

# Infinite Scroller / LayerBase

Namespace **Playniax.InfiniteScroller**

Inherits from **MonoBehaviour**

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

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## Class LayerBase

### Description

Base class for layers.

Public fields	Description
<code>float speed = 1</code>	Scroll speed or depth.
<code>List objects</code>	Objects attached to the layer.