96%
96/100

95%
95/100
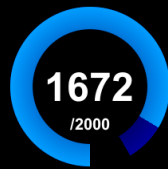
95%
95/100

324
/2000

791
/2000

100%
100/100

ProgressCircle

A circular HUD tool asset pack

23%
23/100

22%
22/100

22%
22/100

1893
/2000

1672
/2000

54%
54/100
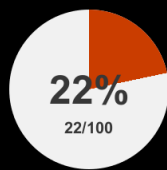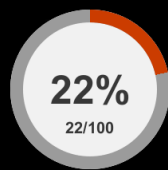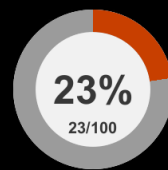
Progress Circle is a set of lightweight circular HUD tools that can be used for displaying progress, pools (HP, MP), XP for next level etc. All assets work by updating **CurrentValue** property. See "ProgressCircle/DemoScenes/DemoSceneScript.cs" script for example usage.

Svg files that are used for creating asset images are contained in the "ProgressCircle/Images/svgs/" folder. If you need a different look for these assets in your game and changing options in the Unity editor's inspector is not sufficient, you can easily modify the matching svg file with a vector graphics software (like Inkscape) and use the exported png image for your unique asset.

Currently included assets are:
- ProgressCircleThick
- ProgressCircleThin
- ProgressCircleFull
- HPCircleLinear
- HPCircleThick
- GrowingCircle

ProgressCircleThick
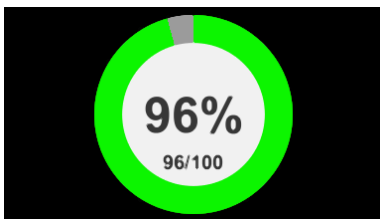
ProgressCircleThick is a circular progress bar that can change color as its value changes. It has the following properties:
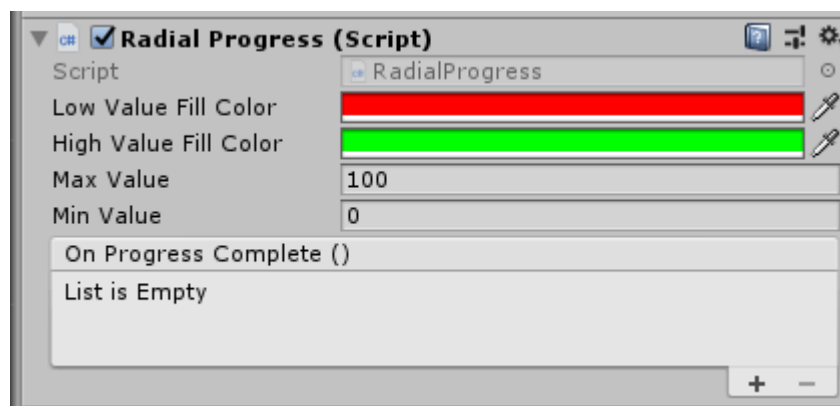
Low Value Fill Color: Color of the circle displaying progress when current value is equal to Min Value. Asset color linearly interpolates as current value changes.

High Value Fill Color: Color of the circle displaying progress when current value is equal to Max Value. Asset color linearly interpolates as current value changes.

Max Value: Maximum value progress is expected to reach. Displays %100 when current value is equal to Max Value.

Min Value: Minimum value progress is expected to reach. Displays %0 when current value is equal to Min Value.

On Progress Complete: List of event handlers you can add to listen to progress complete event which is fired whenever current value is equal to Max Value.
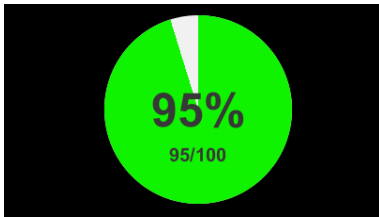
ProgressCircleThin
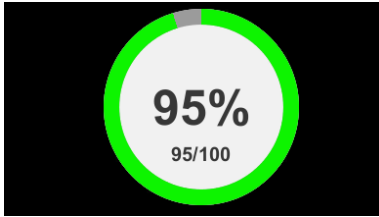
ProgressCircleThin works the same way as ProgressCircleThick while utilizing a thinner circle.

ProgressCircleFull

ProgressCircleFull works the same way as ProgressCircleThick while utilizing a non-hollow circle.

HPCircleLinear

HPCircleLinear is a circular health bar that can change color as its value changes and includes a late-updating tracer which makes it easier to visualize damage taken. It has a gradient image backing it so lower parts of the circle will be effected more by its background color. It has the following properties:

Low Value Fill Color: Color of the circle displaying progress when current value is equal to Min Value. Asset color linearly interpolates as current value changes.

High Value Fill Color: Color of the circle displaying progress when current value is equal to Max Value. Asset color linearly interpolates as current value changes.

Max Value: Maximum value progress is expected to reach. Displays %100 when current value is equal to Max Value.

Min Value: Minimum value progress is expected to reach. Displays %0 when current value is equal to Min Value.

Default Text Color: Color of the center text value when current value is above the low value trigger percentage.

Low Value Text Color: Color of the center text value when current value drops below the low value trigger percentage.

Low Value Trigger Percentage: Percentage based threshold value that will trigger the text color change.

Trace Latency: Total time (in seconds) that the tracer circle will wait on its current value after the assets current value is reduced. If the assets current value is zero or greater than the tracer's current value the delay is ignored and tracing circle immediately takes the same value as the asset.

Trace Step Value: The amount of decrement tracing circle value will make with each trace tick.

Trace Step Time: Time (in seconds) each tracer tick takes. Assigning a too small value to this parameter will make the asset use unnecessarily larger amounts of processor power while a too large value may cause the tracing operation to be too slow. Finally a large step time and a large step value may cause this asset to look as if it is lagging.
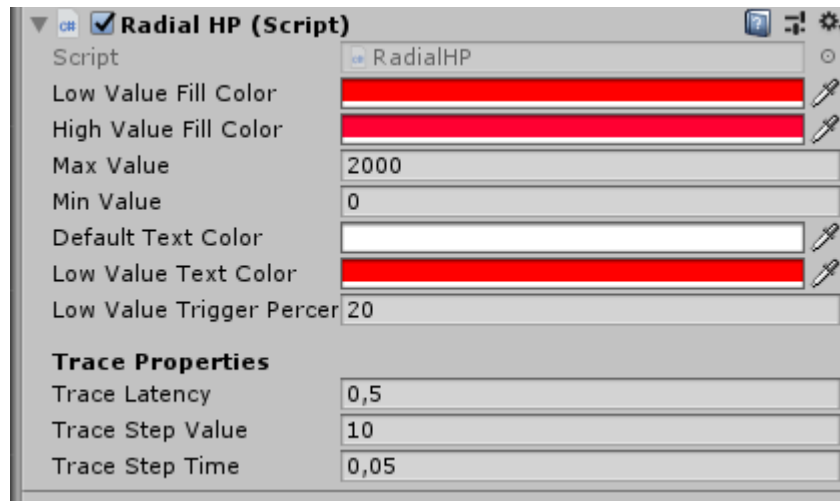
HPCircleThick
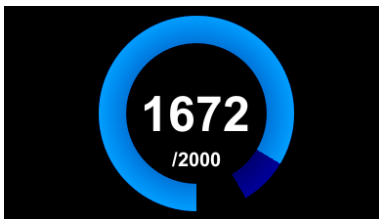
HPCircleThick works the same way as HPCircleLinear while utilizing a similar look and feel to ProgressCircleThick.

GrowingCircle

GrowingCircle works in a similar way to ProgressCircleFull with the following differences:

- It utilizes a growing inner circle instead of a radially expanding one.

- It does not fire progress complete events and thus does not have the "On Progress Complete" parameter.