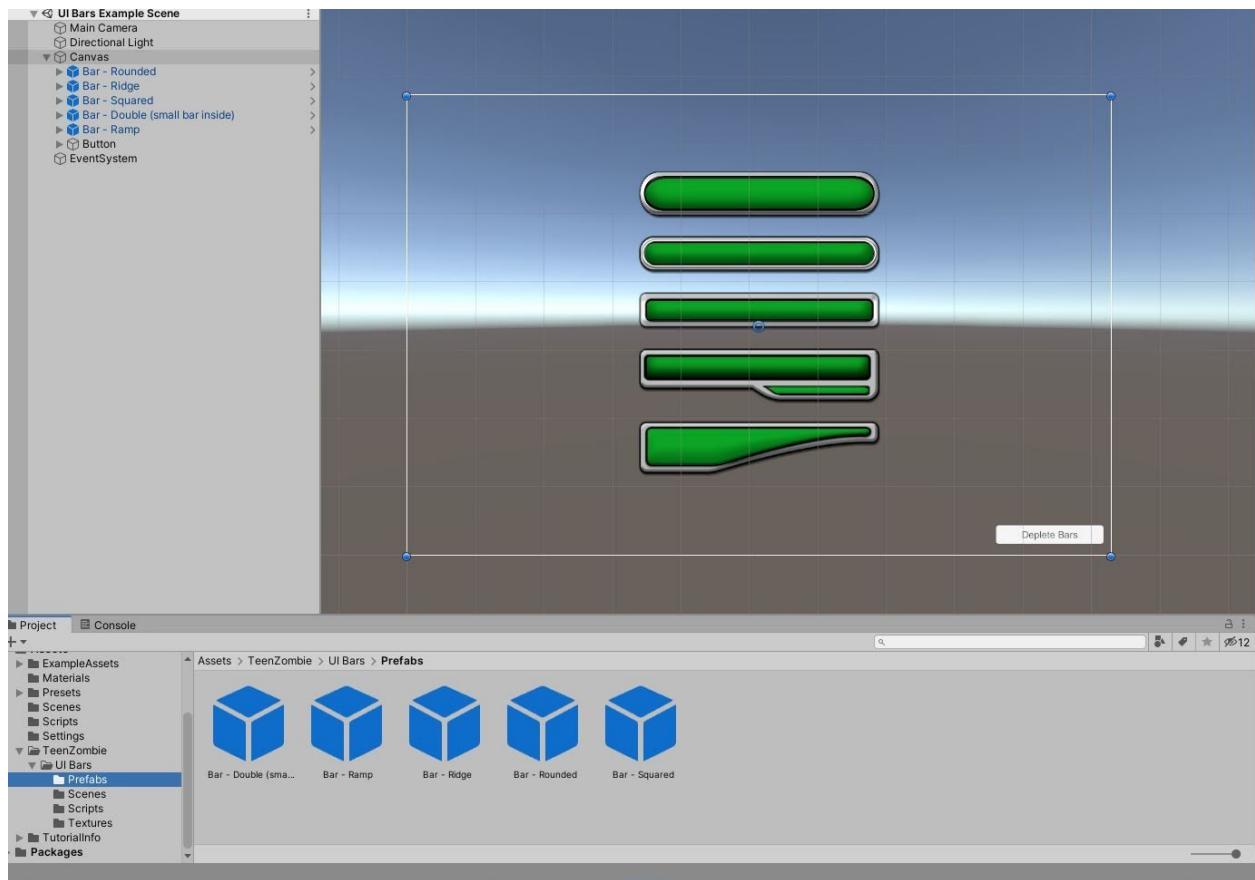




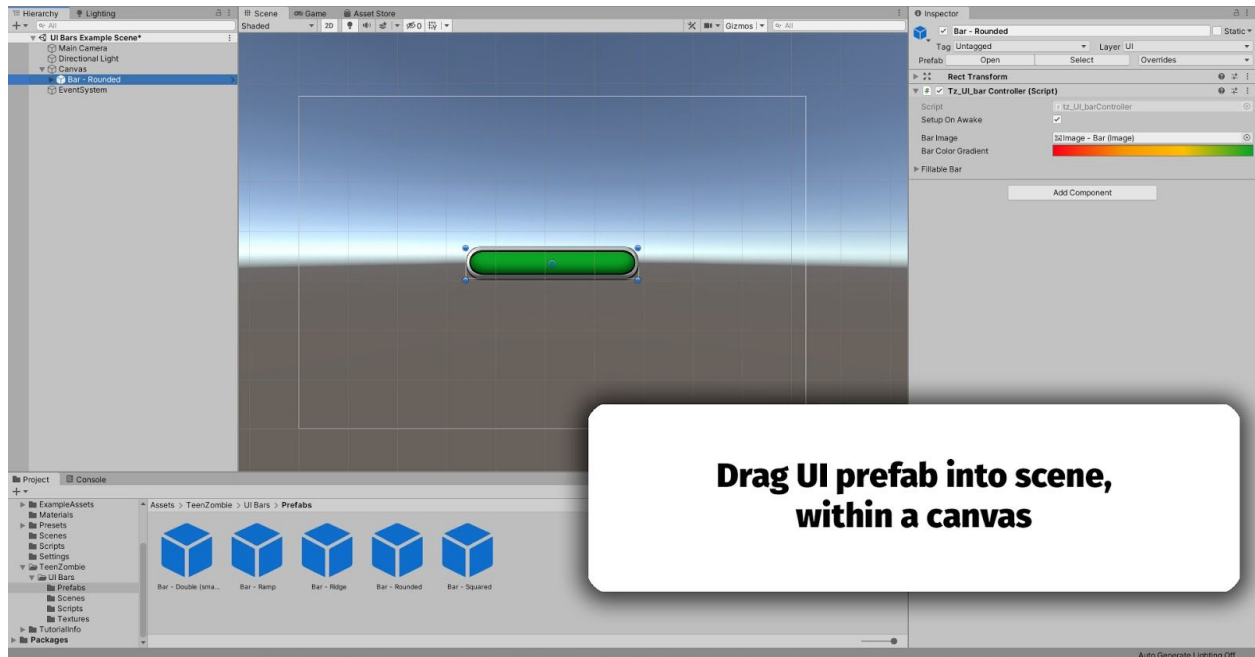
TeenZombie Unity Assets: Simple Fillable UI Bars

Version 1.0, August 10th. 2020



Example Scene:

The example scene contains several UI bar prefabs within a canvas. A button is located on the bottom right of the canvas. It is linked to the prefabs and setup to call their `TrySpendFill()` function on click.



Basic Setup (default values):

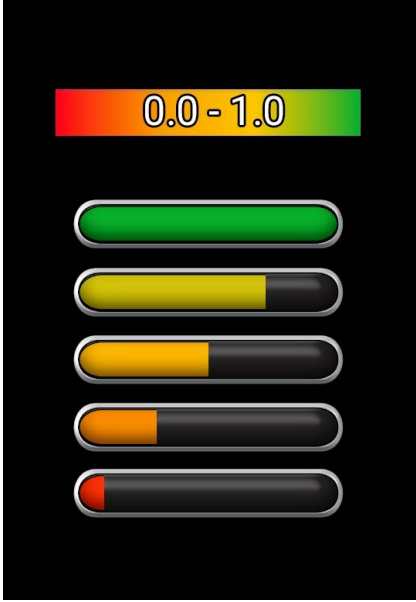

- 1: Select a UI Bar prefab and drag it into the scene, and into a Canvas element.
- 2: Position the bar as intended for your particular use.

Setup (non-default values):

(Setting up the bar to startup with different values than default)

- 1: Select a UI Bar prefab and drag it into the scene, and into a Canvas element.
 - 2: Position the bar as intended for your particular use.
 - 3: With the bar selected view the Inspector window, locate the Tz_UI_BarController component.
 - 4: Within that component, open the 'Fillable Bar' dropdown, which will expose several variables to allow customization. View the [Fillable Var Breakdown](#) for an explanation of these variables.
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Adjusting Bar Color:

	<p>To adjust the bar color, change the Gradient Color located in the Tz_UI_BarController component.</p>  <p><i>*Note*</i> Gradient corresponds to the fill amount. Fill adjustment may be needed to check gradient colors.</p>
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Fillable Variable Breakdown:

MAX_FILL (int):

- Allows UI to process values greater than 1.0. Example: Player has 420 health.
- Default of -1 will result in a MAX_FILL of 100.
- If not set as Default (-1), value will be used as MAX_FILL's "startup value"

Fill Amount (float):

- The Current Amount of bar fill.
- Default of -0.001f will result in a fill of 0.
- If not set as Default (-0.001f), value will be used as Fill amount's "startup value"

CanRegenerate (boolean):

- Toggles on/off ability to regen fill when lower than 100%

Fill Regen Amount (float):

- When bar is not 100% full, if canRegenerate bool is true this amount will be added to the fill amount 'x' per second.
- Default of -0.001f will result in a fill of 0.
- If not set as Default (-0.001f), value will be used as Regen's "startup value"

Flash Threshold (float):

- When the fill amount is below this amount, the bar color will alternate between intended color and a darkened version, to alert users.
 - Default of -0.001f will result in a fill of 0.3f.
 - If not set as Default (-0.001f), value will be used as Flash's "startup value"
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Public Accessible Functions:

TrySpendFill(int amountToSpend):

- Tries to deplete the current fill. Takes an Int representing Amount to attempt removing from current fill

AdjustMAXFILL(int NewMaxAmount):

- Sets the MAXFILL to provided newMaxAmount;

AllowFillRegen(bool onOff):

- Toggles the ability to regenerate on and off using a boolean value

AdjustFillRegen(float newRegenAmount):

- Sets the RegenAmount to provided newRegenAmount;

AdjustFlashThreshold(float newFlashThreshold):

- Set a new flashing threshold, via newFlashThreshold, below which the bar color will flash.

GetNormalized():

- Returns the current fill / MaxFill (useful for game calculations)
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Important Notes:

- 1: UI bar must be inside a canvas to work
- 2: 9-sliced setup is Forgiving, not Infallible
- 3: The prefab "Double Bar" currently uses Two Tz_UI_BarController components. One is located on the element's root, and the other within the element, on its "Small Container".