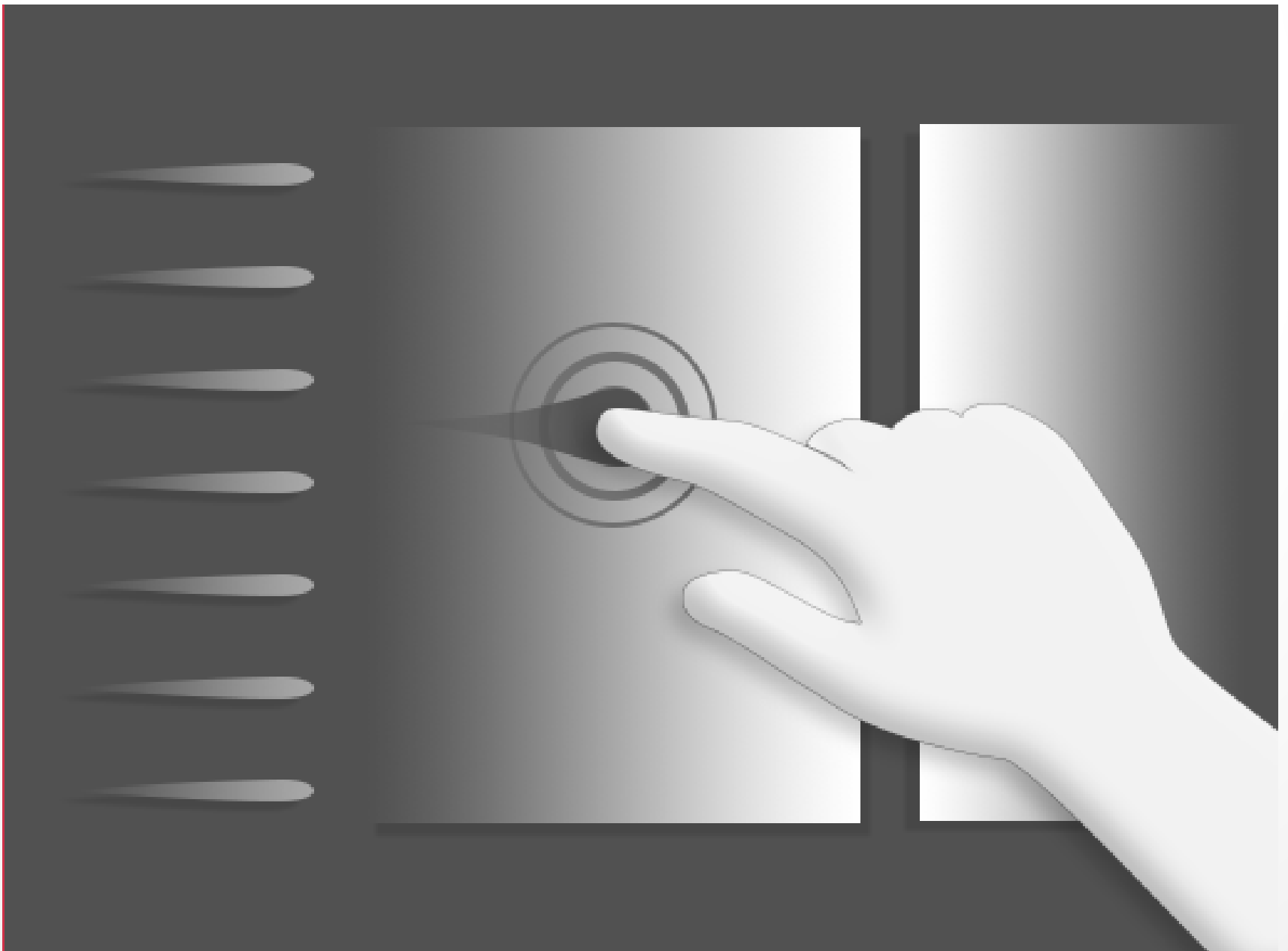# Magnetic Scroll View
User Guide

Creating a new Magnetic Scroll View

GameObject	Component	Fullscreen	Asset Store

Create Empty	Ctrl+Shift+N
Create Empty Child	Alt+Shift+N
3D Object	>
2D Object	>
Light	>
Audio	>
UI	>
Particle System	
Camera	
Center On Children	
Make Parent	
Clear Parent	
Apply Changes To Prefab	
Break Prefab Instance	
Set as first sibling	Ctrl+=
Set as last sibling	Ctrl+-
Move To View	Ctrl+Alt+F
Align With View	Ctrl+Shift+F
Align View to Selected	
Toggle Active State	Alt+Shift+A

Text
Image
Raw Image

Button
Toggle
Slider
Scrollbar
Dropdown
Input Field

Canvas
Panel
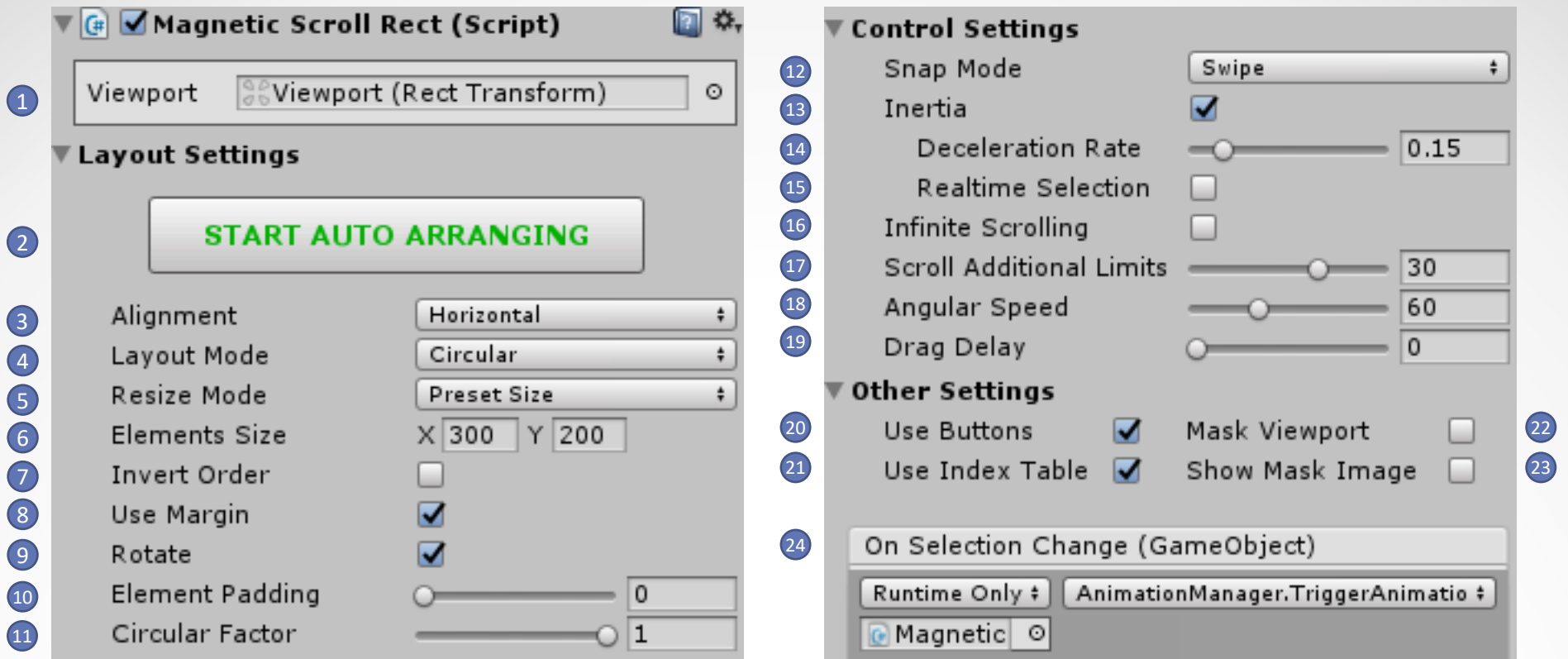Scroll View
Magnetic Scroll View

Event System

> By clicking on the Magnetic Scroll View button in the context menu, this will create a **Magnetic Scroll View** inside the existing Canvas. If your scene doesn't have a Canvas, a new one will be created with the **Magnetic Scroll View** inside it.
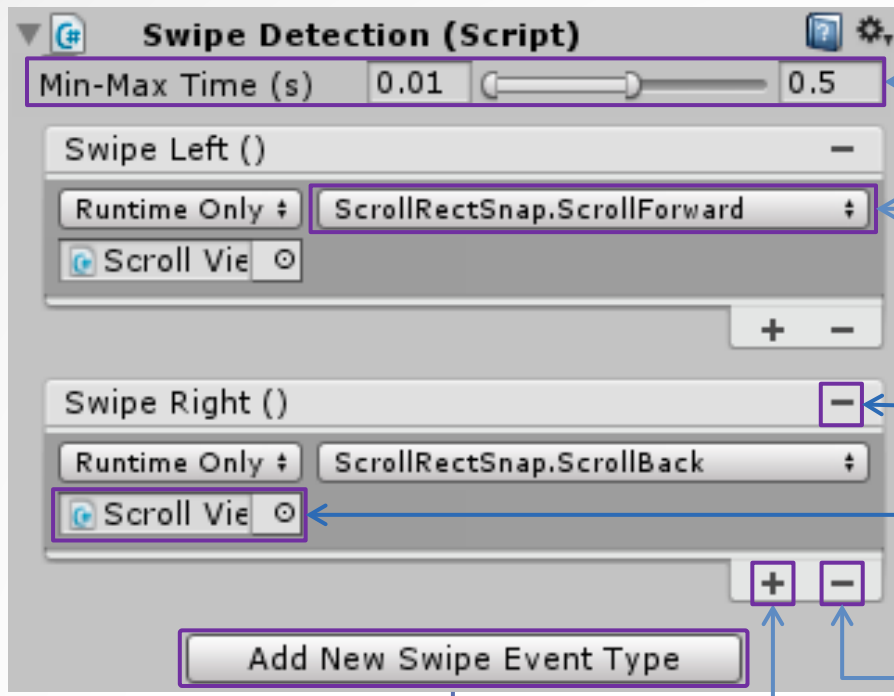
Magnetic Scroll View Hierarchy
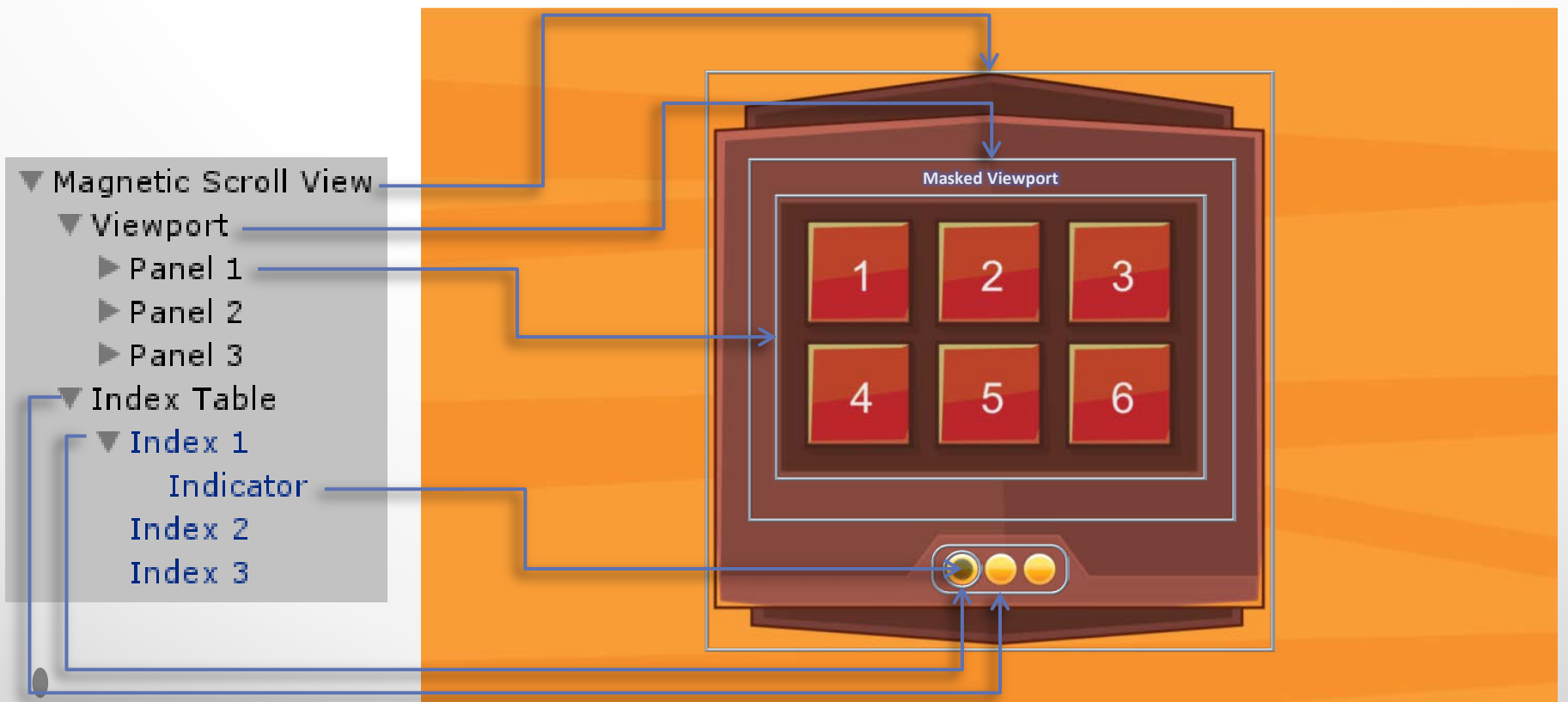
Setting up the Magnetic Scroll Rect

1. Receives Viewport Rect Transform Reference
2. Auto Arranging Mode, when started any change made to elements will cause a rearrangement.
3. Elements alignment ordering (Horizontal or Vertical).
4. Change Layout Mode (Circular or Linear).
5. Show Drop Down Menu with Resize Mode options:
   - ➢ **Preset Size** – Resize all elements to the preset size on Elements Size field.
   - ➢ **Fit To Viewport** – Resize all elements fitting to viewport size.
   - ➢ **Free** – The elements will only be resized manually.
6. Set the element size manually if Resize Mode is set to "Preset Size".
7. Inverts the order of elements arrangement.
8. Creates a margin between elements and viewport.
9. Rotate the elements according to its angular position, based on circular factor. This will centralize the pivot automatically.
10. Additional space between elements.
11. Float value between 0 - 1 that defines how circular the elements will be positioned.
12. Show Drop Down Menu with Snap Mode options:
    - ➢ **Swipe** - In this mode, the users just need to Swipe in one of four directions (UP, DOWN, RIGHT, LEFT), then the next/previous element will snap to the center.
    - ➢ **Snap To Nearest** - This will make the nearest element to snap on the center.
    - ➢ **Both** - Same as Swipe mode, but when the swipe is cancelled, the nearest element will snap on the center.
    - ➢ **None** - This mode allows the user to drag the content freely.
13. When Inertia is set the content will continue to move when the pointer is released after a drag.
14. Deceleration rate determines how quickly the contents stop moving. A rate of 0 will stop the movement immediately. A value of 1 means the movement will never slow down.
15. Update the current selected index in real-time when Inertia is toggled on.
16. Allows to scroll infinitely, from first to last element and vice versa (Circular Layout Mode only).
17. Increases the limits of scrolling when Infinite Scrolling is toggled off.
18. The angular speed in which the elements move from one point to another.
19. Slows down the content dragging.
20. Whether the buttons should be used to control the scrolling or not.
21. Show Index Table, indicating the current index position.
22. This option will *enable / disable* the Mask Component of the viewport.
23. This option will toggle *on / off* the Show Mask Graphic in the Mask Component of the viewport.
24. A UnityEvent that is invoked when the current selection changes. The event can send the current selection as a GameObject type dynamic argument.

Setting up the Swipe Detection

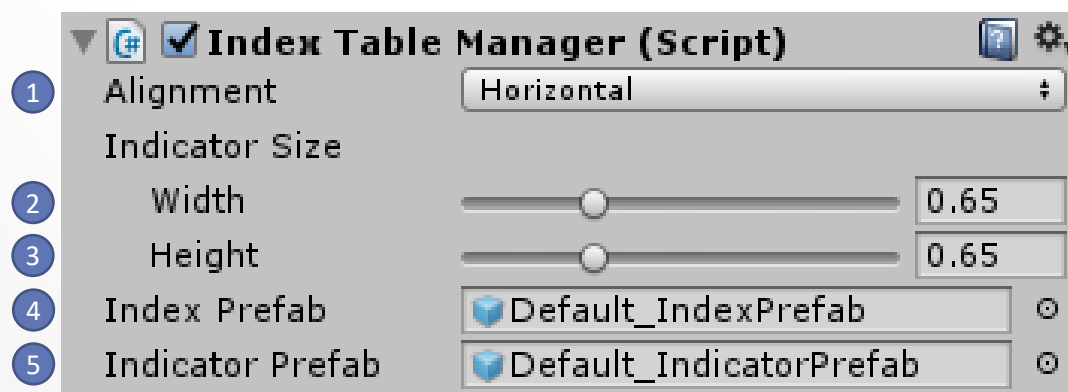This component goes in the GameObject **Magnetic Scroll View**

Swipe Detection (Script)		? ⚙
Min-Max Time (s)	0.01 ⊏━━━⊐	0.5

Min and Max time in seconds for Swipe detection

Swipe Left () —

Runtime Only ⧩ | ScrollRectSnap.ScrollForward ⧩

Select the Action that will be triggered on this event

ⓒ Scroll Vie ⊘

＋ －

Swipe Right () ━

Remove this Event

Runtime Only ⧩ | ScrollRectSnap.ScrollBack ⧩

ⓒ Scroll Vie ⊘

Component reference that contains the Action needed

＋ －

Add New Swipe Event Type

Cancel
Up
Down
Right
Left

Add new Action to this Event Type

Remove selected Action on this Event Type

Adds a new event of the chosen type. When the chosen event is added it will be shown greyed out on the dropdown menu

Setting up the element Index Indicator

▼ ⓒ ☑ Index Table Manager (Script)		? ⚙
① Alignment	Horizontal	⧩
Indicator Size		
② Width	━━━●━━━	0.65
③ Height	━━━●━━━	0.65
④ Index Prefab	🔷 Default_IndexPrefab	⊙
⑤ Indicator Prefab	🔷 Default_IndicatorPrefab	⊙

This component goes in the GameObject **Index Table** and requires one of the **Layout Group** components

1. Defines if the Index Table will be shown Vertically or Horizontally by changing its Layout Group Component (**Vertical Layout Group** or **Horizontal Layout Group**).

2. Scales Indicator Width.

3. Scales Indicator Height.

4. Reference to Index Prefab, the indexes will be automatically modified.

5. Reference to Indicator Prefab, the indicator will be automatically modified.