Ultimate Parallax

Ultimate Parallax is a visual based Parallax editing system that will save you a lot of time! Stop dealing with transforms in the scene and use our custom inspector that allows total control of the elements.

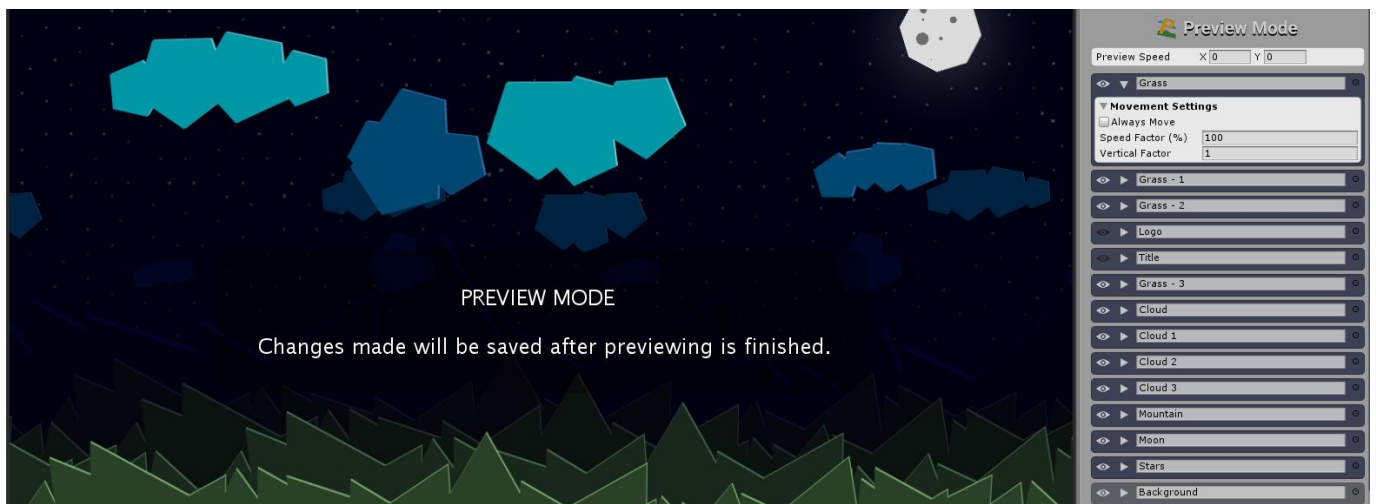**Any questions or need help? Contact me: *wilianzilv@gmail.com***

-QUICK SETUP

Add the component to your scene by going to **GameObject > Ultimate Parallax.**

-PREVIEW MODE

Preview Mode allows you do simulate how it will behave ingame at the same time you adjust speed values such as:

-Always move;
-Speed factor;
-Oposite direction speed factor;

At the same time you can set the preview speed or hold left click and move the mouse in the game view to move the Preview Camera.
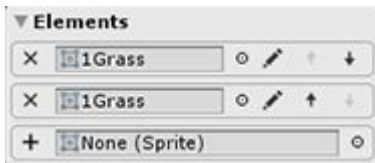
–LAYERING

LAYER FUNCTIONALITIES

-Add/Delete layer;
-Hide/Show layer;
-Edit layer name;
-Duplicate layer;
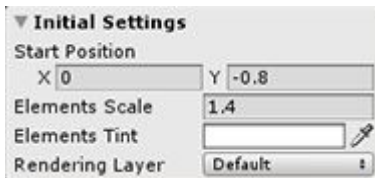-Reorder layers;

–IN LAYER FUNCTIONALITIES

ELEMENTS

-Add/Delete element;
-Change element sprite;
-Duplicate element;
-Flip sprite on X and Y;

INITIAL SETTINGS

-Set start position of the elements;
-Resize element;
-Elements tint;
-Rendering Layer

MOVEMENT SETTINGS

-Mark as static layer;
-Mark as infinite or not;
-Mark "Always Move" for self moving layers;
-Set layer orientation (Horizontal or Vertical);
-Set layer anchoring point (depends on the orientation);
-Set speed factor relative to the camera;
-Set opposite direction speed factor;