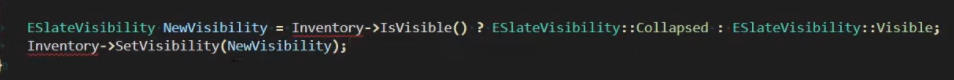
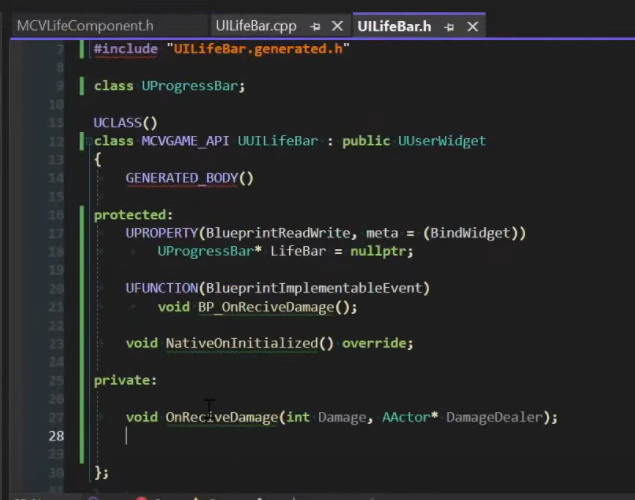
Toggle visibility of inventory



# ULifeBar

## Parts and ULifeBar.h

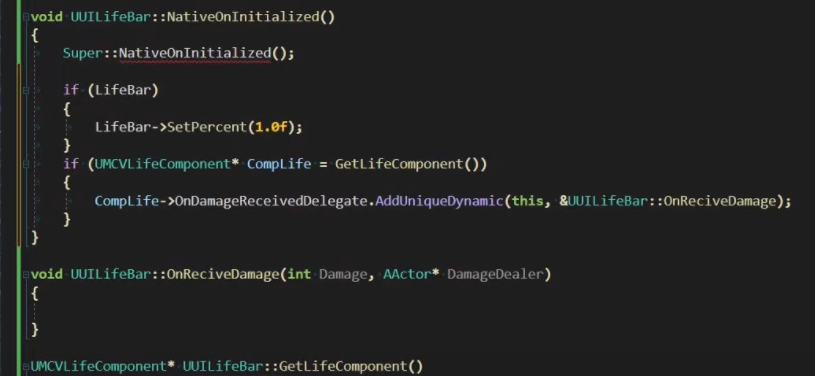
* UProgressBar
* OnReceiveDmg
* NativeOnInitialized: to bind the event to the function



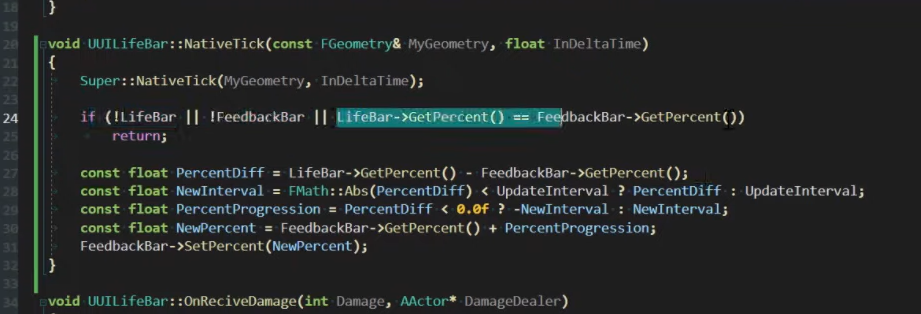
NOTE: We are going to bind the function OnReceiveDmg whit DYNAMIC\_MULTICAST (for BP) so we need to UFUNCTION()

## NativeOnInitialized

We set the percent to 1 and we bind to the function



## Feedback bar



Tick for updating the second bar

## Create a Timer

In .h define a TimerHandle



