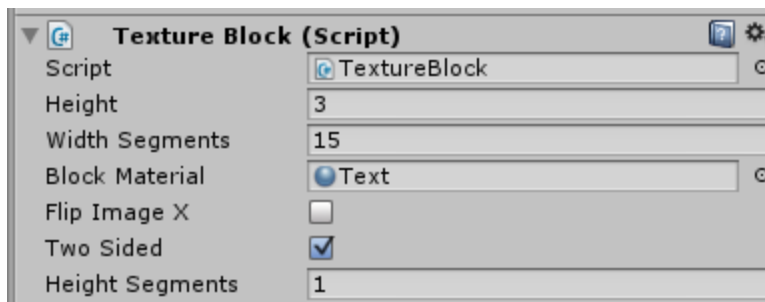# Area 730

Scrolling textures
plugin documentation

How to use:

1. Create an empty object
2. Add *TextureBlock* component to it
3. Configure the component (see options below)
4. If you want the texture to scroll add *TextureScroller* component to the object and configure it (see options below)
5. Enjoy!

TextureBlock options description:

Height – height of the generated mesh

**Width segments** – amount of horizontal segments that will form the mesh

Block material – material that mesh will use. A shader for illuminated textures is supplied (*Area730/SelfIlluminatedAlpha*). You can use it to create glowing materials (like road barrier arrows in Need for Speed). You can also use shader color to change material color.

Flip Image X – flips the texture of the mesh

Two Sided – if true the generated mesh will be visible from both sides (by default only one side is visible, like in Unity default planes)

Height Segments – amount of segments vertically that form the mesh

Texture Scroller options:
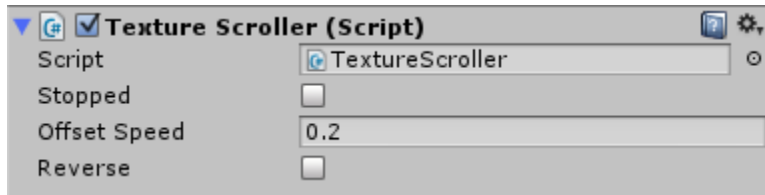
Stopped – if true the scrolling will be stopped. Can be changed in runtime

Offset Speed – scroll seed. Can be changed in runtime. Prefer small values for precision reasons.

Reverse – changes the scrolling direction

Other:

The source code uses namespace *Area730* and *Area730.TextureBlock*.

If you like the asset – please, leave a review! (**asset link** - http://u3d.as/kur)

If you have any questions or suggestions – don't hesitate to email me – **support@area730.com**

Other assets:

MiniMap(radar) – simple to integrate map for any kinds of games

AssetStore link: http://u3d.as/cCx

Android Local Notifications – easy to use android local notifications (one-time and repetitive, with lots of options to configure)

AssetStore link: http://u3d.as/jr7
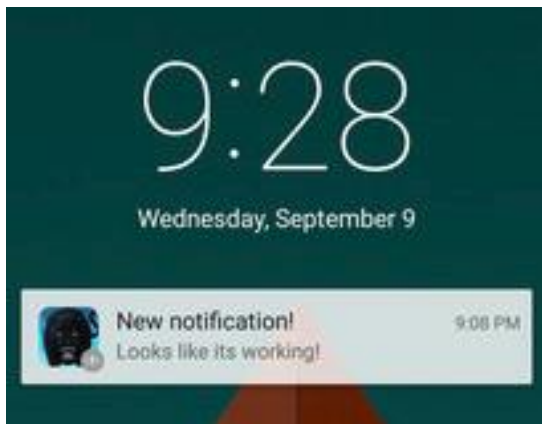
Car Position system – a position system for your racing game. This system allows you to detect position of your cars while you racing lap or sprint,leaderboard checking best, current and total time for every car.

AssetStore link: