Infinite Scroller / LayerRenderer

Namespace **Playniax.InfiniteScroller**

Inherits from **MonoBehaviour**

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

Public fields	Description
ObjectsLayer layer	The renderer's layer.
bool showGizmos = true	Whether to show the gizmos or not.