Classes:

CreateMagneticScrollView

This class adds a menu item to the main menu located in GameObject -> UI, called "Magnetic Scroll View" that will create a new Magnetic Scroll View instance when clicked. If there is already a Canvas in the scene, the Magnetic Scroll View will be placed inside the existing one, if there is no Canvas, it will create a new one and place the new Magnetic Scroll View inside it.

MagneticScrollRect

This component is responsible for the behavior of the content and controls how the content will be scrolled based on user settings.

Public Variables / Properties:

viewport	Reference to the viewport RectTransform that is the parent of the content RectTransform.
inertia	When Inertia is set the content will continue to move when the pointer is released after a drag.
realtimeSelection	Update the current selected index in real-time when Inertia is toggled on.
DecelerationRate	Determines how quickly the contents stop moving. A rate of 0 will stop the movement immediately. A value of 1 means the movement will never slow down.
onSelectionChange	A UnityEvent that is invoked when the current selection changes. The event can send the current selection as a GameObject type dynamic argument.
AlignmentEnum [Enum] AlignmentInt [int]	Defines whether the content will be scrolled Vertically or Horizontally.
LayoutModeEnum [Enum] LayoutModeInt [int]	Change Layout Mode (Circular or Linear).
ResizeModeEnum [Enum] ResizeModeInt [int]	Changes the Resize Mode [Preset Size = 0 / Fit To Viewport = 1 / Free = 2].
SnapModeEnum [Enum] SnapModeInt [int]	Changes the Snap Mode (Swipe = 0 | Snap To Nearest = 1 | Both = 2 | None = 3).
ElementsSize [Vector2]	Defines the size of elements, when in Resize Mode - Preset Size.
ElementsWidth [string]	Trys to change elements width by parsing a string value.
ElementsHeight [string]	Trys to change elements height by parsing a string value.
InvertOrder [bool]	Inverts positioning order of elements.
UseMargin [bool]	Creates a margin between the elements and viewport.
Rotate [bool]	Rotate elements according to its angular position, based on circular factor.
InfiniteScrolling [bool]	Allows to scroll infinitely, going from first to last element and vice versa.
ElementPadding [float]	Float value that defines the space between elements.
CircularFactor [float]	Float value between 0 – 1 that defines how circular
ScrollAditionalLimits [float]	Increases the limits of scrolling when Infinite Scrolling is toggled off.
TransitionSpeed [float]	The angular speed in which the elements move from one point to another.
DragDelay [float]	Slows down the content dragging.

Public Methods:

ArrangeElements	This will re-organize the elements.
StartAutoArranging	Starts the auto arranging mode. This will detect any change made to elements or to the viewport, forcing it to re-organize all elements. Some settings changes may cause the auto-arranging.
StopAutoArranging	Stops the auto arranging mode. This will prevent the elements of being automatically re-organized, even if elements, viewport or settings has been changed.
ScrollBack	Scrolls the content backwards.
ScrollForward	Scrolls the content forward.
ResetScroll	Resets the scroll position.
SwipeCancel	This should be used on Swipe Cancel event.

PanelIndexIndicator

Create and control the index indicator.

Public Variables / Properties:

AlignmentEnum [Enum] AlignmentInt [int]	Indexes alignment ordering (Horizontal or Vertical).

Public Methods:

MoveIndicator	Move Indicator to the target index position.

SwipeDetection

Receives events of type Swipe.Down, Swipe.Up, Swipe.Left or Swipe.Right and calls registered functions for each event.

Public Variables / Properties:

swipeEvents	List of swipe events that will be invoked according to the swipe direction.
minTime	Set minimum time for the swipe event to be released.
maxTime	Set maximum time for the swipe event to be released.
SwipeDirection	The direction of the last swipe. (Read only)

SafeOperations

Safe operations for Object / Component creation and destruction with Undo registretion. The Undo works only in editor.

Public Static Methods:

NewGameObject	Creates new Game Object with Undo registration.
Instantiate	Instantiate the given prefab with Undo registration.
Destroy	Destroys the given object with Undo registration.

Extension Methods:

SafeAddComponent	Adds a new component of a generic type to the game object with undo registration.

ExtensionMethods

Extension Methods:

IsEqual	Checks if this member is equal to at least one of the possibilities.
IsDifferent	Checks if this member is different from all the possibilities.