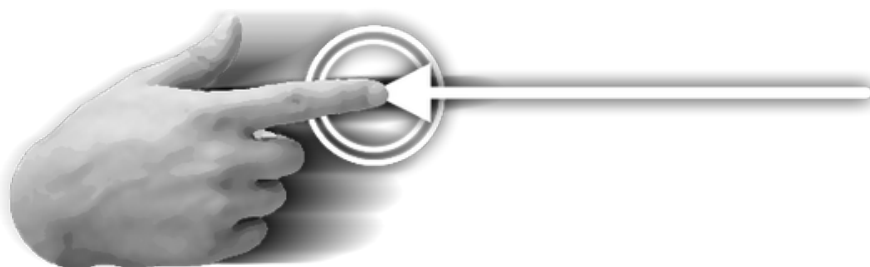


Nested Scroll View

asset documentation

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Introduction

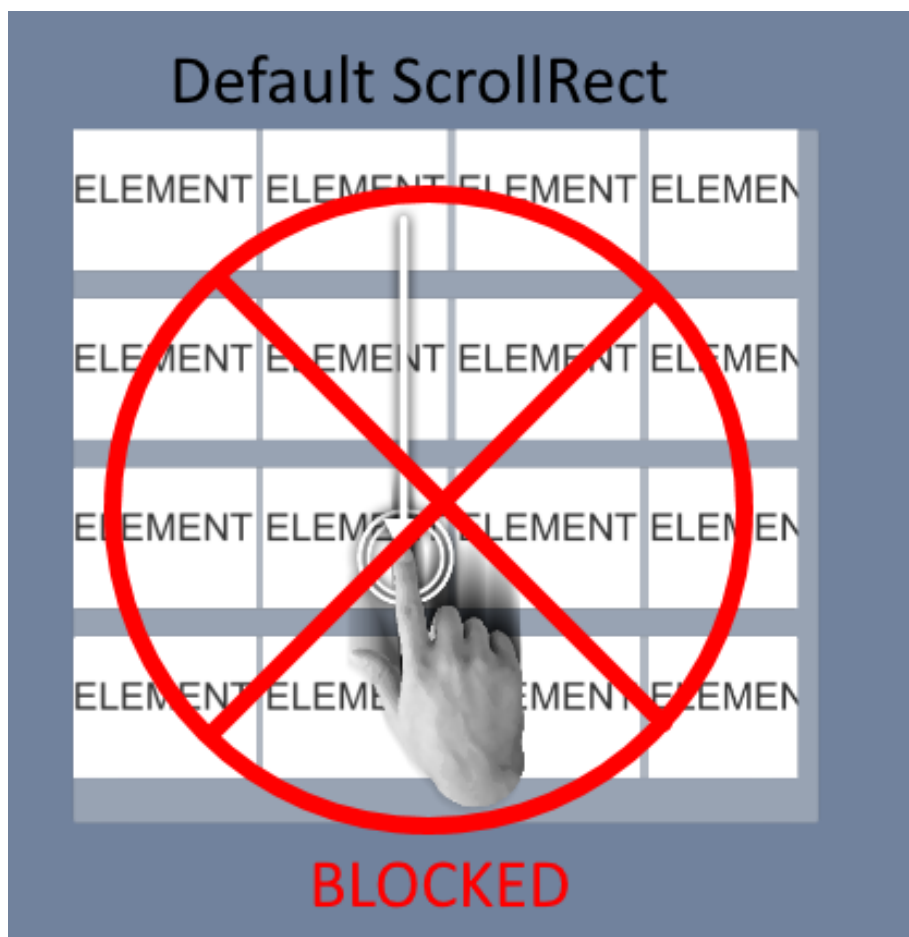
About

Nested Scroll View is an extension of the default UI.ScrollRect which adds useful features. The new component adds gesture for correct and expected behavior when you have external vertical ScrollRect and nested horizontal ScrollRects. By adding new smart elements of ScrollView's content, NestedScrollView provides snapping elements to edge border and side menu functional.

Possibilities

Nested Swipe

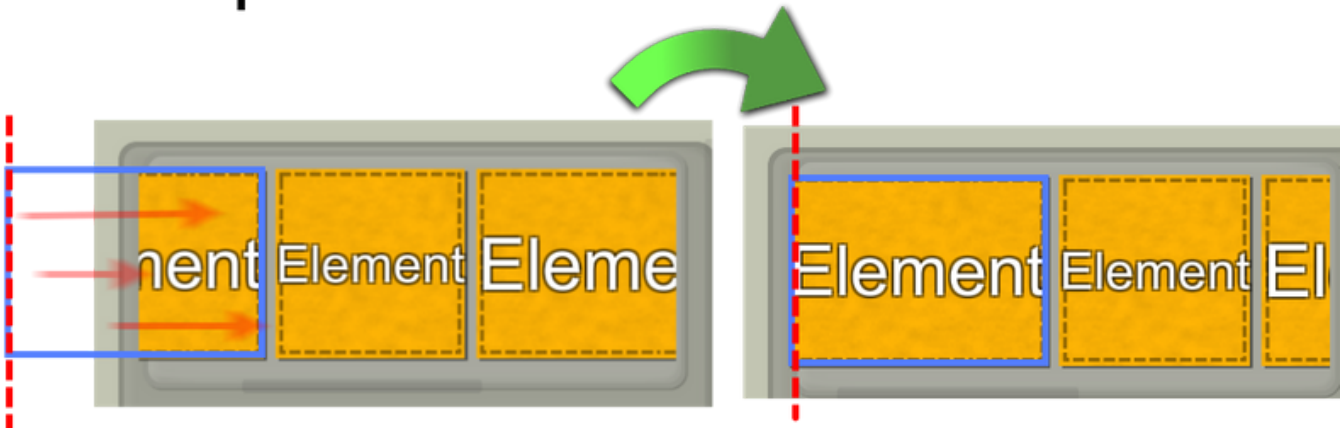
If you try adding vertical ScrollView as an external and another one (or more) as a nested, you will get a situation, when vertical swipe is blocked by nested ScrollRect.



Snapping

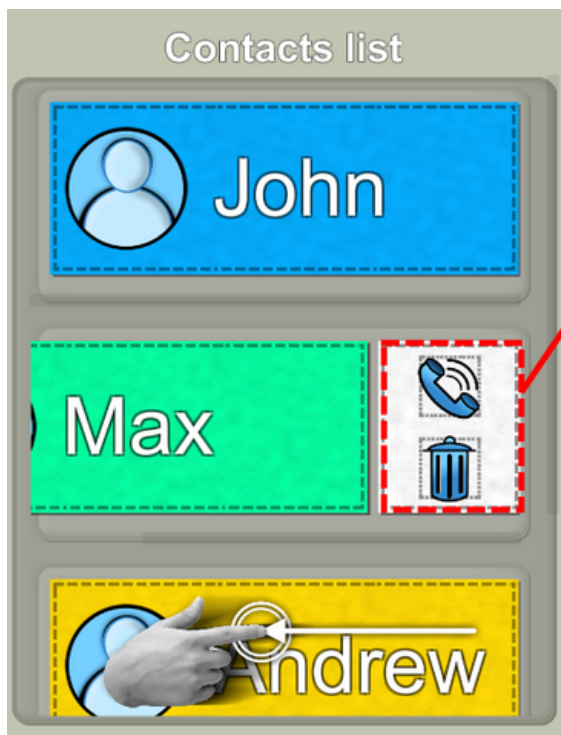
Snapping elements of the ScrollRect content to the left border edge when a user finishes swiping and lifts his finger up. It protects for half element hiding. The snapping component is easily configurable and works smoothly.

On swipe release
snaps element to a border



Side menu

Show side menu menu when user swipes on the element



Side menu

Just swipe
horizontal
on the element
to show a menu

Restrictions

- The asset works only with Vertical external and horizontal nested views

Supported platforms

The asset supports most popular platforms :

- PC (WINDOWS, MAC, LINUX)
- MOBILE(ANDROID, IOS)
- CONSOLE (XBOX, PS4)
- WEB
- VR/AR

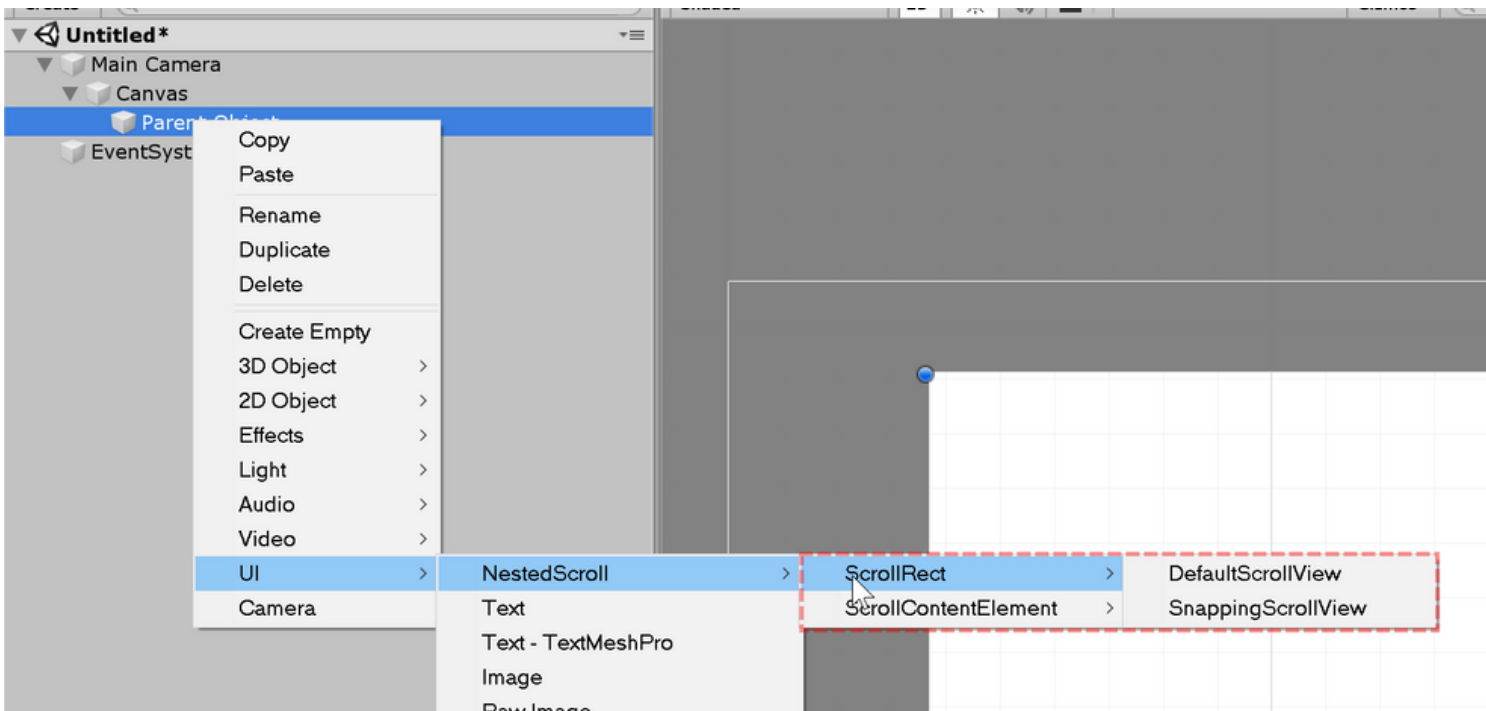
Fast setup

Fast setup instruction

Way 1 :

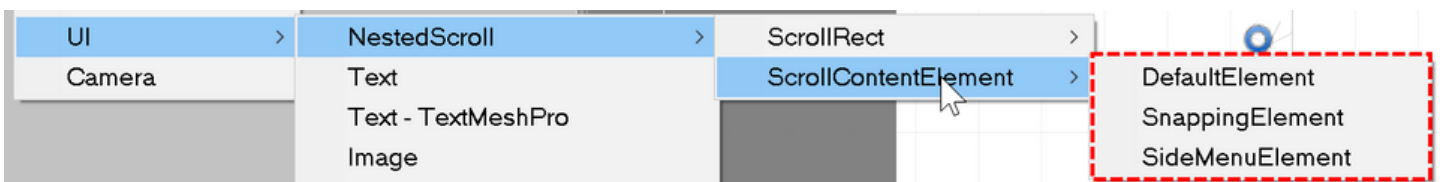
1) Click on RMB on the parent object in the Hierarchy view

2) Go to UI/NestedScroll/



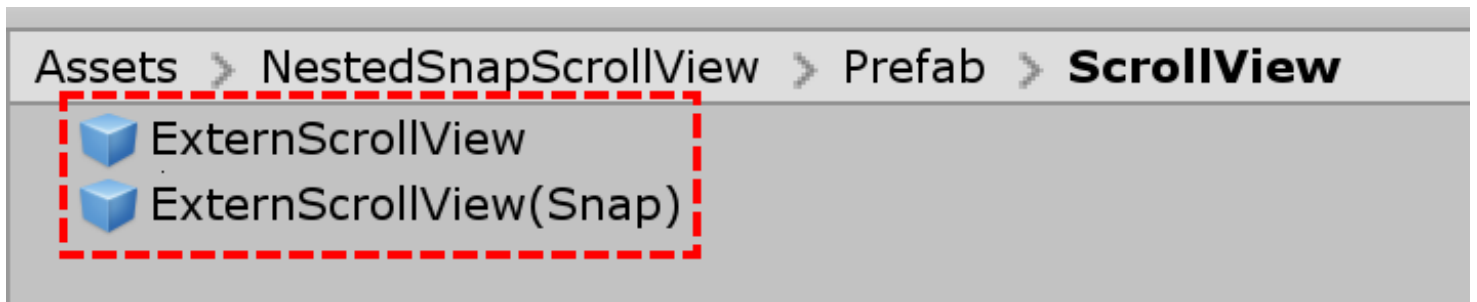
Choose the option in ScrollRect menu to spawn needed rect. Will be spawned external ScrollRect with single nested element

3) ScrollContentElement menu tab spawns content elements for existed NestedScrollView

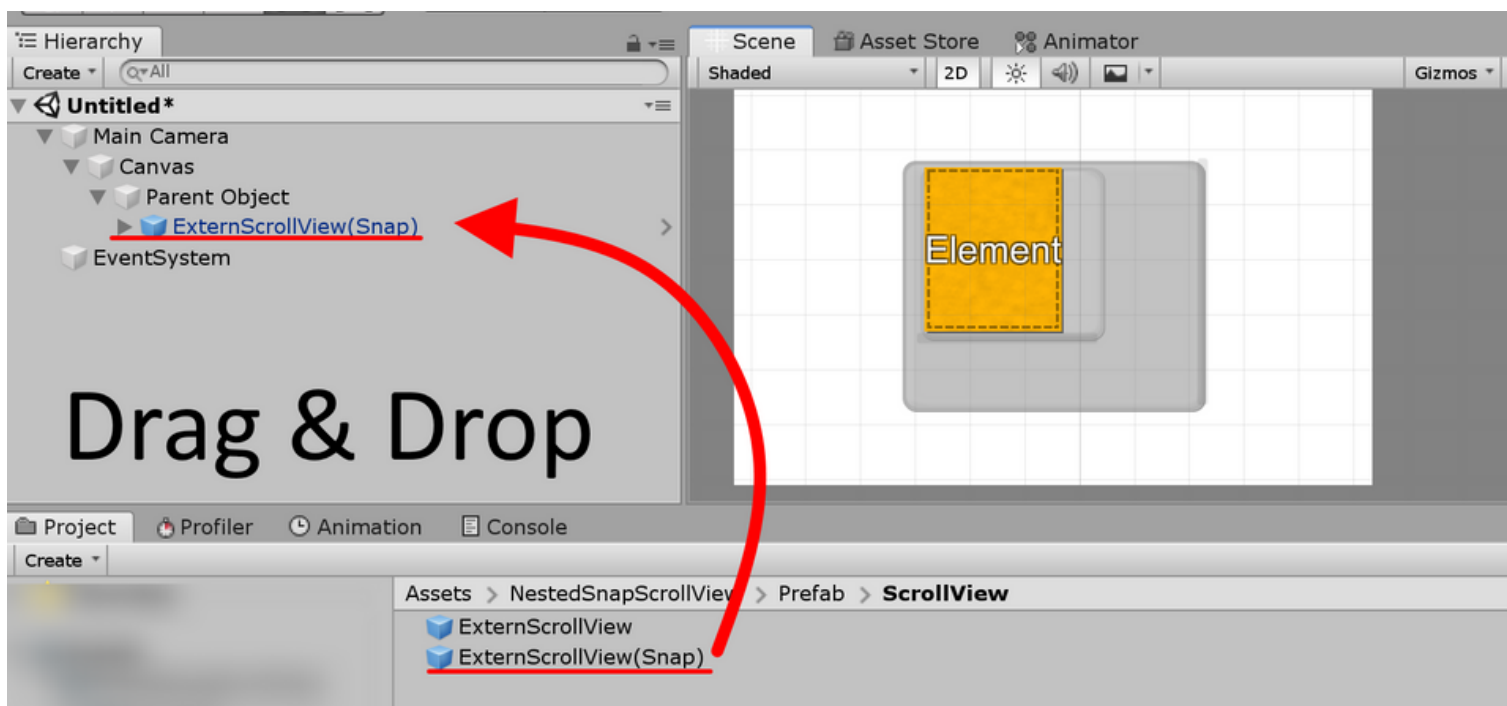


Way 2:

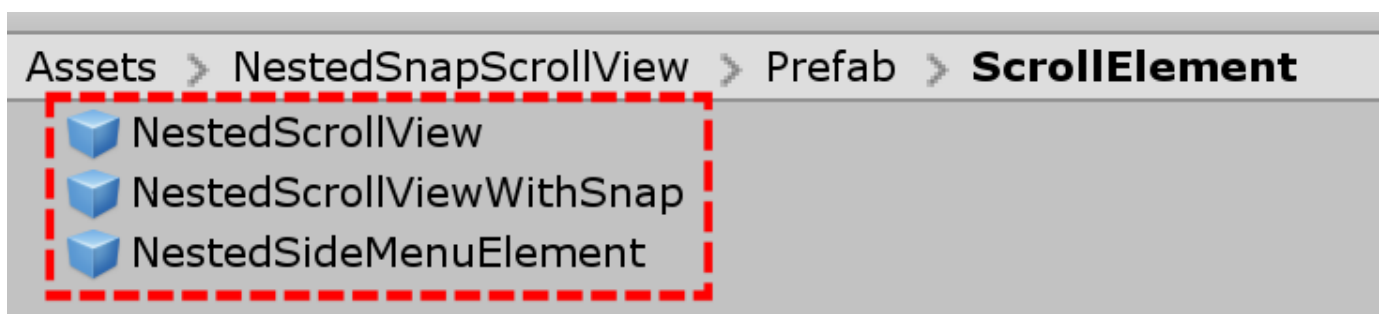
1) Go to Assets/NestedSnapScrollView/Prefab/ScrollView folder



2) Select needed prefab and Drag&Drop it to the Hierarchy view



3) Content elements are inside the Assets/NestedSnapScrollView/Prefab/ScrollElement folder



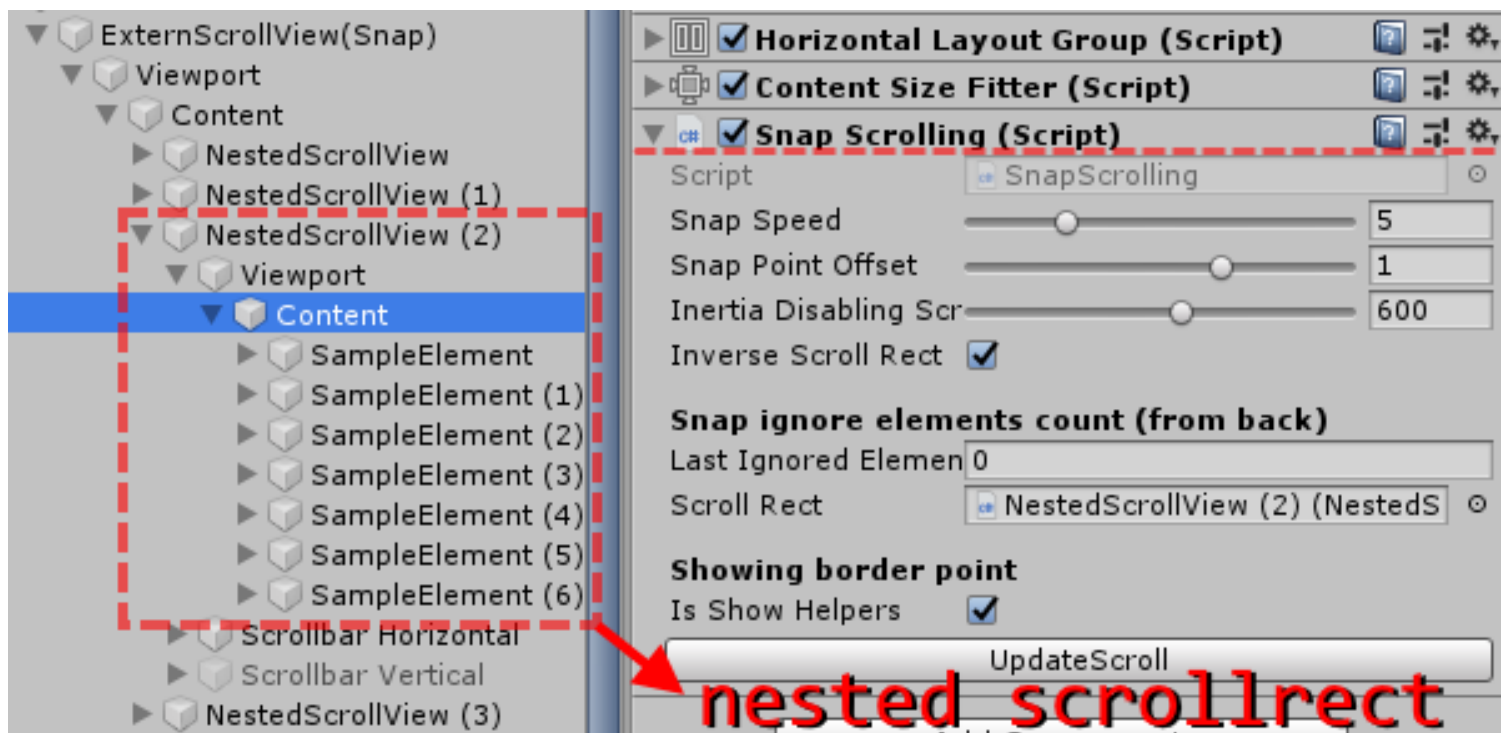
Elements interface

Nested scroll

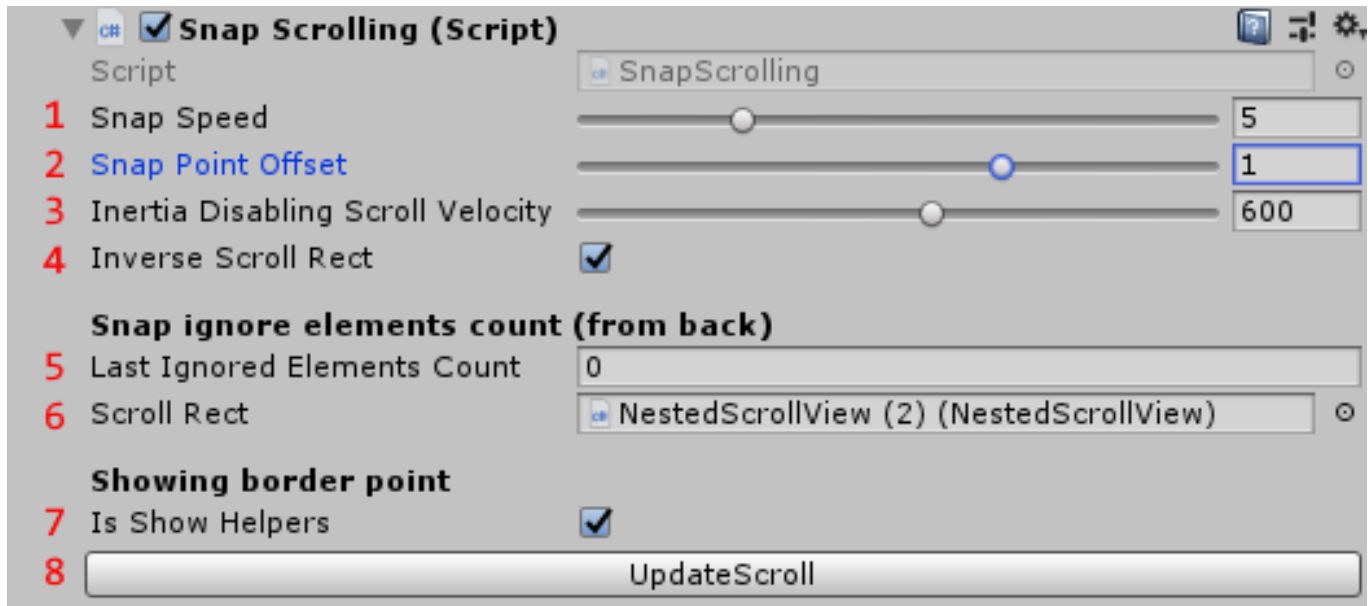
Basic nested scroll without snapping doesn't need any additional configuration. There is a standard ScrollRect interface.

Snap scrolling

Snap scrolling controller component placed on the nested scroll "Content" gameobject.



Snap Scrolling component interface



1)Speed of snapping element to a border

2)Element snap point control (enable 7 to display points)

Press 8 if you configure this parameter on playmode

3)Snapping start inertia speed threshold (Swipe sensitivity)

4)Inverse snap direction (leave enabled by default)

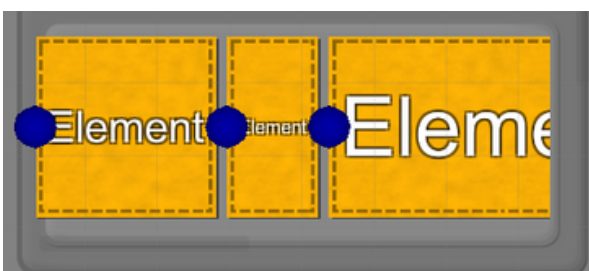
Press 8 if you configure this parameter on playmode

5)How many elements will be ignored (from end)

it calculates automatically

6)Link to ScrollRect

7)Display element border point in scene view



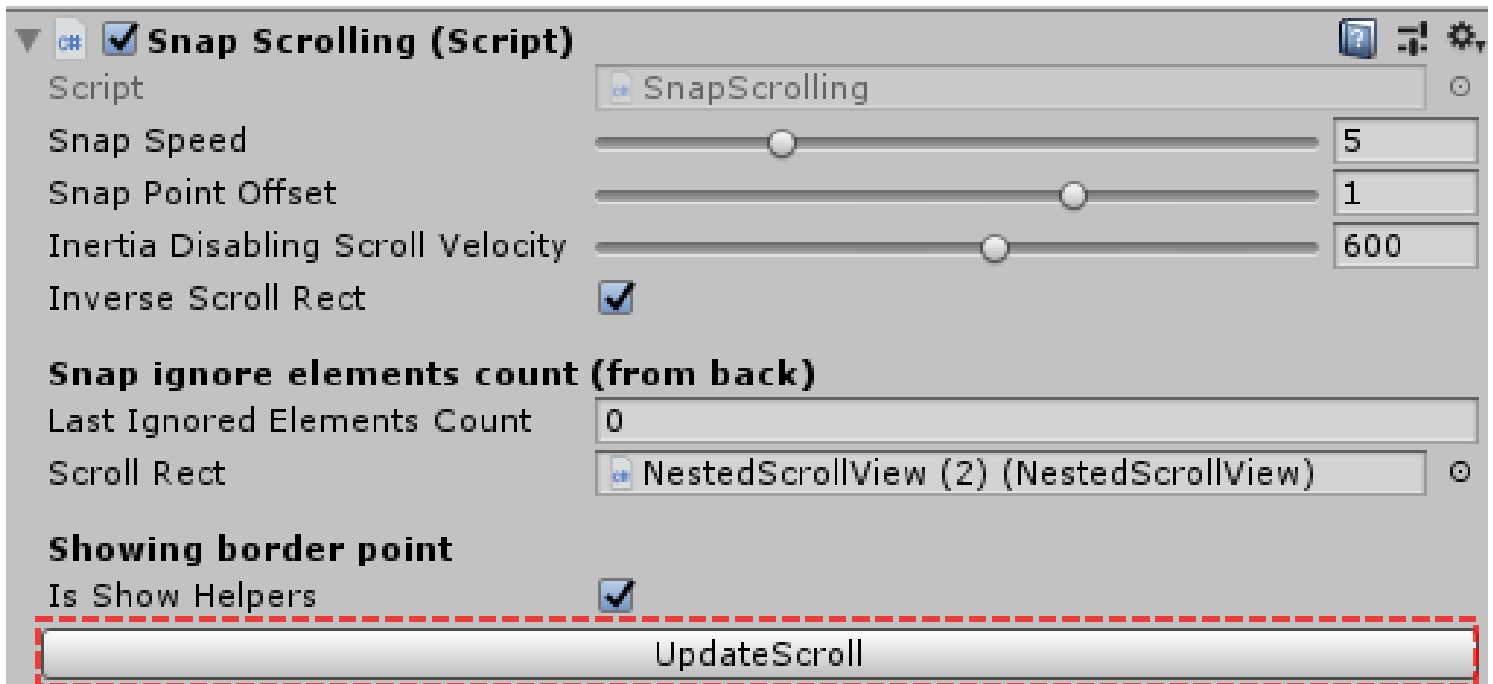
8)Update snap data. Should be called after 2,4

operations and after add/remove new scroll elements

IMPORTANT

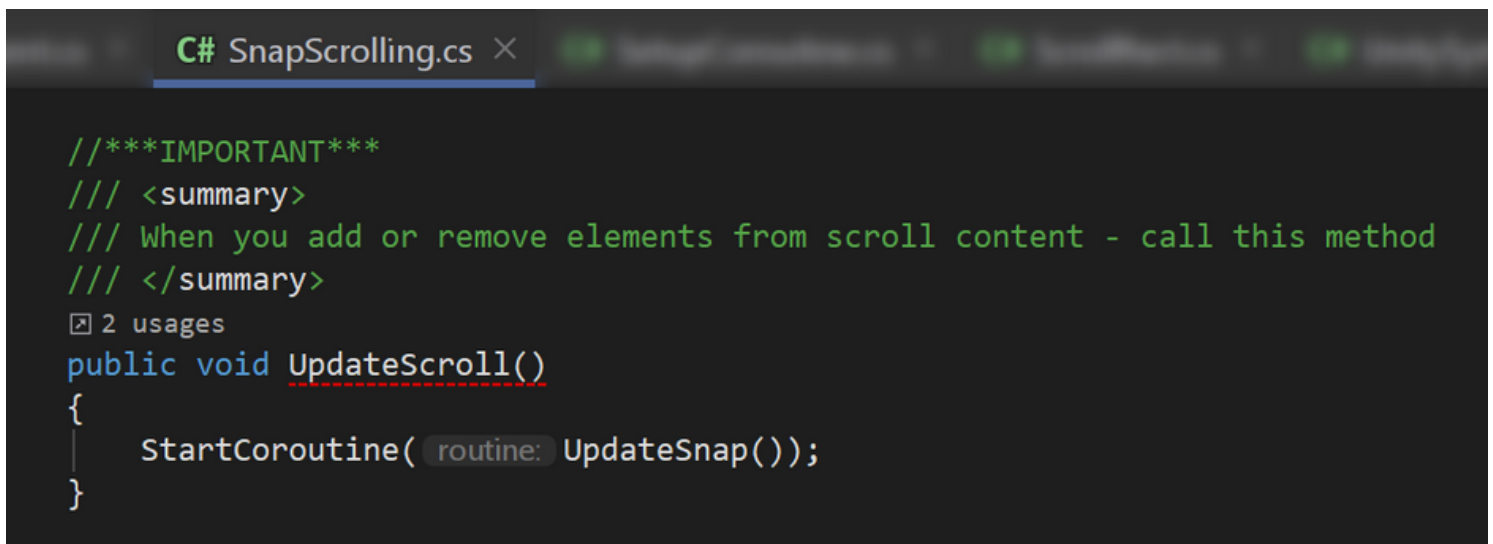
When you add or remove element on runtime playmode, ScrollRect can't automatically update snap data for correct snap work.

Please after adding or removing elements into the nested ScrollView content click [UpdateScroll] button



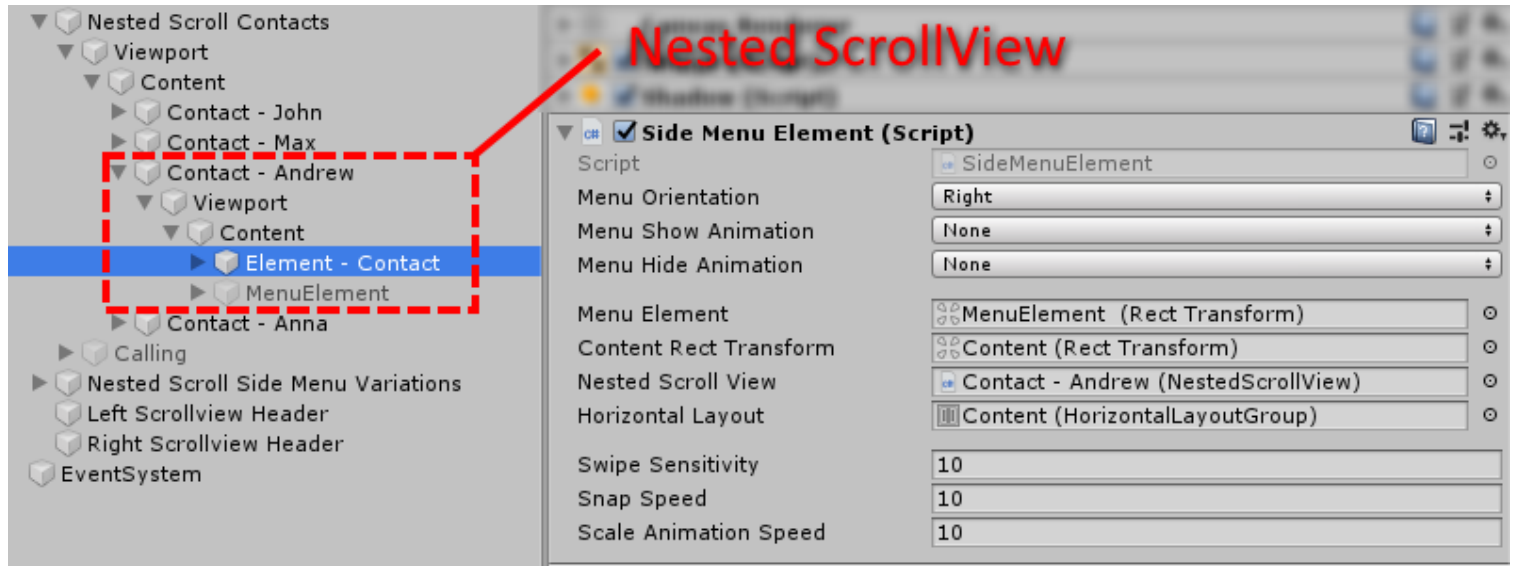
Or update it from code.

Just call "**SnapScrolling.UpdateScroll()**" on desired ScrollView's SnapScrolling component



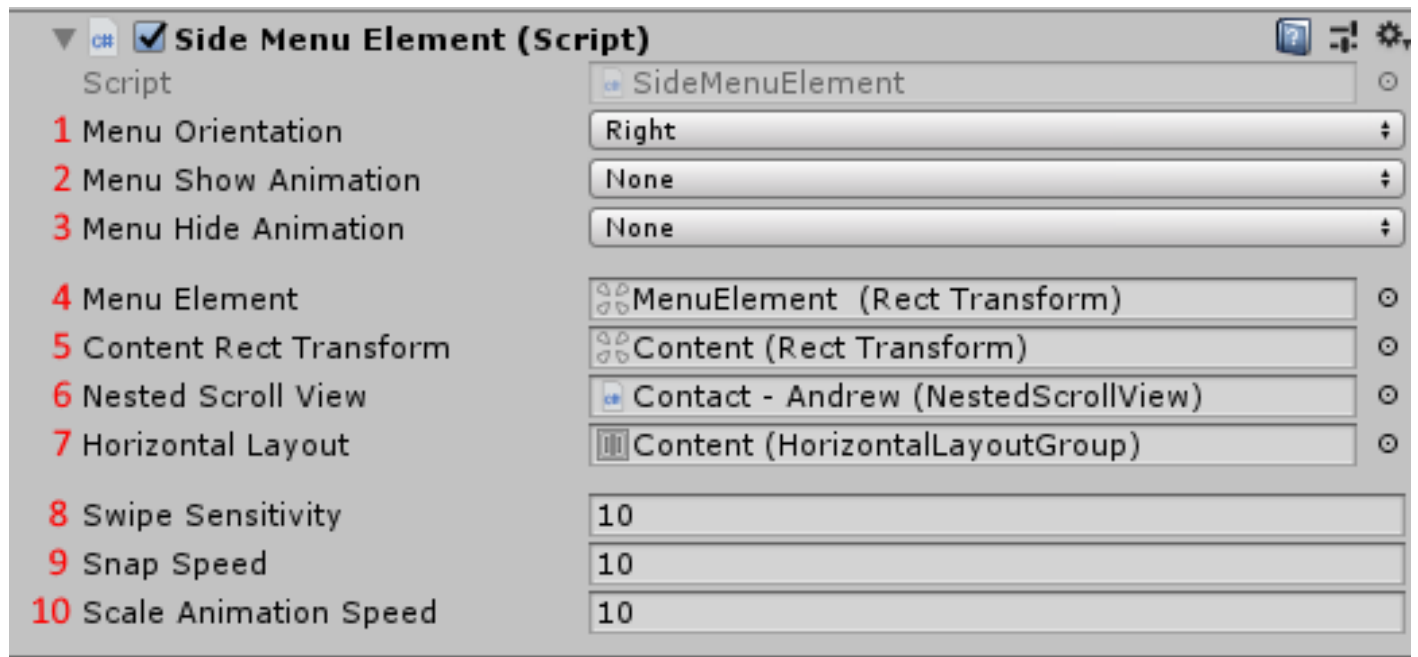
Side menu

Side menu controller component placed under the nested scroll "Content" gameobject as a single element of the scroll. Menu object is placed near.



These objects are fully changeable

Side menu component interface

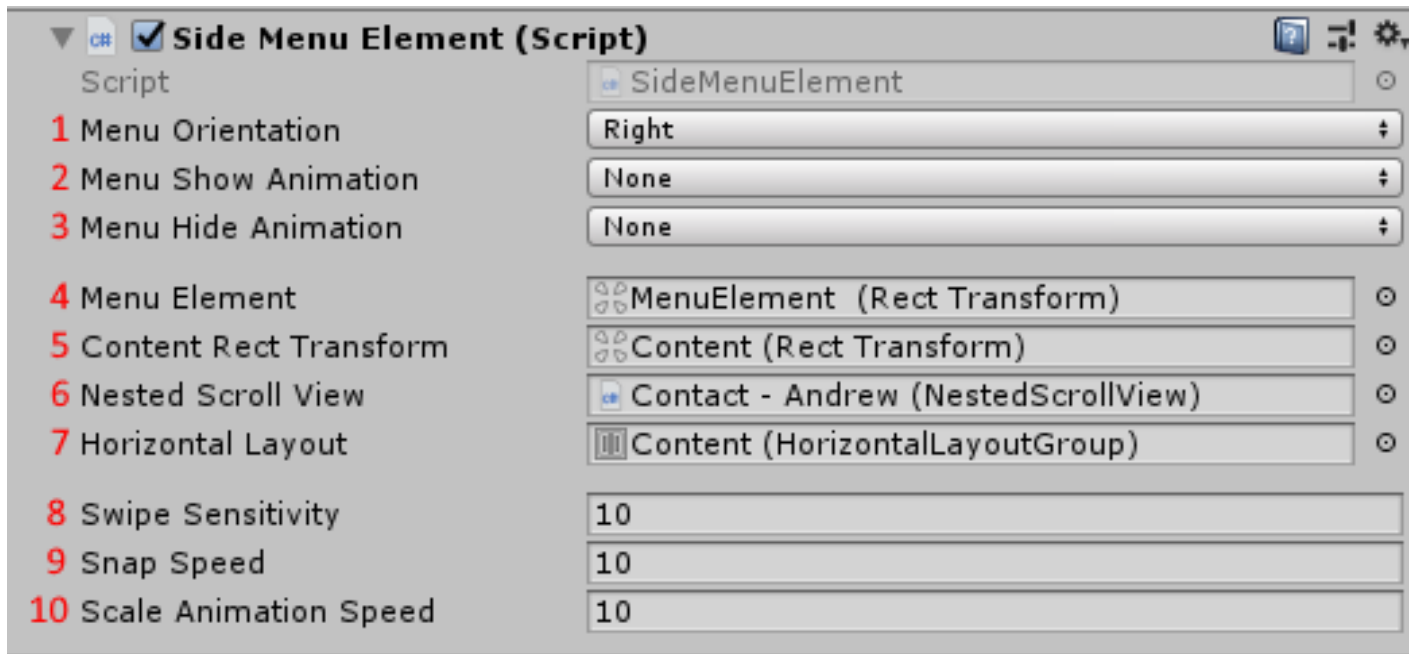


1) Menu position (Left or Right)



Menu element should be placed left from main element if it selected "Left" option





2,3)Show and hide menu animation type

if selected none , menu will be enabled/disabled instantly

4-7)Links to necessary components

recommend to leave it by default

8)Controls swipe sensitivity. Which speed should be your swipe gesture to show a menu

9)Speed of content position move after menu shows

10)Speed of menu Show| Hide animation (Width Shift)

For better understanding how it works there is tutorial video about this component :

Demo scenes

All demo scenes are placed in next folder:

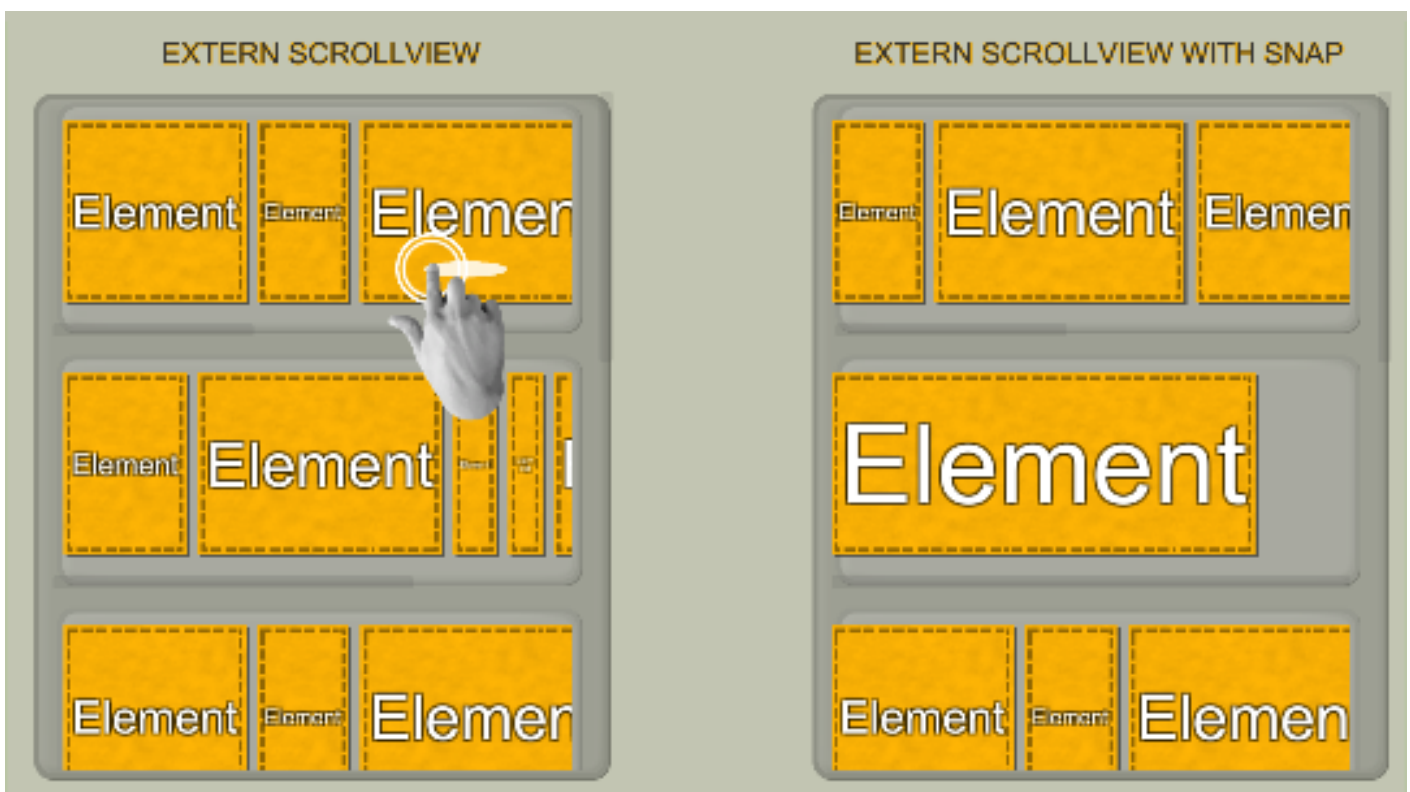
Assets/NestedSnapScrollView/Scenes

Demo scenes created for demonstration of sceneries where and how the asset could be used.

Please , set screen resolution to 1920x1080 for correct demo displaying



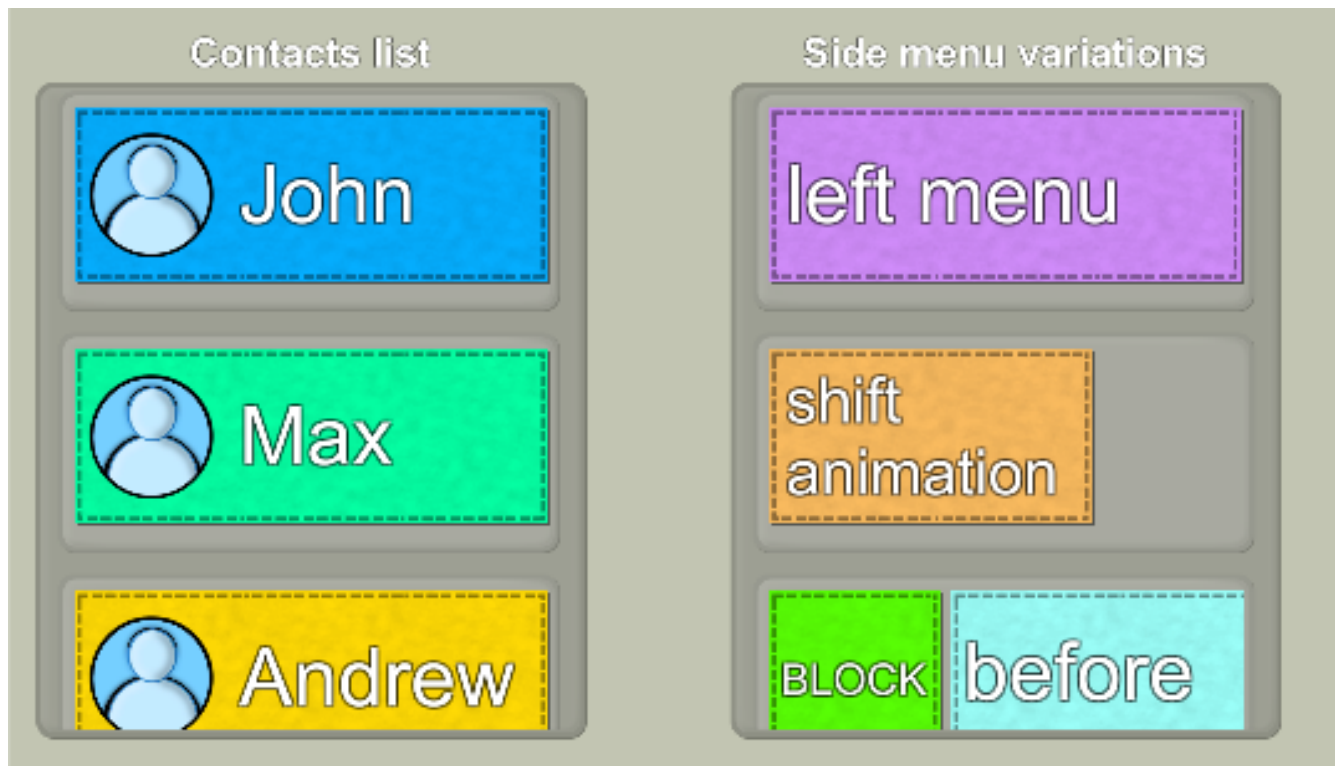
SnapScrollDemo is a basic scene with two panels



The left panel is basic vertical ScrollView with nested horizontal ScrollViews

The right panel is basic vertical ScrollView with nested horizontal ScrollViews where elements are snaps to the border

SideMenuDemo is a basic scene with two panels



Left panel is a simple contact book from phone , where you can display of every single element by horizontal swiping.

In menu are available "Remove" and "Call" buttons

Right panel is demonstration of different configurations, such as :

- Left menu
- Different animation presets
- Different element sizes

Additional tutorials

[ASSET DEMONSTRATION VIDEO](https://www.youtube.com/watch?v=eGcW7xYVurM)

<https://www.youtube.com/watch?v=eGcW7xYVurM>

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