



Use the level made in mini tutorial 23.

A 2D Parralax scrolling background is easier to make then you think.

- Place the background tilable image in the center and scale it to fit the game screen. Set it's layer order to a minimum so it is behind everything else.
- Duplicate this image and snap it next to the original so they are stitched together.
- Make this duplicate a child of the original.
- See the coordinates of the child on the X-axis
- Make sure that the original (parent) get these coordinates on the x-axis but with a – (minus) in front of it.
- Create a new script and call it endlessScrolling.
- Give this script to the original background image.

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
public class EndlessScroll : MonoBehaviour
```

```
{
```

```
    public float scrollSpeed = 2f;
```

```
    public float offset;
```

```
    private Vector2 startPosition;
```

```
    private float newXPosition;
```

```
    void Start()
```

```
    {
```

```
        startPosition = transform.position;
```

```
    }
```

```
    void Update()
```

```
    {
```

```
        newXPosition = Mathf.Repeat(Time.time * -scrollSpeed, offset);
```

```
        transform.position = startPosition + Vector2.right * newXPosition;
```

```
    }
```

```
}
```

Set the scrollspeed and the offset(coordinates of x-axis child image) in the inspectors window.

When you run the level you will see the sky is moving from left to right as it keeps repeating this moving after each reset back to the original position. You can use this to make different direction parralax scrolling with each it's own speed.