

# Infinite Scroller / Scroller

Namespace **Playniax.InfiniteScroller**

Inherits from **MonoBehaviour**

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

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## Class Scroller

### Description

Infinite Scroller Main Class.

Public fields	Description
<code>Vector3 size = new Vector3(100, 100, 0)</code>	Determines the world size.
<code>Vector2 velocity</code>	Scroll speed. Increasing this value will make the 'camera' scroll.
<code>float friction</code>	Scroll friction.
<code>bool showGizmos = true</code>	Whether to show the gizmos or not.

Public Methods	Description
<code>LayerBase[] GetLayers()</code>	Returns an array of all layers.
<code>void Translate(float x, float y)</code>	Moves the objects in the direction.