Side-Scroll Layout with Parallax

Requires 'New Input System'

This simple example shows how to implement side-scrolling behaviour while using the TilePlus Layout system and Parallaxing.



This example also shows how to directly use ZoneLayout and ZoneManagers without the Scene Manager.

In SsLayoutGameController, the Start method enables the Zone Managers via TileFabLib and then uses the ZoneLayout component to initialize it, then performs the initial layout. The OnPlayerHasMoved callback also updates the layout as the player moves. Only left-right movement is possible.

The SsDemoPlayerController is similar to the one used in the Top-down Layout demo with the added feature of limiting directions to left-right only and enforcing limits for the left and right boundaries.

The scene's middle and rear Tilemaps have a TilemapParallax component. This merely shifts the Tilemap transform based on a target's position.

This example was created specifically to ensure that the Layout system could properly handle a position-shifted Tilemap.

Revision #5
Created 2025-07-22 12:02:54 UTC by Vonchor
Updated 2025-07-25 11:50:23 UTC by Vonchor