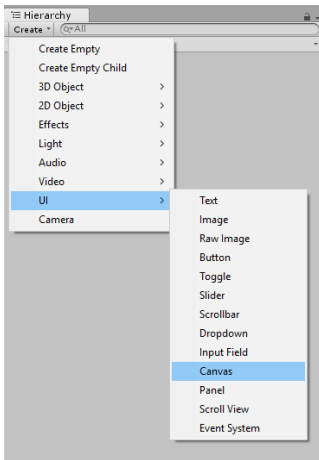
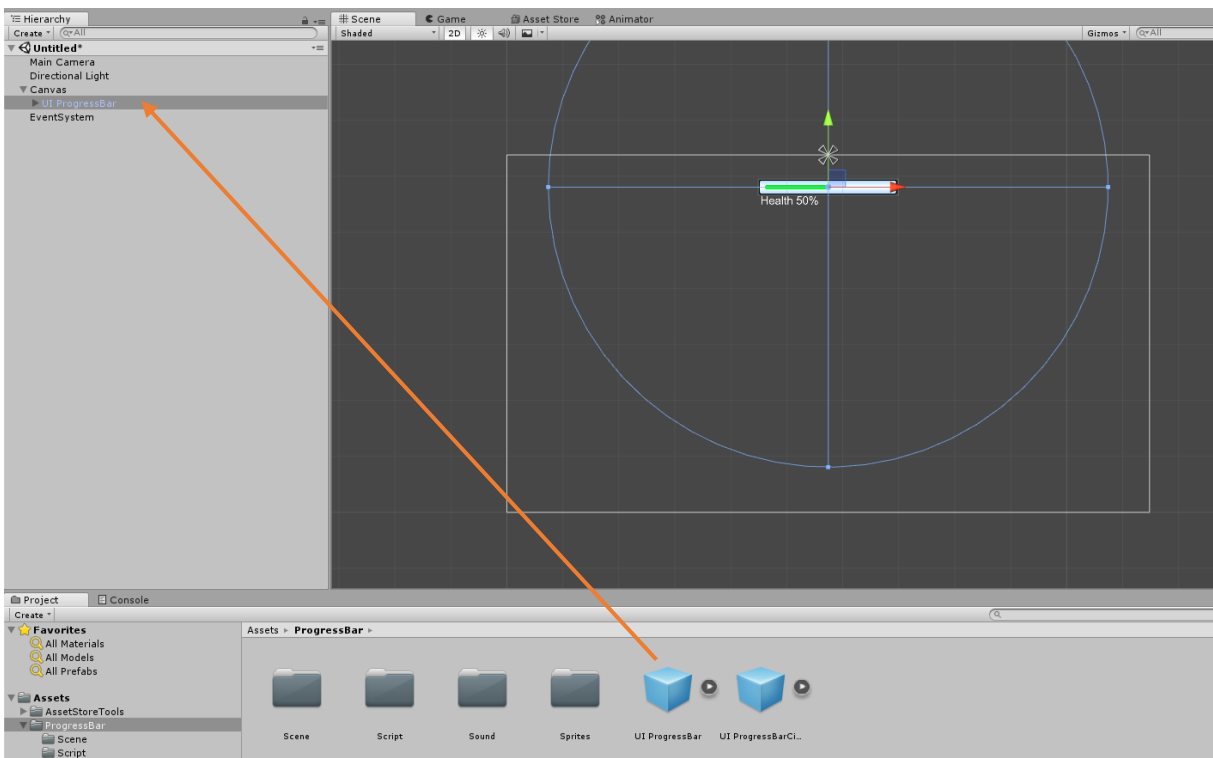


Notice d'utilisation :

1. Create a Canvas

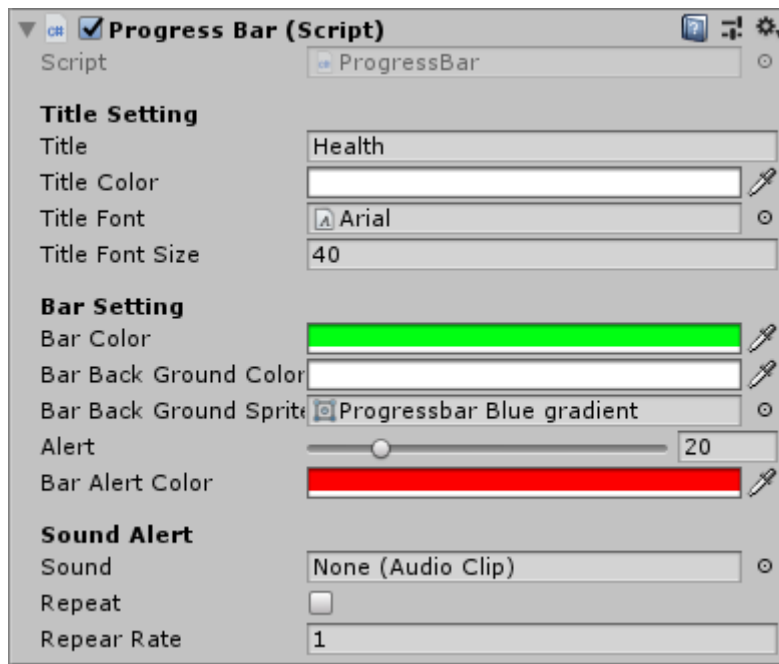


2. Drag and drop the ProgressBar UI prefab into the Canvas to position it on the stage.



The prefab is in "Progress Bar" Folder.

3. Customize the prefab



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:



Change the value of the bar using the “val” property:

```
Pb.BarValue = 50;
```