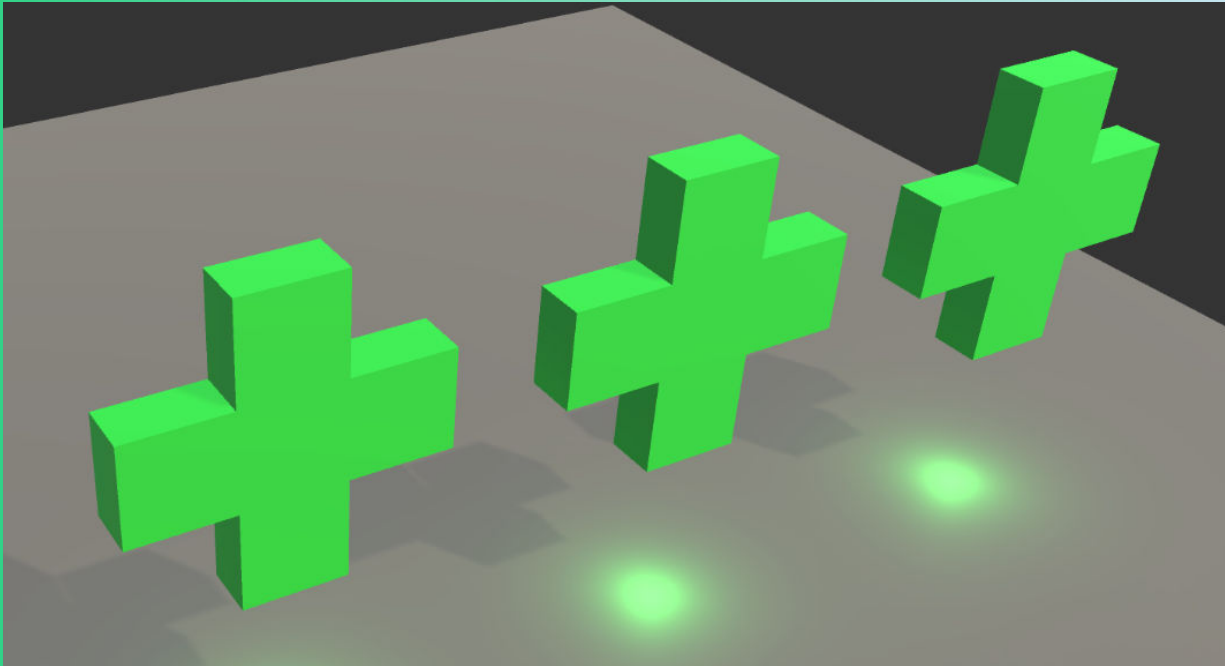# Viapix Games
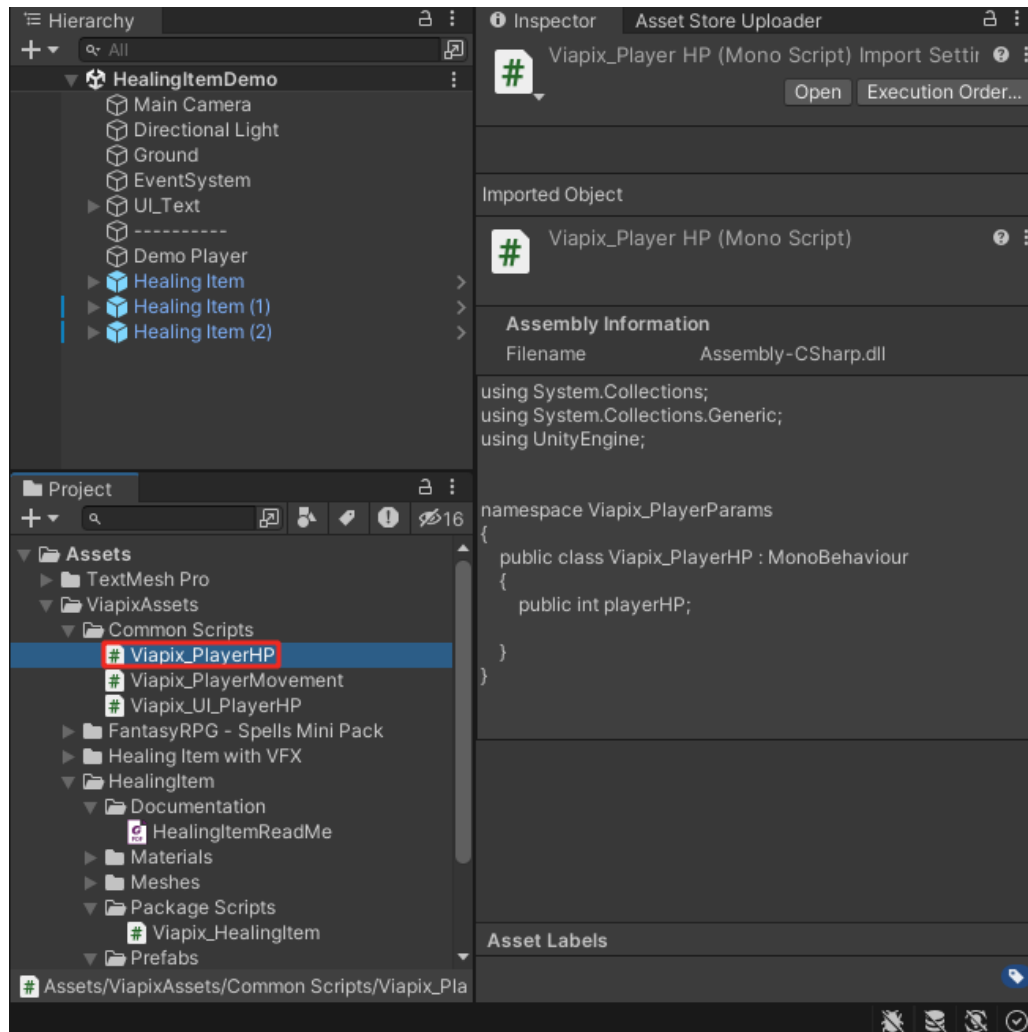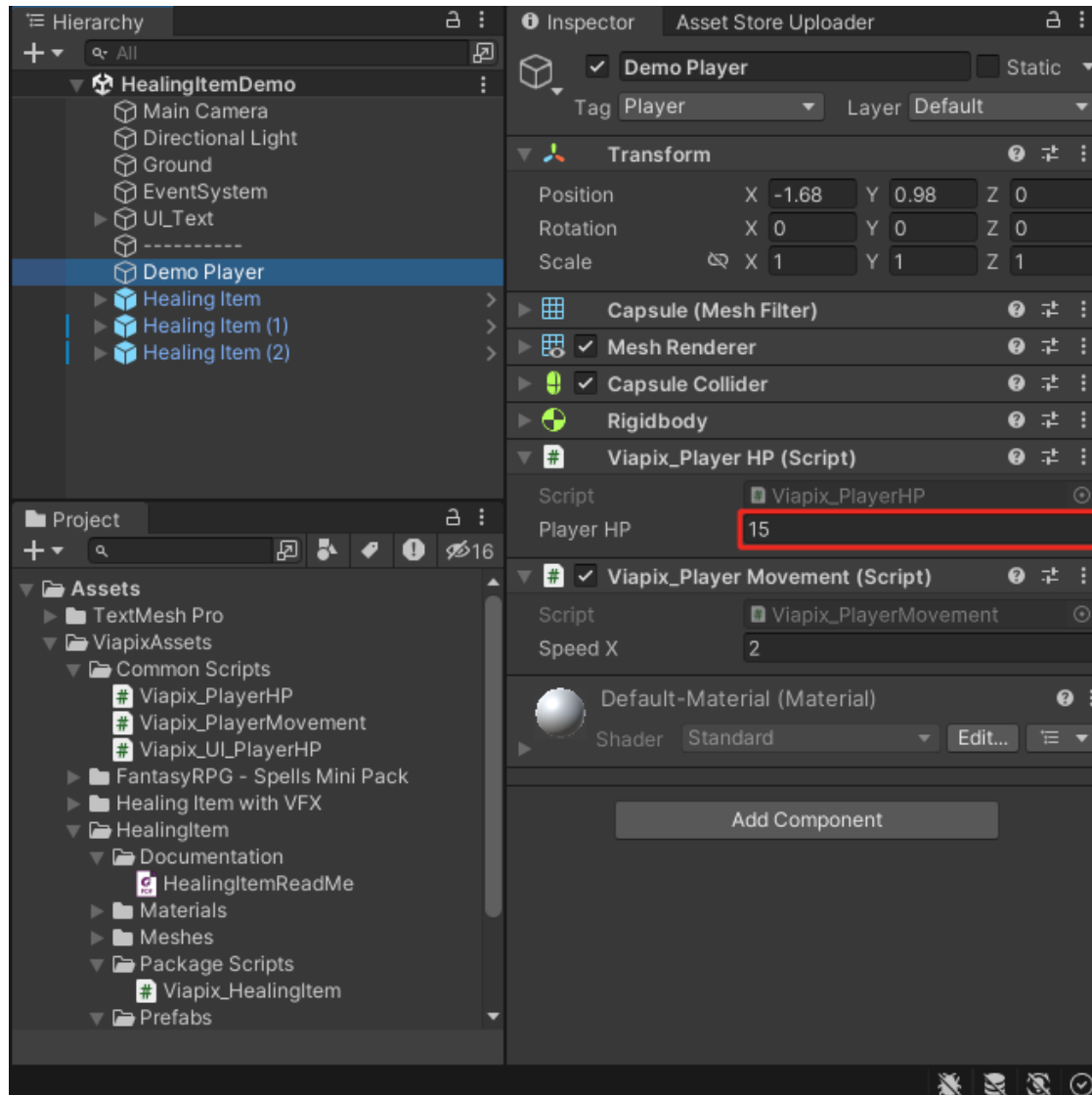

HEALING ITEM

Quick Set Up Guide

Thank You for downloading our assets!

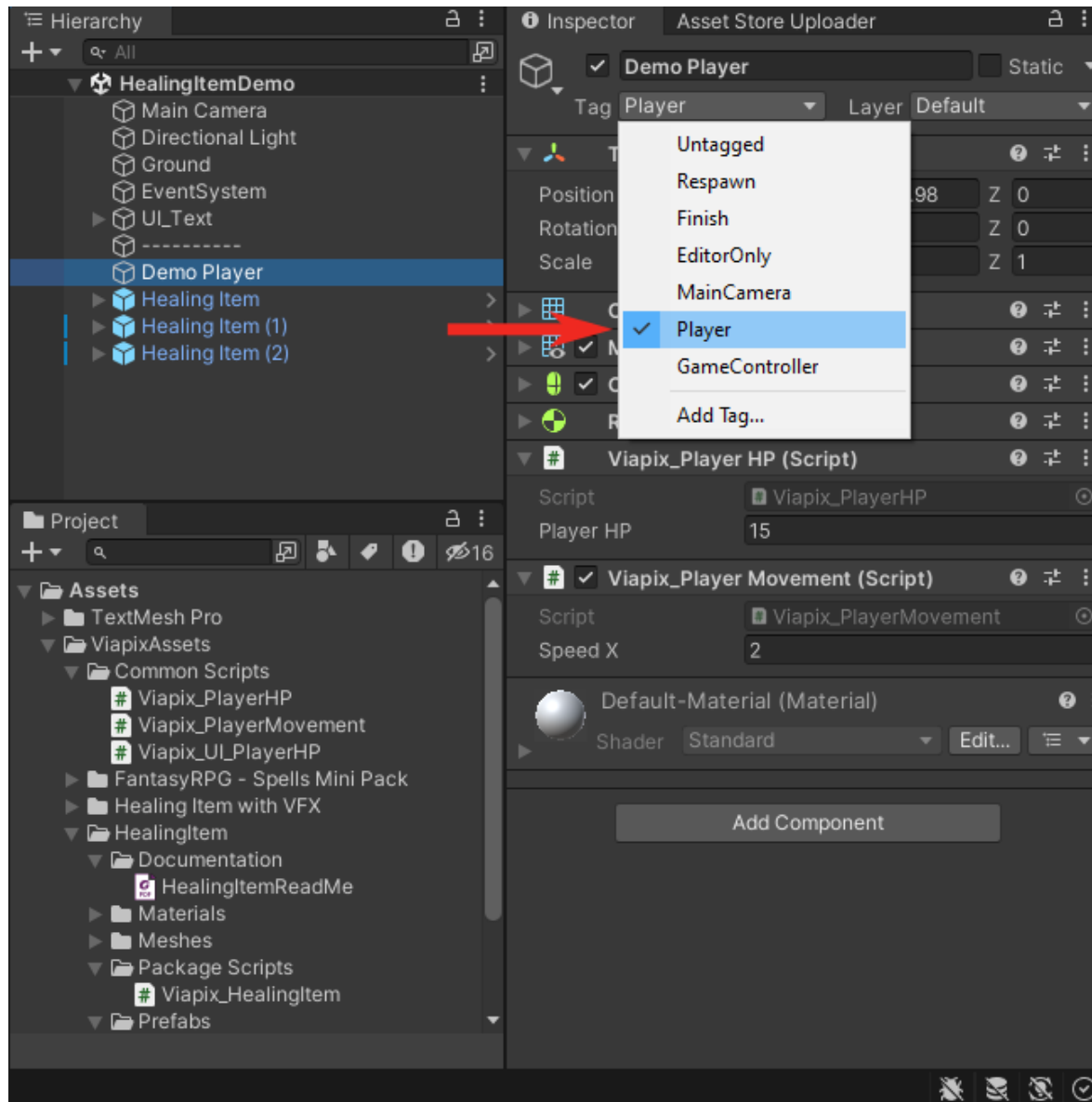**Follow the Quick Set Up Guide to use them in your project.**

Quick Set Up Guide

1. Drag and drop the *Viapix_PlayerHP* script (from the *Common Scripts* folder) to *YOUR* player game object.

2. Click on *YOUR* player game object and set the amount of hp in *Player HP* field of the *Viapix_Player HP (Script)* component.

3. Be sure *YOUR* player game object is tagged as *Player.*

4. Click on the *Healing Item* prefab.

5. In the Inspector window find the *Viapix_Healing Item (Script)* component. Set the rotation speed (float number) of the object and the amount of HP (integer number) that will receive your character.
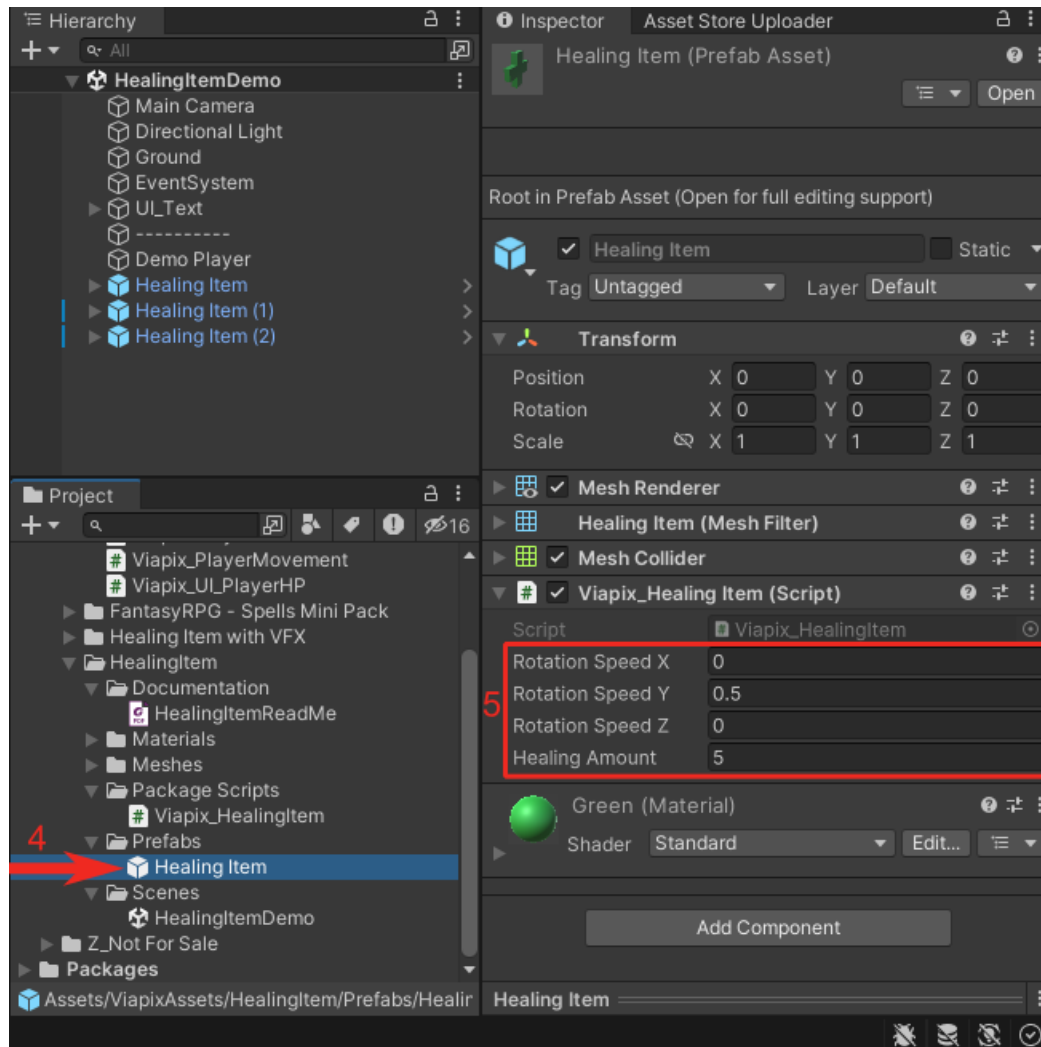
6. *You are ready to use the Healing Item.*

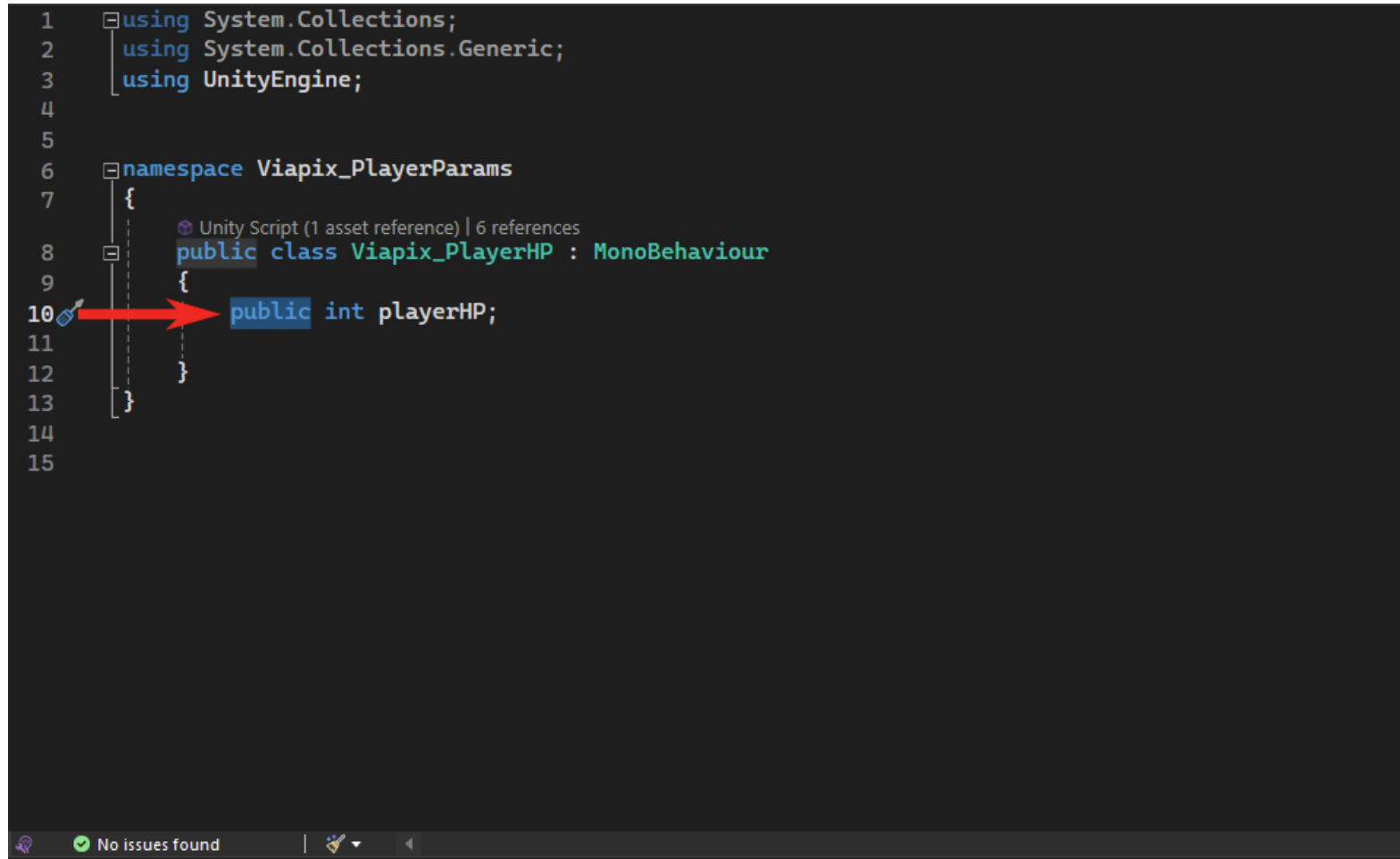**Using your own Player script**

1. Follow steps 3-5 from **Quick Set Up Guide**.

2. Open your C# script where HP variable is located.

3. Make HP variable *public* to grant access to it. (Like in our *Example*)

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5
6    namespace Viapix_PlayerParams
7    {
          Unity Script (1 asset reference) | 6 references
8        public class Viapix_PlayerHP : MonoBehaviour
9        {
10           public int playerHP;
11
12       }
13   }
14
15
```

No issues found

4. Open *Viapix_HealingItem* script. Find rows 32 and 36.
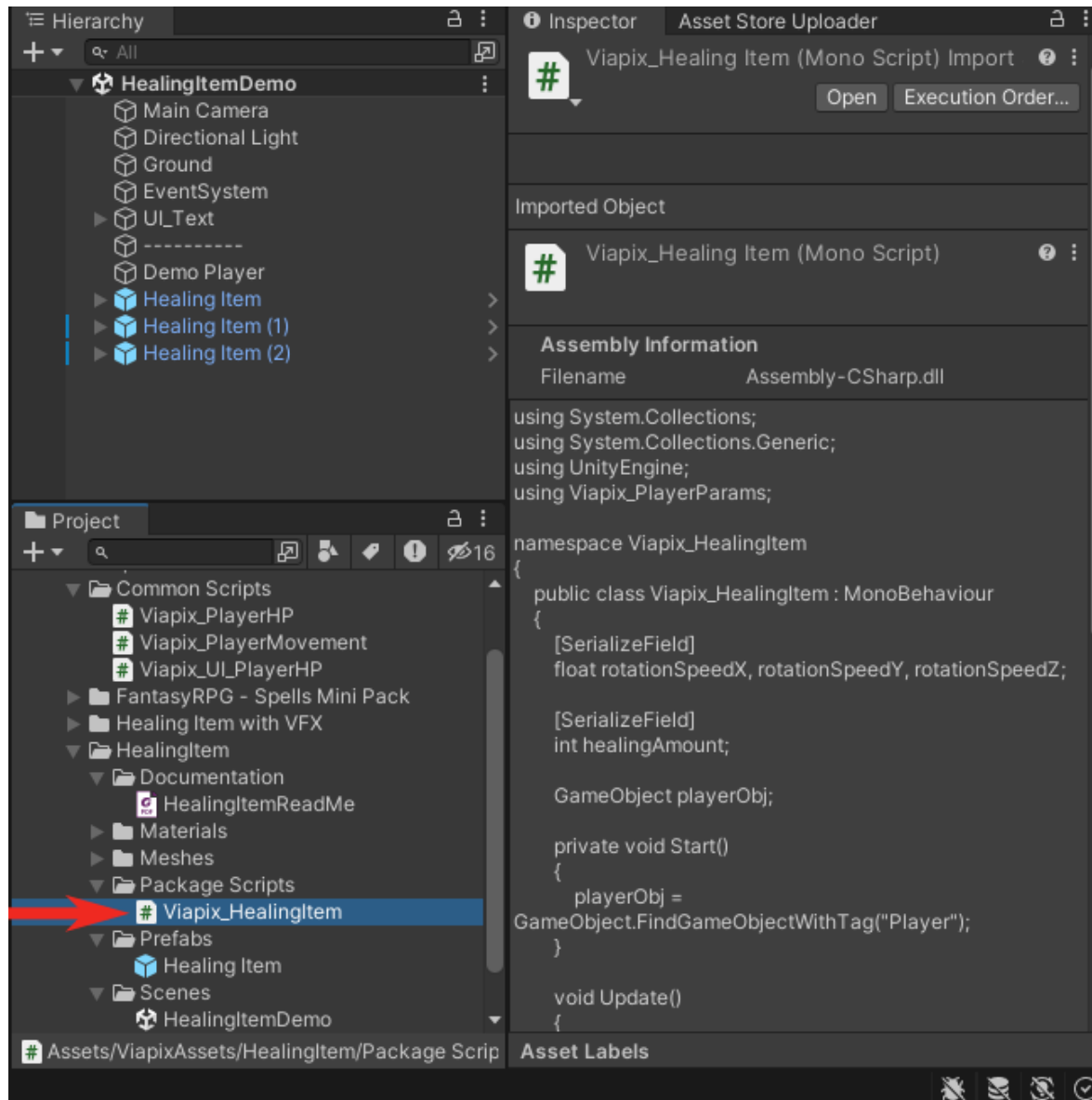
5. Replace *Viapix_PlayerHP* class to the class name where your variable is located.

```
21          }
22
            ⬡ Unity Message | 0 references
23  ⊟       void Update()
24          {
25              transform.Rotate(rotationSpeedX, rotationSpeedY, rotationSpeedZ);
26          }
27
            ⬡ Unity Message | 0 references
28  ⊟       private void OnCollisionEnter(Collision collision)
29          {
30  ⊟           if (collision.gameObject.CompareTag("Player"))
31              {
32                  playerObj.GetComponent<Viapix_PlayerHP>().playerHP += healingAmount;
33
34                  Destroy(gameObject);
35
36                  print("Player HP: " + playerObj.GetComponent<Viapix_PlayerHP>().playerHP);
37              }
38          }
39      }
40  }
41
42
```

No issues found

9

6. Replace *playerHP* variable name to your HP variable name.

```
21          }
22
            ⊕ Unity Message | 0 references
23          void Update()
24          {
25              transform.Rotate(rotationSpeedX, rotationSpeedY, rotationSpeedZ);
26          }
27
            ⊕ Unity Message | 0 references
28          private void OnCollisionEnter(Collision collision)
29          {
30              if (collision.gameObject.CompareTag("Player"))
31              {
32                  playerObj.GetComponent<Viapix_PlayerHP>().playerHP += healingAmount;
33
34                  Destroy(gameObject);
35
36                  print("Player HP: " + playerObj.GetComponent<Viapix_PlayerHP>().playerHP);
37              }
38          }
39      }
40  }
41
42
```

✓ No issues found

7. Be sure the *healingAmount* (type *int*) variable is the same type as your HP variable.

```
13          [SerializeField]
14          int healingAmount;
15
16          GameObject playerObj;
17
            ⬡ Unity Message | 0 references
18          private void Start()
19          {
20              playerObj = GameObject.FindGameObjectWithTag("Player");
21          }
22
            ⬡ Unity Message | 0 references
23          void Update()
24          {
25              transform.Rotate(rotationSpeedX, rotationSpeedY, rotationSpeedZ);
26          }
27
            ⬡ Unity Message | 0 references
28          private void OnCollisionEnter(Collision collision)
29          {
30              if (collision.gameObject.CompareTag("Player"))
31              {
32                  playerObj.GetComponent<Viapix_PlayerHP>().playerHP += healingAmount;
33
34                  Destroy(gameObject);
35
36                  print("Player HP: " + playerObj.GetComponent<Viapix_PlayerHP>().playerHP);
```

✓ No issues found

8. You are ready to use the *Healing Item.*

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You can contact us at

viapix.games@gmail.com