3D Carousel Picker (a Unity Asset)

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Introduction

Hello Thanks for purchasing this product.
If you need to contact me for any reason you can find my contact information [here](#).

Description

Arranges objects is an carousel so the user can choose between them.

Features

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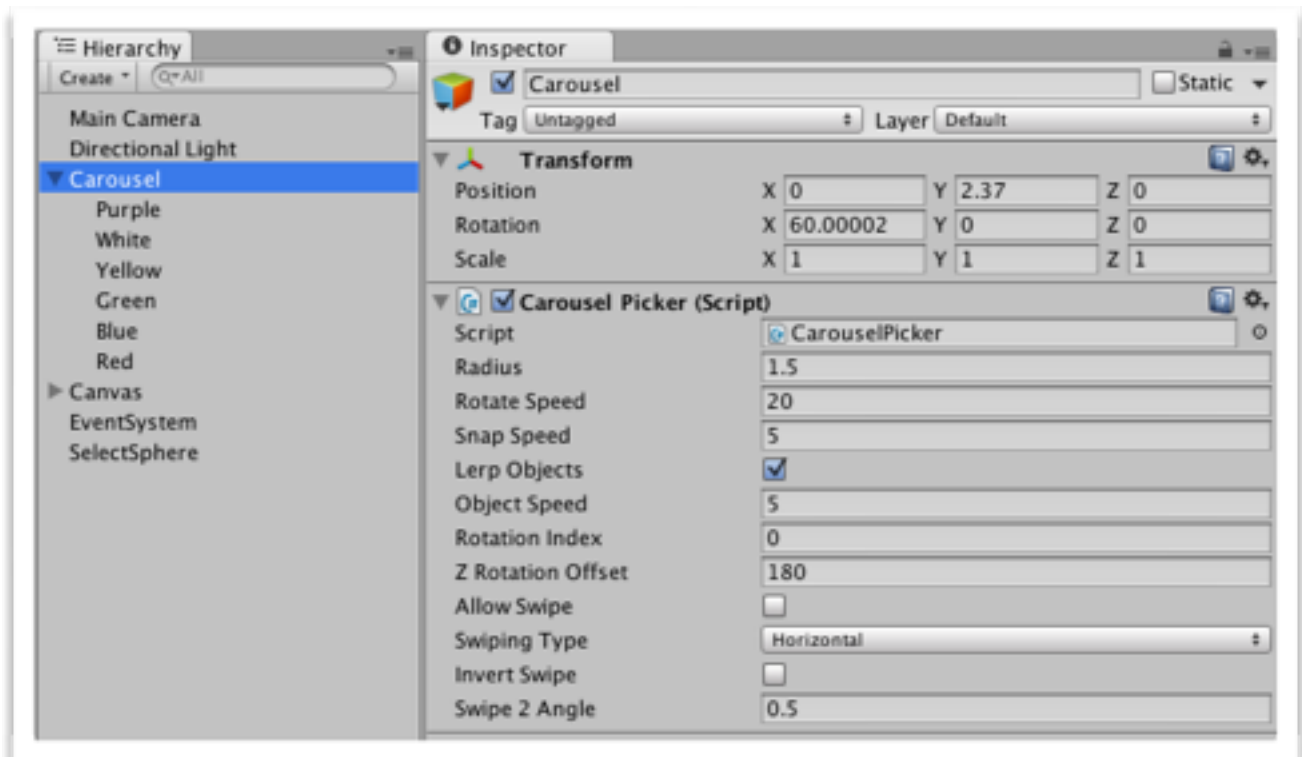Use Swipe,Buttons, or a part of the screen to rotate carousel.

Table of Contents

CarouselPicker.cs

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

Variables

radius: Radius of the Carousel
rotateSpeed: Speed at switch the Carousel will rotate during swiping
snapSpeed: Speed at switch the Carousel will rotate after swiping
lerpObjects: Weather 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 show be offset.
allowSwipe: If you are not going to override the CarouselPicker or use buttons to
        control it, then you should set this value to true. This will enable full screen
        swiping.
swipingTypes: 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
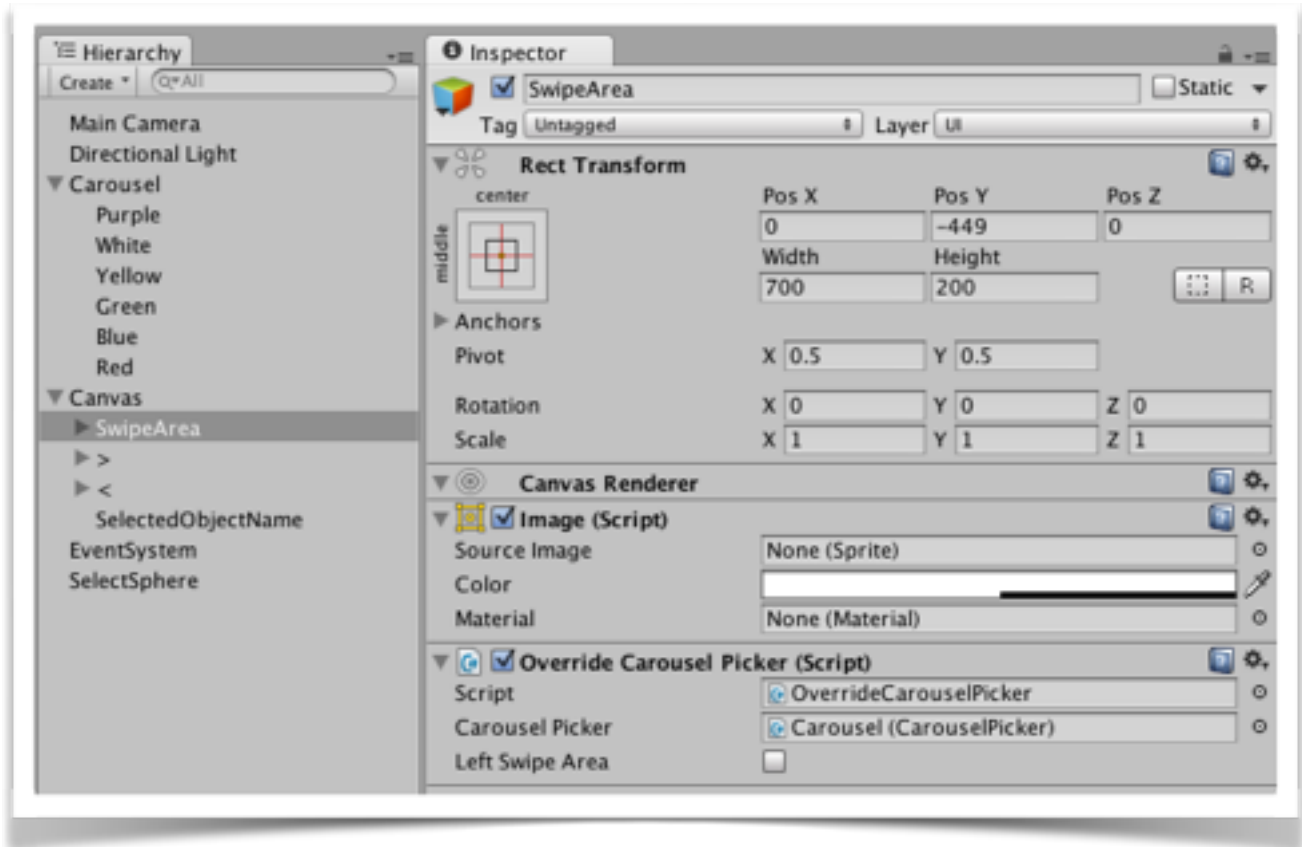   carousel should turn.

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

Note: make sure that the **allowSwipe is false** on the carousel.

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.