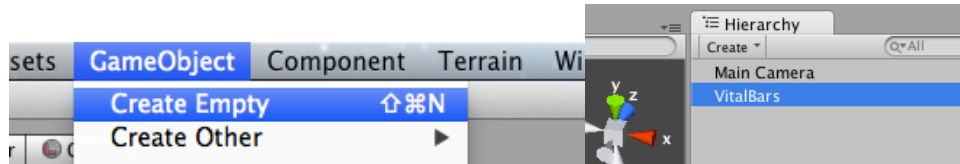


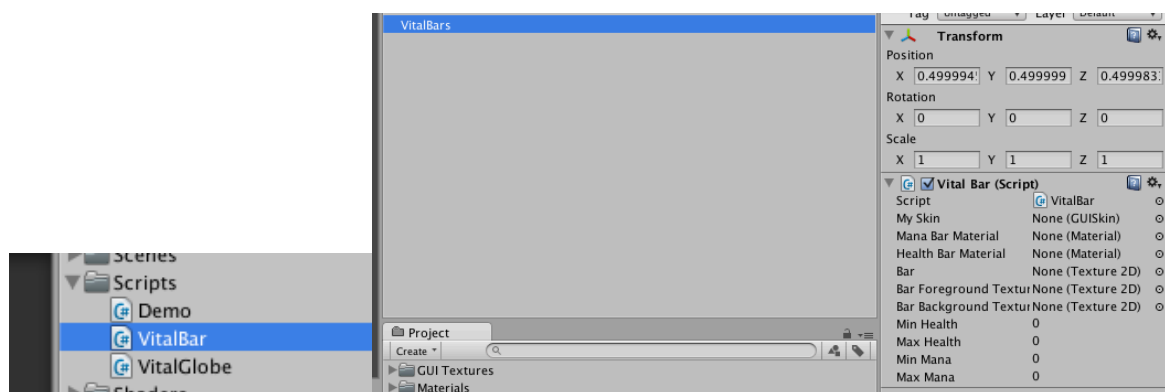
RPG vital bar and globes

Implementing the vital bar.

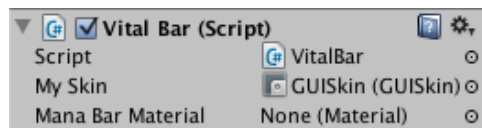
Create a new GameObject and call it VitalBars.



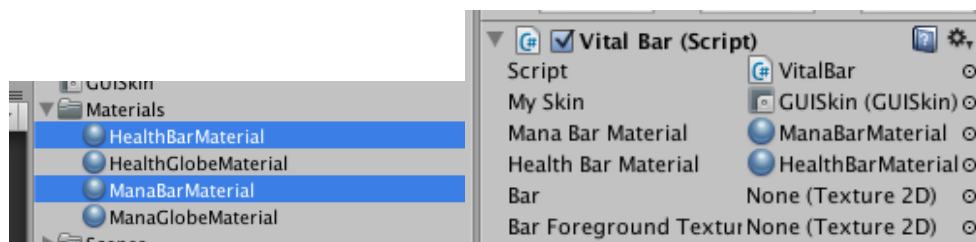
From the Scripts folder drag and drop the VitalBar script onto the newly created GameObject.



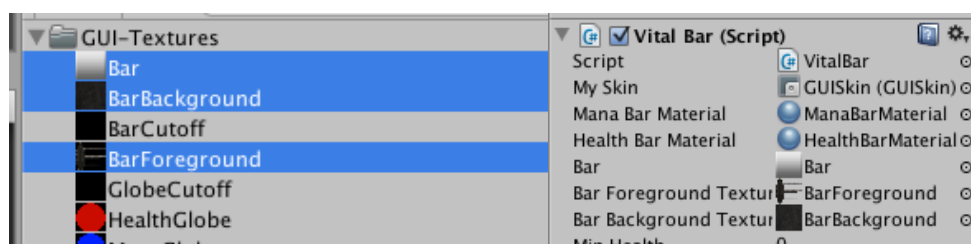
Drag the GUISkin onto the *My Skin* field on the script.



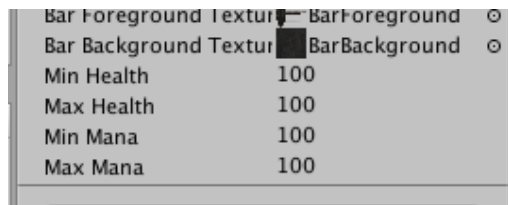
From the materials folder drag and drop the ManaBarMaterial and HealthBarMaterial to the fields on the script.



From the GUI-Textures folder drag and drop the Bar, BarBackground, and BarForeground textures to the fields on the script.



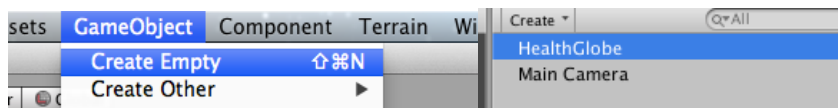
Set min health, max health, min mana, and max mana to 100.



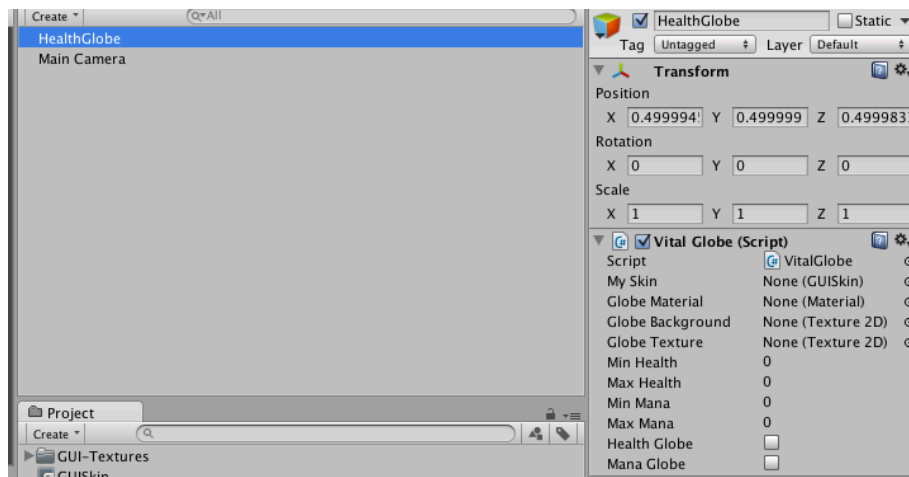
Press play and you have a working vital bar!

Implementing the vital globes.

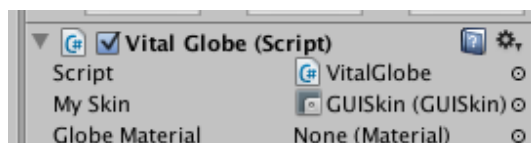
Create a new GameObject and call it HealthGlobe.



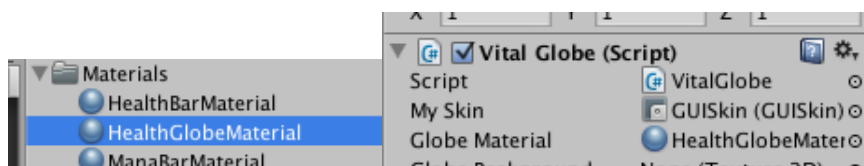
Drag and drop the VitalGlobe script onto the newly created GameObject.



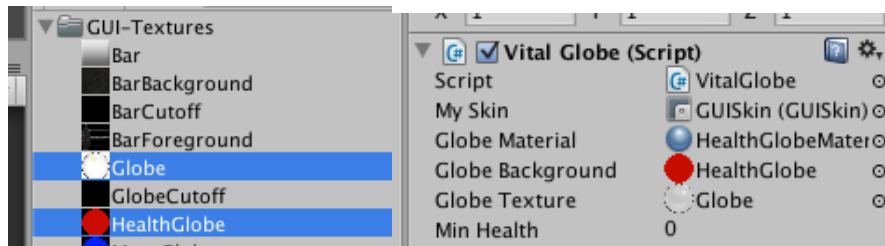
Drag the GUISkin onto the *My Skin* field on the script.



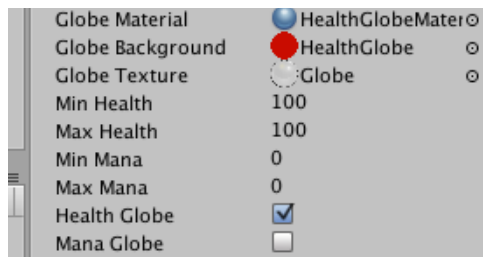
From the Materials folder drag and drop the HealthGlobeMaterial to the *Globe Material* field.



From the GUI-Textures folder drag and drop the Globe and HealthGlobe textures to the Globe Background and Globe Texture fields on the script.



Set the Min Health and Max Health to 100 and check the Health Globe box.



That's it! Press play and you have a working health globe!

The procedure for the mana globe is the same. Just change the HealthGlobeMaterial to ManaGlobeMaterial and the HealthGlobe texture to ManaGlobe and set the checkbox to Mana Globe instead of Health Globe and set the Min Mana and Max Mana.

Congratulations! You've successfully implemented the vital bar and globes!