SuperScrollRect

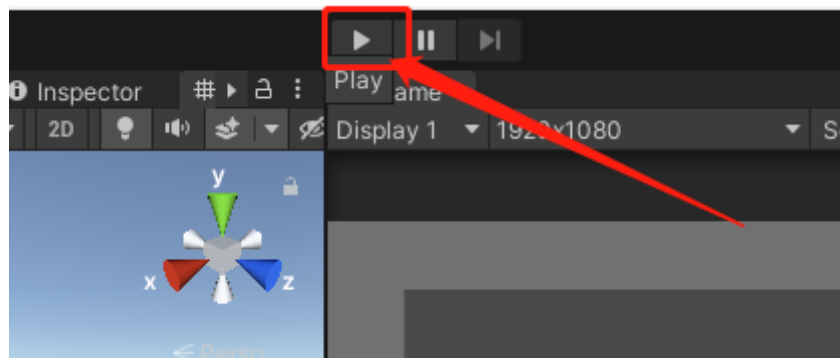# Catalogue

1. Quick Start

1. Open scene
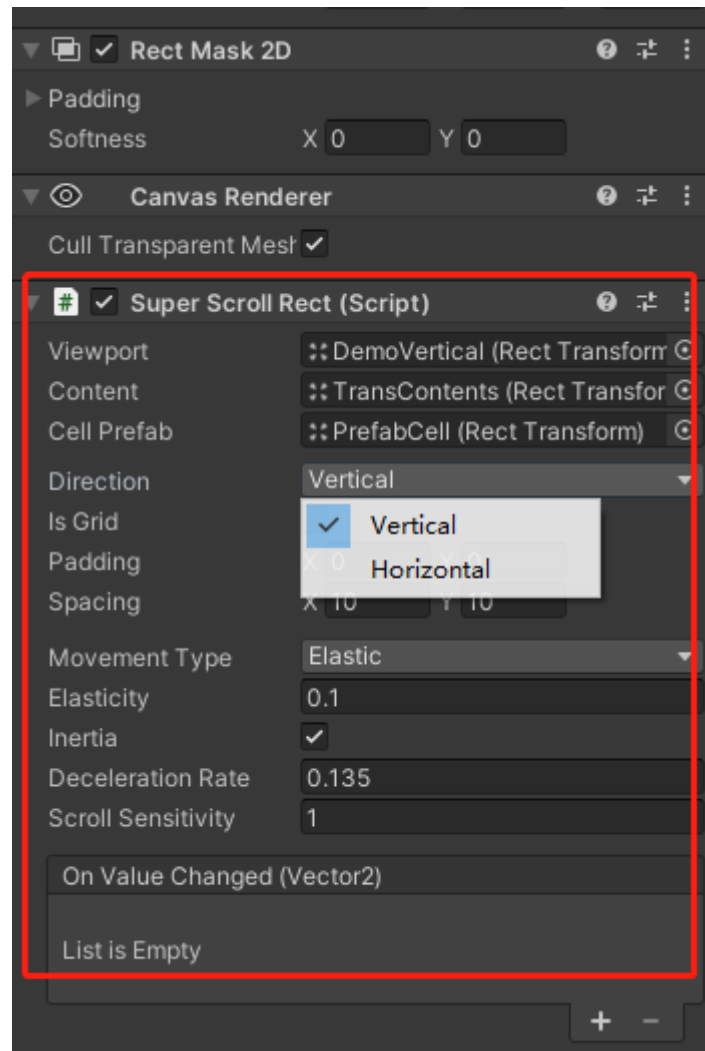   "Assets/GamesTan/SuperScrollRect/Examples/**SuperScrollRectDemo.unity**"
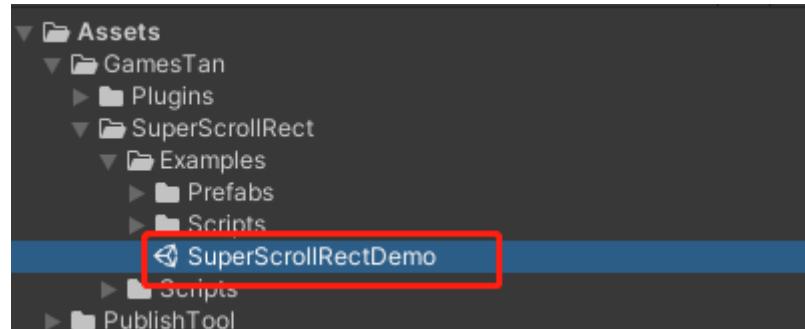
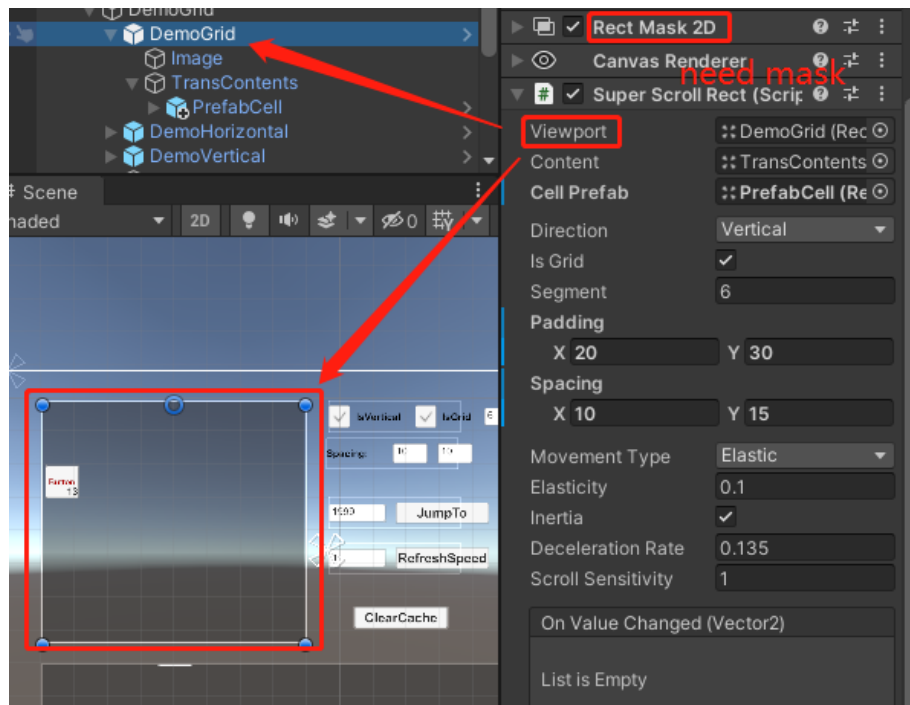2. Click "**Play**" button ,and you will see the demo

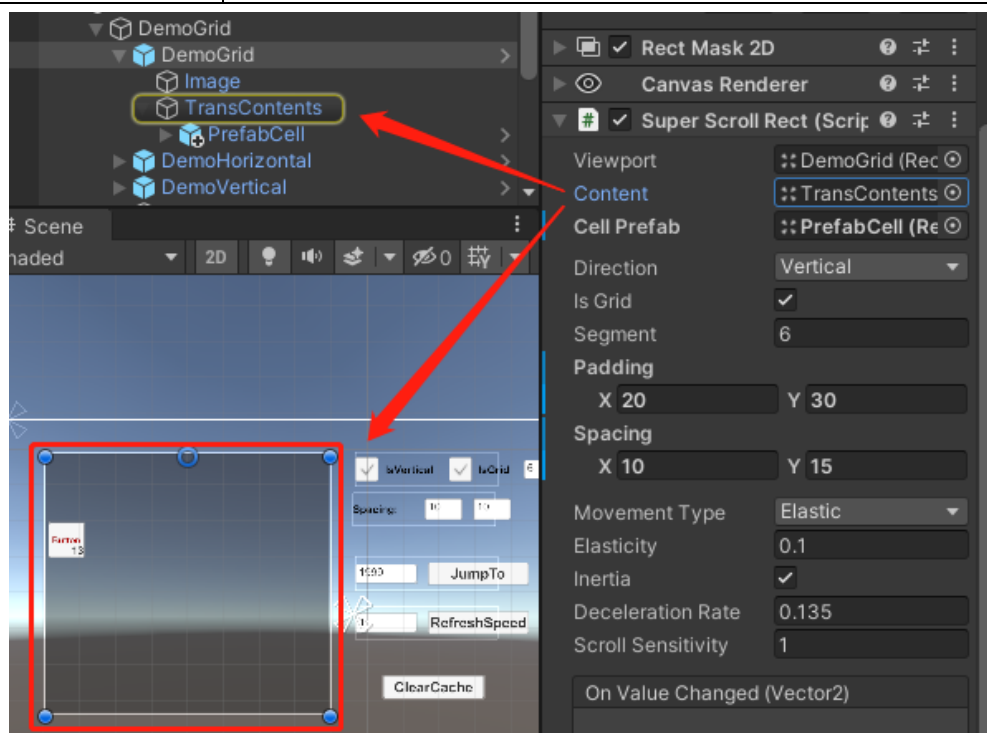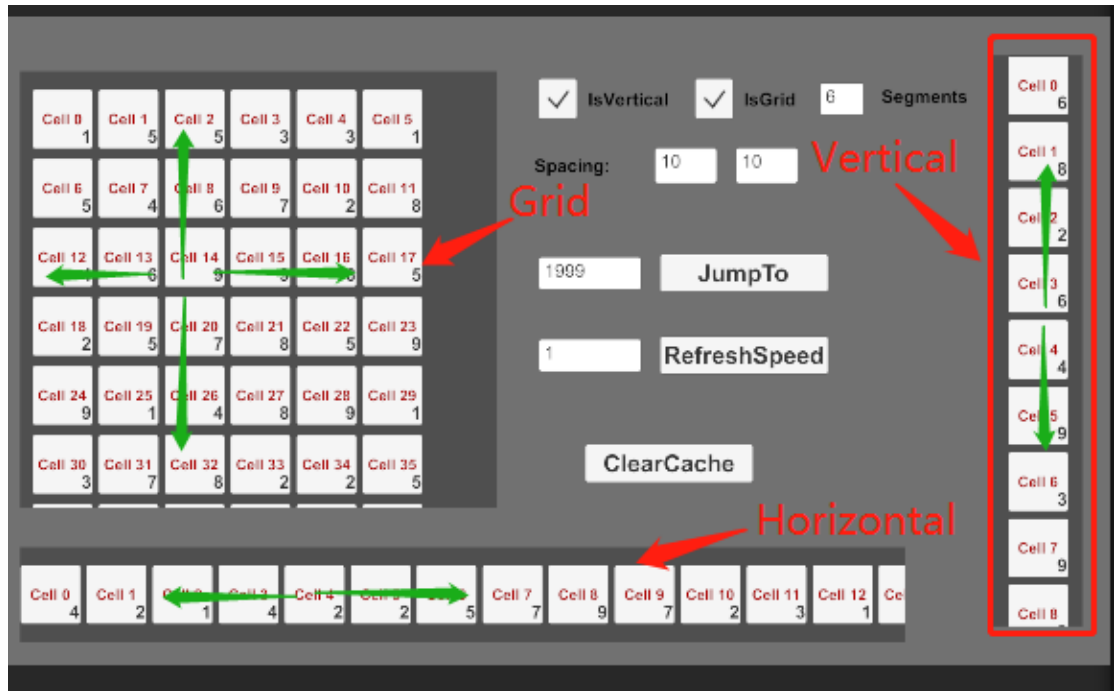3. Modify these params or click those buttons to see more features

2. Interfaces

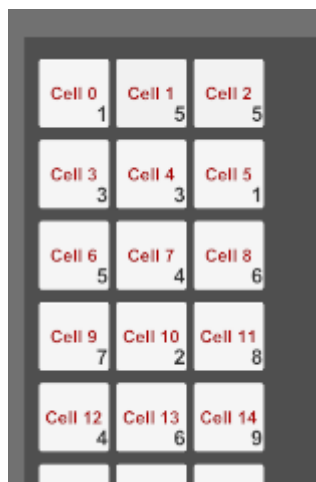| Viewport	The area that scrollrect can be seen (**Need a RectMask2D component**)

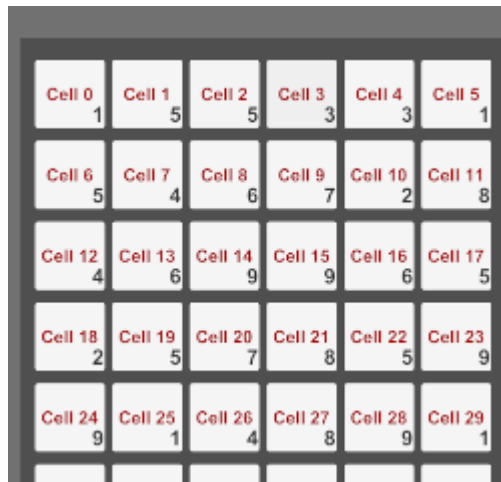| Content	All cell's parent transform, should be a child of viewport

Cell Prefab	The prefab of Cells
Direction	Vertical or Horizontal
IsGrid	Whether the list is shown as grid (mutil rows and columns)

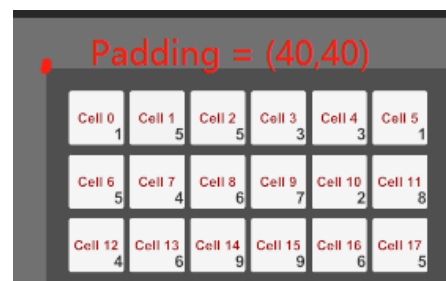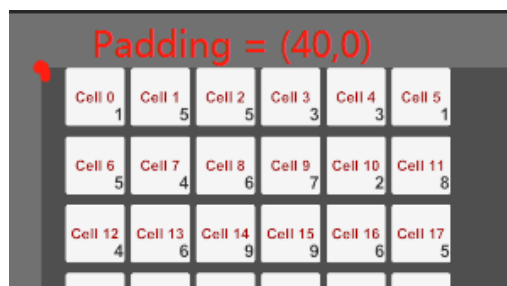| Segment	Columns when direction is vertical
	Rows when direction is horizontal

Segment =3   Segment = 6

Padding	Cell's start offset from content's **top left** point (the **red point** in the below picture)

Padding = (0,0)

Padding = (40,0)

Padding = (40,40)

Spacing	The gap between cells

Spacing = (0,0)

Spacing = (20,0)

Spacing = (20,20)
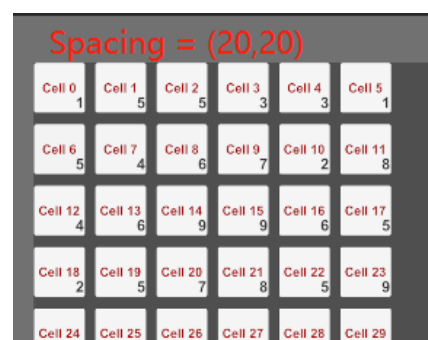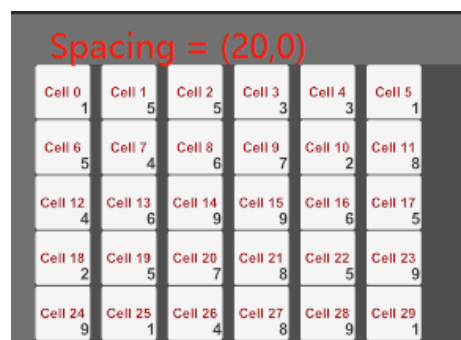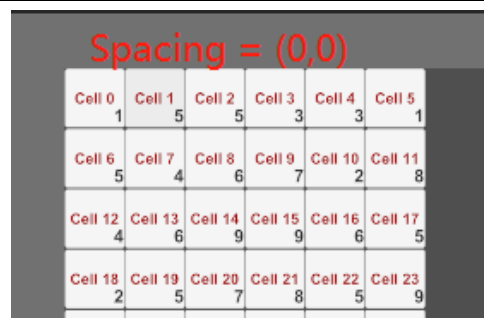
3. Script API

1. SuperScrollRect

DoAwake	Initialize the scrollrect
ReloadData	Recalculate the scrollrect's layout, When data or layout is changed, call it
ClearCache	Clear the pool's cache immediately (SuperScrollRect can **auto clea**r the cache when reload data)
JumpTo	Quick Scroll to the right position the show the cell
SetRefreshSpeed	How many cell can be create in one frame , (default value is 4)