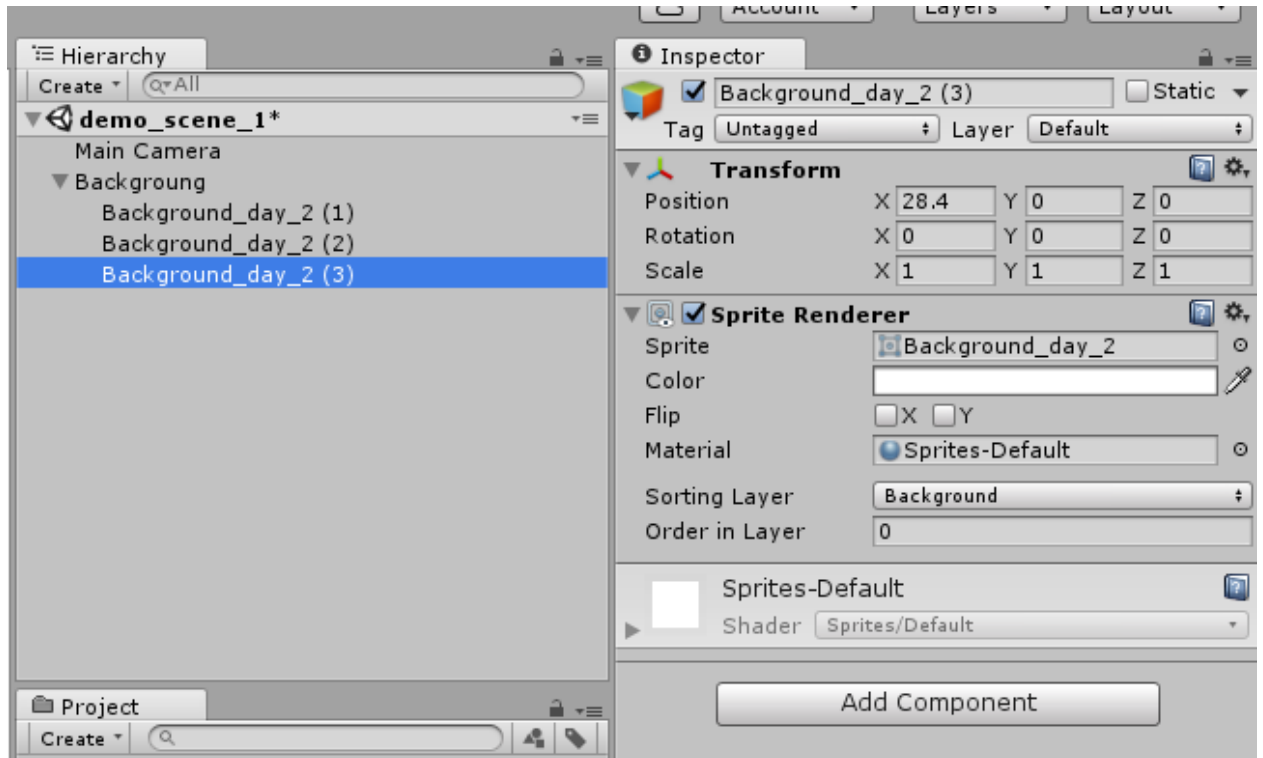


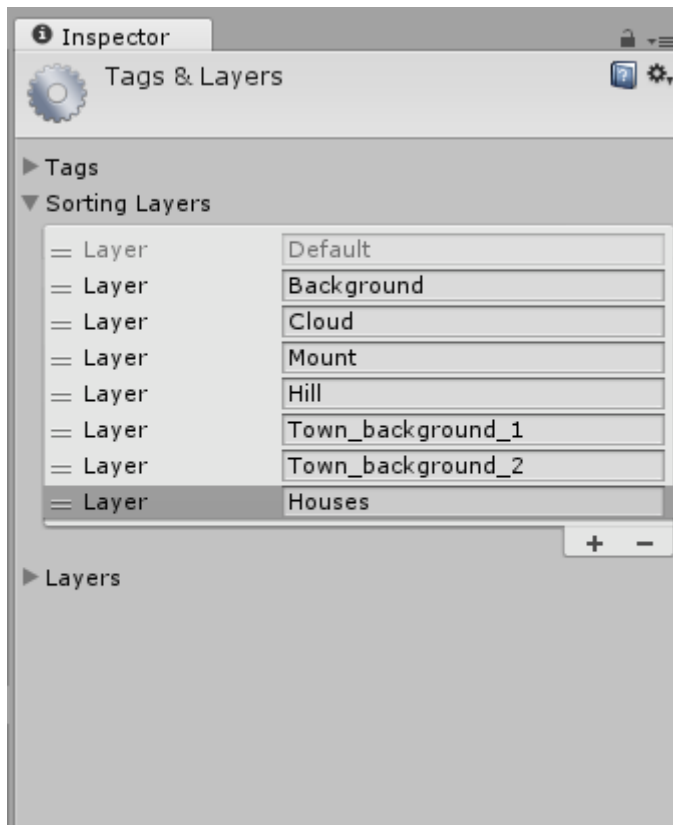
Thank bought my package Parallax Town Batskground. I hope it will be you very useful.

In the read me, I will tell you how to set up Asset

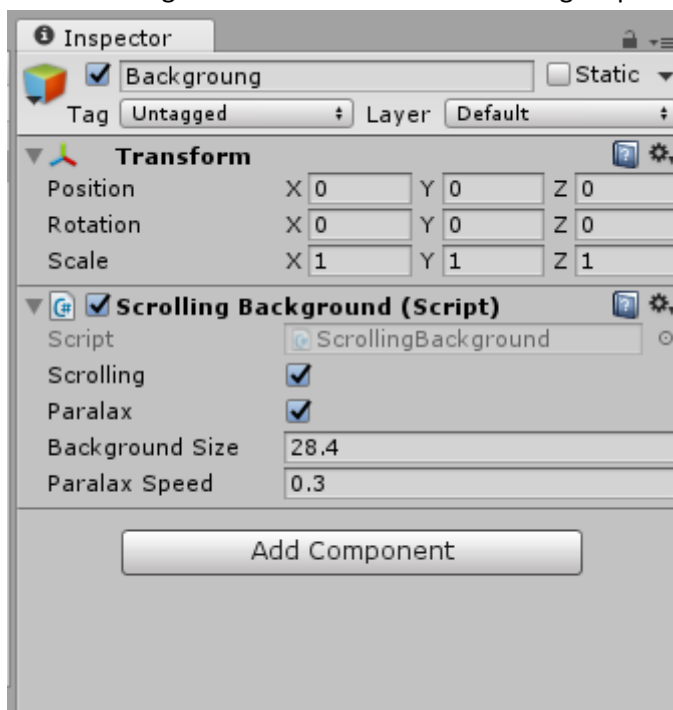
First, create an empty object to the background. Add the sprite background object and duplicate it twice (you should get 3 sprite). Place duplicate the front and rear of the main image (their coordinates in the X must be the same and differ only a minus sign)



Next, create Sorting Layer for each layer

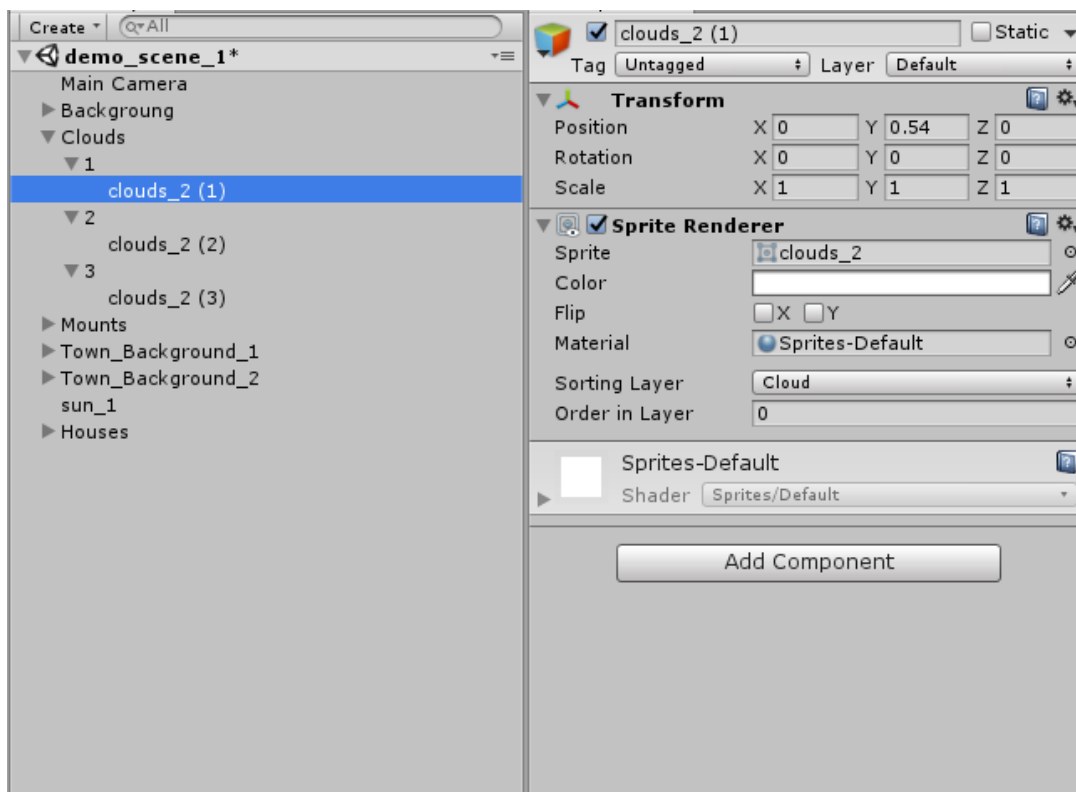
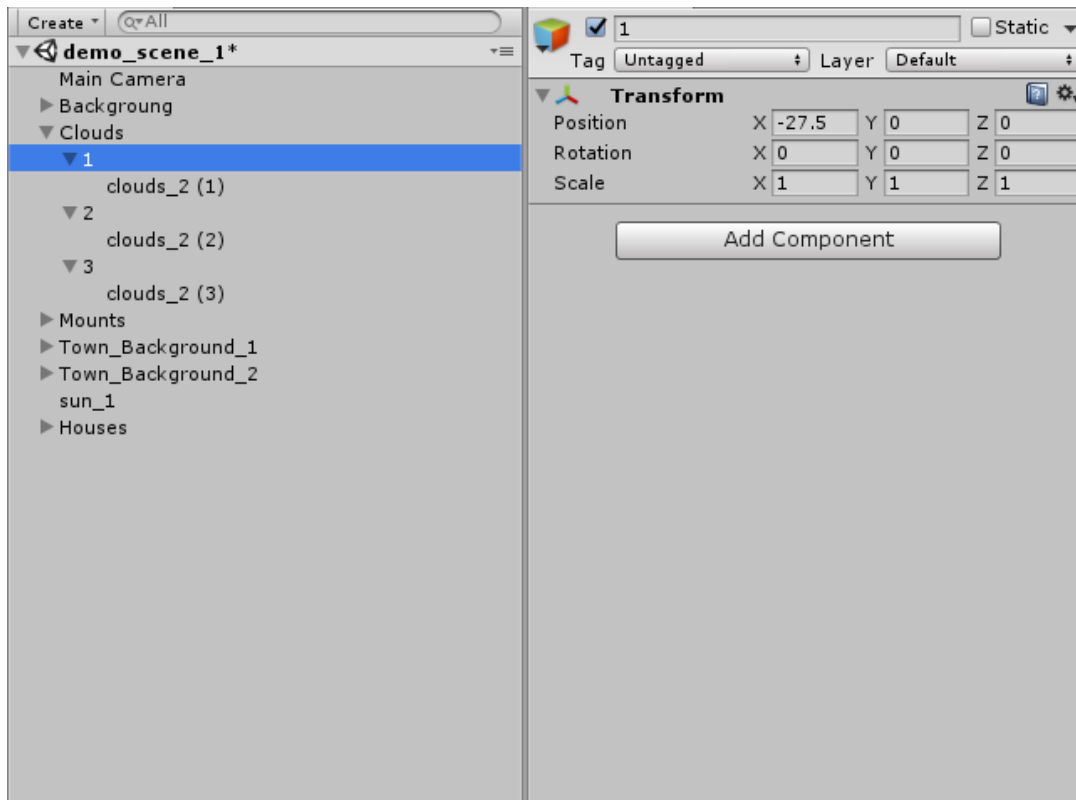


Add the script to the object Background and expose the desired values for Parallax Speed (equal to the value of Background Size X coordinate of the right sprite)

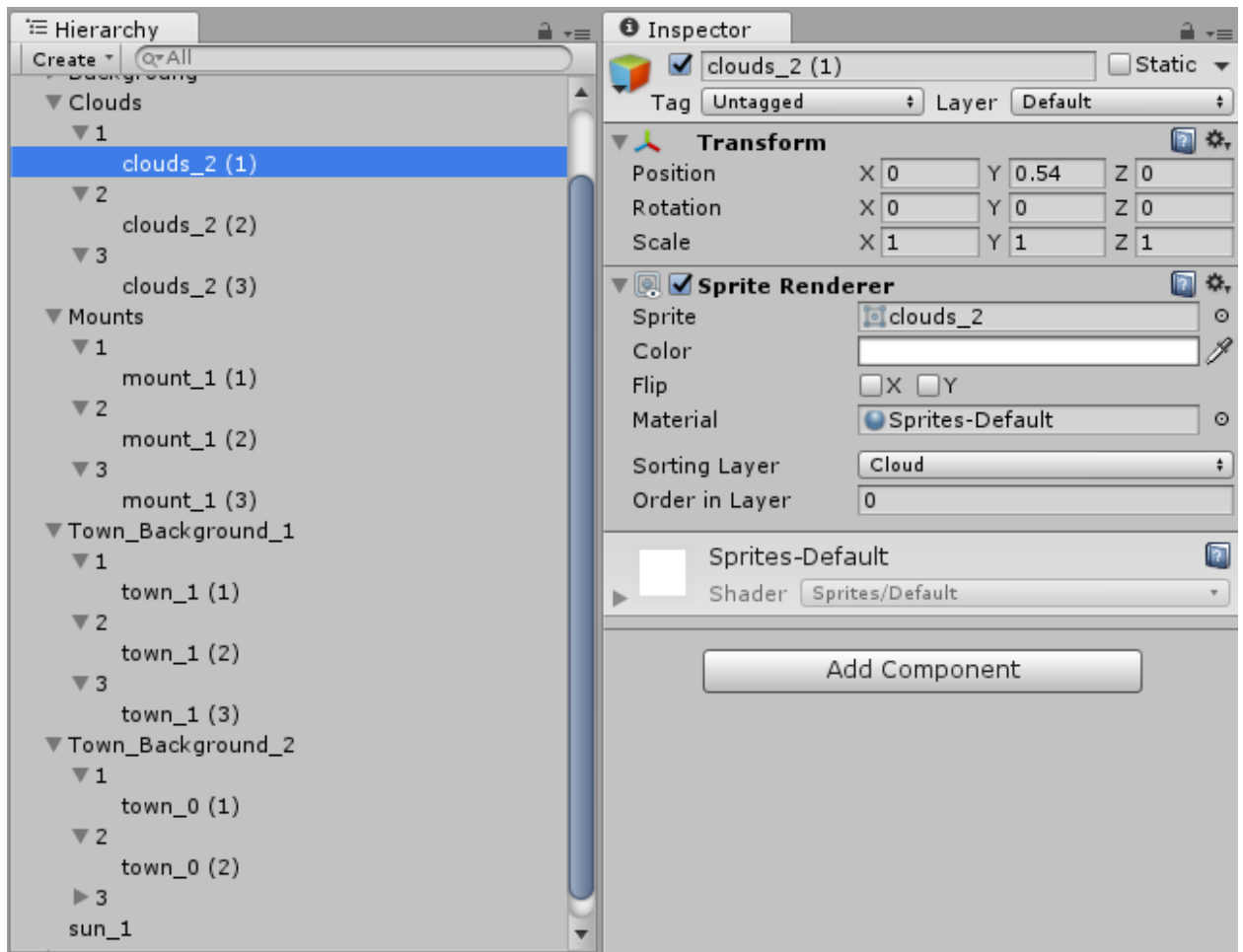


!Attention

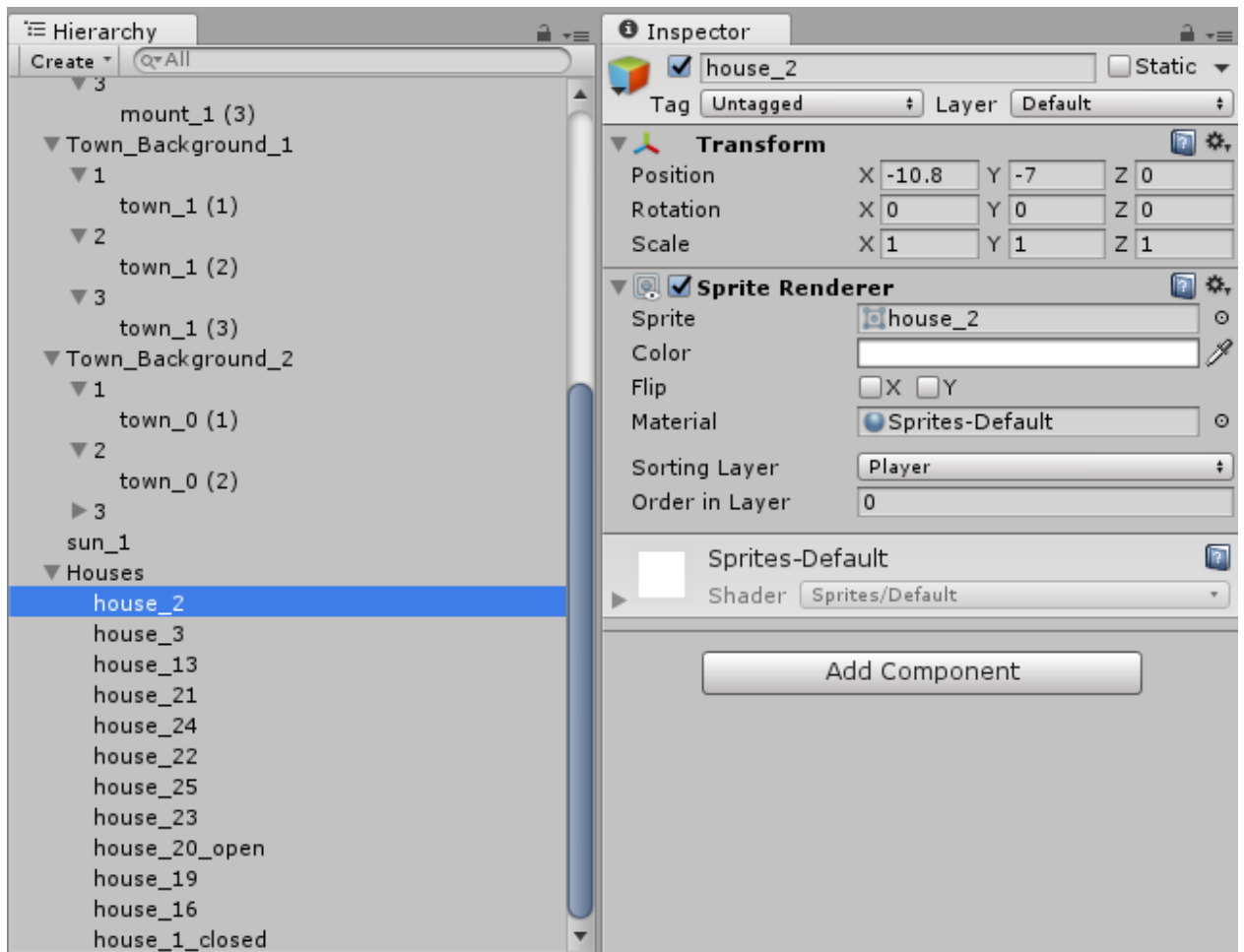
If an object has coordinates have non-zero, you must add an empty object for each sprite and set the coordinates of the X in an empty object coordinates have sprite (an example is shown in the screenshot)



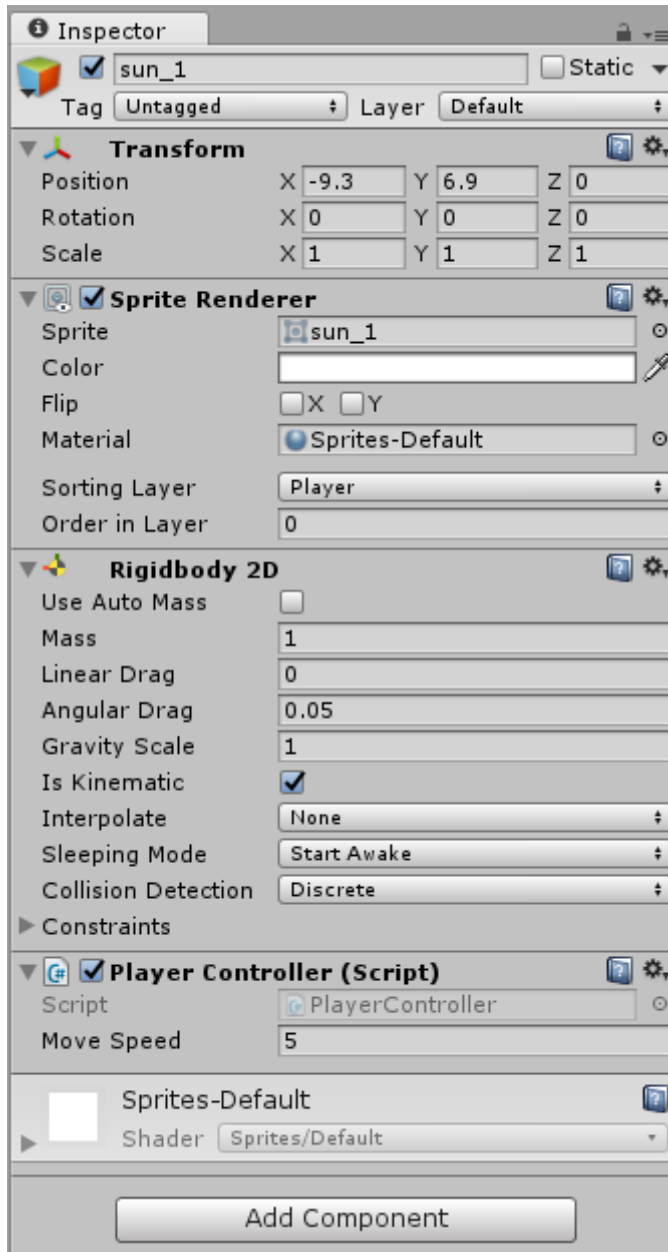
We perform all these operations for each layer.



At the end add the image of houses and set them manually. In this example, they do not have skrollin and parallax.



Since in this example there is no character, its function will execute the object sun. Assigns him Rigidbody 2D, set the desired settings and put a check Is Kinematic. Adding script Player Controller



After adding a script Camera Controller object Main Camera



If you have questions, do not hesitate to contact.