

**Controller For GUI Textures & HealthBars** is the easiest and fastest way to add textures and healthbars to your own game. It is very lightweight and also supports changes 'OnTheFly'!

## How to Use

1. Create an empty GameObject and add 'MonoDockList' script to it. Then simply choose where to dock your textures!
2. Set empty GameObject(s) as children to the above object and add 'MonoTexture' or 'MonoHealthBar' script to it.
3. Enjoy it!

Visit <http://3dreadnoughts.weebly.com/> for more information  
or visit <http://www.youtube.com/user/3Dreadnoughts> for video tutorials.

## Implementation

The major work is done by 'MonoDockList' Script, which holds **any given textures** or healthbars and **place them relatively** to the screen. All you have to do is to create an **empty GameObject** and add 'MonoDockList' to it. Any **children** containing 'MonoTexture' or 'MonoHealthBar' scripts are recognizing immediately and **are placed** to the correct order.

## Properties

### MonoDockList

- **DockArea:** Determine where to place your list of textures-healthbars (e.g. TopLeft corner, MiddleCenter of the screen etc..).
- **OrderStyle:** Determine how your textures are placed (e.g. in a Top-Down order or a Left-To-Right Order).

### MonoTexture

- **Texture:** Set the texture you want to display to your screen.
- **Width:** Set the width of your texture.
- **Height:** Set the height of your texture.
- **Z-Index:** Specify the stack order of your textures. This property is used when textures are overlapping each other and determined which one will be at the top.
- **Keep Aspect Ratio:** It is **recommended** to leave it 'checked' as it keeps the proportions of your original texture-image.
- **OverridePrefab:** Override your prefab if there is any. It is very usefull to save your changes when you are '**On the Run**' mode!  
Notice: It is hidden as long as there is not any prefab connection.
- **CreateNewPrefab:** Create a new prefab of your objects,lists or textures.  
Notice: When you save a new prefab, your current object **IS NOT CONNECTED** to it!