



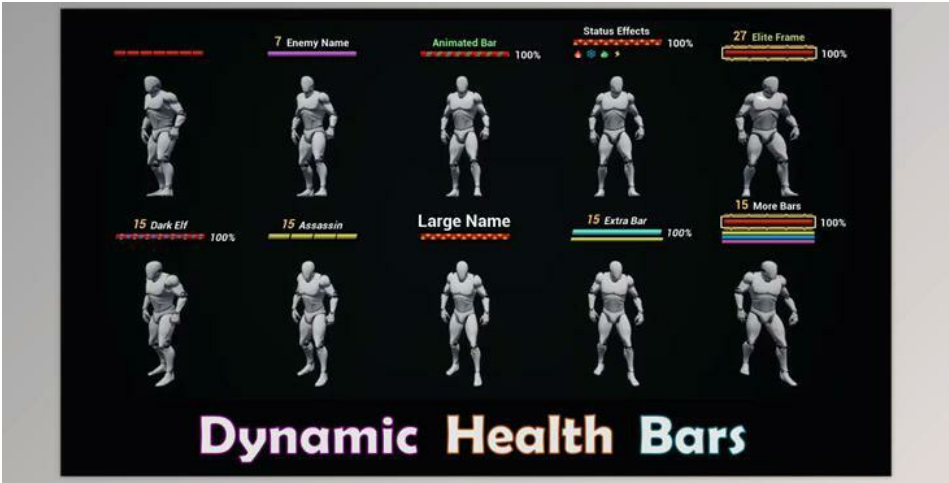
## Unreal Engine - Dynamic Health Bars v4.20

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**Unreal Engine - Dynamic Health Bars v4.20:** This asset streamlines the integration of health bar functionality into your project in just minutes. Designed for easy setup and usage, it offers a multitude of customization options to tailor the appearance and behavior within your game. Easily adjust colors, size, actor name, level, status effect icons, number of segments, and visibility options, including hiding on full health or after a specified duration without losing health. Additionally, you can incorporate extra bars for stats like mana, energy, and stamina.

- Quick and straightforward setup for health bar functionality
- Simple "AddValue," "SubtractValue," and "SetValue" blueprint functions
- Extensive customization options for colors, segments, elite frames, sizes, and names
- Support for animated materials, including examples
- Option to include up to 3 additional bars for attributes like mana and stamina
- Visual effects such as hit indicators, health loss "catchup" animation, and on-destroy animations
- Dynamic scaling based on distance from the player
- Visibility options like hiding in full health or after a specified duration without health loss
- Built-in status effect handling with easily added icons (e.g., "burn" or "poison")
- Demo level with shootable mannequin characters showcasing different health bar variations
- Multiplayer enabled, with the demo level and blueprint examples illustrating replication setup

**Note: While the demo level features a first-person view, the Dynamic Health Bars system seamlessly integrates with any camera view and game type, including third-person and top-down perspectives.**

### Technical Details:

- Line Renderer post-process featured in the included demo level
- 4 elemental damage icons for status effects (fire, ice, lightning, poison)
- Network Replicated: The included enemy actor is replicated, updating its health bar on the server and all clients when shot, providing a guide for setting up multiplayer functionality in your projects.



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