

uMMORPG_HeadInfo

HeadInfo shows the name of the entity in a WorldSpace Canvas/Panel instead the text mesh. If the entity is a player character the guild name and healthbar shown permanently. It also displays health if the entity is the player's target. In addition, you can attack the target with the Q key, if you press again the attack mode will be terminated and the attack will be stopped. The HeadInfo panel has three different states.

1. The name is always displayed.
2. The target is selected, a white target icon and the health bar is displayed.
3. The target is attacked by the player, the target icon changes the color to red and the health bar is still displayed.



[Read this passage carefully!](#)

I'm not a professional programmer, programming is just a hobby for me. This addon is free, but use is made without guarantee and at your own risk. Bad things happen and they will! I suggest you try and test it out first in a new uMMORPG project. If not always backup your existing project!

Required uMMORPG core modifications:

Entity.cs Line 355 -> `protected virtual void UpdateOverlays() { ... }`

Adding into this function

```
if (nameHeadInfo != null)
    nameHeadInfo.text = name;
```

Player.cs Line 1192 -> `protected override void UpdateOverlays() { ... }`

Adding into this function

```
if (guildOverlay != null)
    guildOverlay.text = guildName != "" ? guildOverlayPrefix + guildName +
    guildOverlaySuffix : "";
```

How to use it easy way

If you have made no changes to your player and monster prefabs you can use these from the addon.

Monster prefabs:

Simply place monster entities in the hierarchy and change the position.

Player Prefabs:

Use the addon player entities instead of the old one from NetworkManagerMMO (Spawn Info -> Registered Spawnable Prefabs).

How to use it hard way

If you have made any changes to your prefabs or want to use other prefabs using this HeadInfo panel.

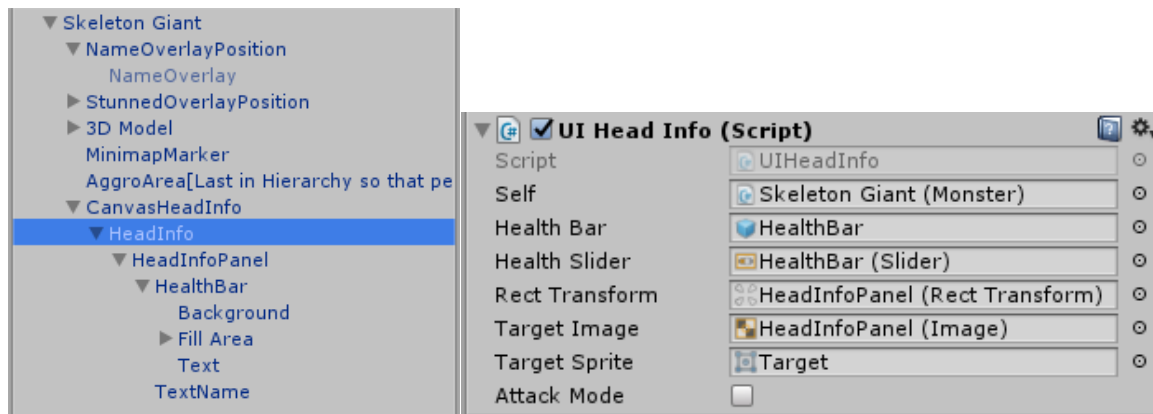
In our example we take the Skeleton Giant it has the Monster.cs script component. For a Player = Player.cs and so on.

Duplicate an existing prefab or use your own to add the HeadInfo panel. Drag it into the hierarchy and add the CanvasHeadInfo prefab to your prefab.

That you can find in Addons / Assambra / HeadInfo / Prefabs / UI. Set the position Y to about 2.3 or whatever you like. In our case monster in the script component Monster.cs.

Insert the name TextName from our CanvasHeadInfo prefab into the field Name Head Info. And also, the TextGuild from our CanvasHeadInfo prefab into the field Guild Head Info. (Monster have no guild so you can leave it blank but I show you the workflow if you have a player)

Now find HeadInfo a child of the CanvasHeadInfo prefab in your newly created prefab. Now fill the empty fields from the UIHeadInfo script component as follows:



Self = the Skeleton Giant prefab

Health Bar = HealthBar from the CanvasHeadInfo prefab

Health Slider = HealthBar from the CanvasHeadInfo prefab

Rect Transform = HeadInfoPanel from the CanvasHeadInfo prefab

Target Image = HeadInfoPanel from the CanvasHeadInfo prefab

Target Sprite = Target.png from the Addons/Assambra/HeadInfo/Textures/

Disable NameOverlay and GuildOverlay in the Skeleton Giant Prefab (Monster have no guild so nothing to do for you, but I show you the workflow if you have a player).

Do not forget to save the prefab and delete it from the hierarchy.

Last thing uMMORPG use Q for the quest window. You have two choices change what I prefer the value in the uMMORPG Canvas/Quests UIQuests script component Hot Key.

Or Search for Input.GetKeyDown(KeyCode.Q) in the Addon Player.cs two times and change it.