Simple UI - Scroll View Extensions

([Online Version](#))

About

Simple UI - Scroll View Extensions drastically extend the utility of the Unity UI Scroll Rect. Smooth and eased snapping (works great whether dragging using touch, mouse or scroll wheel) and user input dependent animation make it possible to use the Scroll Rect in a wide range of scenarios such as level menus, item menus or interactive maps.

Your feedback is very welcome for improving the package and this document. Please comment here or write [me](#) with suggestions.

Scroll Rect Decorators

Scroll Rect Controller

The Scroll Rect Controller is the basis for most functionality in the Scroll View Extensions. It can calculate a normalized position for every Rect Transform within the Scroll Rect so that the element can easily be brought into focus.

Eased Scroll Rect Mover

The Eased Scroll Rect Mover animates the Scroll Rect so that, in conjunction with the Scroll Rect Controller, elements within the Scroll Rect can be brought smoothly into focus.
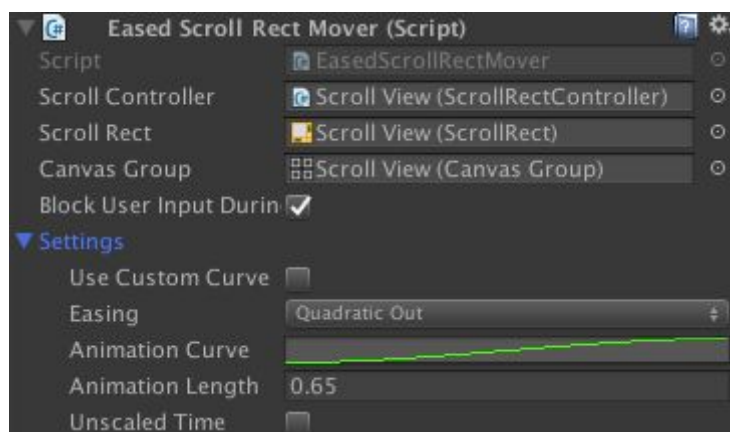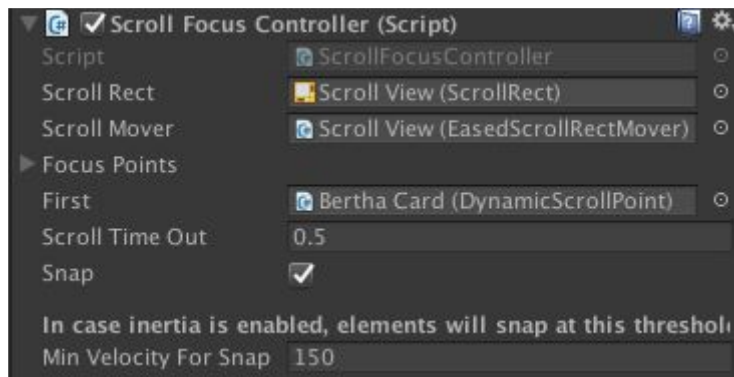

Important Properties:

- Block User Input During Scroll: If true the user can not manipulate the Scroll Rect while the Scroll Rect is animated. Otherwise the animation will be stopped and the user instantly regains control over the Scroll Rect.
- Settings: Setting for the animation of the Scroll Rect, whether to use a custom curve or an easing function and the animation length.

Scroll Focus Controller

The Scroll Focus Controller manages Scroll Points (elements of interest within the Scroll Rect). If snapping is enabled it will calculate the nearest Scroll Point and center the Scroll Rect on it using the Eased Scroll Rect Mover. Should the Scroll View be resized at runtime the Scroll Focus Controller will trigger a recalculation of the positions of all managed Scroll Points.
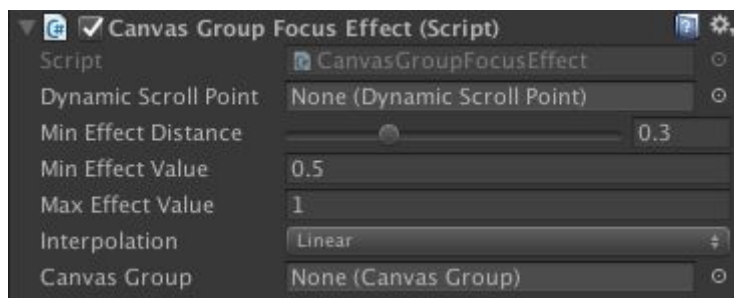
Important Properties:

- Scroll Time Out: if the user scrolls using a scroll wheel or touchpad the Scroll Rect will snap to the nearest focus point after the last input with this timeout (in seconds).
- Min Velocity For Snap: In case inertia is enabled on the Scroll Rect, snapping will occur only after the Scroll Rect has reached this velocity threshold

Focus Effects

Focus Effects are attached to Scroll Points and use the distance (normalized and interpolated) to the focus center for animation. This can make for great interactive effects whether the Scroll Rect is moved by the user or animation.

Important Properties:

- Min Effect Distance: The normalized distance threshold in which the effect is active.
- Min Effect Value: The minimum value of the effect (in case of the canvas group, alpha of animated elements will be at least 0.5 and at most 1 (Max Effect Value))
- Max Effect Value: The maximum value of the effect
- Interpolation: Interpolation between the minimum and maximum effect value