

Infinite Scroller / ObjectsLayer

Namespace **Playniax.InfiniteScroller**

Inherits from **LayerBase**

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

Public fields	Description
<code>Color gizmoColor = new Color(1, 0, 0, 0.5f)</code>	Gizmos color settings.
<code>bool showGizmos = true</code>	Whether to show the gizmos or not.