

3D Carousel Picker

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

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Description/Features

Arranges objects in a carousel so the user can choose between them.

- Add and remove objects to carousel, easily.
- Use Swipe, Buttons, or a part of the screen to rotate carousel.

Terms of Use

You are free to add this asset to any game you'd like. However:

please put my name in the credits, or in the special thanks section. :)

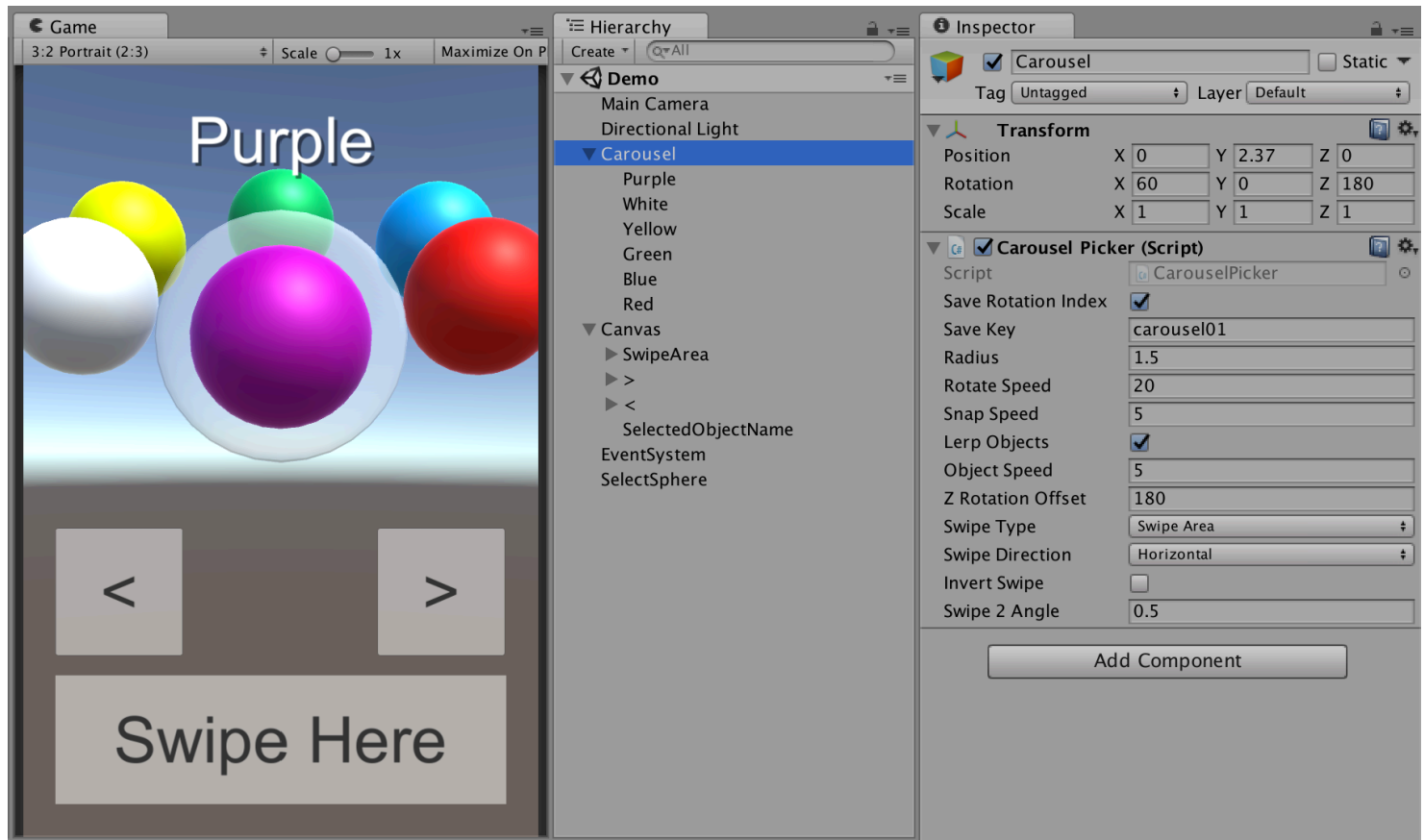
please do not re-distribute.

Table of Contents

1. CarouselPicker.cs
2. swipeArea.cs
3. RotateCarouselPicker.cs
4. getSelected.cs

CarouselPicker.cs

This carousel is just one GameObject with the CarouselPicker.cs script Children GameObjects (this will be the objects that make up the carousel) Note: depending on how you use this the Children might need components of their own.



Variables

saveRotationIndex:

whether or not we should save the carousel's rotation in the PlayerPrefs

saveKey:

The key used for saving the rotation in PlayerPrefs

radius:

Radius of the Carousel

rotateSpeed:

Speed at which the Carousel will rotate during swiping

snapSpeed:

Speed at which the Carousel will rotate after swiping

lerpObjects:

Whether or not objects will lerp into position or not

objectSpeed: the speed in which objects move (if lerpObjects is true)

rotationIndex: this number is used to how much the carousel should rotate

zRotationOffset: how much the carousel's rotation should be offset.

swipeType: fullScreen would allow the user to swipe anywhere on the screen, swipeArea would mean a swipeArea is needed to swipe this carousel.

swipeDirection: use to determine what direction of swiping will change the carousel.

invertSwipe: this will inverse the swiping direction, if true.

swiping: this is used to determine if the user is swiping, or not.

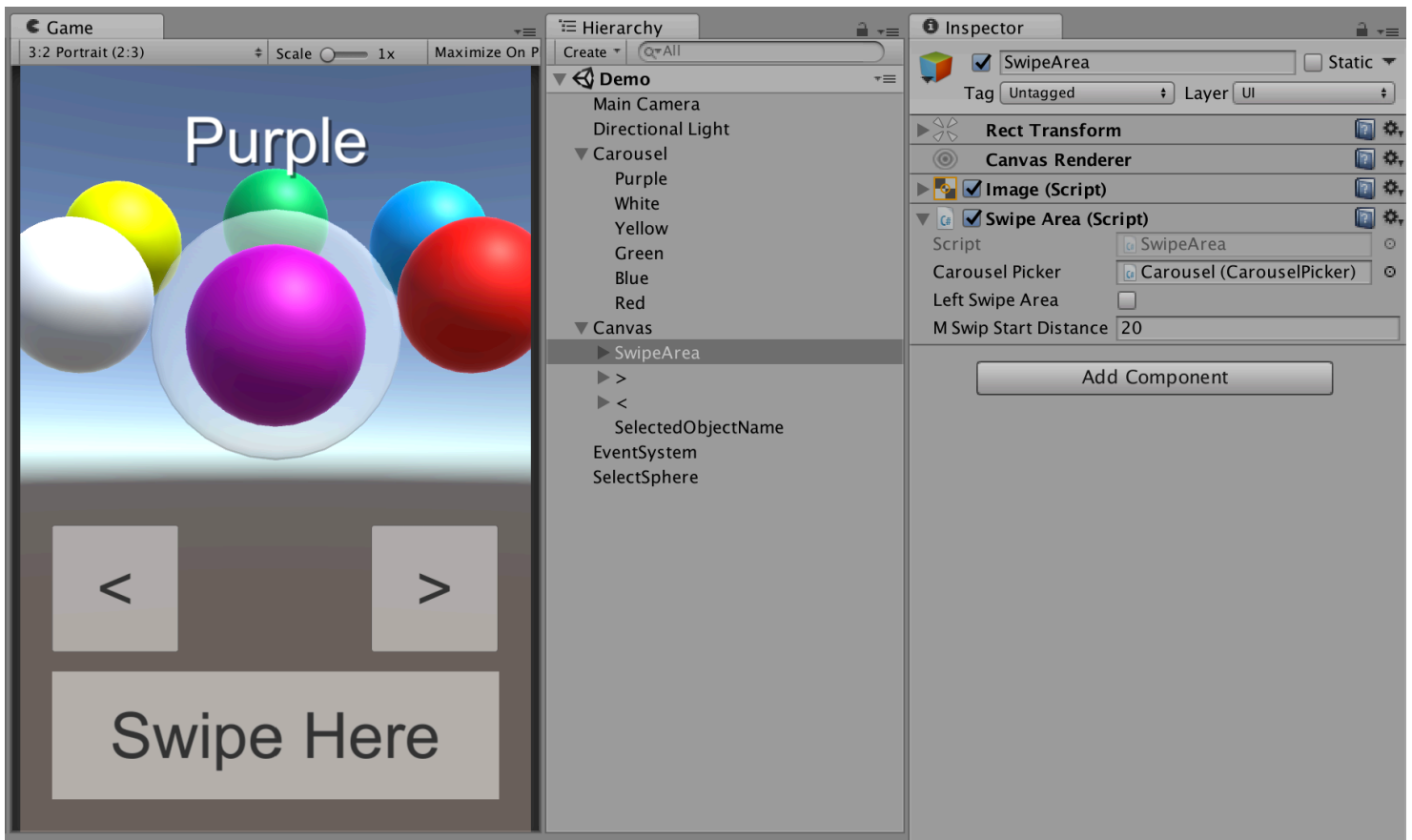
swipe2Angle: this is a multiplier to change the distance swiped into an angle of how much the carousel should turn.

swipeArea.cs

This script can be attached to a canvas object to create a Swipe Area, or TouchZone, that can override the carousel.

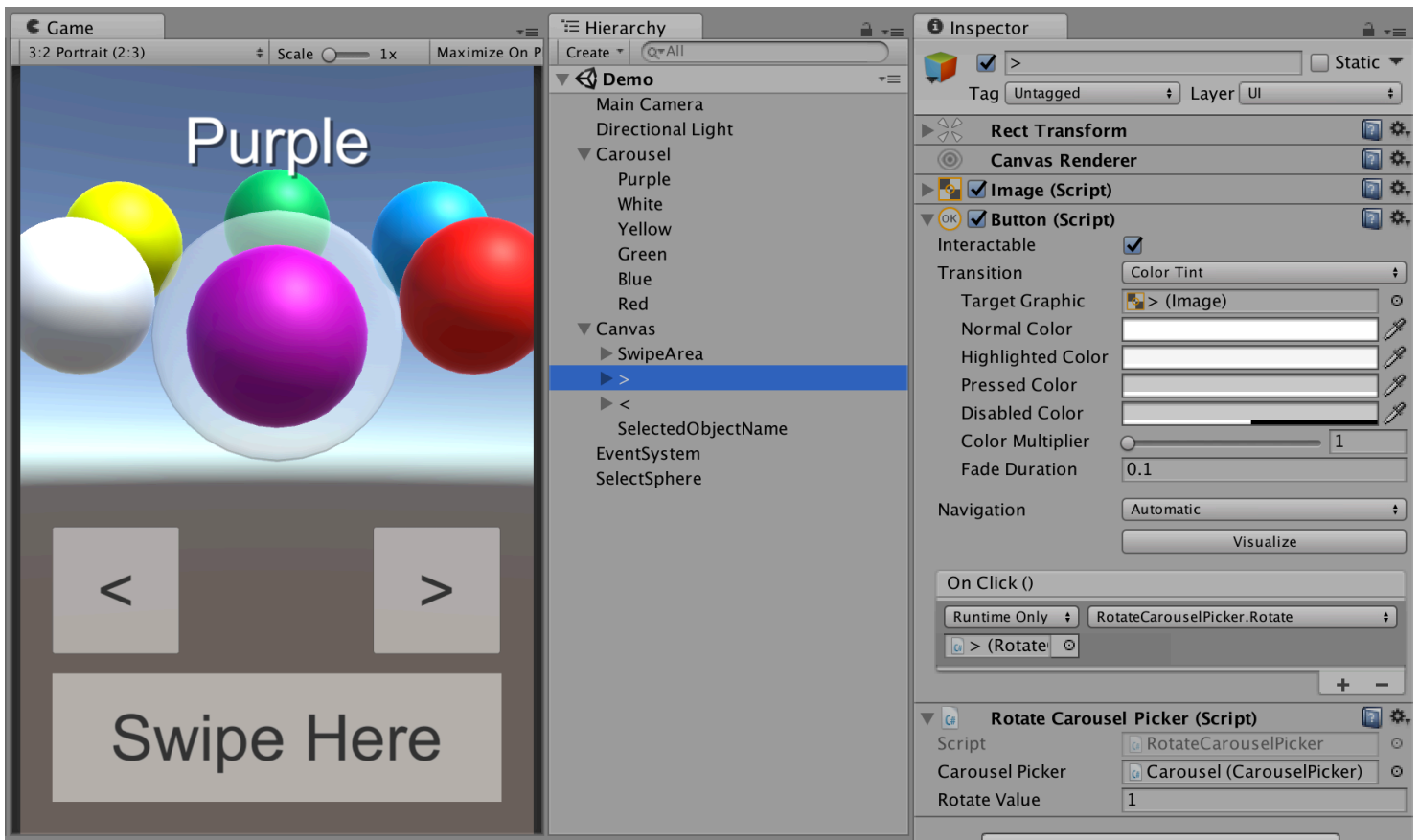
Make sure to attach a carousel to the CarouselPicker variable. The LeftSwipeArea is used to determine if the user's touch went outside of the area.

Note: please make sure the swipeType is set to swipeArea, in the CarouselPicker.cs



RotateCarouselPicker.cs

This is a pretty simple script that's just used to rotate the Carousel. In the Demo i have it attached to a button, but it can be assigned to anything.



getSelected.cs

The "SelectSphere.cs" is no longer needed. The selected object can now be obtained by using the following code:

```
GameObject selectedGameObject = carouselPicker.getSelectedObject();
```

C#

Or you can also set up a delegate to execute everytime the selected object changes. (see script for more information).

