github :

https://github.com/qiankanglai/LoopScrollRect

使用：

UGUI无限滚动

1.scrollRect 替换成LoopHorizontalScrollRect或者LoopVerticalScrollRect

2.拖入prefab,设置pool的名称和大小

3.prefab上挂ScrollIndex

4代码使用

<1>获取列表后设置

private void SetFriendList()

{

friendData.loopverticalscrollrect\_FriendsList.ClearCells();

friendData.loopverticalscrollrect\_FriendsList.getObjectAction = OnCreateFriendListItem;

friendData.loopverticalscrollrect\_FriendsList.totalCount = friendList.Count;

friendData.loopverticalscrollrect\_FriendsList.RefillCells();

}

<2>设置当前滚动出现的物体

private void OnCreateFriendListItem(GameObject child)

{

GetParent<UI>().Remove(child.name, false);

UI childUI = ComponentFactory.Create<UI, GameObject>(child);

var stageComponent = childUI.AddUiComponent<UIFriendListItemComponent, object>(friendList);//组件设置list

var scrollIndex = child.GetComponent<ScrollIndex>();

scrollIndex.IndexAction = stageComponent.GetIndex;//设置item callback

GetParent<UI>().Add(childUI);

}

<3>对应组件中显示,

<<1 Awake中获取list

internal void Awake(object obj)

{

dataList = obj as List<PlayerInfo>;

}

<<2 GetIndex设置当前出现的item

internal void GetIndex(int obj)

{

index = obj;

data = dataList[obj];

headIcon.sprite = GameObjectTool.LoadSprite(data.playerEntity.headImg);

offlineMask.gameObject.SetActive(false);

onlineText.text = "";

nameText.text = data.playerEntity.nickname;

personalSignature.text = string.Format($"个性签名：{data.expandEntity.signature}");

maleMark.gameObject.SetActive(data.playerEntity.sex == 1);

femaleMark.gameObject.SetActive(data.playerEntity.sex == 2);

var cs = new CSGetPlayersOnlineState

{

playersUid = new List<long>() { data.id }

};

ProtocalManager.Instance().SendCSGetPlayersOnlineState(cs, response =>

{

if (response.states != null && response.states.Count > 0 && response.states[0])

{

onlineText.text = "在线";

}

else

{

onlineText.text = "离线";

}

}, errorInfo =>

{

onlineText.text = "离线";

});

}