IOnVitalChange

Photon.Pun.Simple.IOnVital ValueChange

+ OnVitalValueChange()

Photon.Pun.Simple.SyncVitals

+ vitals
+ defaultMounting
+ autoDespawn
+ resetOnSpawn
+ OnVitalsValueChange
+ OnVitalsParamChange
+ OnRootVitalBecameZero
+ ApplyOrder
+ AllowReconstructionOfEmpty
+ SystemIndex
+ Vitals
+ ValidContactGroups
+ ValidMountsMask
+ DefaultMount
# contactGroups
# syncState
# rootVital
# defaultMountingMask
# isPredicted

+ OnAwake()
+ OnStart()
+ OnAuthorityChanged()
+ TryTrigger()
+ TryPickup()
+ OnPostSimulate()
+ OnCaptureCurrentState()
+ OnNetSerialize()
+ OnNetDeserialize()
+ ApplyDamage()
+ OnVitalValueChange()
+ OnVitalParamChange()
+ OnStateChange()
# PopulateFrames()
# TestConsumption()
# RootVitalBecameZero()
# ApplySnapshot()
# InterpolateFrame()
# ExtrapolateFrame()

Photon.Pun.Simple.VitalUIBase

+ targetVital
+ targetField
+ Vitals
+ Vital
# vitalIndex
# vital

+ ApplyVitalsSource()
+ Recalculate()
+ OnChangeOwnedVitals()
+ OnVitalParamChange()
+ OnVitalValueChange()
+ UpdateGraphics()
# Awake()
# Start()
# OnDestroy()

Photon.Pun.Simple.Vitals

+ OnVitalValueChangeCallbacks
+ OnVitalParamChangeCallbacks
+ vitalDefs
+ VitalDefs
+ VitalArray

+ Initialize()
+ ResetValues()
+ GetVital()
+ GetVitalIndex()
+ Serialize()
+ Deserialize()
+ Apply()
+ ApplyCharges()
+ ApplyCharges()
+ CheckForDisrupt()
+ DisruptRegen()
+ DisruptDecay()
+ OnVitalValueChange()
+ OnVitalParamChange()
+ Simulate()

Photon.Pun.Simple.VitalUI

+ autoOffset
+ offset
+ widthMultiplier
+ searchChildren
+ UIText
+ UIImage
+ textMesh
+ barSprite
+ backSprite
+ billboard
# vitalBarDefaultPrefab

+ Recalculate()
+ FindUIElements()
+ UpdateGraphics()
+ LateUpdate()
# Reset()
# Awake()
# AutoAlign()