

Infinite Scroller / TileLayer

Namespace **Playniax.InfiniteScroller**

Inherits from **LayerBase**

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

Public fields	Description
<code>Sprite sprite</code>	Sprite to tile.
<code>Vector2 count = new Vector2(10, 10)</code>	Size of the tilemap.
<code>Material material</code>	Sprite material.