

HP Particles

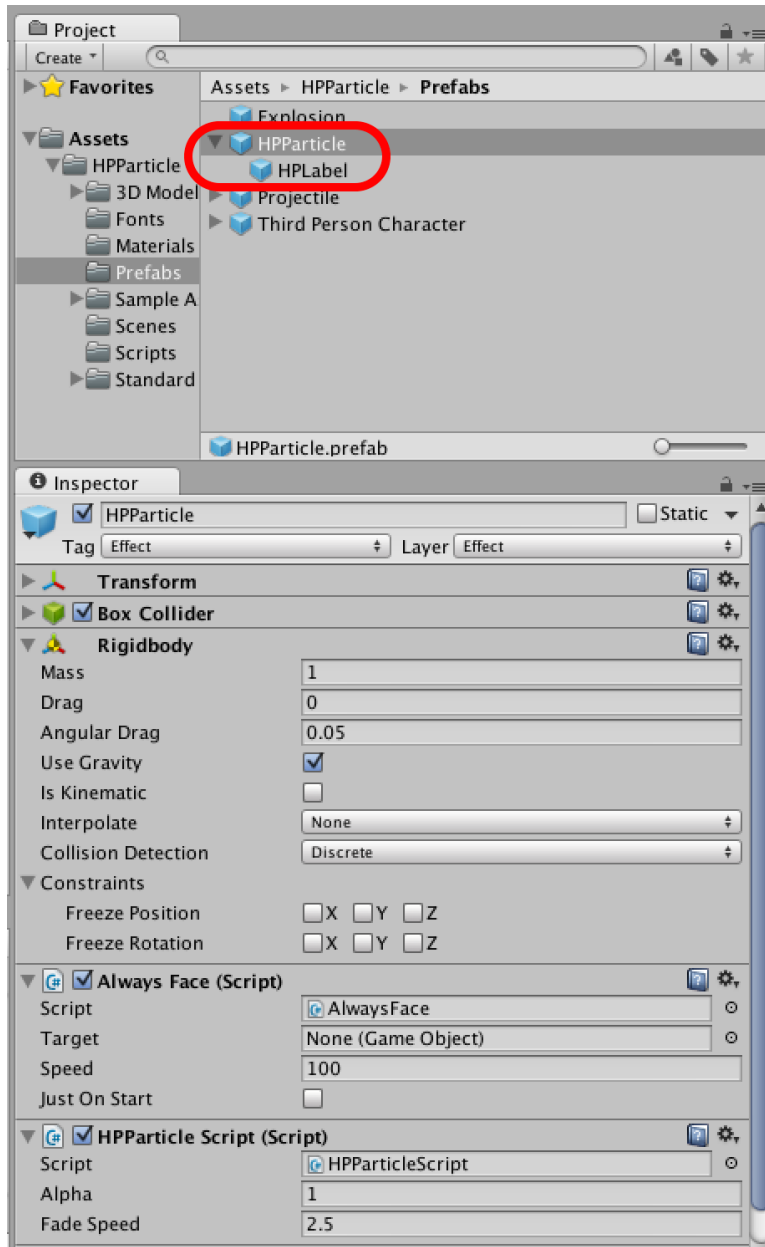
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The HP Particle is a GameObject that gets Instantiated from the HPScript when the HP variable changes using the one of the ChangeHP methods. Please see the HPScript for more details

Below is a Screenshot of how the GameObject will appear in the Inspector window.



HP Particles

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The BoxCollider can be used to have the HP Particle interact with the environment. Use the Matrix in Edit>Project Settings>Physics allow this Effect to interact with other Colliders.

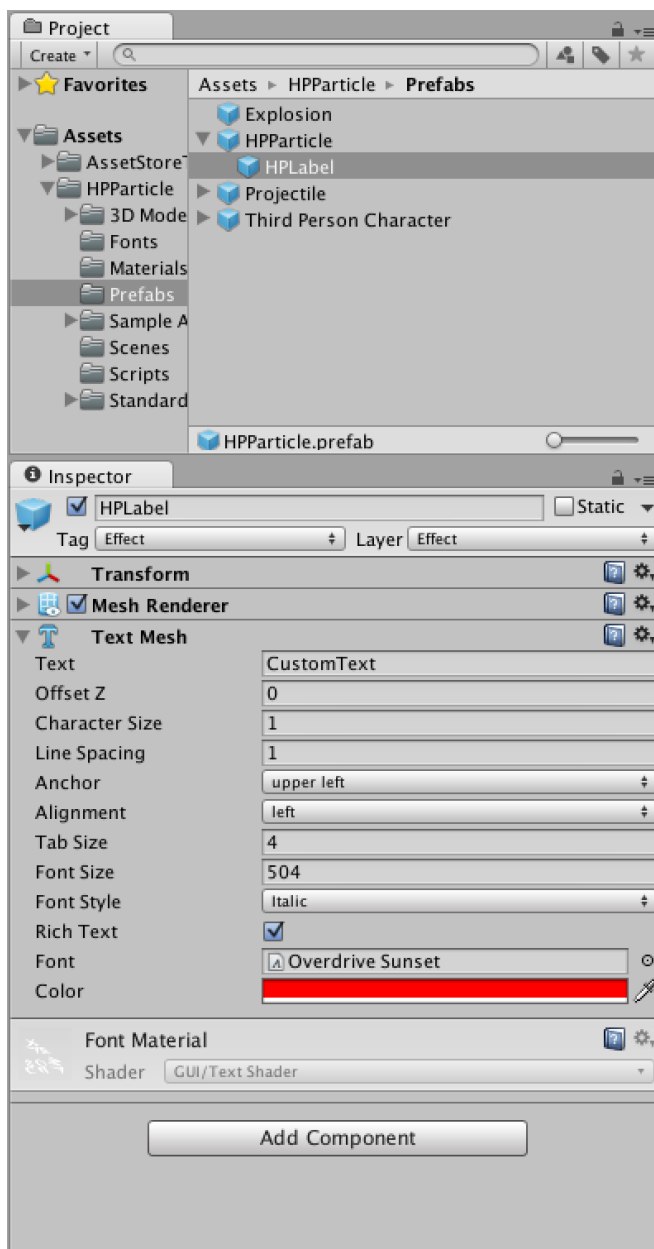
The Rigidbody can be adjusted to change the way the HP Particle interacts with gravity.

The AlwaysFaceScript forces the GameObject to always face the Target GameObject, in this case it's the Main Camera.

The HPParticleScript fades out the HP Particle and destroys it.

The HPLabel is the child GameObject that contains the TextMesh component.

The Font can be changing the Text Mesh settings in the HPLabel GameObject.



In order to generate a HP Particle you'll need to call the `ChangeHP(...)` function. Many different parameters can be given to this function to change the way the HP Particle Looks, and behaves.