



Damage HUD

Version 1.0



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Introduction

Damage HUD facilitate / save the work of the creation of the 'Interface graphic' of damage system, with a clean HUD and all basic and advanced requirements such as is the "Damage indicator", is the best base to start and save the job of doing it yourself.

Features:

- UGUI and Unity 5 support.
- Damage Indicator Pointer.
- Blood and Edge screen.
- 2D and 3D style.
- Death HUD.
- Smooth Shake Effect.
- Health and Attacker scripts examples.
- Show distance from attack.
- Easy implementation.
- Just two lines of code to use.
- Event system.
- Well commented code.
- Fully Customizable.



Integration

- - Once imported the package, in the project of use.
- - Go to a scene in the game where you will use the HUD.
- - In this scene need to have a '**Canvas**', if you don't have a yet, you can create one here:
 - *Topbar -> GameObject -> UI -> Canvas.*
- Recommended configuration of canvas:
 - *Screen Space: Overlay or Camera*
 - *UI scale mode: scale with screen size.*
- **Drag** the **Damage HUD prefab** (*DamageHUD/Content/Prefabs/DamageHUD*) into the canvas.
- Add the **Player** of scene in the field *DamageHUD -> bl_IndicatorManager -> LocalPlayer.*
- **(Optional)** Add a object for shake, recommended the player camera.
- Ready!.

Usage

- For use it, you need have a '**Player health script**', (if you don't have one, can use the example of package: *bl_DamageCallback.cs*) and method for receive the damage from the attacker.
- Now, when the attacker send the damage, we need to send to vars a
 - The damage (float)*
 - The Sender / Attacker (GameObject)*
- **For more info about sending this, you can see the example *bl_Attacker.cs* in the package.**
- Then, when receive the damage in the 'Player Health' script we need to **create a new structure of 'bl_DamageInfo'** and send the required vars, like this: ->



```
public void OnDamage(float damage,GameObject Sender)
{
    Health -= info.Damage;
    //Create the structure
    bl_DamageInfo info = new bl_DamageInfo(damage);
    info.Sender = Sender;

    //them just send.
    bl_DamageDelegate.OnDamageEvent(info);
}
```

- For send the structure and show the “Hit effect HUD”, just call like this:
- `bl_DamageDelegate.OnDamageEvent(info);` //info = `bl_DamageInfo`
- With this you are done with Damage HUD effect.

For show the indicator directional of damage, is more simple, just need to add one line of code when the enemy detect that have hit the player, for example:

a object cause damage when enter in trigger, then when detect that the player enter, just need call like this from the same script: `gameObject.SetIndicator();`

this function “`SetIndicator();`” is one extension of `GameObject` so you only need get the reference `gameObject` of enemy and call like this, example:

```
public GameObject Enemy;

void OnHitPlayer(){

    Enemy.SetIndicator();

}
```

you can also set a custom position from any `gameObject`, example:

```
gameObject.SetIndicator(new Vector3(100,0,0));
```

for more example and detail about this, please see the `bl_Attacker.cs` script in the package.