

## HP/AP Bar [1.5]

Hello guys, I'd like to share with you this thing i made today in the morning, I know it's NOT new, but I thought it would be cool to share it with you, and give me notes 😊

As the title says, it's the HP/AP bar (above character), so without any intros, here are the codes,

Oh before that, the code could be done in many ways, and also could be added in many places.

I did it in ZCombatInterface::DrawAllPlayerName(MDrawContext\* pDC), which means whenever the function DrawAllPlayerName is called, the bar will appear.

Okay enough talking XD... Go **ZCombatInterface.cpp** and search for the function above, after the last line in the function add these lines

Code:

```
        // Add HP/AP Bar Tannous
        pFont=MFontManager::Get("FONTa1_01Wht");
        pDC->SetFont(pFont);
        pDC->SetColor(MCOLOR(0xFFFFFFFF));

        char HP_AP[128];
        sprintf(HP_AP, "(%d / %d)", (int)pCharacter-
>GetHP(), (int)pCharacter->GetAP()); // (HP/AP)
        pDC->Text(x+13, screen_pos.y-35,HP_AP);

        float nValue = 0.08 * ZGetGame()-
>m_pMyCharacter->GetHP() / ZGetGame()->m_pMyCharacter-
>GetMaxHP();

        pDC->SetColor(MCOLOR(0x90FF0000));
        pDC->FillRectangleW(x-38, screen_pos.y - 20,
nValue*2200, 4);

        nValue = 0.08 * ZGetGame()->m_pMyCharacter-
>GetAP() / ZGetGame()->m_pMyCharacter->GetMaxAP();
        pDC->SetColor(MCOLOR(0x9000FF00));
        pDC->FillRectangleW(x-38, screen_pos.y - 17,
nValue*2200, 3);
```

And the results will be like this, when the function is called (I made ESP name so I could show you)

Spoiler:

Okay, so as I said you can do it in many other functions & ways, like:

- 1- for all players
  - 2- only team players
  - 3- only for you
  - 4- with ESP name
  - 5- or in many other functions, such as: DrawFriendName / DrawEnemyName
  - 6- you can also change the color of the bar depending on the hp, by doing this
- Code:

```

pDC->SetColor(MCOLOR(0x900000FF)); //default full (blue)
float nHP = ZGetGame()->m_pMyCharacter->GetHP() / ZGetGame()-
>m_pMyCharacter->GetMaxHP();
if((nHP < 1) && (nHP >= 0.5))
    pDC->SetColor(MCOLOR(0x9049E4FC)); // light blue
if((nHP < 0.5) && (nHP >= 0.25))
    pDC->SetColor(MCOLOR(0x90FFFF00)); // yellow
if(nHP < 0.25)
    pDC->SetColor(MCOLOR(0x90FF0000)); //red

```

7- or you can do it separated aswell, like that (use this function, and define it then do w/e u want with it)

Code:

```

void ZCombatInterface::DrawHPAPBar(MDrawContext* pDC)
{
    bool bDraw = m_Observer.IsVisible();
    float xPos = 100.f/800.f;
    float yPos = 350.f/600.f;

    float nValue = 0.08 * ZGetGame()->m_pMyCharacter->GetHP()
/ ZGetGame()->m_pMyCharacter->GetMaxHP();
    pDC->SetColor(MCOLOR(0x90FF0000));
    pDC->FillRectangleW((xPos*2200),
yPos*MGetWorkspaceHeight()+6, nValue*2200, 4);

    nValue = 0.08 * ZGetGame()->m_pMyCharacter->GetAP() /
ZGetGame()->m_pMyCharacter->GetMaxAP();
    pDC->SetColor(MCOLOR(0x9000FF00));
    pDC->FillRectangleW((xPos*2200),
yPos*MGetWorkspaceHeight()+9, nValue*2200, 3);
}

```

So, I guess that's pretty much it, I'm off to study now hahaha XD

**Peace Mates & Thanks** 🙏👍