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Procedural Progress Bars

Getting Started Guide

Thank you for purchasing Procedural Progress Bars!
This document is designed to get you on your feet with this asset as quickly and painlessly as possible.
If, beyond this document, you still struggle to use this asset, please join the asset Discord to get the fastest help and support. If that isn't an option for you, you can always E-Mail me at support@rengegames.com .
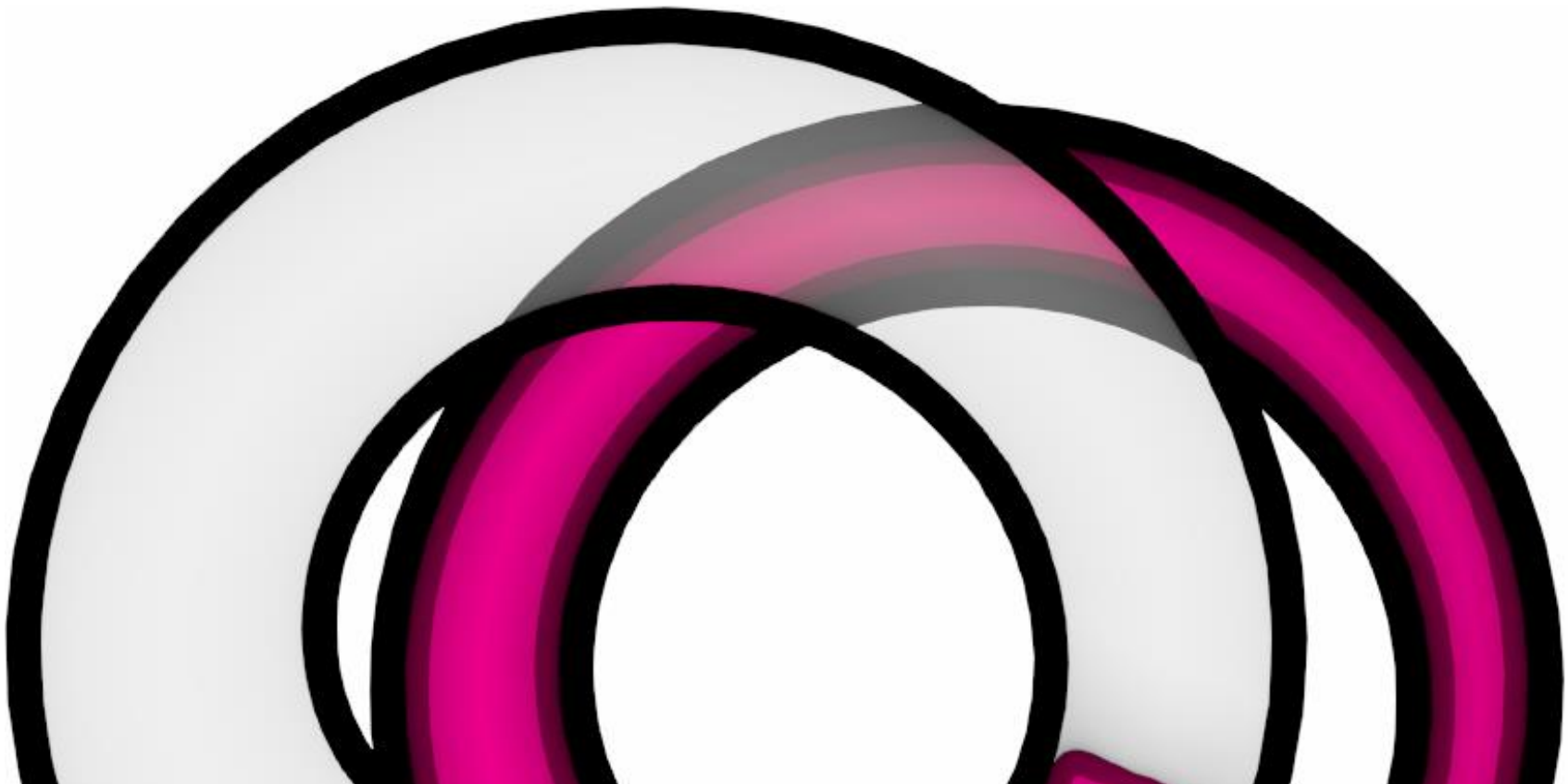
Basics

Create

A: Worldspace Progress Bar

GameObject > 2D Objects > Progress Bars

B: Canvas Progress Bar

GameObject > UI > Progress Bars

C: As a Component

Add Component > Procedural Progress Bar

D: From the Prefabs folder

Assets/ProceduralProgressBars/Prefabs

Customize

Switch between shapes with the shape dropdown and use the properties directly below to change its appearance.

Some properties have a subtle effect, so switch to the scene's wireframe mode to see how the shape is being impacted.

Use **Shape Customization** settings to customize the Model and use **Material Customization** settings to customize the inner appearance.

Most properties have helpful tooltips to show you what they are for.

Use

1. Use the namespace:

   Renge.PPB

2. Get the Component:

   ProceduralProgressBar

3. Use the properties:

   ppb.Value = 0.1f;

   ppb.InnerColor = Color.white;

   ppb.InnerGradient = myGradient;

   …

4. Look at the Examples. The demo scenes provide some examples of how to customize and use progress bars.

More

Segments

Segments are progress bars within progress bars. If you have 3 Segments, then setting Value to 1 will only fill the very first.

Change the number of segments with the property **SegmentCount**

Events

Progress Bars fire events when one of the following occurs:

Progress Bar value is changed:

  OnValueChanged()

Progress Bar is completely full/empty:

  OnFilled()/OnEmpty()

Progress Bar segment is full/empty:

  OnSegmentFilled()/OnSegmentEmpty();

Shading

Progress Bars support shading inside the bounds of the progress bar itself.

There are four different types of shadows:

Value Shadow: The shadow cast onto the progress bar by the value itself.

Value Inset Shadow: The shadow cast *into* the value.

Border Shadow: The shadow cast into the progress bar by the border.

Border Inset Shadow: The shadow cast *into* the border.

These properties can all be customized in the Shadow section, near the bottom of the Component.

Quick Help

At the bottom of the Component, you'll find a Quick Help foldout. Here you will find **scripting help** in case you forget.

The component **tooltips** also provide valuable information.

Future

This asset is a continuously updating resource. New features will be added all the time.

Some of these features include:

  Smooth Edges

  Ticks

  Value Noise Displacement

  Pixelation