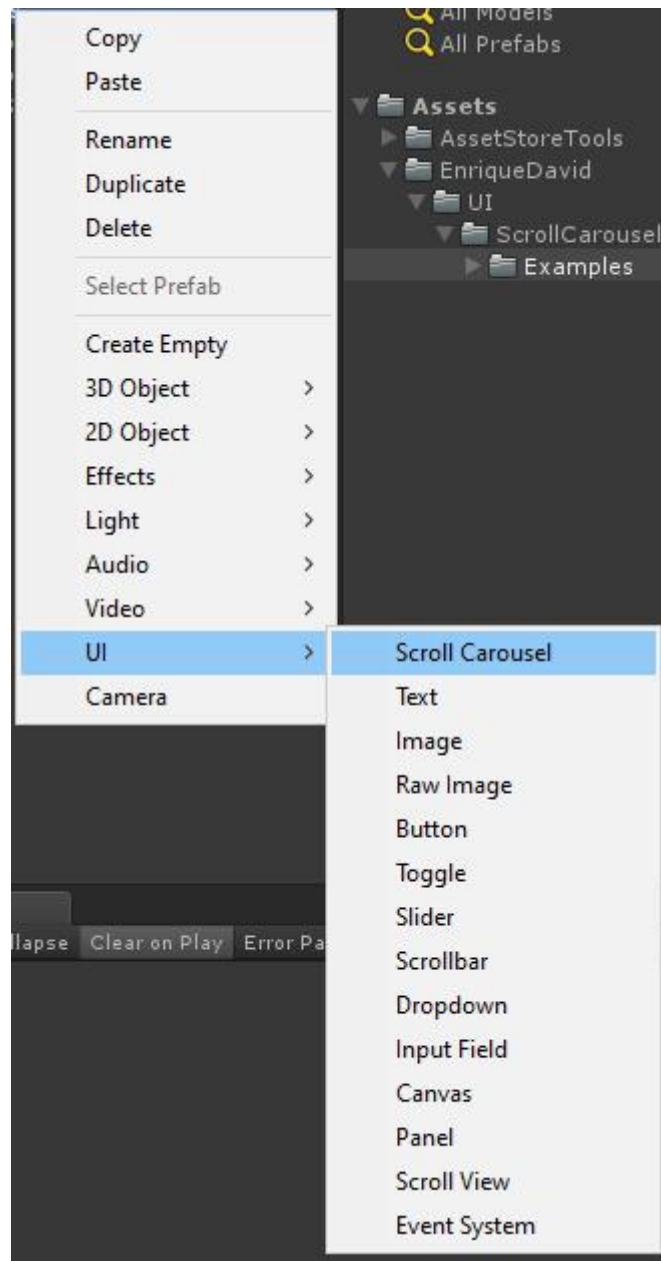


Scroll Carousel

Version 1.0

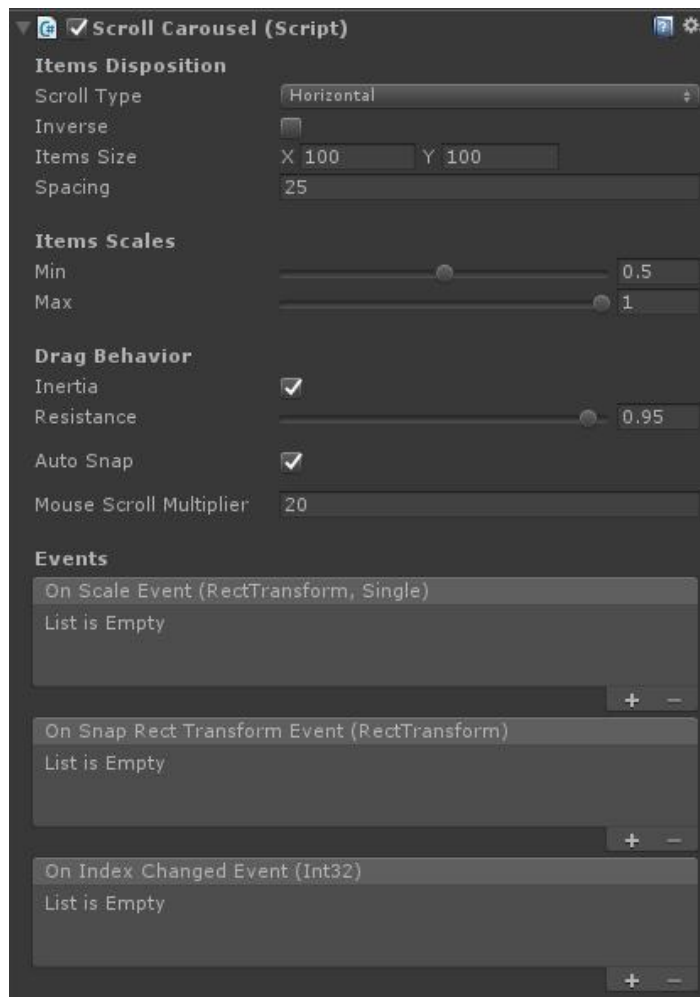
Create a Scroll Carousel



You can create a new Scroll Carousel using the Unity context menu: UI / Scroll Carousel.

* Remember this is a UI element, so you need to create it where there is a parent with Canvas

Options of Scroll Carousel



Scroll Type: Select what scroll you want

Inverse: Invert order of items in scroll

Item Size: The width and height of each item

Spacing: The space between items

Items Scales: The scale min and max for the items

Inertia: Apply smooth stop to the scroll

Inertia Resistance: The deceleration force

Auto Snap: Auto center items to the center of scroll area

Mouse Scroll Multiplier: Multiplier for wheel mouse scroller

On Scale Event: Trigger by each item when its scaled

On Snap RectTransform: Trigger when a item is auto snapped

On Index Changed: Trigger when the center item in scroll area changed

Scripting

RectTransform[] GetItems()

Get an array of Items (RectTransform)

SnapTo(RectTransform item)

Snap item to the center of scroll area

SnapTo(int index)

Snap item index to the center of scroll, useful for Prev & Next buttons