

Live Bar



Version 1.0, For Unity 3D

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Introduction

Live Bar provides an in-game bar above each character, building or game object you wish. You can configure many aspects of the bar such as size, color, gradient, text, font... providing you full control on the visual result. It also provides a full API to control the behavior of the bar and display the current live of each character. Fully compatible with third party assets such as PlayMaker.

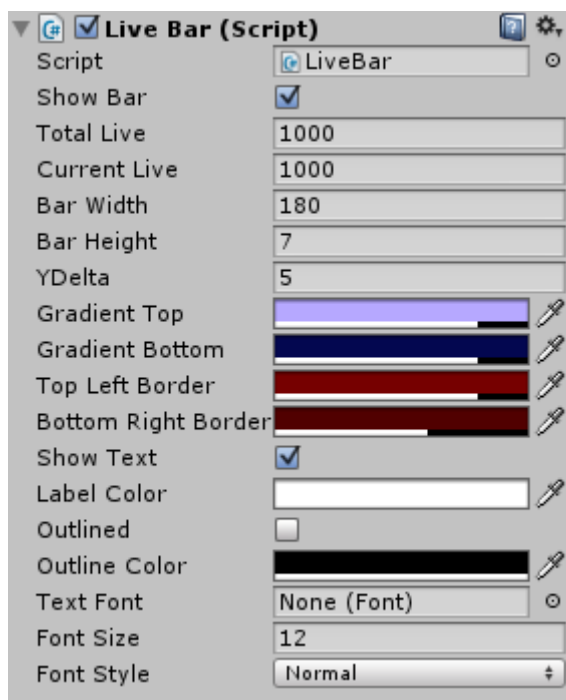
Quick Start

Live Bar is really easy to use and configure. You can get the live bar of your game objects in three simple steps:

- 1) Drop the LiveBar script on any game object you wish
- 2) Configure the basics parameters of the script, such as color, total live value, size of the bar, etc... (For a complete description of each parameter see 'In Depth' section)
- 3) Run your scene!

In Depth

In this section we will see all the configuration parameters of the script and how it affects the result.



Show Bar: This checkbox control is you wish the Live Bar to be visible at startup or not.

Total Live: The total amount of live of the game object. It is used to calculate the position of the current live in the bar.

Bar Width: Width in screen of the live bar.

Bar Height: Height in the screen of the live bar.

Y Delta: Moves the live bar up or down to adjust the position of the bar on you game object.

Gradient Top: Color for the current live bar top position.

Gradient Bottom: Color for the current live bar bottom position.

Top Left Border: Color for the top and left border of the live bar. Typically is darker than normal background.

Bottom Right Border: Color for the bottom, right and background of the live bar.

Show Text: This checkbox controls if a text with current/total live is displayed above the bar.

Label Color: Color for the text.

Outlined: If set, the text will be displayed with an outline surrounding.

Outline Color: Color for the outline of the text (if applicable).

Text Font: Font of the text. If not set then Arial will be used.

Font size: Size of the text font.

Font Style: Style of the text font.

API and integration

Although the script is full commented and is really easy to integrate, we will comment all the public functions of the asset and how to use them. All these method are public so you can call from any other script and you can integrate the functionality in third party tools like PlayMaker.

Show the live bar.

```
public void showLiveBar()
```

Hides live bar.

```
public void hideLiveBar()
```

Show text in liver bar.

```
public void showTextBar
```

Hides text in live bar.

```
public void hideTextBar
```

Set live on percentage. /Values are clipped between 0 and totalLive.

```
public void setLiveInPercentage(float percenge)
```

Set live in absolute value. Values are clipped between 0 and totalLive.

```
public void setLive(int live)
```

Decreases live in an absolute value.

```
public void decreaseLive(int liveToDecrease)
```

Decreases live in an percentage value.

```
public void decreaseLiveInPercentage(float percengeToDecrease)
```

Increases live in an absolute value.

```
public void increaseLive(int liveToIncrease)
```

Increases live in an percentage value.

```
public void increaseLiveInPercentage(float percengeToIncrease)
```

Get current live.

```
public int getCurrentLive()
```

Set total live value.

```
public void setTotalLive(int total)
```

Get total live value.

```
public int getTotalLive()
```

Credits

The Viking models on the Demo Scene are designed by Unity and can be downloaded in:

<https://www.assetstore.unity3d.com/en/#!/content/917>

The spyder on the Demo Scene is designed by Kalamonaand can be downloaded at:

<https://www.assetstore.unity3d.com/en/#!/content/10104>

The tower on the DemoScene is designed by Ma-at Art and can be downloaded at:

<https://www.assetstore.unity3d.com/en/#!/content/16779>

Thanks to all of them for create such great content and give it for free.