

# Blood Effect



Versión 1.0, for Unity 3D

3y3.net

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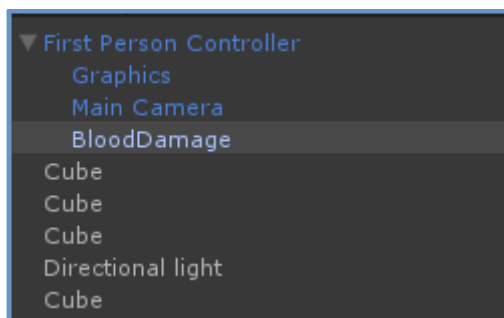
## Introduction

Blood effect display a blood damage effect in your game. Is fully configurable and allows an easy integration with your game. It is perfect for FPS or any combat game. Some of the features are:

- Works on Unity Free and Unity Pro
- Supports mobile projects
- Unity 5 ready!
- Five different levels of damage
- Configurable fade out time or set permanent damage display
- Directional damage, showing the player from where the damage comes
- Male and female screams. Each damage level has its own scream!
- Allows configure sounds, images or simply use the default ones
- Super simple integration with your game

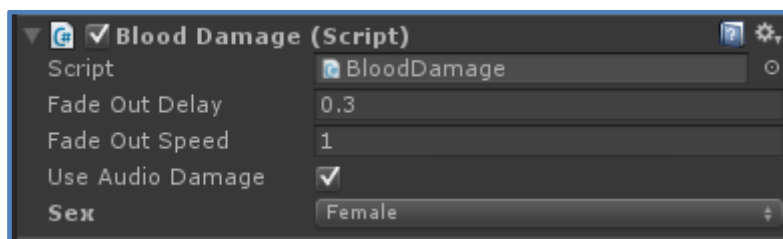
## Quick Start tutorial

Drag the BloodDamage script into your character asset.



Configure the script options:

- Fade out delay: Time in seconds the damage stay full displayed in the screen
- Fade out speed: Time in seconds to fade out the damage
- Use audio damage: Set sound on and off
- Sex: Male or female character voice



Use your in-game events to call the script functions. See public API. If you wish to see a good example, the sample scene is a good starting point.

BloodDamage scripts uses a static instance which is easy to access from any game script. For example, to call the up directional damage use:

**BloodDamage.instance.doDirectionalDamage(BloodDamage.damageDirection.up);**

## **Public API**

The public API allows you to control when apply the effects, the damage level, and sound used. You can use this API from your own scripts or call the functions from third scripting systems such as PlayMaker.

### **public void doDamage(int dlevel)**

Draws in the screen the blood damage according to the level received from 0 to 4. The damage effect will stay in screen for the number of seconds set in fadeOutDelay variable and the fade out during the seconds set in fadeOutSpeed variable.

### **public void doDirectionalDamage(damageDirection dir)**

Draws in the screen the directional blood damage according to the direction received in the enum, either up, down, left or right. The damage effect will stay in screen for the number of seconds set in fadeOutDelay variable and the fade out during the seconds set in fadeOutSpeed variable.

### **public void SetFixedDamage(int dlevel)**

Draws permanently in the screen the blood damage according to the level received from 0 to 4. The effect will stay in screen until it will be removed calling the ClearFixedDamage function.

### **public void ClearFixedDamage()**

Clear the fixed damage drawn in the screen. Call this function after the use of SetFixedDamage to clear the screen.

### **public void PlayDamagSound(int dlevel)**

Plays the sound according to the damage level received.

### **public void SetSoundGender(Gender gender)**

Set the sound gender to either male or female.

### **public Gender GetSoundGender()**

Returns the current selected sound gender.