

Thanks for purchasing the Character Carousel! I will try and keep this short :)

Most of the variables you will need to edit are on the CharacterCarousel component, adding a new one to any UI element should give you some example starting values.

Here are how to do a few common tasks;

Adding More Screens

To add more screens alter the Screens To Spawn variable.

View More Screens At Once

To view more screens at once lower the Offset Between Elements variable, I recommend doing this whilst the game is running and then copying the change once you are finished.

The alternative is to also shrink your elements in combination with lowering the above variable or to move your elements further away from the camera (by increasing the Z value on the Carousel object).

If you do move objects back you should also follow the heading for Altering The Edges.

Altering The Edges

If you find you don't want the carousel to be as close to the edge of the screen, or you have moved it back and want to expand the entire view, then you will need to edit the Transitional Object.

First drag the Element prefab to be a child of the carousel. Then find the TransitionalObject script and click the 'Position' button followed by the 'Data' heading, you should now see a value for the Start Position. Its worth hitting the View button to get an idea of where the edge currently is and then move your object to its new edge and click the 'Update' button. You can also manually edit the number fields.

Once you are done don't forget to hit Apply so changes are reflected in your prefab!

The Edges Are Too Thick

If you want to change the space between each page whilst on the edges simply reduce or increase the Edge Width variable to increase the spacing between each page on the edges.

Swiping Very Fast Takes Too Long To Stop

If you prefer to stop more abruptly when players wipe very fast then you can reduce the Braking Time variable.

Everything Else

If you want to edit the snapping or jumping then I would recommend reading the comments in the code itself. I will summarise the variables here:

Min Speed Threshold:

This determines what counts as essentially stopped. Reducing this number can make things a little smoother but can also mean animations take longer. Increasing this number means things will snap a little quicker but can also lead to jerkier animations.

Snapping Percentage:

This is similar to the min speed and determines when to stop moving and simply snap to the desired position. Reducing the value can lead to smoother but slower animations and increasing the number means things can snap much quicker but jerkier.

Jumping Time:

This is how long it takes to jump to any screen clicked by the user.

Jumping Acceleration Time:

This helps smooth the initial acceleration when jumping to a new screen. Increasing this will give take more time to get to full speed but also make the animation take longer.

Prefab Setup

Setting up your own prefab from scratch should be pretty straight forward but I would strongly recommend copying from the existing prefab and editing it to save some headaches.

To make your own carousel element all you really need as a base is the Carousel.cs script and a transitional object component. Once it is linked to the carousel object it will handle everything else. The way it works is the carousel will set the transitional objects transition percentage and it will animate accordingly. So if your transition has no components, it won't animate. In the example prefab there are 3 components: colour, position and rotation.

Please note that the transitional object class is disabled on the prefab, this is intentional! It will be turned on when it is ready and prevents a flicker if the scripts execute in the wrong order. This may no longer be applicable but I have left it disabled for good practise and recommend you do the same.

Colour:

This allows the screen to fade as it hits the edges. If you edit the 'Data' tab you can control how much is faded. Notice in the transition in and fade out tabs there is a custom curve. This helps control when to start and stop showing the colour change. This curve has been selected by eye to make sure the 3 middle elements are in full colour but you can change this curve to make the side elements slightly darker than the central one. To do this click the curve then drag the middle control point further to the right. The graph will shoot off

the top, to compensate select the very bottom left point, and alter its rotation until the graph is smooth again. You can then save the graph by hitting the preset button to quickly copy it to other transitions.

Position:

This controls where the carousel can animate between. The start position is where the far left hand cards start to stack up. The end position is where your selected character is, which is 0,0,0 in the example.

Note that the start position is inverted when screens move to the right hand side. So if the start is -1000 then the right hand element stacks at 1000.

Rotation:

This of course allows the screens to rotate slightly as they animate and creates that book stacking effect. The start position is how much of a rotation to apply whilst on the edges, and the end position is the rotation for the selected character.

You can add any transition you like for this. For example you could add a scale component so that screens shrink more as they stack, in the default scene this is not needed since screens move further back as they animate instead, I just post this as an example.

Any issues you can either head to the forums:

<http://forum.unity3d.com/threads/character-or-photo-carousel-ugui.371574/>

Or drop us an email:

support@LaireonGames.co.uk