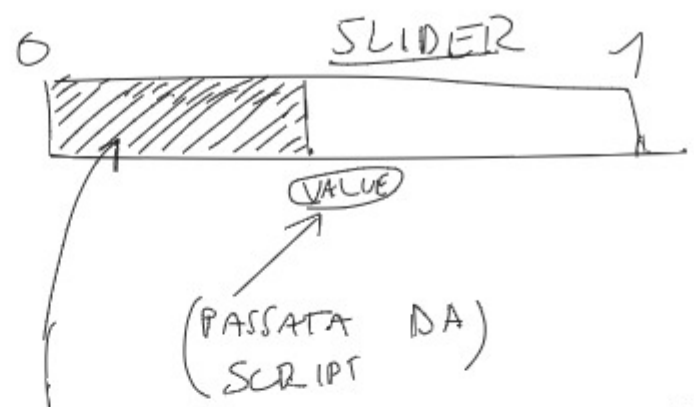
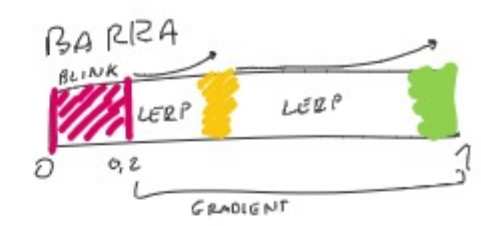
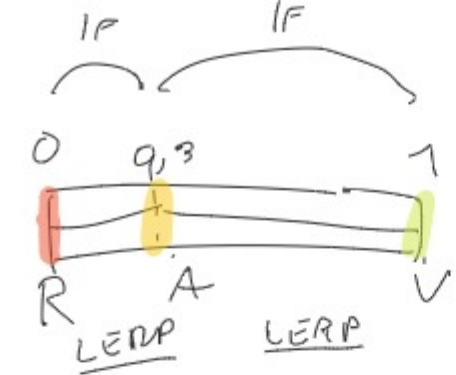


PERCHÉ NON PUÒ ESSERE ESPOSTO  
(ALLORA PUÒ ESSERE PASSATO DA CODICE)

SI PUÒ USARE UN GRADIENT



- COLOR:
- $(0; 0,2)$ : BLINK TRA BIANCO E ROSSO (LOW HEALTH VAL.)
  - $(0,2; 1)$ : LERP TRA ROSSO A VERDE (PASSANDO PER ARANCIONE)



BLINK TIME

GRADIENT.SAMPLE  
↑  
SOLO IN SHADER GRAPH

PER FARLO IN CODICE USIAMO 2 LERP E 3 COLORI LOW, MID, HIGH COLOR E MID VALUE

```
CONST STRING VALUEKEY = "-VALUE"  
  
MATERIAL.SETFLOAT( -, ~ )
```

IN SCRIPT