

Bar and globes

Installing the bar – or globes

Locate the **Prefabs** folder in the **RPG Bar and Globes** folder. In there you'll find 4 different prefabs.

The first one is the health bar.

The second one is health controller. This prefab controls the fill amount of both the bar and the globes depending on which one you're going to use.

The third one is the health globe.

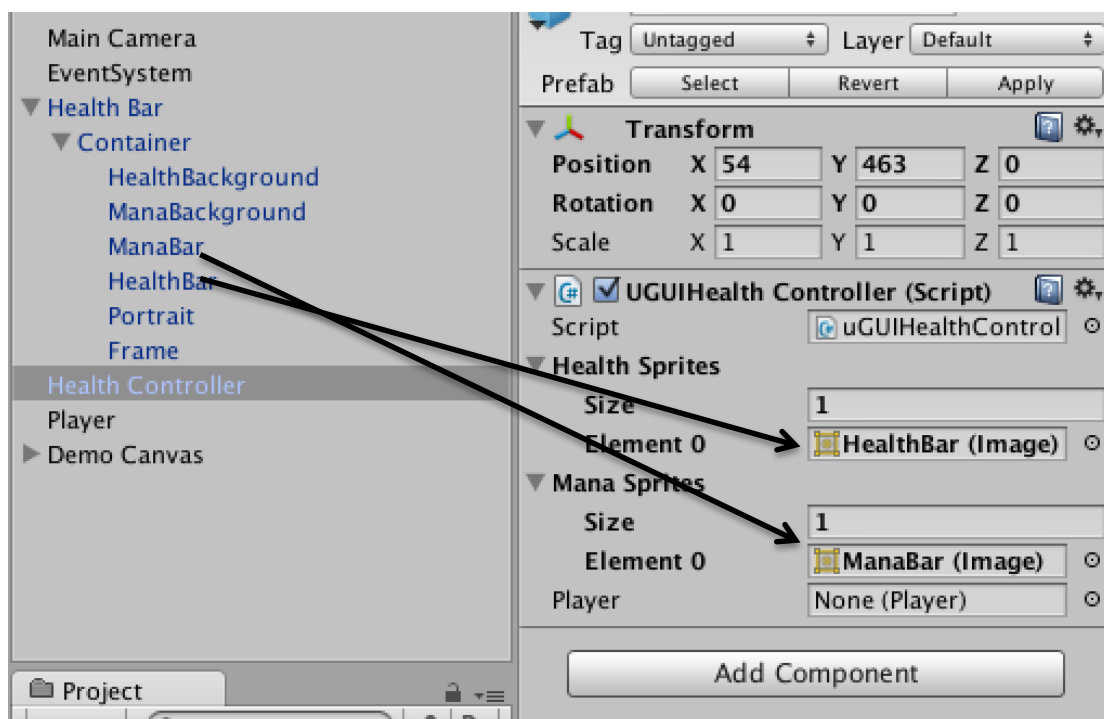
The fourth one is the mana globe.

Installing the bar

Drag the **Health Bar** prefab from the **Prefabs** folder into the hierarchy.

Now drag the **Health Controller** into the hierarchy.

Now you need to locate both the health and mana sprite children of the **Health Bar** gameobject. Once located drag them to the **Health Sprites** and the **Mana Sprites** field.

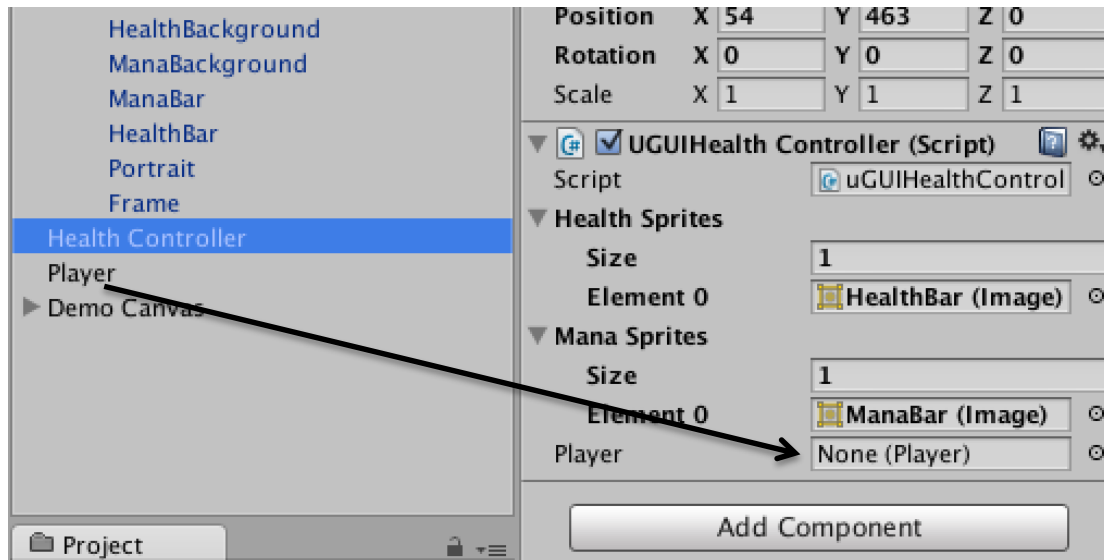


Now we only need the **Player** reference.

Either make your own **Player** script or use the one supplied with the package.

Add the **Player** script to your **Player** gameobject.

Now drag the **Player** gameobject onto the **Player** field.

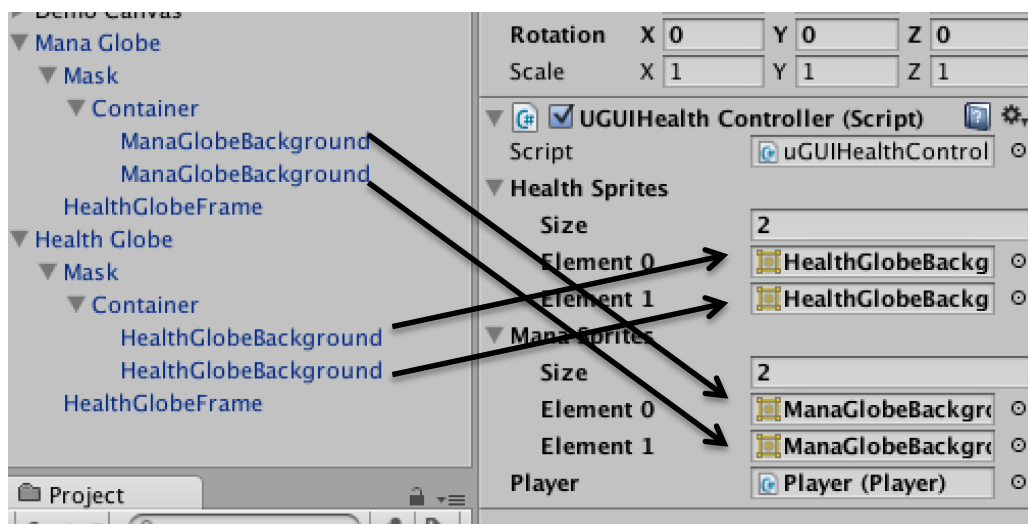


Installing the globes

Locate both the **Health Globe** and the **Mana Globe** prefab from the **Prefabs** folder and drag them to the hierarchy.

Locate the **Health Controller** prefab from the **Prefabs** folder and drag it to the hierarchy.

Now locate the **TWO HealthGlobeBackground** gameobjects and the **TWO ManaGlobeBackground** gameobjects. Once located drag the two **HealthGlobeBackground** to the **Health Sprites** field on the **Health Controller** gameobject. Drag the two **ManaGlobeBackground** to the **Mana Sprites** field.

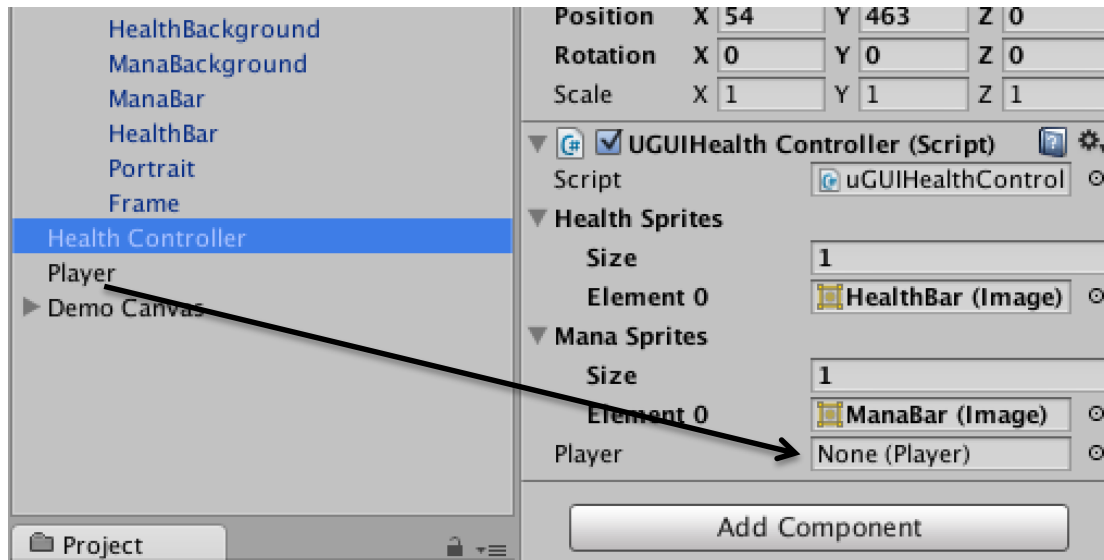


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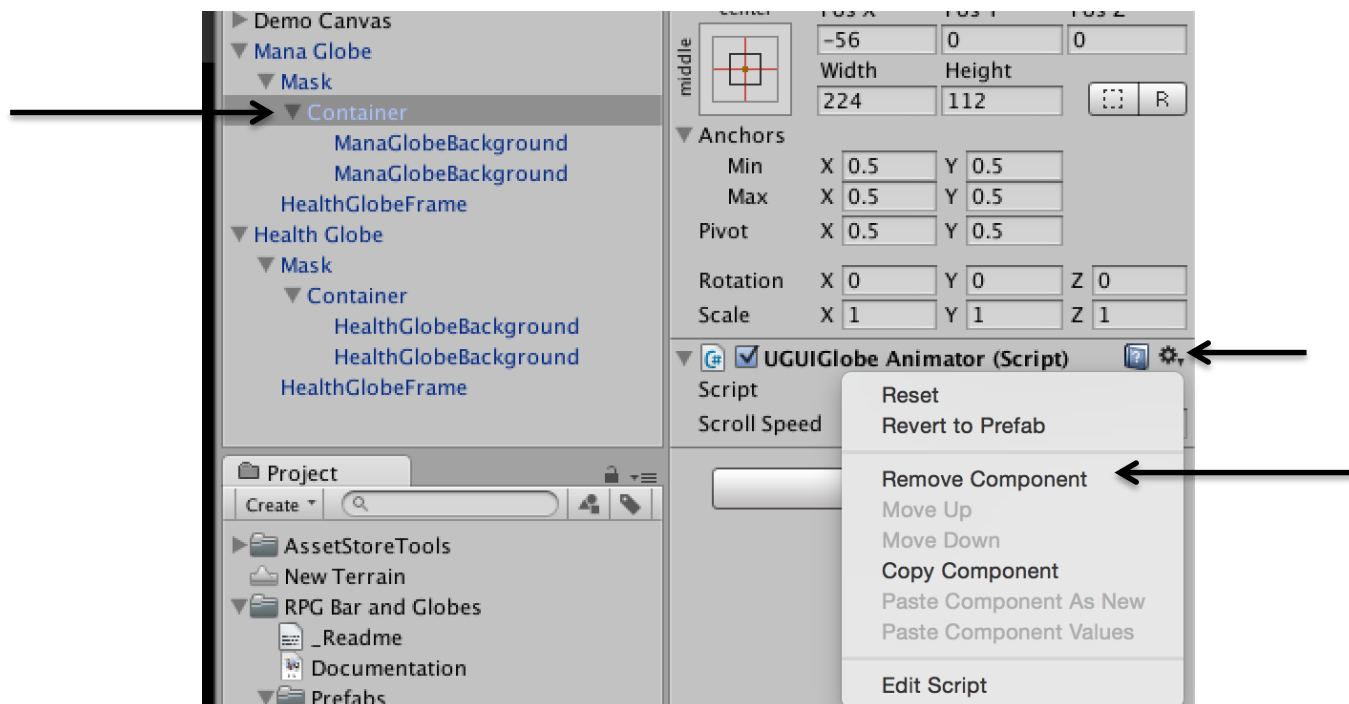
Add the **Player** script to your **Player** gameobject.

Now drag the **Player** gameobject onto the **Player** field.



Globe animation

If you don't wish the globes to be animated locate the **Container** child of both globes. You can either set the **Scroll Speed** to 0 or remove the component.



If you do wish to the globes to be animated locate the **container** gameobject. You can edit the scroll speed of the globe be editing the **Scroll Speed** field.

Player script

You can have a look at the **Player.cs** script to see how handle damage, spell casting, and regeneration.

Final notes

If you need assistance, have suggestions, or problems please [contact me](#)!