Infinite Scroller / SpriteRandomizer

Namespace **Playniax.InfiniteScroller**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Infinite Scroller/Scripts (MonoBehaviour)/SpriteRandomizer.cs**

Public fields	Description
`List objects = new List()`	Objects attached or created by the randmoizer.
`Sprite[] sprites`	List of sprites to choose from.
`int count`	Number of sprites to create. Number of sprites will match the number of sprites to choose from if left to zero.
`int orderInLayer = 0`	Renderer's order.
`bool randomRotation`	Determines if a sprite is rotated.
`ObjectsLayer layer`	Determines the layer to use for the objects.
`Material material`	Sprite material.
`int failSafe = 1000`	Number of attempts to place a sprite.