Infinite Scroll

Documentation | 18-05-2022

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1. Get started quickly

Getting started with the DTT Infinite Scroll asset is as easy as creating an **Infinite Scroll GameObject** by right-clicking in the scene view and navigating to UI/Infinite Scroll. This will create a new **Infinite Scroll** object in your hierarchy. In this component, you can tweak whether you want it to go horizontal or vertical. Then you can add your desired elements in the Content **GameObject** child and configure the **Horizontal** or **Vertical Layout Group** to get your desired result.

2. Introduction

The **Infinite Scroll** asset is meant to help you out with creating an effect in the UI that makes your elements scroll infinitely. This can serve as an interesting effect, but can also improve the UX in some cases. For example, when creating a selector you can use the **Infinite Scroll** to give users easy access to elements that they otherwise would have to scroll down for. You can also use this for creating a nice collage of elements (like pictures) that the user can scroll through.

3. Set-Up

To set up the **Infinite Scroll** asset so it's ready for use you can follow any of these guides.

1. Press the right mouse button in the hierarchy window. From here navigate to UI/Infinite Scroll. If you select this option it will create an infinite scroll for you.
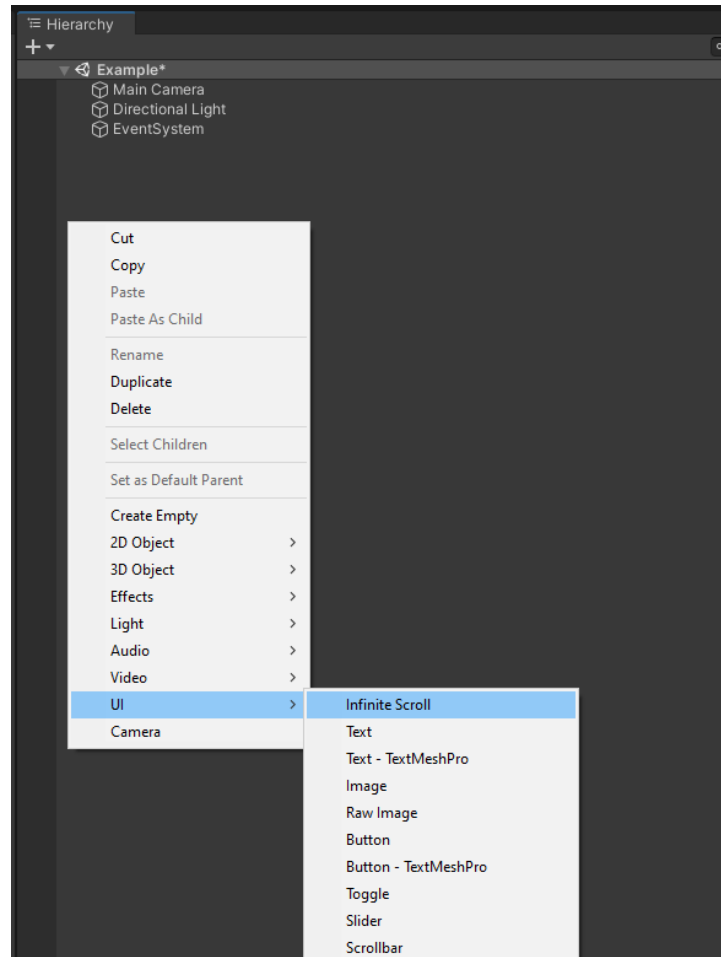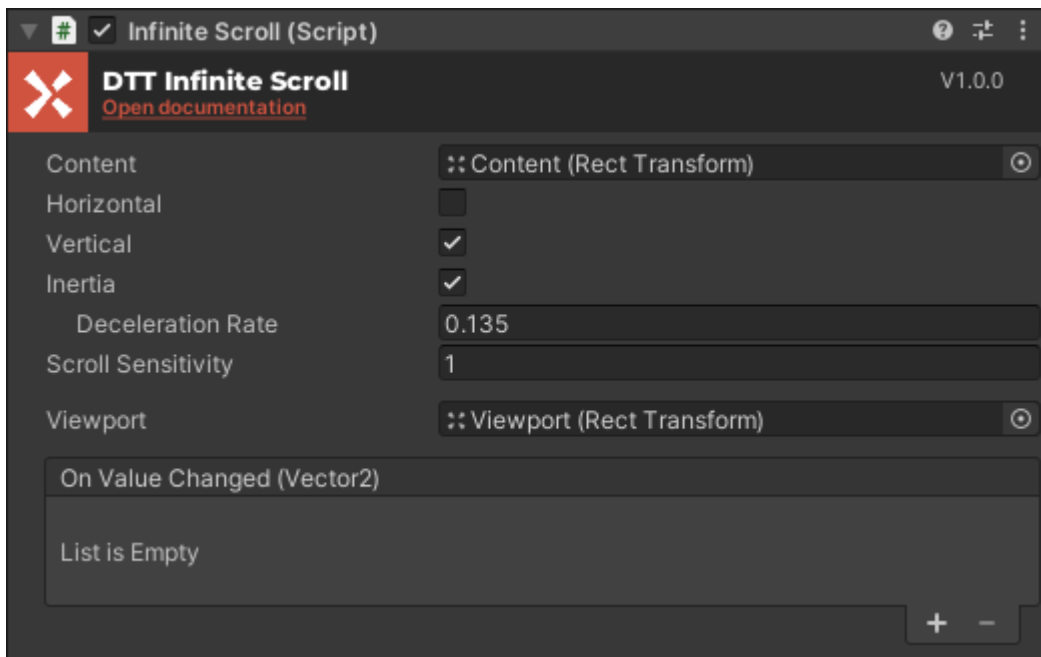

2. If you already have an existing Scroll Rect that you want to convert to an Infinite Scroll, you can do that as well. This is possible by opening the component menu of the Scroll Rect and selecting the 'Upgrade to Infinite Scroll' option.
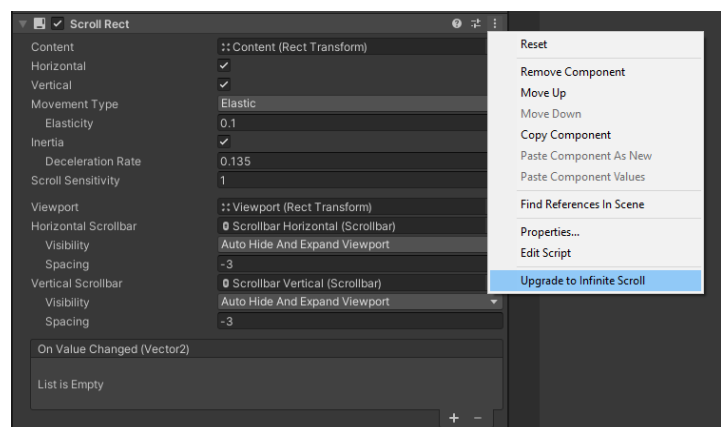
4. Editor

1. **Content:** This is the RectTransform that will be used to contain all the elements that you place in your infinite scroll. This will also have the VerticalLayoutGroup or HorizontalLayoutGroup component, depending on the axis you have set.

2. **Horizontal:** If this is selected your infinite scroll would use the horizontal axis to scroll along. Note that when horizontal is selected, the vertical option will be unselected and a HorizontalLayoutGroup will be used.

3. **Vertical:** If this is selected your infinite scroll would use the vertical axis to scroll along. Note that when vertical is selected, the horizontal option will be unselected and a VerticalLayoutGroup will be used.

4. **Inertia:** Whether movement inertia should be enabled.

5. **Deceleration Rate:** The rate at which movement slows down.

6. **Scroll Sensitivity:** The sensitivity of the scroll wheel and trackpad scroll events.

7. **Viewport:** This is the RectTransform that will be used to display your elements through. This is also the object that has the Mask component to only display what should be visible.

8. **On Value Changed:** Invoked when the scroll position is changed.

5. Known Limitations

1. Adding GameObjects to the Content GameObject while in play mode might result in unwanted behaviour. But this issue will fix itself when a full scroll rotation is made.

2. The number of objects in the Content GameObject should overflow out of the window for the desired experience.

6. Support and feedback

If you have any questions regarding the use of this asset, we are happy to help you out.
Always feel free to contact us at:

unity-support@d-tt.nl

(We typically respond within 1-2 business days)

We are actively developing this asset, with many future updates and extensions already
planned. We are eager to include feedback from our users in future updates, be they
'quality of life' improvements, new features, bug fixes or anything else that can help you
improve your experience with this asset. You can reach us at the email above.

Reviews and ratings are very much appreciated as they help us raise awareness and to
improve our assets.

DTT stands for Doing Things Together
DTT is an app, web and game development agency based in the centre of Amsterdam.
Established in 2010, DTT has over a decade of experience in mobile, game, and web
based technology.

Our game department primarily works in Unity where we put significant emphasis on
the development of internal packages, allowing us to efficiently reuse code between
projects. To support the Unity community, we are publishing a selection of our internal
packages on the Asset Store, including this one.

More information about DTT (including our clients, projects and vacancies) can be
found here:

https://www.d-tt.nl/en/