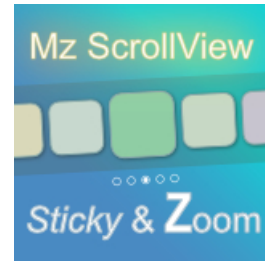## Hey there!

Huge thanks for purchasing Mz-ScrollView。

This plug-in is based on UGUI's Scroll View and enhances the performance effect.

You can open it DemoScrollView.unity scene to browse effects, the path is under \Assets\MzTools\UGUI\Demo.

Quick start:

1. Use UGUI to create your Scroll View, adjust the layout and list elements.
2. Add the MzUGUIScrollCtrl script to the Scroll View or parent object
3. Select the object, click the Refresh button on the right in the Inspector
4. Check loadOnStart
5. Run the editor, you can see the effect

Tips: DemoScrollView.unity provides dynamic creation examples, all scripts are in its directory

Script API

MzUGUIScrollCtrl : MonoBehaviour

It provides the effects of dynamic generation, static reading, element adsorption, and magnification of Scroll View elements.

Inspector properties

scrollRect	ScrollRect target
item01	This object is under "Content" and will be used during dynamic creation
loadOnStart	Load the elements under the Content object
transCenter	If it is null, it will center on the origin of the ScrollRect

recordCurrentItem	Whether to save the last selection locally
isStickCurrentOnEnable	Stick to current object when enabled
recordKey	Key saved locally
stickAnimCurve	stick time and velocity curve
minMoveDelta	When the scrolling speed is less than this value, it will be stick
minStickSpeed	stick when move speed Greater than this value
minStickDistance	Minimum stick distance, stick when !isRebounding and distance Greater than this value
isCenterScaleEffect	Amplification effect switch
itemEffectSize	localScale of items in effect
stickOnEndDragSpeed	At the end of the manual, if the list speed is less than this value, it will be directly stick
scaleRange	Range of effect: The unit is meters, not pixels
onSelectItemChange	The event when this item is selected
onCurrentItemChange	Event when the current item changes

Public Mehtods

CreateItems	Use item01 as a template to dynamically create and return the entire array
LoadItems	Statically read all the elements under the Content object and return the entire array
GetItems	Get all current element array
SetAndStickItem	Select and stick to the element
SetCurrentItemToSelectItem	Set Selected Item State to "Current use"
SetSelectItemToCurrentItem	Set Select Item to Current Item
BtnNextItem	Button event:Set Seletc Item of the next index
BtnPrevItem	Button event: Set Select Item of the previous index

MzUGUIScrollItem : MonoBehaviour, IPointerClickHandler

A necessary component for scrolling list elements, this component will be automatically added when statically loaded.

Public Mehtods

SetToCurrent	Call when state change to Current
SetToNonCurrent	Call when the state changes from Current to non-Current
SetToSelect	Call when state change to Select
SetToUnselect	Call when the state changes from selected to non-selected
SetScale	Call when the item is centered

Other

Please contact me if you have any questions.

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Good luck!