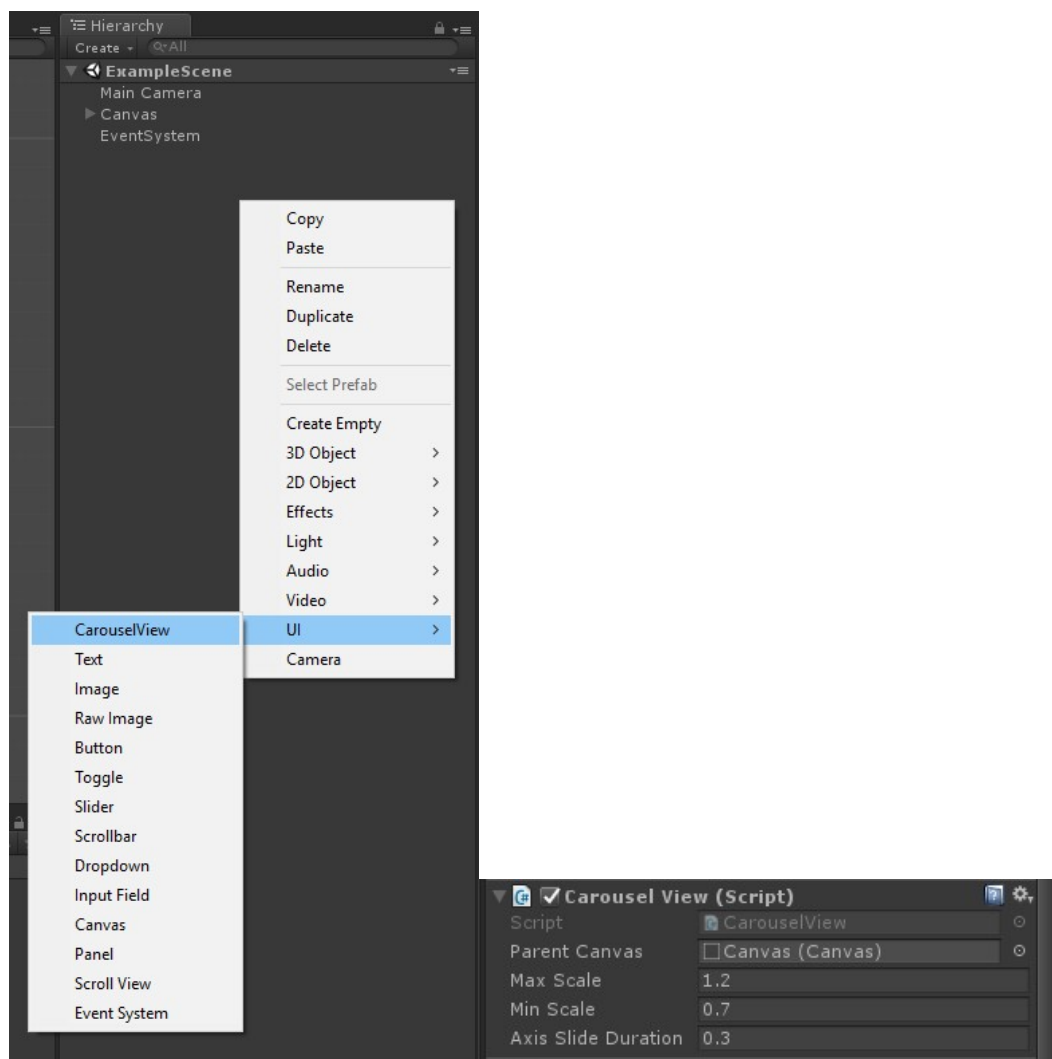


Carousel View

This is the new version of Carousel View using Unity's Scroll View. If you want to use Legacy Version go to [Legacy]CarouselView folder.

How to Setup:

- Right click on Inspector and Add CarouselView. It's an extension to Unity's default ScrollView



There is a scrip attached to this view named Carousel View which contains 4 slots.

Parent Canvas - Canvas in which Carousel View is placed.

Max Scale – Maximum Scale of item inside the view. When it comes to the center of screen.

Min Scale – Minimum Scale of the item inside the view. When it goes farther to the center point of the screen.

Axis Slide Duration – If you want to slide the view with Joystick or Keyboard, you can state the duration for animation.

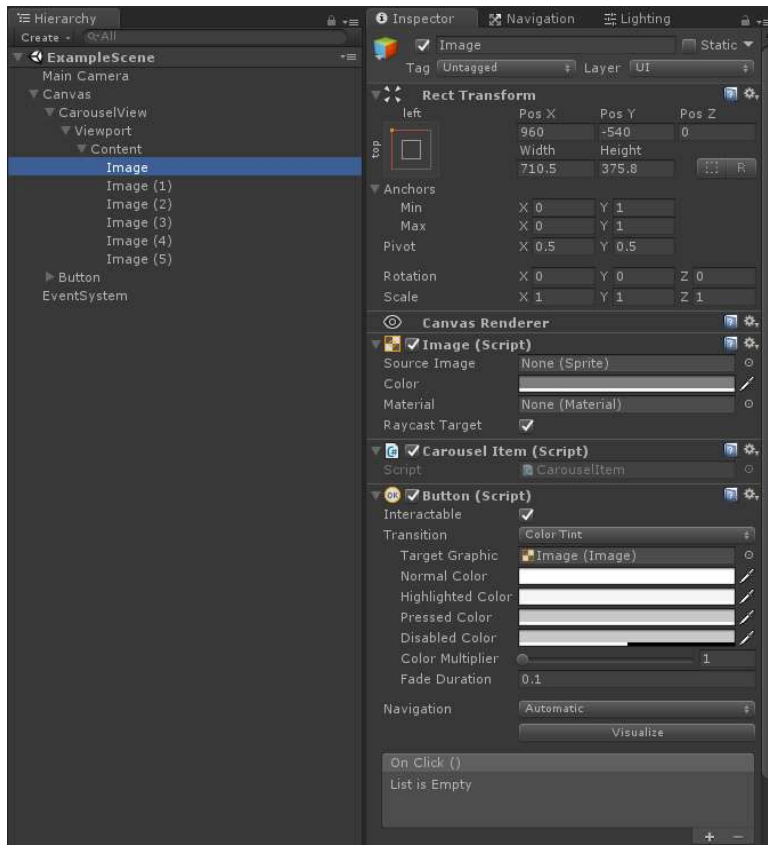
This works same as the ScrollView in Unity, so you have to resize it and Content inside the view.

However, if you place images or anything inside the content you have to attach “CarouselItem” Script to that. Which is given in the example.

Now you can click on any item to select it or use it for anything.

You can create a separate Button to select the item and use for the reference or pass it on. Create another script which is Example.cs in the example. Make function SelectItem with the index (you can create without the index too).

Add content to scroll.



Code Required:

```
using UnityEngine;
using FM;

public class ExampleScript : MonoBehaviour {

    [SerializeField] private CarouselView carouselView;

    void Start(){
        carouselView.AddOnItemSelectedListener((int index) => {
            Debug.Log("Selected: " + index);
        });
    }

    public void SelectItem(){
        Debug.Log("Selected Index: " + carouselView.GetCurrentItem());
    }

    public void ScrollNext(){
        carouselView.Next();
    }

    public void ScrollPrevious(){
        carouselView.Previous();
    }

    public void Select(int index){
        carouselView.SelectIndex(index, true);
    }

}
```

You'll require to use namespace FM.

That's it. You can get the index from reference or by a callback which execute when user clicks the item in carouselview.

If you have any queries, contact us on: support@fatmachines.com

Website: <http://fatmachines.com>