﻿using UnityEngine;

using System.Collections;

public class ScrollScript : MonoBehaviour

{

public float amount = 54.6f; //amount to move the scenery forward

void OnTriggerEnter2D(Collider2D other)

{

//if this object's trigger collider hits another object tagged "scenery"...

if (other.tag == "Scenery")

{

//...get the other object's position...

Vector3 pos = other.transform.position;

//...add the amount to move it on the x-axis...

pos.x += amount;

//...apply that to the other object's position.

other.transform.position = pos;

}

}

}