Thanks for purchasing the Character Carousel! I will try and keep this short :)

Most of the variables you will need to edit are on the CharacterCarousel component, adding a new one to any UI element should give you some example starting values.

Here are how to do a few common tasks;

Adding More Screens
To add more screens alter the Screens To Spawn variable.

View More Screens At Once
To view more screens at once lower the Offset Between Elements variable, I recommend doing this whilst the game is running and then copying the change once you are finished.

The alternative is to also shrink your elements in combination with lowering the above variable or to move your elements further away from the camera (by increasing the Z value on the Carousel object).

If you do move objects back you should also follow the heading for Altering The Edges.

Altering The Edges
If you find you don't want the carousel to be as close to the edge of the screen, or you have moved it back and want to expand the entire view, then you will need to edit the Transitional Object.

First drag the Element prefab to be a child of the carousel. Then find the TransitionalObject script and click the 'Position' button followed by the 'Data' heading, you should now see a value for the Start Position. Its worth hitting the View button to get an idea of where the edge currently is and then move your object to its new edge and click the 'Update' button. You can also manually edit the number fields.

Once you are done don't forget to hit Apply so changes are reflected in your prefab!

The Edges Are Too Thick
If you want to change the space between each page whilst on the edges simply reduce or increase the Edge Width variable to increase the spacing between each page on the edges.

Swiping Very Fast Takes Too Long To Stop
If you prefer to stop more abruptly when players wipe very fast then you can reduce the Braking Time variable.

Everything Else

If you want to edit the snapping or jumping then I would recommend reading the comments in the code itself. I will summarise the variables here:

Min Speed Threshold:
This determines what counts as essentially stopped. Reducing this number can make things a little smoother but can also mean animations take longer. Increasing this number means things will snap a little quicker but can also lead to jerkier animations.

Snapping Percentage:
This is similar to the min speed and determines when to stop moving and simply snap to the desired position. Reducing the value can lead to smoother but slower animations and increasing the number means things can snap much quicker but jerkier.

Jumping Time:
This is how long it takes to jump to any screen clicked by the user.

Jumping Acceleration Time:
This helps smooth the initial acceleration when jumping to a new screen. Increasing this will give take more time to get to full speed but also make the animation take longer.

Any issues you can either head to the forums:
http://forum.unity3d.com/threads/character-or-photo-carousel-ugui.371574/

Or drop us an email:
support@K2Games.co.uk