

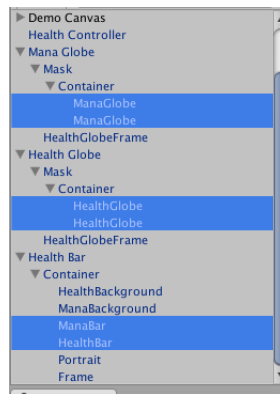
Bar & Globes

1 Installing the plugin

Installing the plugin is quite simple. Simply locate the prefabs folder in the RPG bar and globes folder and drag the Health Controller prefab into the hierarchy. Once done you need to decide which type of bar you're going to use. If you're going to the MMO type bar drag the Health Bar prefab into the hierarchy. If you one the other hand want to use the globes drag the Health & Mana globe into the Hierarchy.

2 Setting up tags

By default the tag should be there, but if they're not you need to create two tags for the project. Those two tags are HealthSprite & ManaSprite. Once created you need to locate the GameObject highlighted below.



When they're selected add the tags accordingly. The ManaSprite tag goes on the Mana GameObjects and the HealthSprite tag goes on the Health GameObjects.

3 Using the plugin

Once the installation is complete you can now start implementing the asset into your own project. The project comes with a script called PlayerHealth that has four variables: max mana, max health, health regen speed, and mana regen speed. The first two controls the max amount of life & mana the player can have and the last two controls the speed at which they regenerate. You can add this script to your player, set the variables and it should work.

*Please note that your player should be using the Player tag!

The PlayerHealth script has two functions: TakeDamage() and CastSpell() that shows how you can easily use the plugin. Just remove the health or mana from the player and call the UpdateVitals on the uGUIHealthController singleton instance.

4 Globe animation

The globes using a script called Globe Animation to scroll the textures. This can be an unwanted behaviour and all one must do to stop it is to select the Container child GameObject of the Mana Globe and Health Globe and remove the uGUIGlobeAnimator script.

5 Contact

If you have any questions, problems, or suggestions feel free to contact me at asgerroed@me.com