

UIBars (a Unity3d Asset)

by Justin Garza

Introduction

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Description

Displays a numeric status for characters within a game using the Unity 4.6 UI System

Features

Horizontal, and Vertical filling

Gradient HP color

Display Percent, or Ratio

Create Criteria Rules

Create Update Animation Rules

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UIBar Components

Each bar has 6 Objects

BackGround

This is the base Image of the UIBar.

Mask

This dictates where the will Filler Object is allowed to render.

Filler

This Object moves from one position to another based on the value that needs to be displayed.

Foreground

This Object will display in front of all the others Image objects.

PercentTxt

This is a Text Object that displays the percent of the UIBar.

RatioTxt

This is a Text Object that displays the ratio of the UIBar.

Note: this will only update if you use the correct methods to update the UIBar.

Inputs

Fill Style

This can be Horizontal or Vertical.

Horizontal will fill from Left to Right, and Vertical will fill from bottom to top.

Mask Offset

This is how far the Filler should be from the Mask.

This is helpful if your mask does not go to the edge of the image.

New HPpercent

This is a float between 0 and 1.

HPColor

This is a gradient that will decide what color to display the fill color in.

DriveBar1 is the best example of this.

Text Color

This is similar to the HPColor but this one is for the Text (PercentTxt and RatioTxt).

Speed

This is the Speed at which the Bar will update.

Display Percent Txt and Display Ratio Txt

Decides weather or not to display each text.

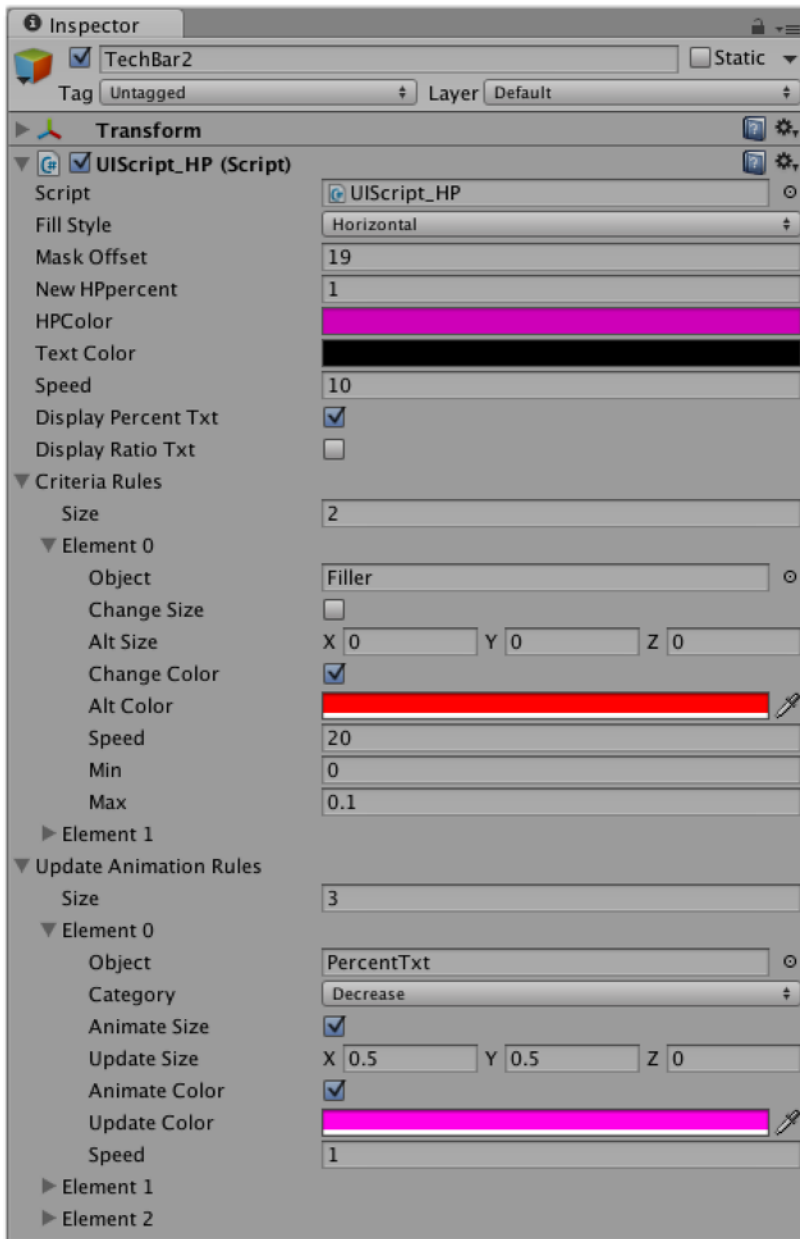
Criteria Rules

A rule that decides weather or not to animate the Color, or Size based on the value of the UIBar. Below is an example of how to make the Filler flash Red when the value is between 0 and 10%.

Update Animation Rules

A rule that decides weather or not to animate the Color, or Size based on the type of Update value. Below is an example of how to make the PercentTxt flash Pink and the size will change when value decreases.

The Image below is an example of how it should look in the Unity Inspector.



Script Interface

The following is the different ways you can update the UIBars.

Note: you must use the first one for the RatioTxt to update.

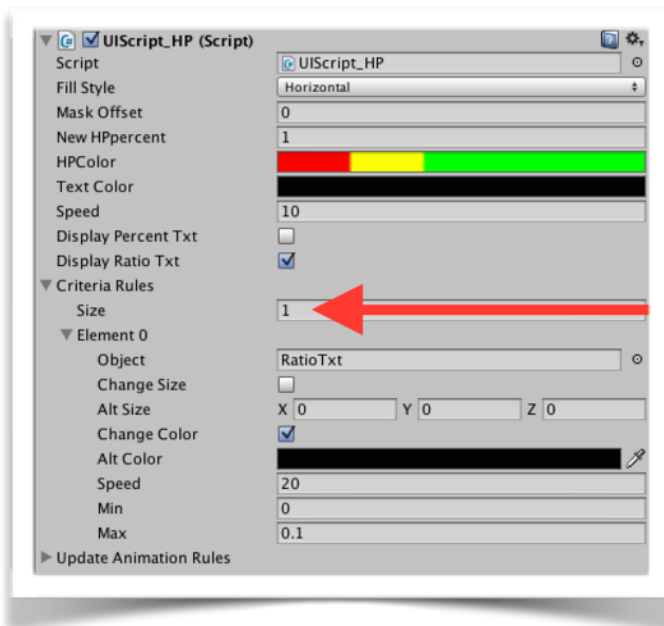
```
UIBarScript.UpdateValue(int HP, int MaxHP);
UIBarScript.UpdateValue(5,10);
```

```
UIBarScript.UpdateValue(float Percent);
UIBarScript.UpdateValue(0.5f);
```

Please look through the script to find out more.

How to create Criteria Rules

you can add a new rule to the Criteria Rule by increasing the Size number.



The following is the inputs for the Criteria Rules.

Object

This is the object that will be changed.

Change Size

Whether or not the Size will change.

Alt Size

The size the object will change to.

Change Color

The color the object will change to.

Speed

The speed at which the animation will occur

Min

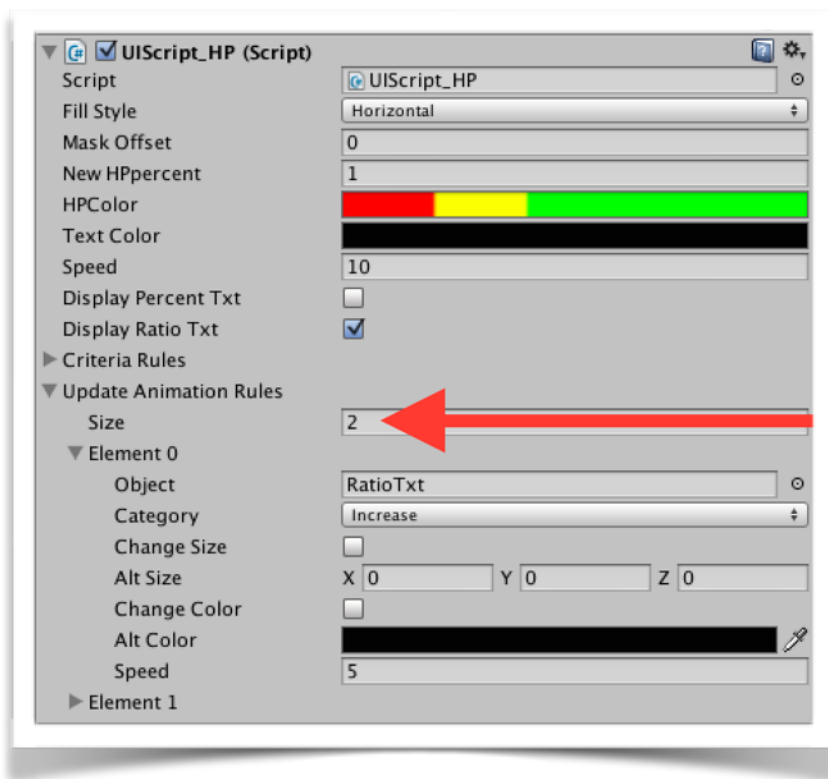
The minimum value the UIBar must be to display the animation.

Max

The Maximum value the UIBar must be to display the animation.

How to create Update Animation Rules

you can add a new rule to the Animation Rule by increasing the Size number.



The following is the inputs for the Animation Rules.

Object

This is the object that will be changed.

Category

This is the type of change that is occurring.
This can be Increase or Decrease.

Change Size

Whether or not the size should animate.

Alt Size

The size the to animate to.

Change Color

Whether or not the color should animate.

Alt Color

The color the to animate to.

Speed

The speed at which the animation will occur