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## jQuery Scrolling Carousel v2.0

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### Options

Option Key	Default	Description
<b>autoScroll</b>	false	Boolean - If set to 'true' the scroller will scroll automatically at set speed in a set direction when the mouse cursor is not over it.
<b>autoScrollDirection</b>	'left'/'down'	String representing the direction in which the scroller should autoscroll (if autoscroll is on). Can be 'left,' 'right,' 'up,' or 'down' - the latter two apply to the vertical scroller.
<b>autoScrollSpeed</b>	10000	Integer representing the approximate time, in milliseconds, it takes for each pixel to scroll from one end of the scroller to the other while the scroller is autoscrolling. A setting of 10000 (the default) means that one

pixel will scroll from one end of the scroller element to the other in approximately 10 seconds, thus the higher the number, the slower the speed. Obviously the speed will vary according to the width of the scroller element so some experimentation may be required.

<b>looped</b>	true	Boolean - If set to 'false' the content will stop scrolling when its edge reaches the edge of the container, otherwise it will loop infinitely.
<b>scrollerAlignment</b>	'horizontal'	String - Set to 'vertical' to create a vertically aligned scroller, which scrolls up and down according to the vertical position of the mouse cursor over it.
<b>scrollerOffset</b>	0	Integer representing the amount the scroller content should be offset in percent when the scroller first loads. A value of '0' will align the left-most element of the scroller content to the left of the container, a value of '100' will align the right-most element to the right.
<b>scrollSpeed</b>	'medium'	String representing the relative speed at which the content will scroll when the user mouses over it. Can be 'slow', 'medium' or 'fast'.
<b>beforeCreateFunction</b>	null	A function to call before the scroller functionality is executed.
<b>afterCreateFunction</b>	null	A function to call after the scroller functionality has been executed.

## Exposed functions

To use these, an instance of the scroller needs to be stored in a variable.

Example:

```
var myCarousel = $('#my-carousel-container').scrollingCarousel();

$('#my-carousel-button').click(function() {
    myCarousel.Pause();
});
```

Function	Description
<b>Destroy(reInit)</b>	Removes the Scrolling Carousel functionality and returns the carousel element to its previous state. <b>reInit</b> : An optional flag to pass in case you don't want to remove everything
<b>Update(options)</b>	Updates the Scrolling Carousel. <b>options</b> : The options to pass into the updated carousel instance
<b>Pause()</b>	Stops the carousel from scrolling until the 'play' function is activated.
<b>Play()</b>	Re-enables the scrolling action on the carousel after the 'pause' function has been activated (also re-starts autoscrolling if it is turned on).