

SPEEDTUTOR SURVIVAL UI SYSTEM V1.0 DOCUMENTATION

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: <https://www.patreon.com/SpeedTutor>

Make a small donation: www.paypal.me/speedtutor

Pack includes:

This Survival UI System is a starter for implanting your own survival user interface, which has moving bars for Health, Stamina, Hunger and Thirst in a visual icon layout. It has several controllers and scripts to help you learn and control these transitions and functions! Take a look at my tutorial: COMING SOON – Be sure to leave me any feedback!

Built on: Unity 2017.4.3

Using: Standard Render Pipeline – But suitable for all versions of pipelines for Unity!

Refer to my tutorial if you need any help or please send an email! ☺

Patch Notes

Version 1.1 - May 2020

- General Fixes:
 - o Edited FPSController import as it was causing errors in some strange cases
- Scripting Changes:
 - o Added namespaces to all scripts, to avoid any script clashes
 - o Generally cleaned up functionality of several scripts, to improve performance
 - o Changed variable name conventions to make the scripts consistent

Contact

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: <http://www.speed-tutor.com>

MATTHEW RUKAS – SPEEDTUTOR
WWW.SPEED-TUTOR.COM
SPEEDTUTORUK@GMAIL.COM

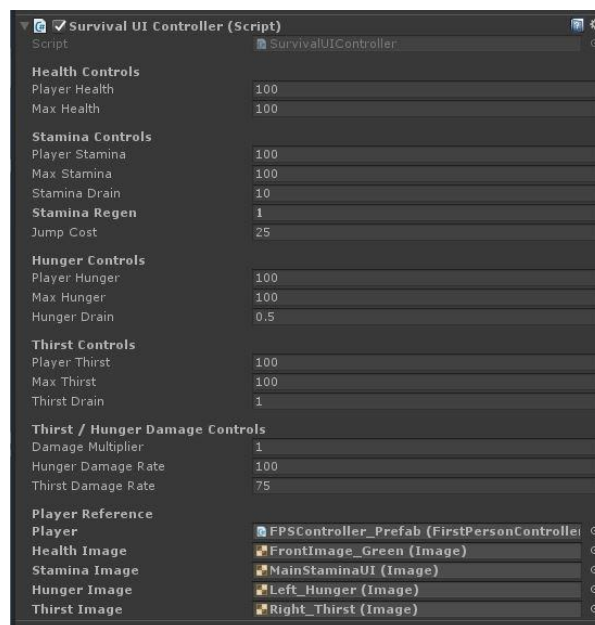
SPEEDTUTOR SURVIVAL UI SYSTEM V1.0 DOCUMENTATION

NOTES FOR SETUP:

1) Please remember that this uses the “FPSControllerCustom” script and if you import new standard assets it will replace my custom controller script, so you can get the custom script from the zipped folder but shouldn’t need any extra setup out of the box!

2). I have created a custom “FirstPersonControllerCustom” script which should be added to your player if not already. Use the prefab from the folder to get you started! **NOTE:** Please extract the “FirstPersonControllerCustom_UNZIPME” into your scripts folder AFTER importing standard assets or it will overwrite your current controller.

2). Just add the “SurvivalUI_Canvas” prefab to your Hierarchy and add the “SurvivalUIController” to your scene, then add the correct “Player” object to the responsive slot and each of the canvas images as shown below.



3). Add custom objects to your scene and add the “PickupController” script to them, make sure they have a “Box collider” with “IsTrigger” enabled. Add to value of your object, the type and then add the reference to the “UI Controller” by dragging the “SurvivalUIController” into the slot!

