## 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()  $\frac{1}{2} \left( \frac{1}{2} \right) = \frac{1}{2} \left( \frac{1}{2} \right) \left( \frac{1}$
- 3. run (name).update() to draw it!

A	
Attribute	Function
Scaling of the bar	getScale()
	returns float
get visibility of the bar	visibility()
default -> false;	returns boolean
false -> not shown	
true -> shown	
set visibility of the bar	setVisibility(boolean)
	000 ( 10101110 ( 00010011)
get the value of the bar	getVal()
get the value of the sai	returns float
	returns from
set value to specific number	setValue(float)
set value to specific fluidser	Set value(110at)
set value to a percentage	setPercent(float)
examples:	Seti Ciccii(iiout)
55 -> 55%	
0.5 -> 0.05%	
adjust the current value	adjustValue(float)
aujust the current value	aujust value(110at)
add positive float	
add = positive float	
subtract = negative float set the fill colour	setFillColow(sele=\
	setFillColor(color)
default = color(255,0,0)	
	4DldC-1-(1-)
set the background colour	setBkgdColor(color)
(optional, default to off)	
(to set back to off, set to	
color(0,0,0,0)	

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