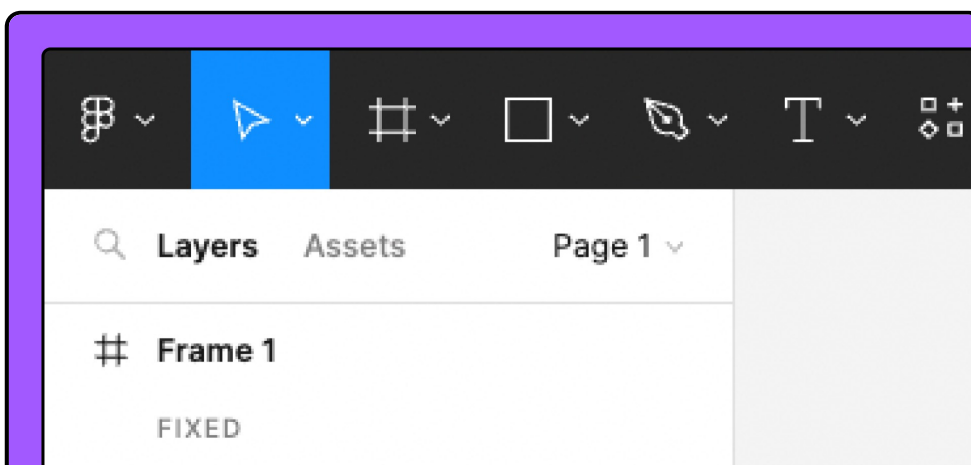
Positions

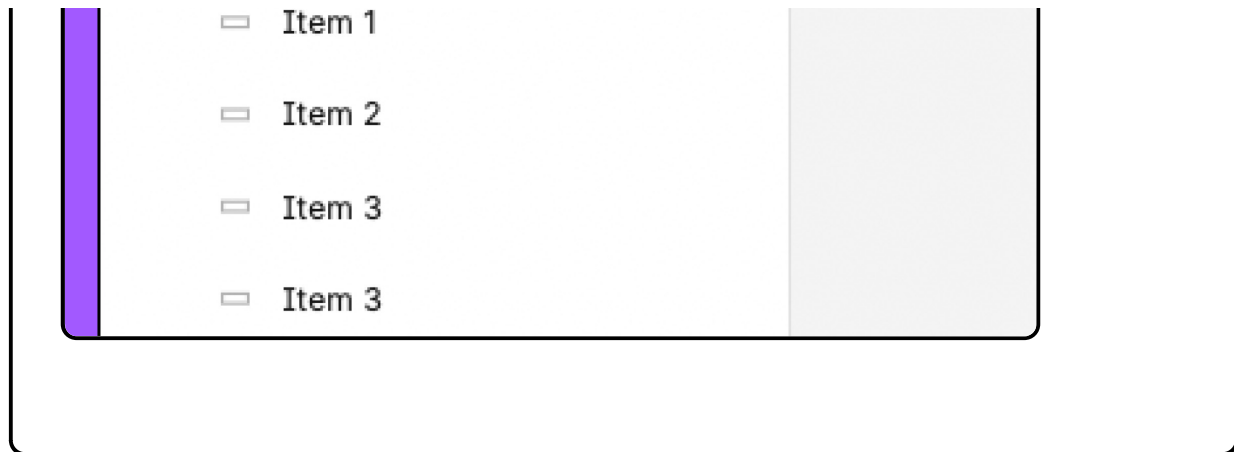
Fixed objects don't move, even as you scroll up and down. This lets you to lock an object's position and makes sure it stays in the same location. Use fixed layers to fix a status bar to the top of the device, or fix a menu to the bottom of a frame.

You cannot assign a fixed scroll position to any objects on a frame with auto layout.



When you make a fixed object, Figma will move those layers above the other layers in your design and label them as **Fixed** in your layers panel. It's not possible to position scrolling objects above fixed layers.





Apply scroll position to a layer

Scroll positions are applied to individual layers within a frame. You can only apply one scroll position to each object.

1. Select the object, group or component in the canvas.
2. Open the **Prototype** panel in the right sidebar.
3. In the **Scroll behavior** section, select the **Position** dropdown. Choose from:
 - Scroll with parent
 - Fixed
 - Sticky
4. Click the present icon to [view the prototype in presentation view](#) and see the results.

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English (US)

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