

healthBar

Constructor: healthBar (name) = new healthBar(x, y, width, height, maxValue);

1. set visible -> (name).setVisibility(true);

2. (optional) set starting value -> (name).setValue(float); see also setPercent() and adjustValue()

3. run (name).update() to draw it!

Attribute	Function
Scaling of the bar	getScale() returns float
get visibility of the bar default -> false; false -> not shown true -> shown	visibility() returns boolean
set visibility of the bar	setVisibility(boolean)
get the value of the bar	getVal() returns float
set value to specific number	setValue(float)
set value to a percentage examples: 55 -> 55% 0.5 -> 0.05%	setPercent(float)
adjust the current value add = positive float subtract = negative float	adjustValue(float)
set the fill colour default = color(255,0,0)	setFillColor(color)
set the background colour (optional, default to off) (to set back to off, set to color(0,0,0,0))	setBkgdColor(color)

set the border colour default = color(0,0,0)	setBorderColor(color)
set the border width default = 1	setBorderWidth(int)