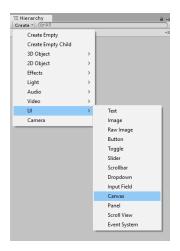
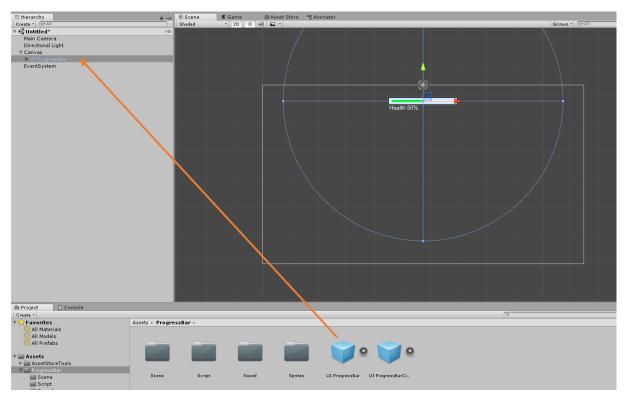
Notice d'utilisation :

1. Create a Canvas



2. Drag and drop the ProgressBAR UI prefab into the Canvas to position it on the stage.



The prefab is in "ProgressBar" Folder.

3. <u>Customize the prefab</u>

🔻 🖩 🗹 Progress Bar (Script) 🛛 🔯 🗐 🗐 🗐	
Script	ProgressBar ○
Title Setting	
Title	Health
Title Color	P
Title Font	Arial O
Title Font Size	40
Bar Setting Bar Color	<i>A</i>
	()
Bar Back Ground Color	
Bar Back Ground Sprit	III Progressbar Blue gradient⊙
Alert	20
Bar Alert Color	P
Sound Alert	
Sound	None (Audio Clip) $\odot$
Repeat	
Repear Rate	1

Title : text of the progressbar

Title Color : title color of the progressbar

Title Font : font of the title

Title Font Size : font size of the title

Bar Color : color of the progression

Bar Back Ground Color : color of the background of the progressbar

Bar Back Ground Sprite : sprite of the progression

Alert: setting the alert percentage

Alert Color Bar: color of the bar when the alert is reached

Sound: Sound played when bar percentage is under alert

Repeat: sound repetition

Repeat Rate: frequency of sound repetition

The use of other prefab is similar to the operation, there may be other properties but it is very similar.

## To use the progressbar in your game

Create a ProgressBar public variable: public ProgressBar Pb;

Drag and drop the prefab from the hierarchy window:

0

Change the value of the bar using the "val" property:

Pb.BarValue = 50;