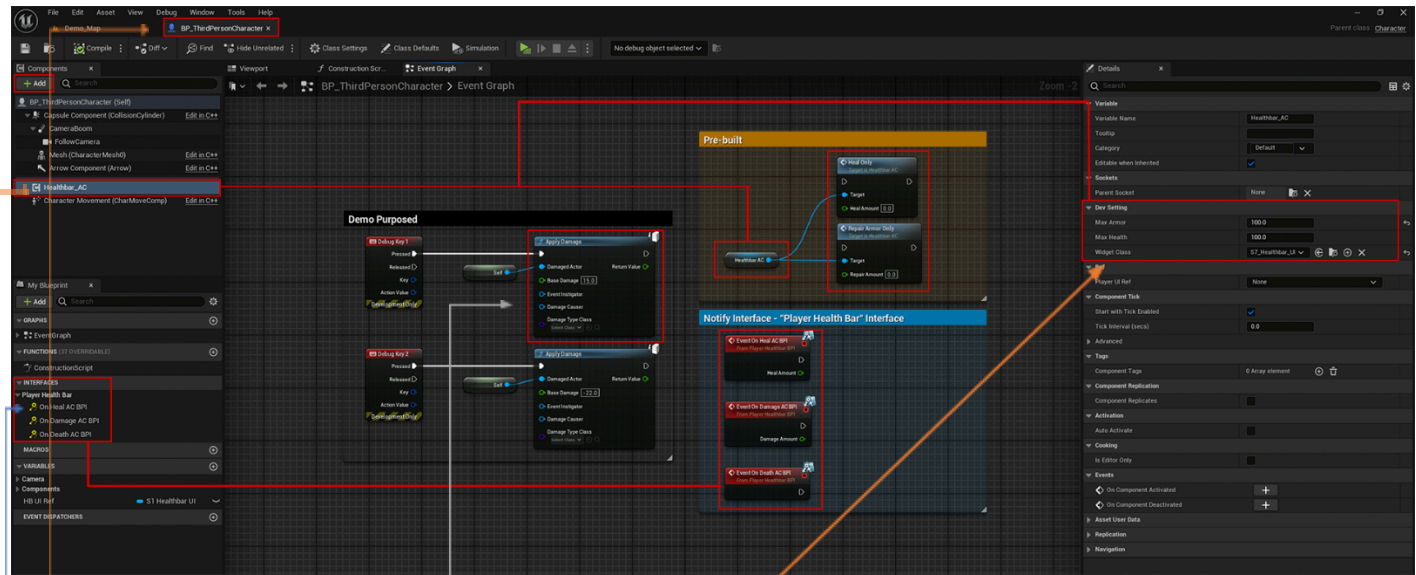


# PLAYER HEALTHBAR ACTOR COMPONENT

## DOCUMENTATION

### HOW TO USE



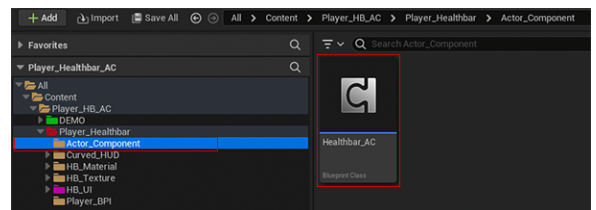
1. Open Your **Character\_BP**
2. Add component **Healthbar\_AC**
3. Click **Healthbar\_AC** go to **Dev Setting** Customize
  - Max Armor
  - Max Health
  - Widget Class
4. Set up **Apply Damage Node** as your Logic

Basically Done!! You got Cool Healthbar and damage system in a minute.

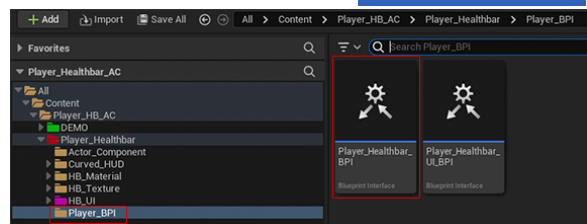
### Additional Set up

1. Implement Interface **Player\_Health\_Bar\_BPI** to get **notify** when player -- Take Damage

### Folder Location

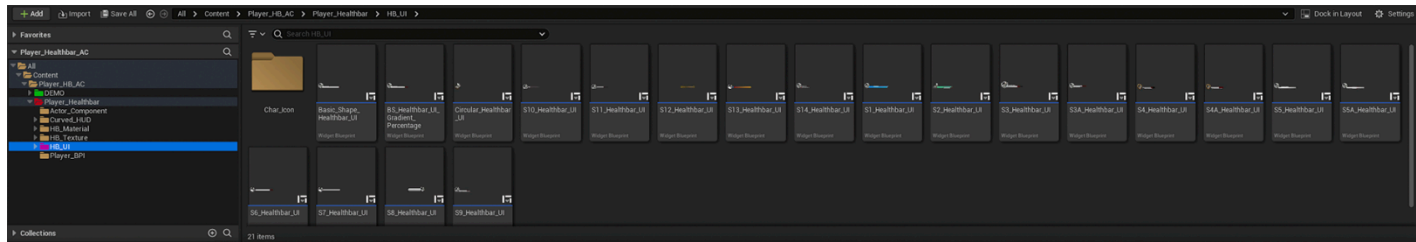


### Folder Location

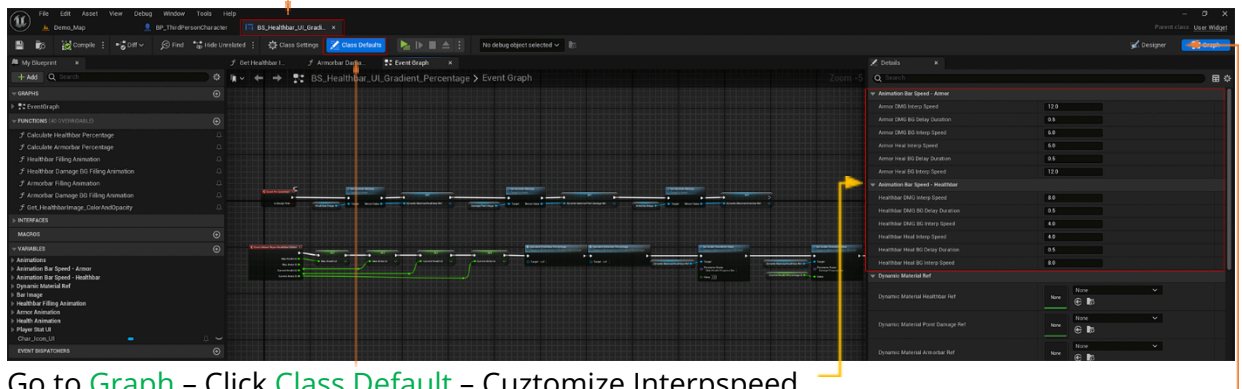


- Heal
- Death
- 2. Pre-built Function **Healthbar AC**
  - **Heal Only** : Heal/Damage Health
  - **Repair Armor** : Repair/Damage Armor

# Smoothing Damage/Heal (Control InterpSpeed)



1. Open **Healthbar UI Style** That You Used



2. Go to **Graph** – Click **Class Default** – Customize Interpspeed

## Customization

Animation Bar Speed – Armor : Animating **Armor** when take damage / repair

Animation Bar Speed – Healthbar : Animating **Health** when take damage / heal



## Interp Speed During Damaged

**DMG** Interp Speed

**Main bar** Catchup Speed to **Real** Current Health/Armor

**DMG** BG Delay Duration

**BG bar** Delay Duration Before Catchup to Current **Main Bar**

**DMG** BG Interp Speed

**BG bar** Catchup Speed to **Real** Current Health/Armor

## Interp Speed During Healed

**Heal** Interp Speed

**Main bar** Catchup Speed to **Real** Current Health/Armor

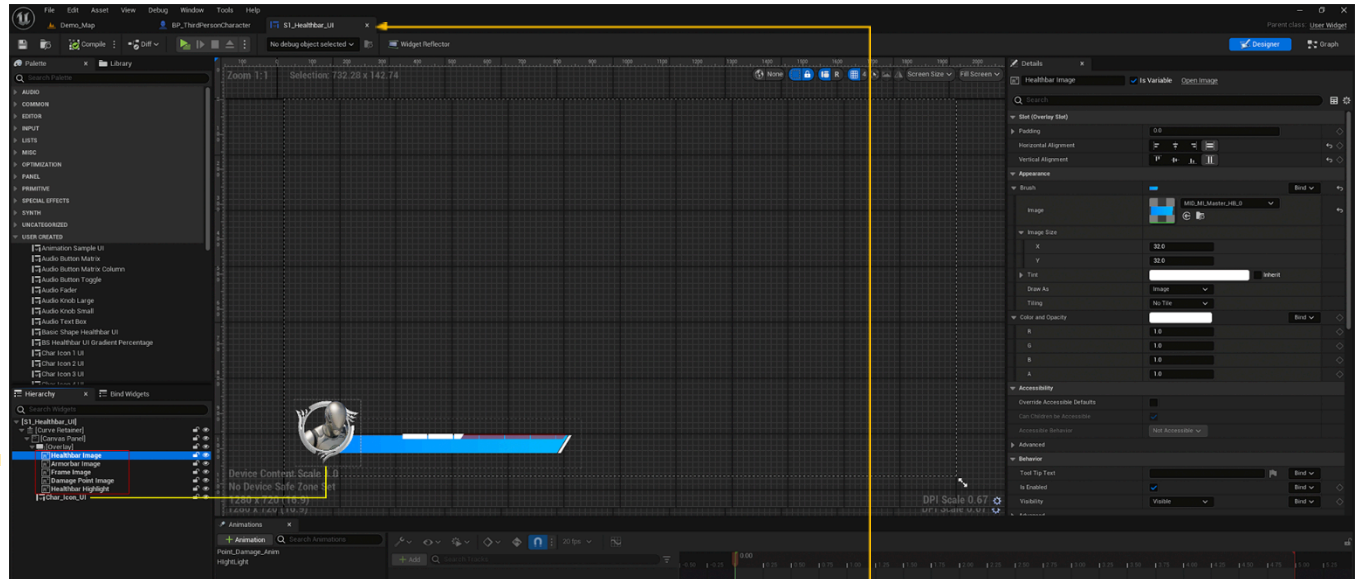
Heal BG Delay Duration

BG bar Delay Duration Before Catchup to Current Main Bar

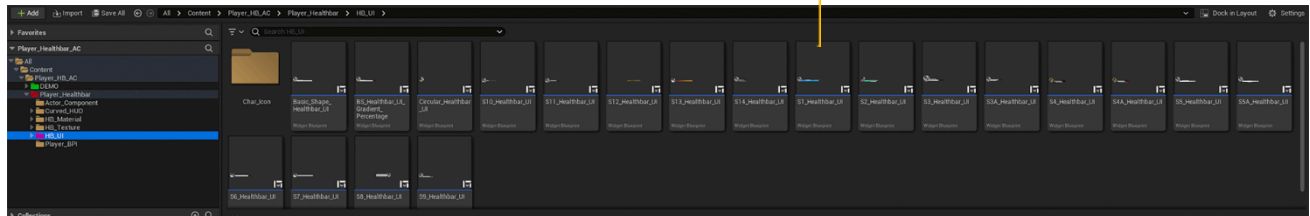
Heal BG Interp Speed

BG bar Catchup Speed to Real Current Health/Armor

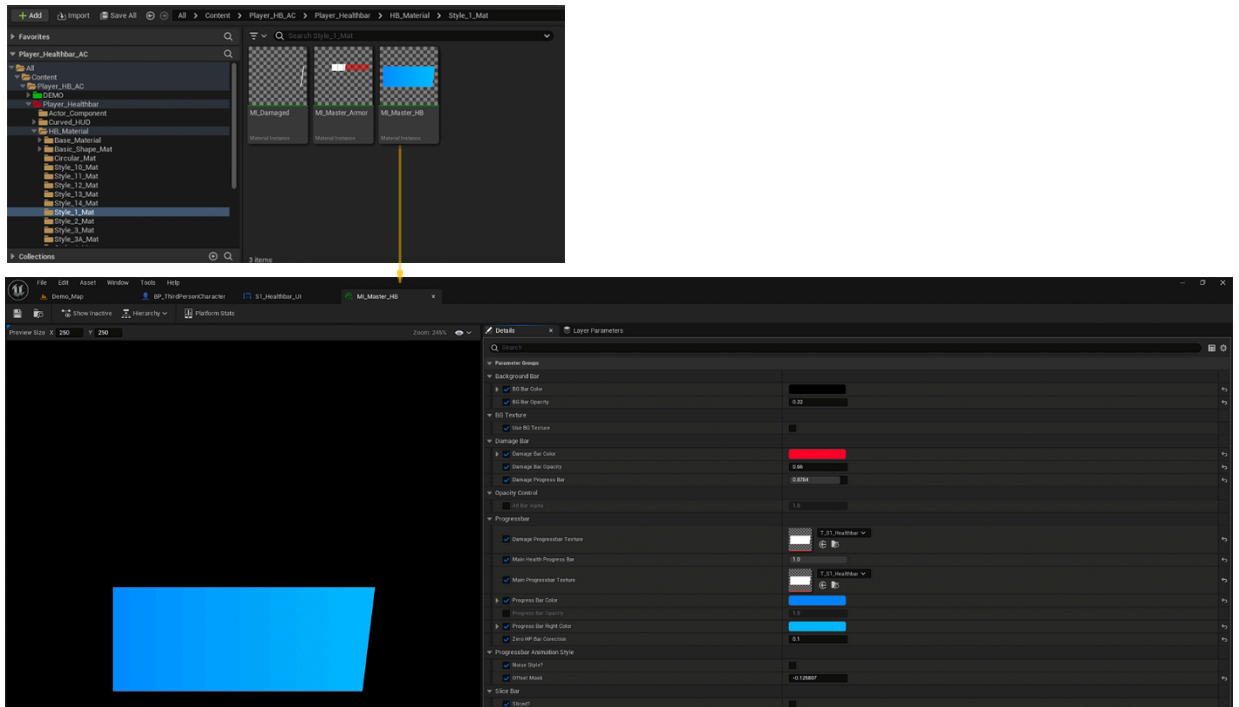
## Edit UI



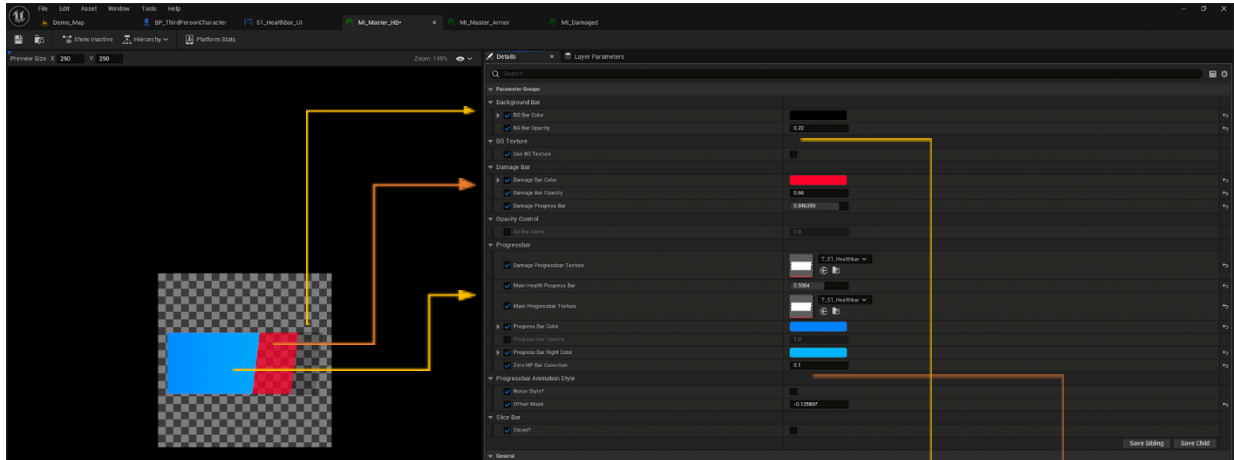
### 1. Open Edited UI



### 2. Select Healthbar Image/Armorbar Image/Frame Image/Damagepoint Image/Healthbar Highlight Change Image position as you need

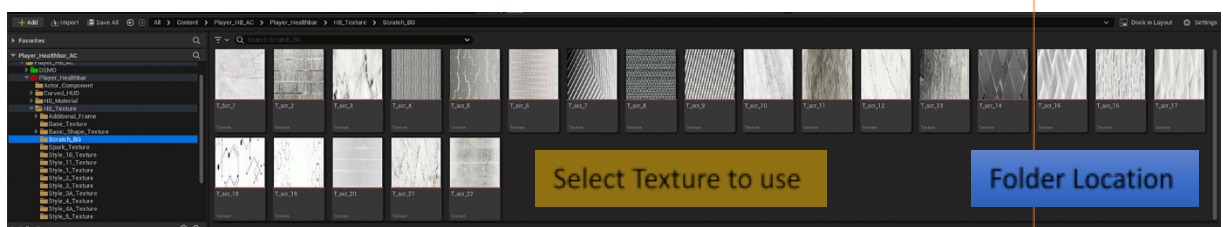
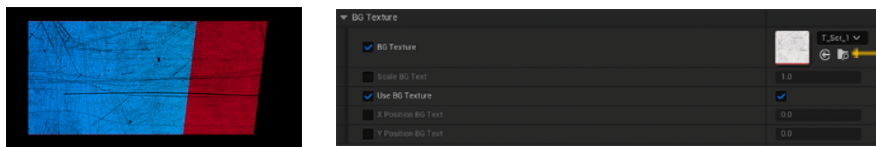


3. Open Material on same Folder name edited UI then Edit It



**Background Bar** customize BG Bar color/opacity

**BG Texture** customize texture bar



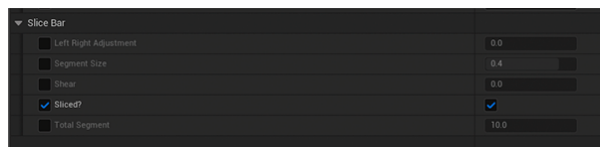
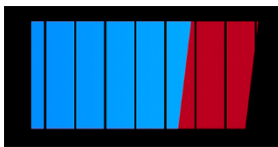
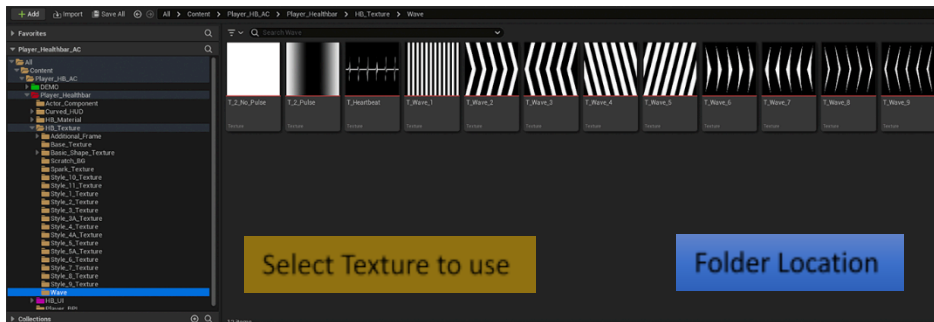
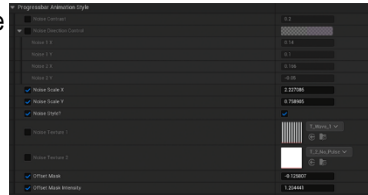
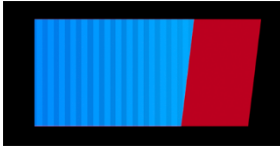


**Damage Bar** customize Damage Bar color/opacity

**Opacity Control** customize overall bar opacity

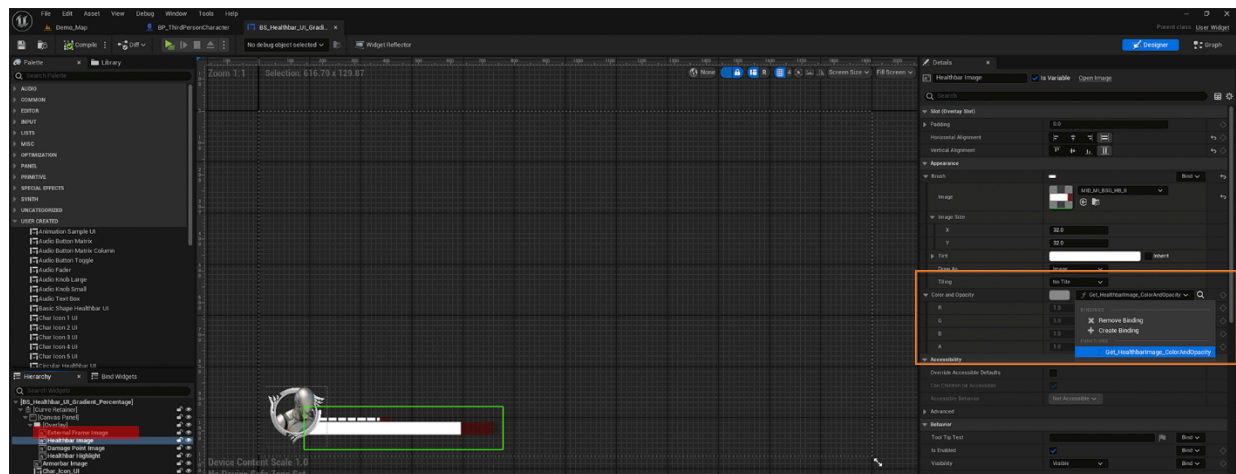
**Progressbar** control progressbar Shape/color/opacity/starting point correction

**Progressbar Animation Style** customize animating/marquee



**Slice Bar** customize sliced bar

## Remove/add Healthbar Lerp



select Healthbar Image – remove/add color and opacity binding

# Add Number on Healthbar

1. Add text
2. Create Binding on text
3. Select variable to bind

**Current Health UI**  
**Current Armor UI**

