

# Insane Systems Healthbars Kit Guide

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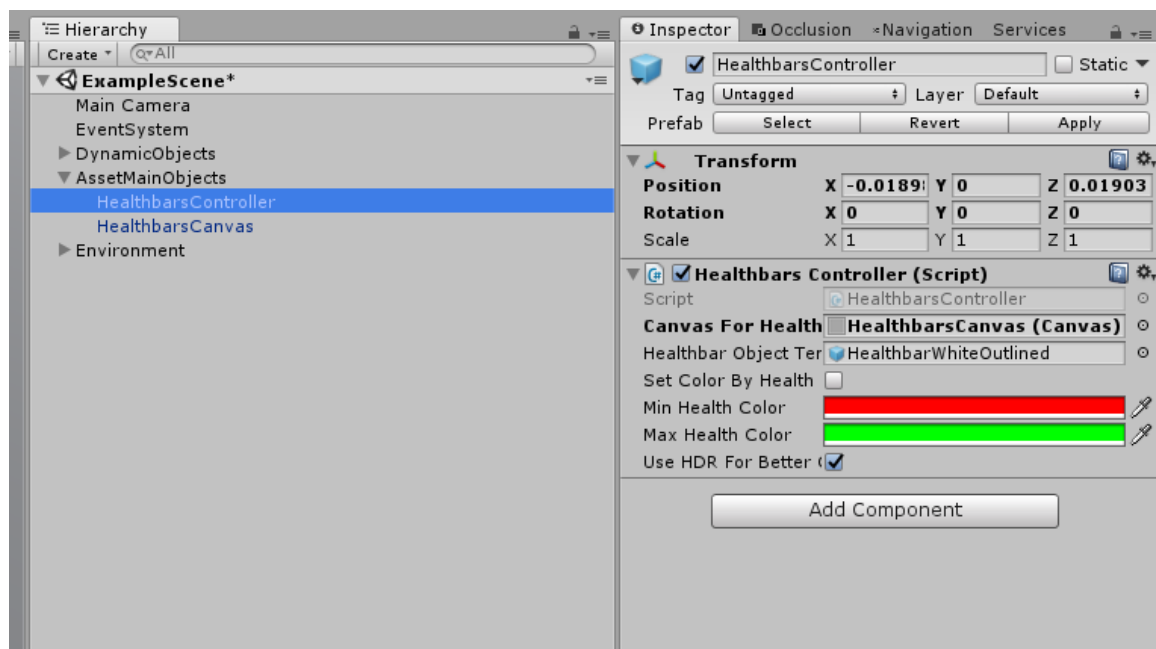
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## Quick Start

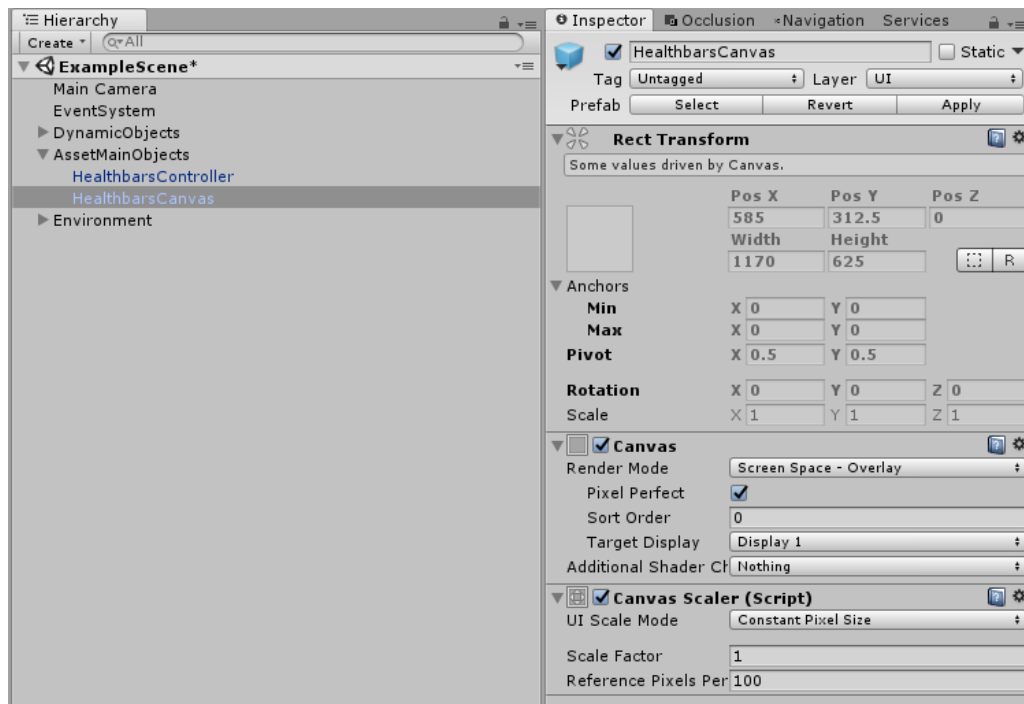
You can use objects from **Example** scene in your scenes without changing settings to quick start. If you're good in programming and Unity, there will be no problems to understand all. But If you need more info, read next section.

## How to use

First of all, you need to know, that there should be two objects on scene to start using **Healthbars Kit**. First is empty object but with **HealthbarsController** component:



Second needed object is **Canvas** to draw healthbars. You can use your own or use our **HealthbarsCanvas** object from **Example** scene. Its settings are very simple (similar to default Unity Canvas settings):



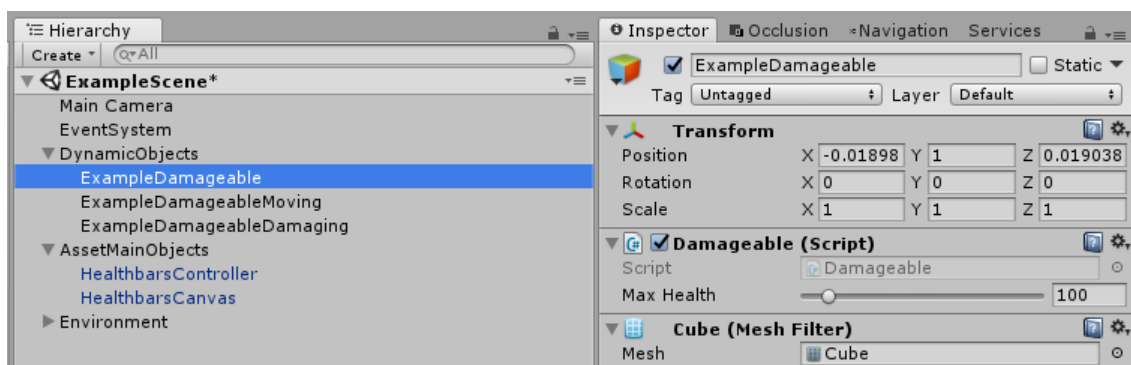
After this, you need drag your canvas to **HealthbarsController** component **Healthbars Canvas** field.

Now all ready to adding healthbars to your units. There are two ways how it can be done.

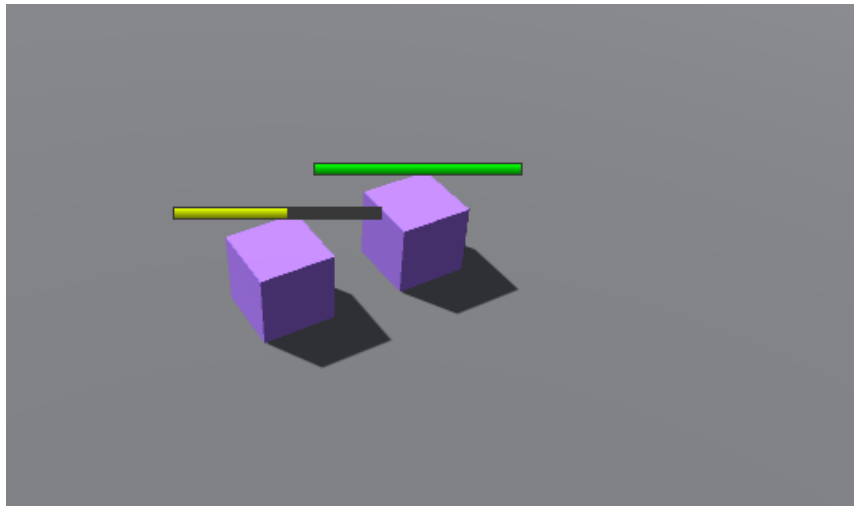
### Way 1

If your units actually have not any components, which are responsible for health, unit damage and unit death, you can use ready **Damageable** component from **Healthbars Kit**. It has **health** and **max health** parameters and **Take Damage** method, which allows to deal damage to the unit. Also it has **Die** method, which responsible to unit death and actions which will be started on this event. You can extend this component to your needs or create inherited class with more parameters.

To use this **Damageable**, simple add this component to any of your units (and next you can make this unit to Prefab):



Now you can enter play mode and you should see healthbar above this unit:



## Way 2

If you already have component with unit health and take damage methods, you should add new code to it.

Firstly, add event to start of your script:

```
public event HealthbarsController.HealthChangedAction healthChangedEvent;
```

You can find and copy all code, shown in this guide, in Damageable script.

**Note:** don't forget to add using reference to **InsaneSystems.HealthbarsKit.UI**.

Next, you need to add **AddHealthbar** and **OnHealthChanged** methods:

```
void Start()
{
    AddHealthbarToThisObject();
}

void AddHealthbarToThisObject()
{
    var healthBar = HealthbarsController.instance.AddHealthbar(gameObject, maxHealth);
    healthChangedEvent += healthBar.OnHealthChanged;

    OnHealthChanged();
}

void OnHealthChanged()
{
    if (healthChangedEvent != null)
        healthChangedEvent(health);
}
```

Call **AddHealthbarToThisObject** in **Start** of your script.

Finally, add call of the **OnHealthChanged** method in place, where you deal damage to your unit:

```
public void TakeDamage(float damage)
{
    health = Mathf.Clamp(health - damage, 0, maxHealth);

    OnHealthChanged();
}
```

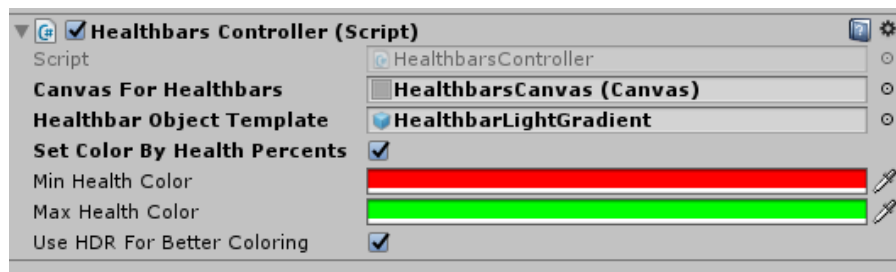
You need also add OnHealthChanged in healing part of your code, if you have it.

Done!

## Detail Guide

### Healthbars Controller settings

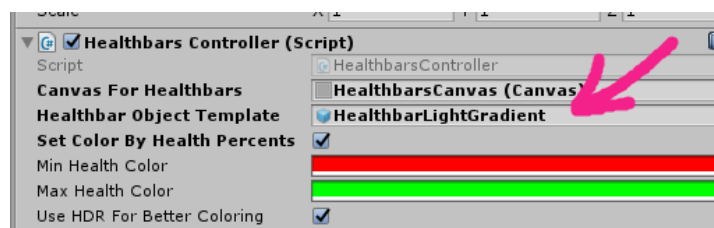
Healthbars Controller have several fields, which you should understand.



- **Canvas For Healthbars** contains link to canvas object, where should be healthbars drawn.
- **Healthbar Object Template** contains link to the prefab of healthbar in project resources.
- **Set Color By Health Percents** responsible for changing healthbar color by the health percents of unit. So, if unit have 25% of health, healthbar fill color will be near **Min Health Color** value. If unit have 100% of health, healthbar fill color will be at **Max Health Color**.
- **Use HDR For Better Coloring** is needed to better lerp between two colors. Works only when **Set Color By Health Percents** is true.

### Healthbars templates

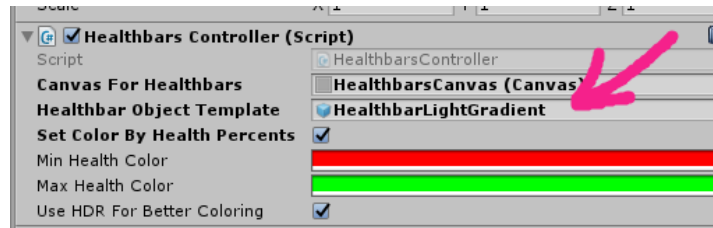
Our asset contains a lot of ready-made healthbars templates, you can select any of them in **HealthbarsController** component, just edit **Healthbar Object Template** field.



Healthbars templates can be found in Prefabs/UITemplates folder of asset.

### Custom healthbar

If you want to make custom healthbar style, you can simple copy existing healthbar template and edit it as you want, on finish you just need to setup it in **HealthbarsController** component:



### Stretchable and non-stretchable healthbars

Some of ready-made templates are fully stretchable. It means, that you can set any size and aspect ratio for this healthbars.

But healthbars from **NonStretchable** folder cannot be stretched without saving original aspect ratio. But you can set smaller sizes, if you save aspect ratio, and it will look good.

### How to change size of healthbar

You just need to change healthbar template object **Rect Transform** settings. Change it by editing **Width** and **Height** fields.

### Contacts

You can ask your questions or send your suggestions to us. 😊

To contact use email [godlikeaurora@gmail.com](mailto:godlikeaurora@gmail.com)