

# IMPROVED HEALTHBAR

This asset has 2 scripts.

Health script is for health management

Healthbar has:

Mana script is for mana management

## HealthScript.cs

### Public Variables

```
public Image healthbar;  
// sets HealthBar Image to show current health
```

```
public Image damagebar;  
// sets DamageBar Image to show taken damage
```

```
public Image blockbar;  
// sets BlockBar Image to show maximum health capacity
```

```
public Text healthCountTxt;  
// sets health amount text to show in screen if defined
```

```
public float barCapacity = 1;  
// sets healths visible area between 0.1f-1f (10% to 100%)
```

```
public float maxHP = 100;  
// sets maximum health as number
```

```
public float currentHP = 100;  
// sets current health as number
```

```
public float dmgReduction = 0;  
// sets damage reduction from taken damage (0.0-1.0f) eg: 0.25f dmgreduction means 100 taken  
dmg deals 75dmg
```

```
public float naturalHealingRate = 2;  
//sets natural healings heal rate (retore 2 health every x seconds)
```

```
public float naturalHealingInterval = 2;  
// sets natural healing trigger second (restores x health every 2 seconds)
```

```
public float dangerHealthPercent = 0.15f;  
// sets danger life color start value: %15 percent default  
// when your health drops %15 percent danger color will be active
```

```
public float cautionHealthPercent = 0.35f;  
// sets caution life color start value: %35 percent default  
// when your health drops %35 percent warning color will be active
```

```
public bool triggerNaturalHealing = false;  
// enables natural healing (natural heal recover x health every y seconds)  
  
public bool enableMultiColor = false;  
// enables/disables warning and danger color. Otherwise only green will be active  
  
public UnityEvent onDead;  
// sets an event and triggers it if health reaches 0  
  
public Color healthyColor;  
// sets healthy healthbar color  
  
public Color warningColor;  
// sets caution healthbar color (first blink color)  
  
public Color warningDarkColor;  
// sets caution healthbar color (second blink color)  
  
public Color dangerColor;  
// sets danger healthbar color (first blink color)  
  
public Color dangerDarkColor;  
// sets danger healthbar color (second blink color)  
  
public bool isDead;  
// sets target is dead or alive
```

## ManaScript.cs

```
public Image manabar;  
// sets manaBar Image to show current mana  
  
public Image damagebar;  
// sets manaBar Image to show damaged mana  
  
public Image blockbar;  
// sets BlockBar Image to show maximum mana capacity  
  
public Text manaCountTxt;  
// sets mana amount text to show in screen if defined  
  
public float barCapacity = 1;  
// sets mana's visible area between 0.1f-1f  
  
public float maxMana = 100;  
// sets maximum mana as number  
  
public float currentMana = 100;  
// sets current mana as number  
  
public int naturalManaRate = 10;  
// sets natural mana recovery rate (natural mana recover x mana every y seconds)  
  
public float naturalManaInterval = 4f;  
// sets natural mana recovery interval (natural mana recover x mana every y seconds)  
  
public bool triggerNaturalMana = false;  
// enables natural mana recovery (natural heal recover x health every y seconds)
```

## Usage:

Add Scripts into gameobject which will have health or mana  
Set scripts properties that depends on API above and Play. That's it :)

