**Health Bar Pack**

**GabroMedia asset**

**V1.8**

**Thank you for purchasing health bar pack V1.8!**

**Update log**

**V1.8**

====

- Custom editor helps you configure your health bars

- Alignment concept changed, also you can position now either to left or right side of the screen

- Multiple fonts available to choose from

**V1.6**

====

- Demo scene extended

- Medical Box added

**V1.5**

=====

- 5 new bars added

- minor modifications to prefab

**V1.2**

====

- yellow sprites added

**How it works (V1.8, updated coding)**

The concept is the follows:

1. Empty gameobject (Healthbar prefab) finds “Player” tag in the scene. (Note: If not found, it throws an error)
2. Then checks if all sprites are assigned in the inspector (V1.8 due to the custom editor protected class, it should all be assigned and ready)
3. It creates hierarchy, instantiates the follows: (UnityEngine.UI)
   1. A base canvas (pixelperfect, screenspaceoverlay)
   2. Creates 3 panels to position
      1. Text
      2. Bar itself
      3. Critical message
   3. Creates all required gameobjects
      1. Health message
      2. Bar itself
      3. Critical message
4. Parents and positions them (anchors are in the upper left corner) (works with any aspect ratio)
5. In fixedupdate, it keeps the health value synchronized with the image’s fill amount. (also checks if color change is needed or “critical” message needs to be displayed. (optional)

**Implementation**

1. Drag the Healthbar prefab in your scene
2. Tag your player as “Player” or any other tag you choose. Note: The tag must only be used once in the scene!
3. Press H to select healthbar class and experiment with its properties at your ease.
4. Use the ‘Advanced options’ tab to easily choose from objects that modify player’s health during the game.

**Damaging or healing the player**

1. Add a trigger collider (or regular collider if rigidbody controller) to the gameobject (otherwise you can’t continue)
2. Drag ApplyDamage script to any object you want to heal or damage player. (if there’s no collider, it won’t let you add this script)
3. Use the class’ editor window to achieve desired effect.

**Advanced configuration**

If for any reason you need to use your own font style, or add your own health bar that you created, you manually need to modify the hierarchy as follows:

* Disable all classes in the ‘Editor’ folder, so you will have access to the script
* Use Spritedabase class to add a new element to the list (11th)
* Assign your own bars – Frame, green bar, yellow bar, red bar
* Though the script resizes the bars, try not to exceed the sprite size a lot more than my bars

Note: The respawning after 2 seconds in the demo scene are intended to be demos – use them to get more ideas for your game

It would only need more serious and in-depth recoding if you were to use lots of players in the scene (eg. Strategy game where a horde of orcs could be all “players”)

*Please note: Due to its different GUI rendering method, Oculus Rift is not supported.*

Customers form future updates, and since you’re now one of them, feel free to send me any ideas, suggestions that could make the asset better for you!

Should any question arose in regards with my product, please contact me at gabromedia@gmail.com

Stay tuned for updates and new products! [www.facebook.com/gabromedia](http://www.facebook.com/gabromedia)

Happy game developing!

Gabro Media Team 2015