Carousel View

Files/Directories in the package:

FatMachines

       CarouselView (Folder contains the main files)

       Example.unity (example scene setup)

       Example.cs (example script setup utilizing the main scripts in CarouselView Folder)

How to Setup:

- Create a panel with width equal to the total width of scroller contains all the elements and height equal to a single element.
    - Example: In the given example, single item have the width 900 and height 450. And total number of items are 5. So, the scroll panel's width is 4500 and the height is 450.
- Attach the script Scroller to the scroll panel. The script will take 4 variables:
    - Extra Slide Duration: Scroll View will scroll till the entered duration after finger is moved from the screen.
    - Scroll Friction: The is the friction to stop the scrolling panel.
    - Child Rect Transform: Drag any child panel/image to let scroller use a child element.
    - Ignore Displacement: This is the extra distance covered in swipe of finger. (For the boundaries of the scroller)
- Attach the script Scaler to all the panel/image. This script will help these panels to scale according to the positions. This will take 4 variable:
    - Min Scale: Scale to go to the minimum limit when the item is away from the center.
    - Max Scale: Scale the item to the maximum scale (given value) if it's in the center.
    - Screen Ratio: Screen ratio at which the item will start to scale down.

Now you can click on any item to select it or use it for anything.

You can create a separate Button to select the item and use for the reference or pass it on. Create another script which is Example.cs in the example. Make function SelectItem with the index (you can create without the index too).

```
public void SelectItem(){
      Debug.Log("Selected Index: " + scroller.GetCurrentItem());
   }


   public void SelectItem(int index){
      if(scroller.IsScrolling()){
          return;
      }
      Debug.Log("Selected Index: " + index);
   }
```

Call the SelectItem function onClick of the button.

If you have any queries contact us on: support@fatmachines.com
Website: http://fatmachines.com