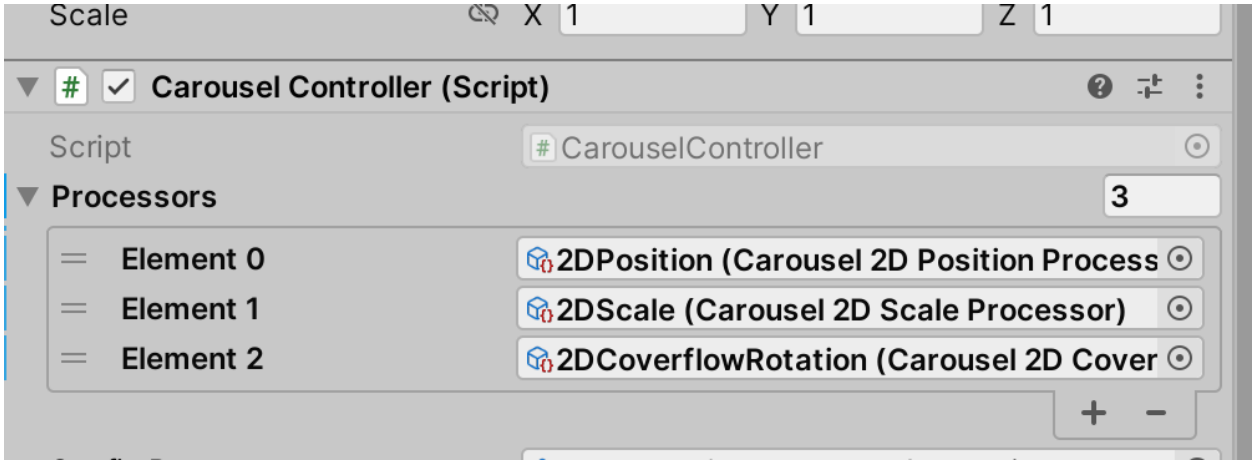
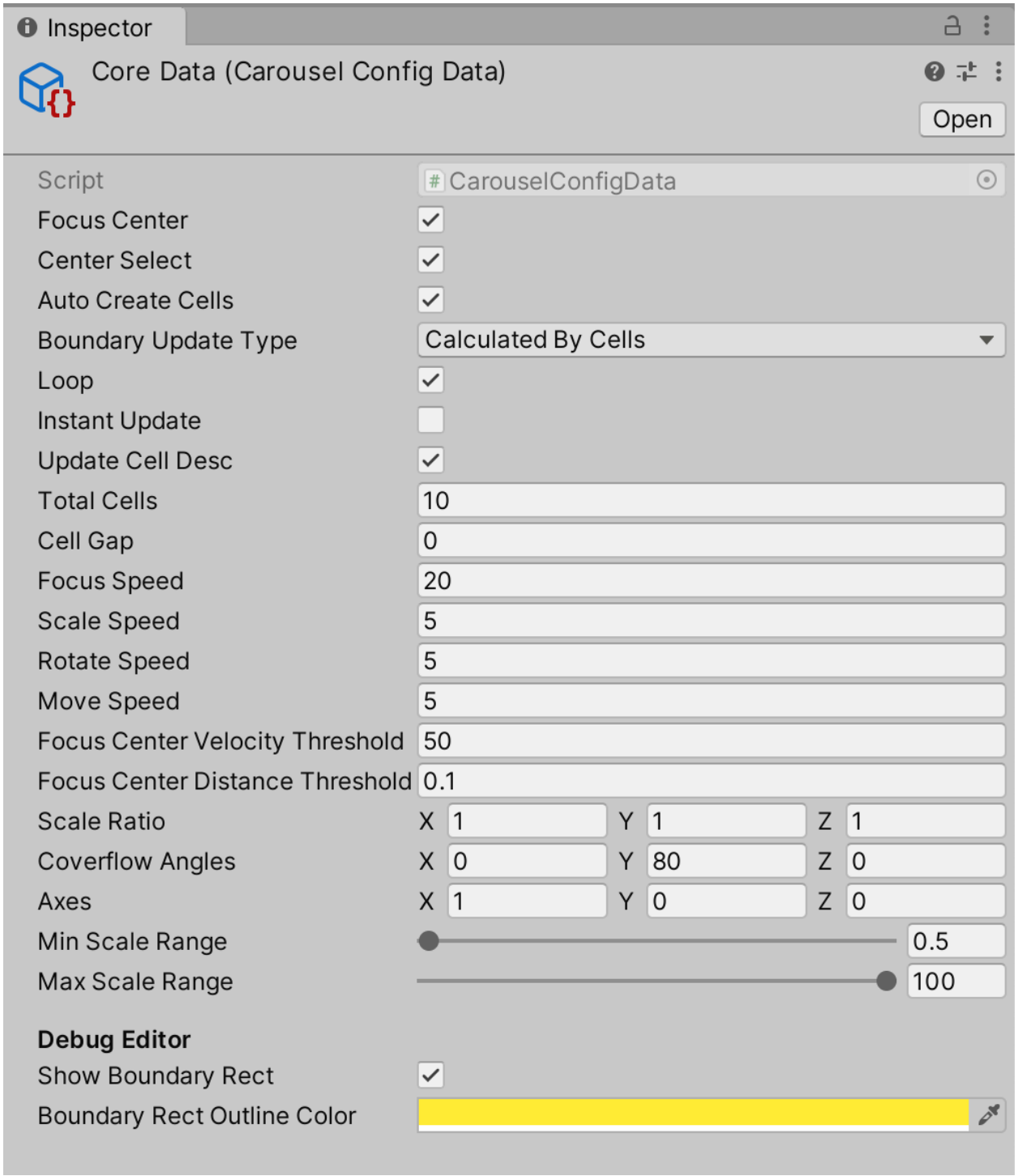
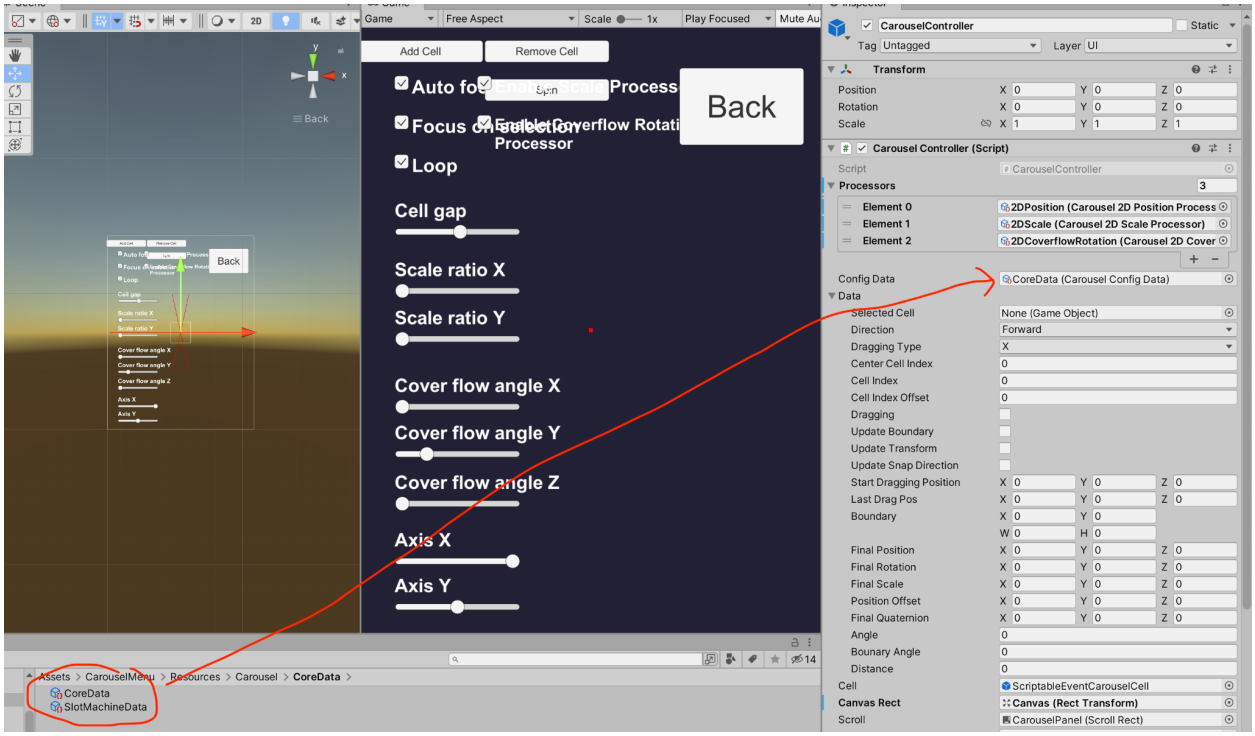
Thanks for purchasing the Carousel Menu!

Processor:
Carousel Menu calculates the cell transformation based on a stack architecture using scriptable processors, which allow you to design your own processor on top of each other to achieve different effects. For example, in the screenshot below there are 3 processors to achieve a scale coverflow style



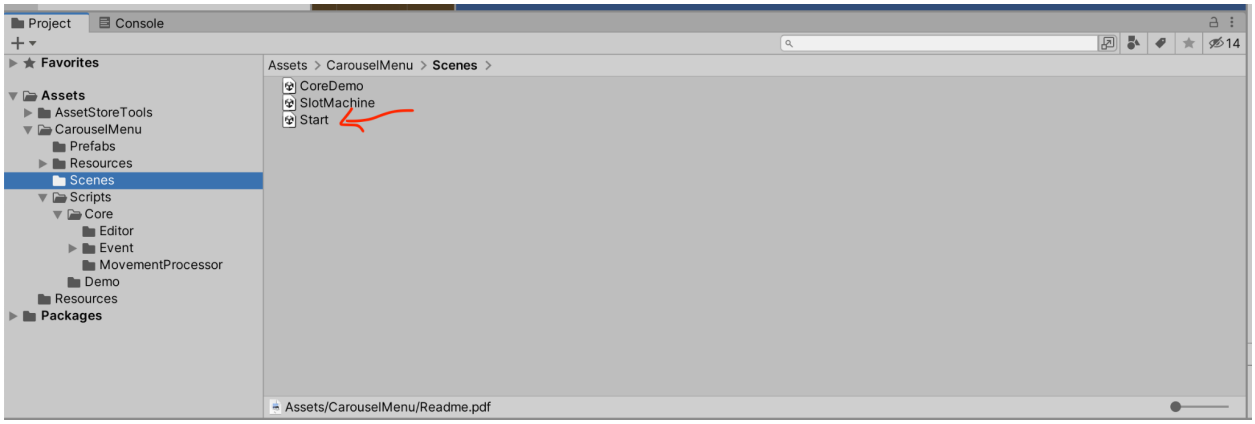
Config Data:
All the configurable data is inside, and you can drag in different config data to achieve different effect


Inspector
Core Data (Carousel Config Data)
Open
Script
CarouselConfigData
Focus Center
Center Select
Auto Create Cells
Boundary Update Type
Calculated By Cells
Loop
Instant Update
Update Cell Desc
Total Cells
10
Cell Gap
0
Focus Speed
20
Scale Speed
5
Rotate Speed
5
Move Speed
5
Focus Center Velocity Threshold
50
Focus Center Distance Threshold
0.1
Scale Ratio
X 1 Y 1 Z 1
Coverflow Angles
X 0 Y 80 Z 0
Axes
X 1 Y 0 Z 0
Min Scale Range
0.5
Max Scale Range
100
Debug Editor
Show Boundary Rect
Boundary Rect Outline Color



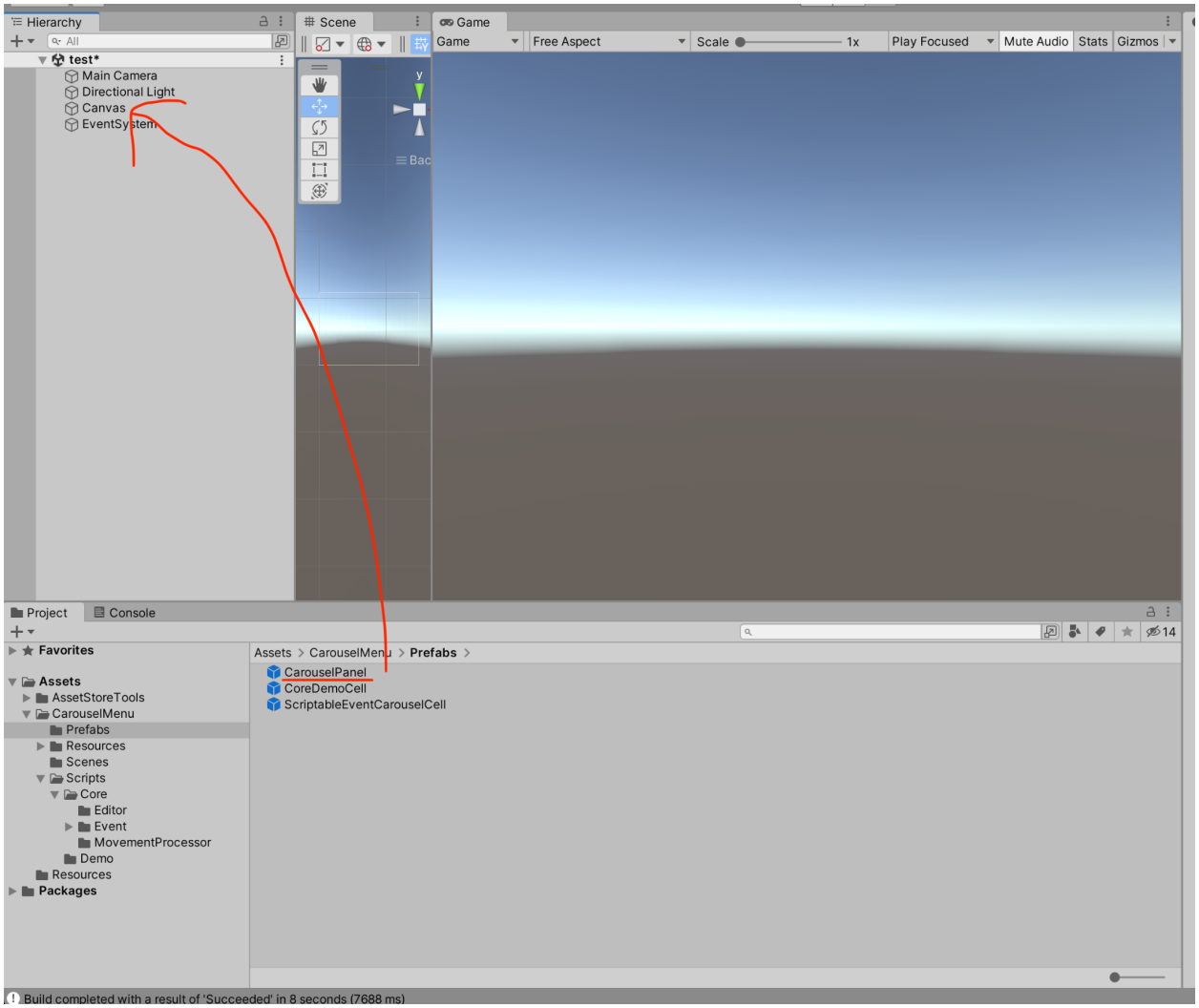
To test the demo:

- You can use the **Start** scene to see how the menu works. There are 2 sub scenes that you can check out independently:
    a. **CoreDemo**: Includes all major features that can tweak using UI
    b. **SlowMachine**: Sample usage of using multiple carousel menus to mimic slot machine

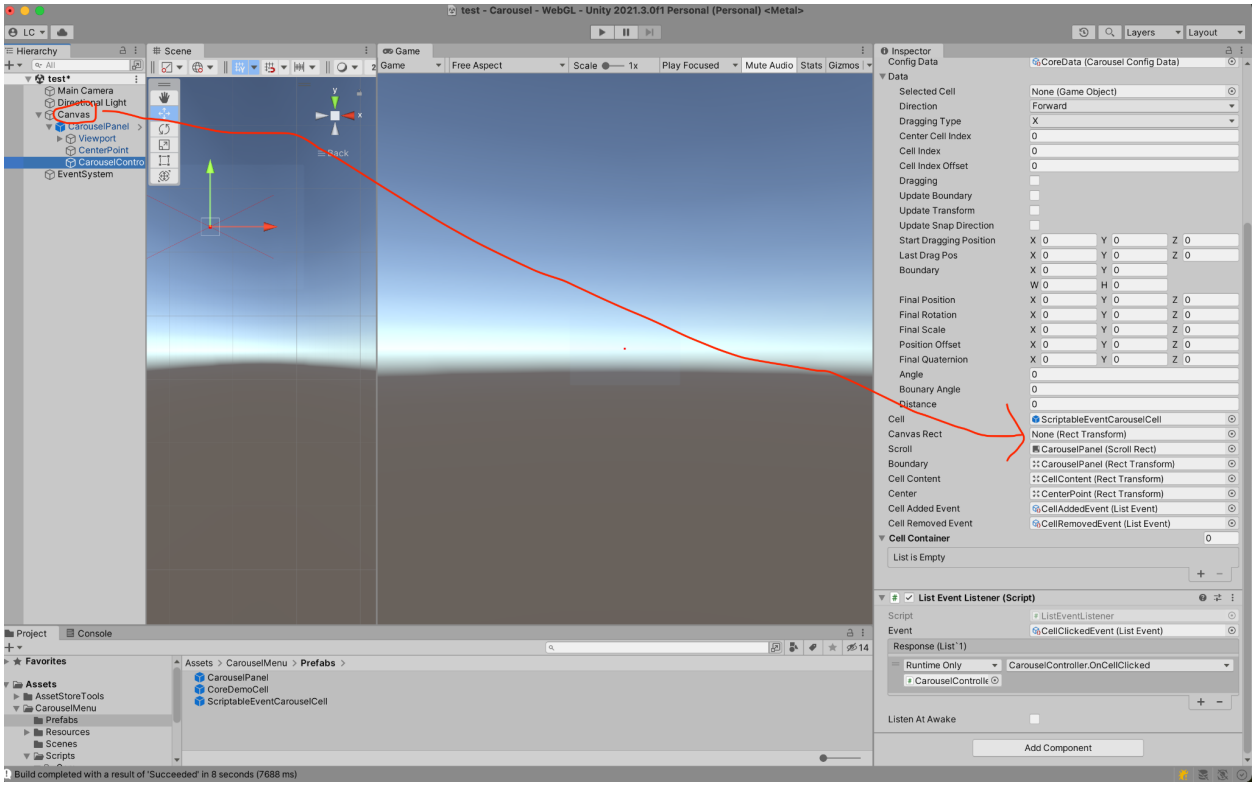


To add a new carousel menu, follow these steps:

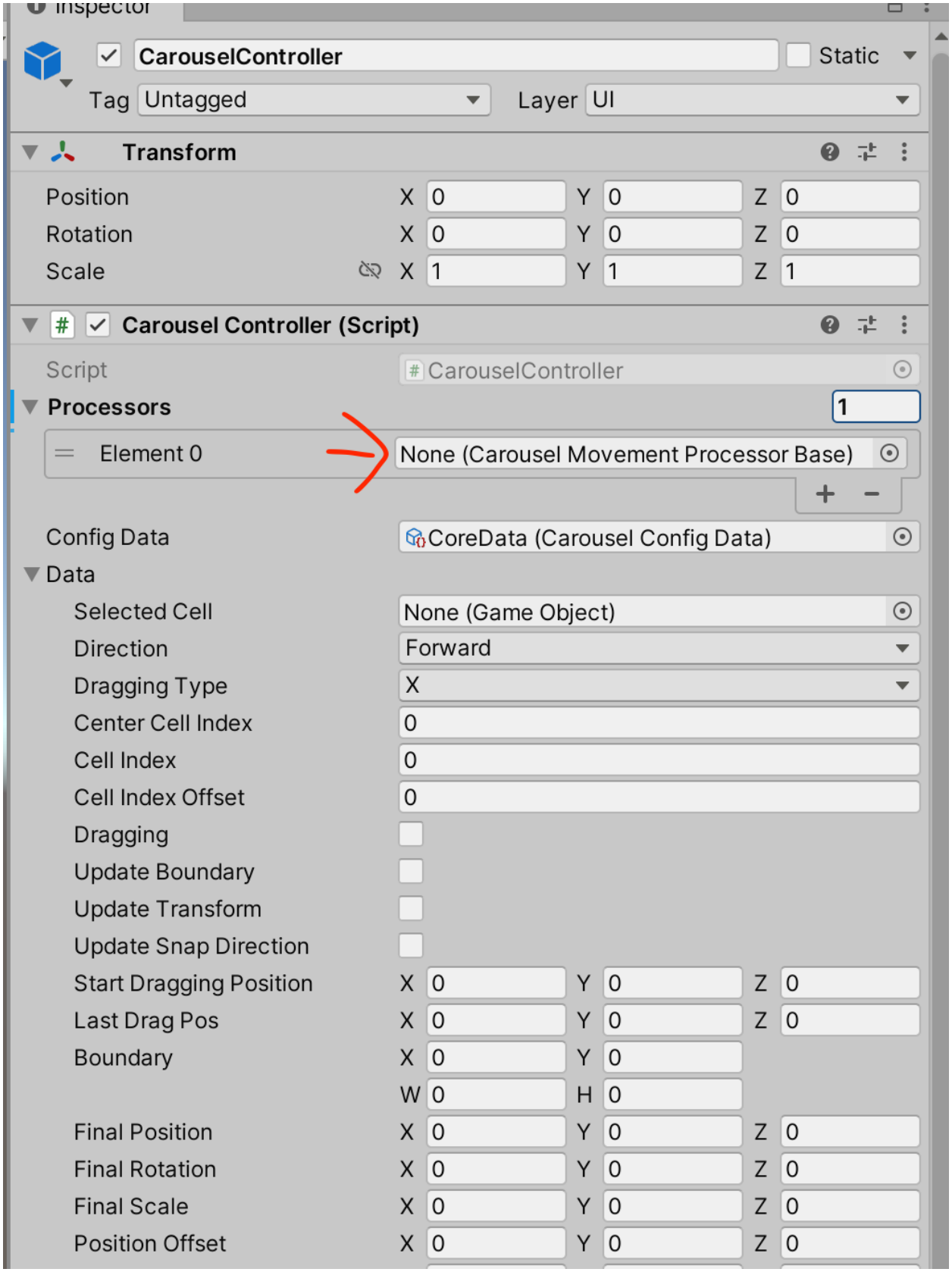
- Drag prefab “CarouselPanel” into your scene, under canvas

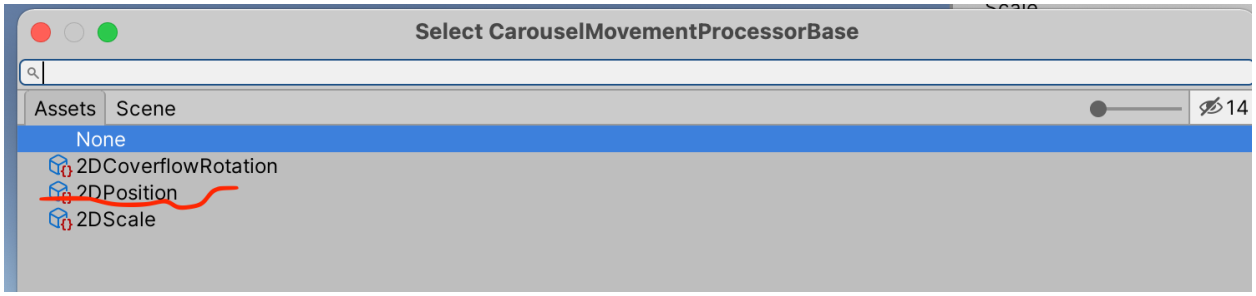


- Assign canvas to canvas rect



- Assign a position processor

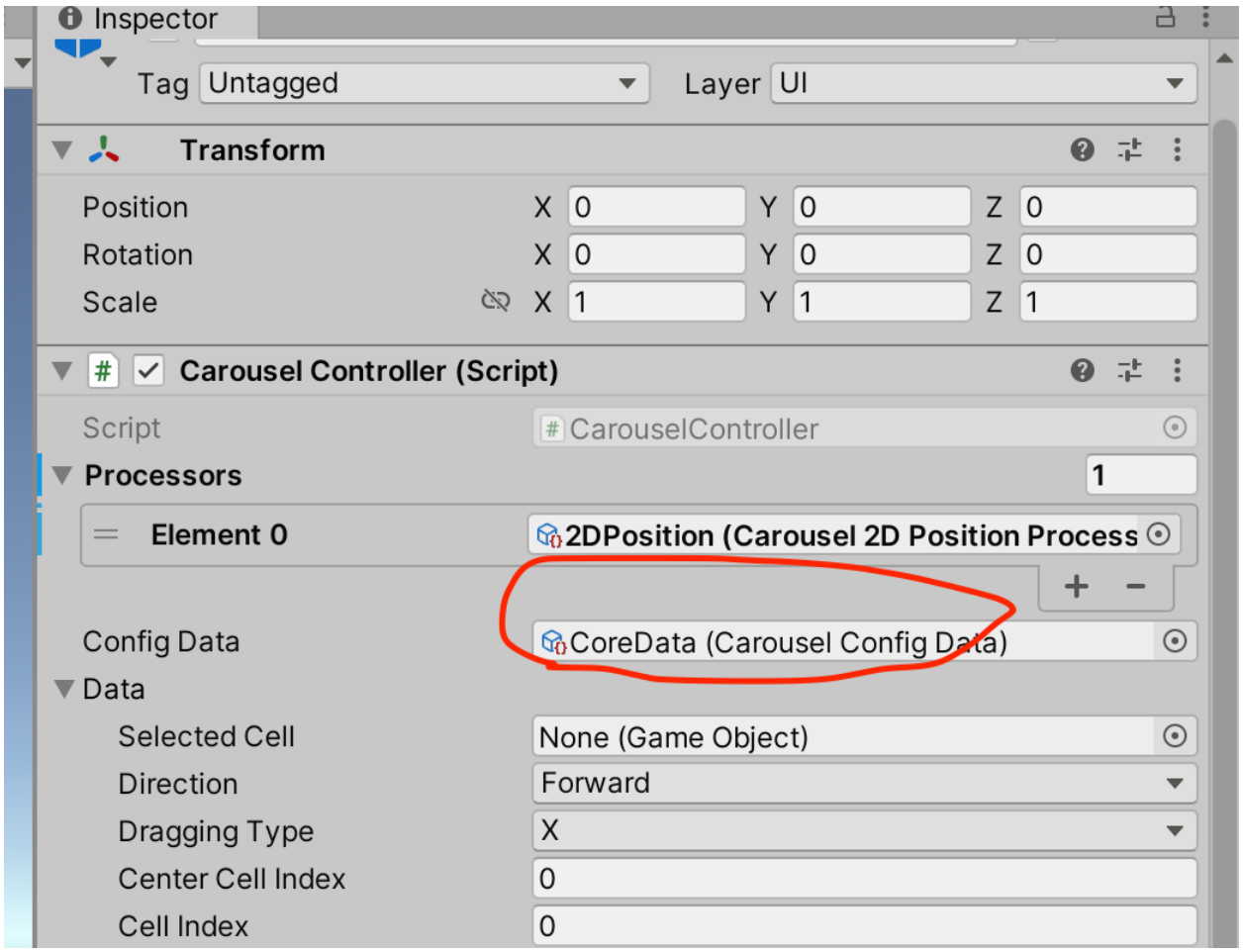

Inspector
CarouselController
Static
Tag Untagged
Layer UI
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Carousel Controller (Script)
Script CarouselController
Processors 1
Element 0
None (Carousel Movement Processor Base)
Config Data
CoreData (Carousel Config Data)
Data
Selected Cell
None (Game Object)
Direction
Forward
Dragging Type
X
Center Cell Index 0
Cell Index 0
Cell Index Offset 0
Dragging
Update Boundary
Update Transform
Update Snap Direction
Start Dragging Position X 0 Y 0 Z 0
Last Drag Pos X 0 Y 0 Z 0
Boundary X 0 Y 0
W 0 H 0
Final Position X 0 Y 0 Z 0
Final Rotation X 0 Y 0 Z 0
Final Scale X 0 Y 0 Z 0
Position Offset X 0 Y 0 Z 0



Hit play and you should be able to see the cells being populated automatically and you can drag around cells to test

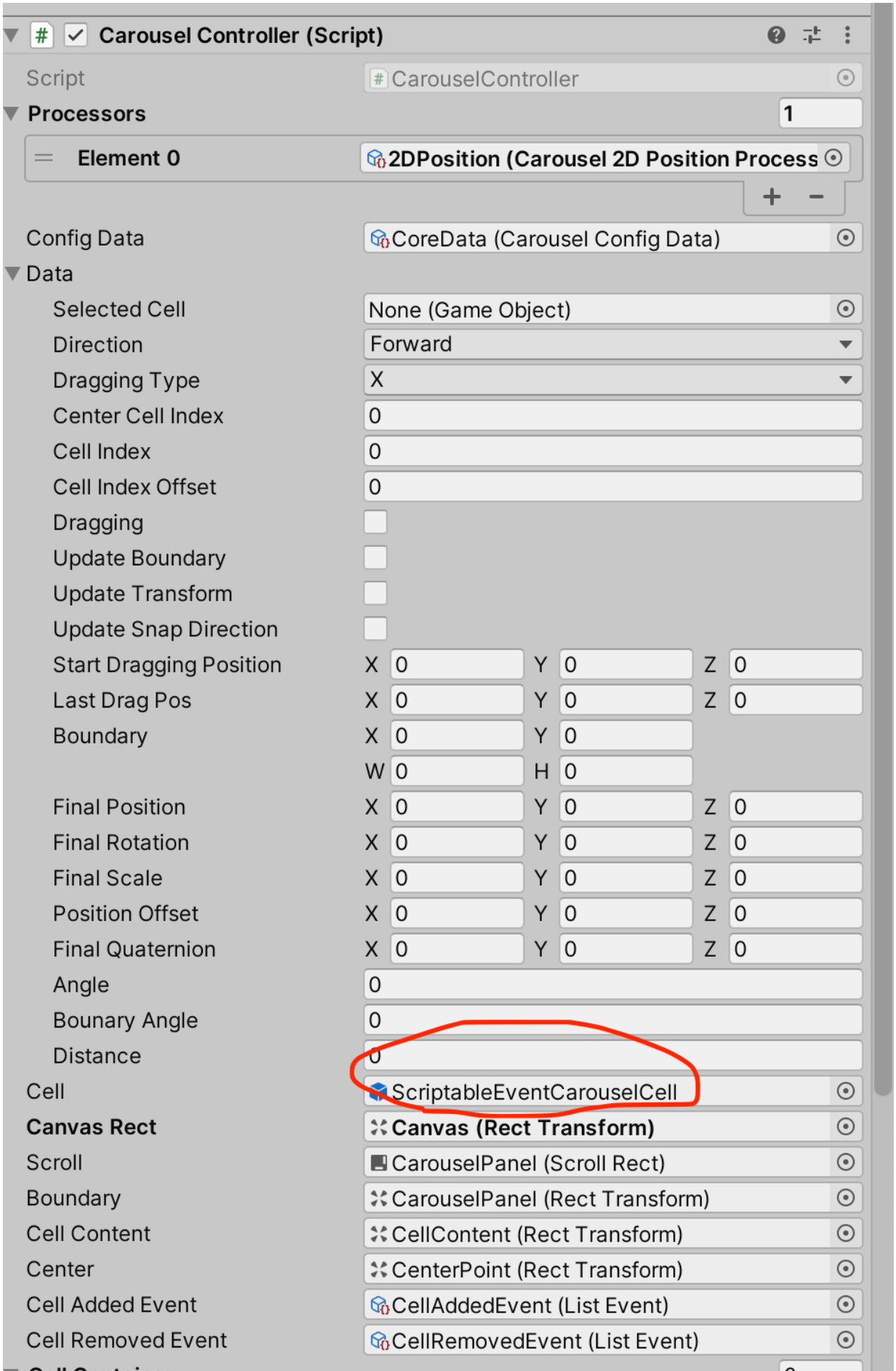
General Info:

- Carousel Controller uses a scriptable object called ConfigData to setup all the carousel calculations, and you can duplicate it to make your own settings

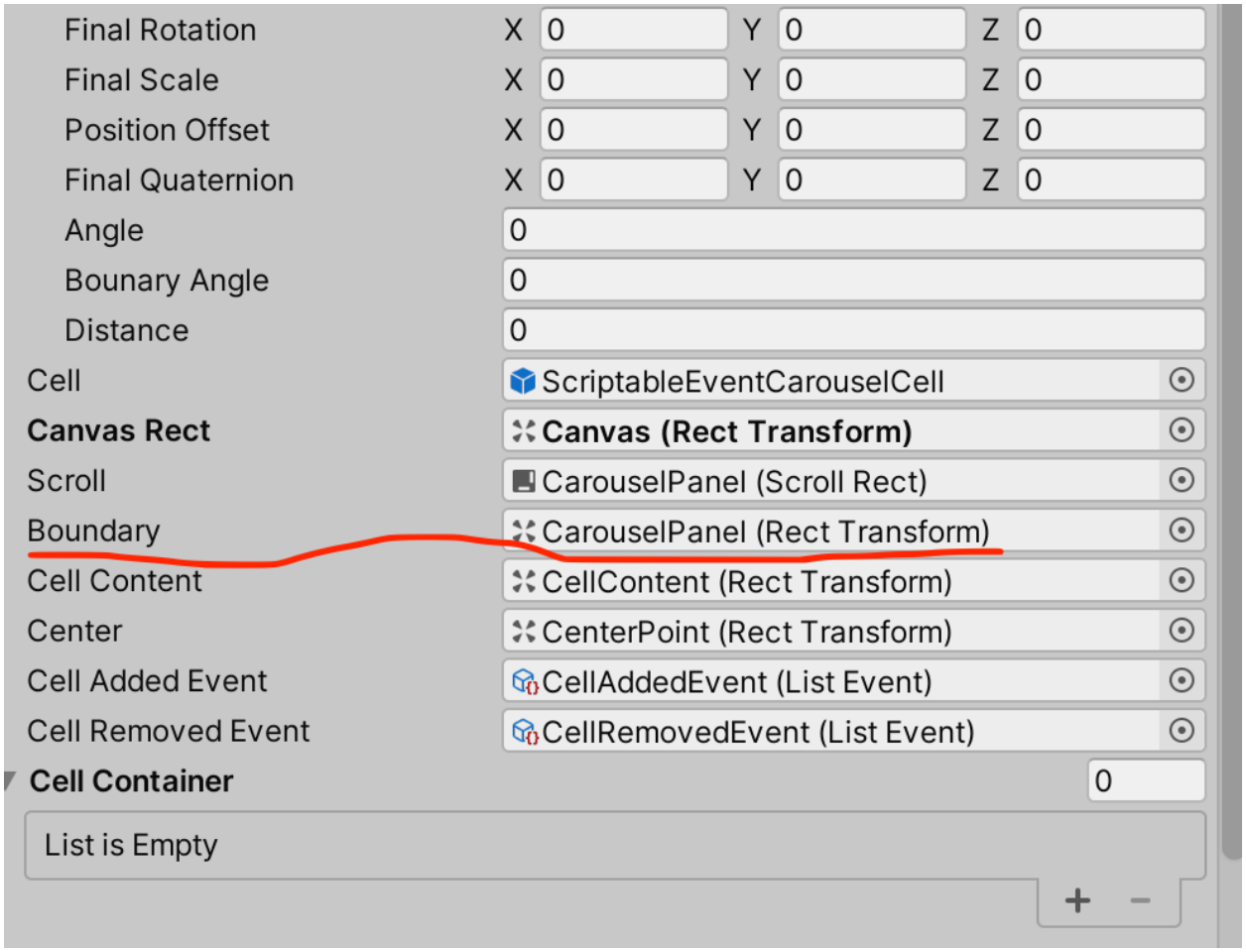


- **Focus Center**: If true then the closest cell will snap to center after dragging velocity is below a threshold
- **Center Select**: If true then clicking on any cell will make it snap to center

- **Auto Create Cells**: If true then CarouselController will automatically populate cells using the cell you assigned. By default there is one assigned already


Carousel Controller (Script)
Script
CarouselController
Processors
1
Element 0
2DPosition (Carousel 2D Position Process
Config Data
CoreData (Carousel Config Data)
Data
Selected Cell
None (Game Object)
Direction
Forward
Dragging Type
X
Center Cell Index
0
Cell Index
0
Cell Index Offset
0
Dragging
Update Boundary
Update Transform
Update Snap Direction
Start Dragging Position
X 0 Y 0 Z 0
Last Drag Pos
X 0 Y 0 Z 0
Boundary
X 0 Y 0
W 0 H 0
Final Position
X 0 Y 0 Z 0
Final Rotation
X 0 Y 0 Z 0
Final Scale
X 0 Y 0 Z 0
Position Offset
X 0 Y 0 Z 0
Final Quaternion
X 0 Y 0 Z 0
Angle
0
Bounary Angle
0
Distance
0
Cell
ScriptableEventCarouselCell
Canvas Rect
Canvas (Rect Transform)
Scroll
CarouselPanel (Scroll Rect)
Boundary
CarouselPanel (Rect Transform)
Cell Content
CellContent (Rect Transform)
Center
CenterPoint (Rect Transform)
Cell Added Event
CellAddedEvent (List Event)
Cell Removed Event
CellRemovedEvent (List Event)

- **Boundary Update Type:**
    - **Calculated by cells:** Controller will automatically calculate the boundary based on cells you add/remove
    - **Use rect transform:** Controller will use the boundary rect transform you assign in controller



- **Loop:** Loop the cells when they are over the boundary
- **Instant Update:** If true, cell transformation will update instantly instead of gradually changing to final transformation
- **Update Cell Desc:** If true, carousel controller will check if given cell has *ScriptableEventCellController* component and update its content with cell index during cell addition
- **Total Cells:** Total cells to create if **Auto Create Cell** is true
- **Cell Gap:** The distance between 2 cells
- **Focus Speed:** The speed to snap cell when **Focus Center / Center Select** is true
- **Scale Speed:** The speed to scale a cell when *2DScale* processor is in use
- **Rotate Speed:** The speed to rotate a cell when *2DCoverflowRotation* is in use
- **Move Speed:** The speed to move a cell when *2DPosition* is in use

- **Focus Center Velocity Threshold: Focus Center** logic will be activated when the velocity is below the threshold
- **Focus Center Distance Threshold: Focus Center** logic will be activated when the cell distance is bigger than threshold
- **Scale Ratio**: Used to calculate cell scale when *2DScale* is in use
- **Coverflow Angles:** Used to calculate cell angles when *2DCoverflowRotation* is in use
- **Axes:** Cell direction
- **Min/Max Scale Range:** Minimum/maximum scale when *2DScale* is in use
- **Show Boundary Rect:** if true then the controller will drag a rect visible in the editor, used for debugging purpose