﻿using UnityEngine;

//This script controls the scrolling of the background

public class Background : MonoBehaviour

{

public float speed = 0.1f; //Speed of the scrolling

void Update ()

{

//Keep looping between 0 and 1

float y = Mathf.Repeat (Time.time \* speed, 1);

//Create the offset

Vector2 offset = new Vector2 (0, y);

//Apply the offset to the material

GetComponent<Renderer>().sharedMaterial.SetTextureOffset ("\_MainTex", offset);

}

}