

Q INVENTORY SYSTEM

1.1.0

USER API

(1) Get and change Player's Attributes

```
public float GetAttributeCurrentValue(string attributeName)...  
  
public float GetAttributeMaxValue(string attributeName)...  
  
public float GetAttributeMinValue(string attributeName)...  
  
public void ChangeAttributeValue(string attributeName, float amount, Effect effect)[
```

Use these functions in this way. (Health, for example)

```
Q_GameMaster.Instance.GetAttributeCurrentValue("Health");
```

```
Q_GameMaster.Instance.GetAttributeMaxValue("Health");
```

```
Q_GameMaster.Instance.GetAttributeMinValue("Health");
```

```
Q_GameMaster.Instance.ChangeAttributeValue("Health", 20f,  
Effect.Restore);
```