

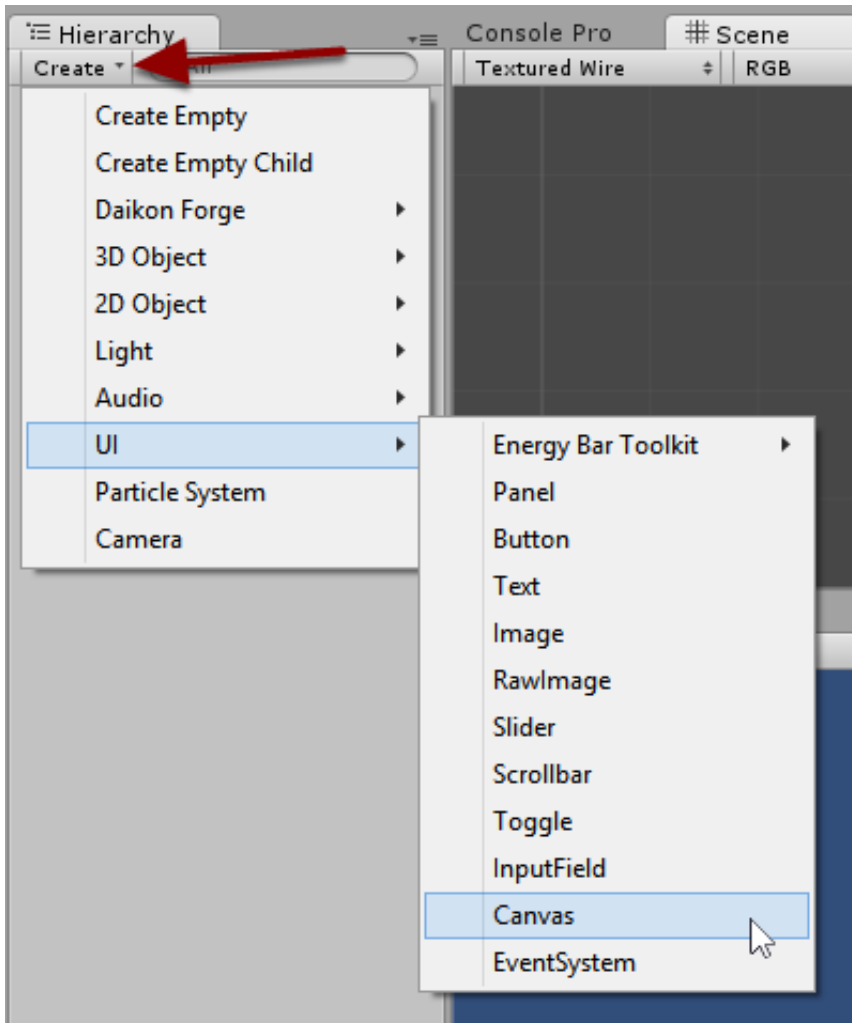
# Basics Tutorial

This tutorial will describe how easy it is to place new progress bar into a *scene* using uGUI as rendering method. Let's do it step by step!

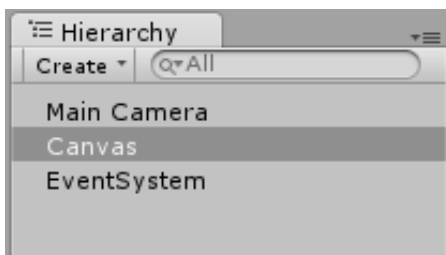
## Setting up the scene

First **open new scene** by clicking on **File** → **New Scene** menu or **Ctrl + N**.

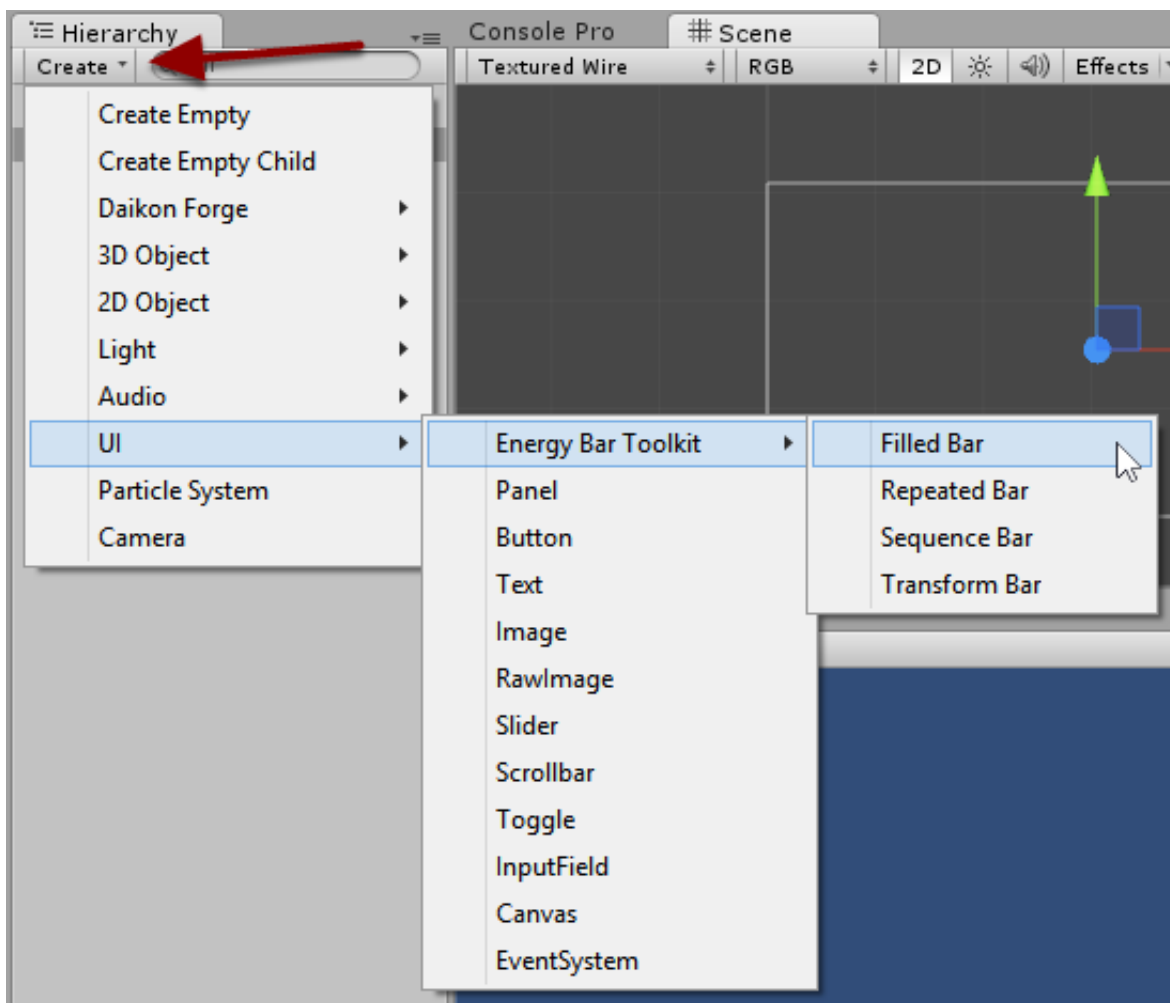
Then **click on the Create button** under the Hierarchy window and then **choose UI** → **Canvas** to create a new uGUI canvas.



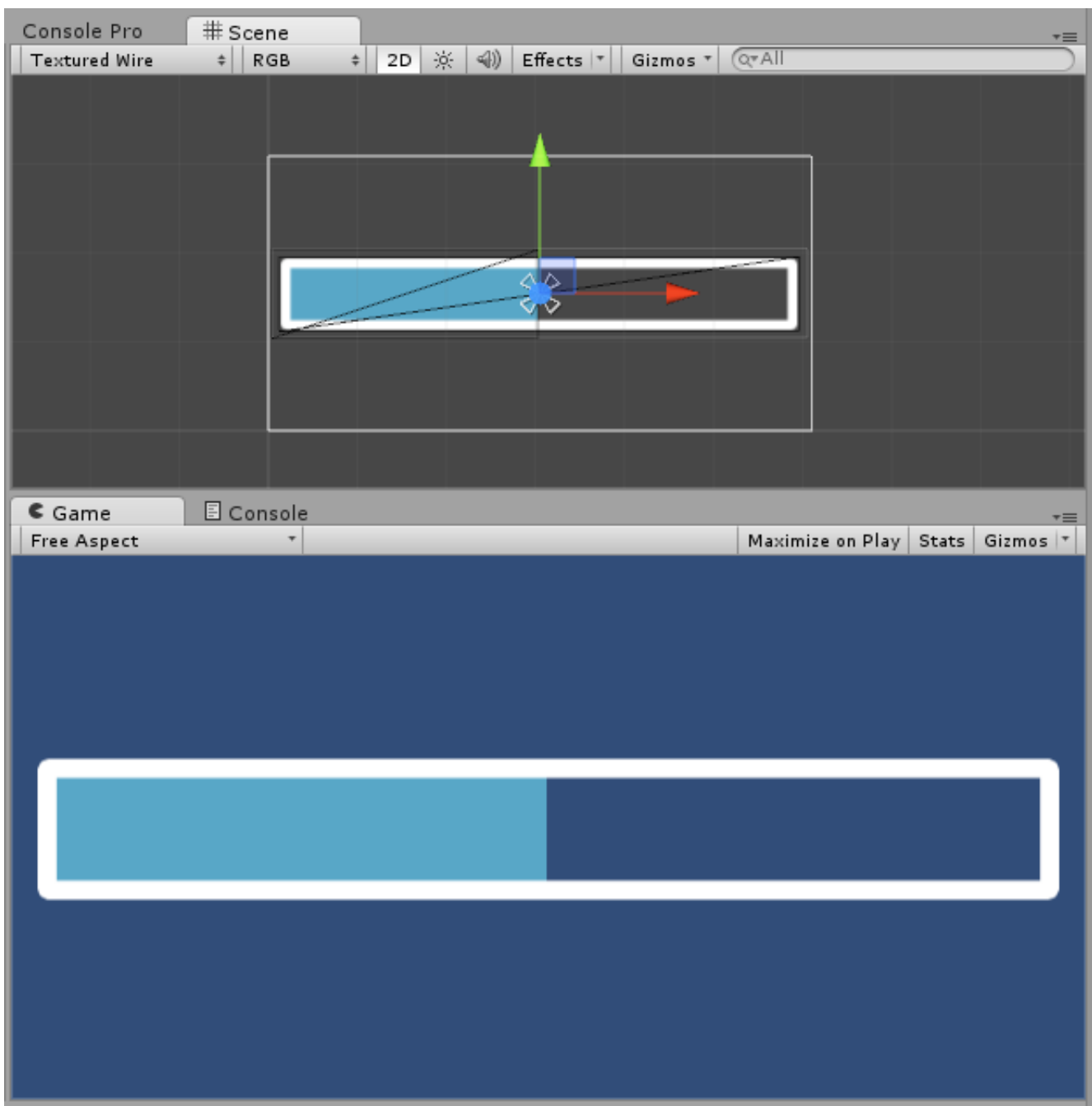
You will see your new *Canvas* object in the *Hierarchy* window.



Again **click on the Create button** and then **choose UI** → **Energy Bar Toolkit** → **Filled Bar** in order to create new progress bar of *filled* type.

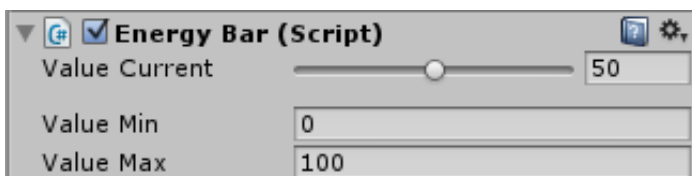


The bar will be created immediately with sample textures, so you don't need to do anything more to see its working!

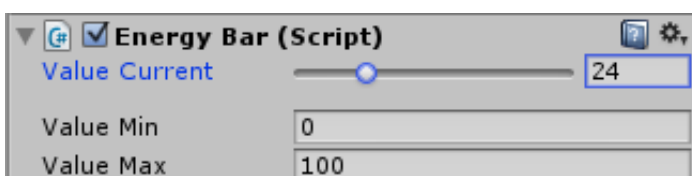


## Playing with values

Take a look at the *Inspector* window. You will see there *Energy Bar* component and *Filled Renderer* *UGUI* component. The first one is responsible for your bar displayed value. **You can set here the minimal and maximal bar values, as good as the current value.**



So try changing the value...

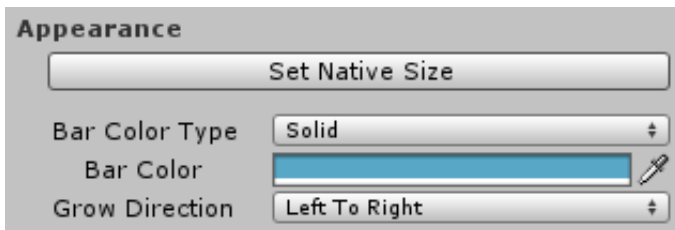


To see the effect immediately on your *Scene* and *Game* windows!

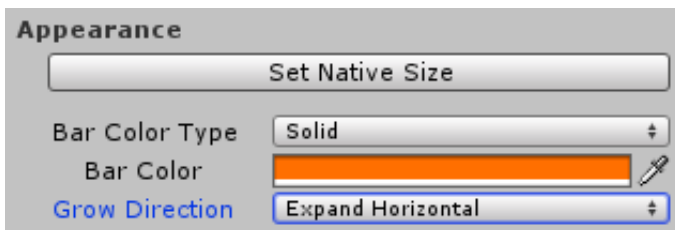


## Changing appearance

See the *Appearance* section below? Let's try doing something with it.



**Change the Bar Color to orange and Grow Direction to Expand Horizontal.** This is a different filling method.



The change can be seen immediately!



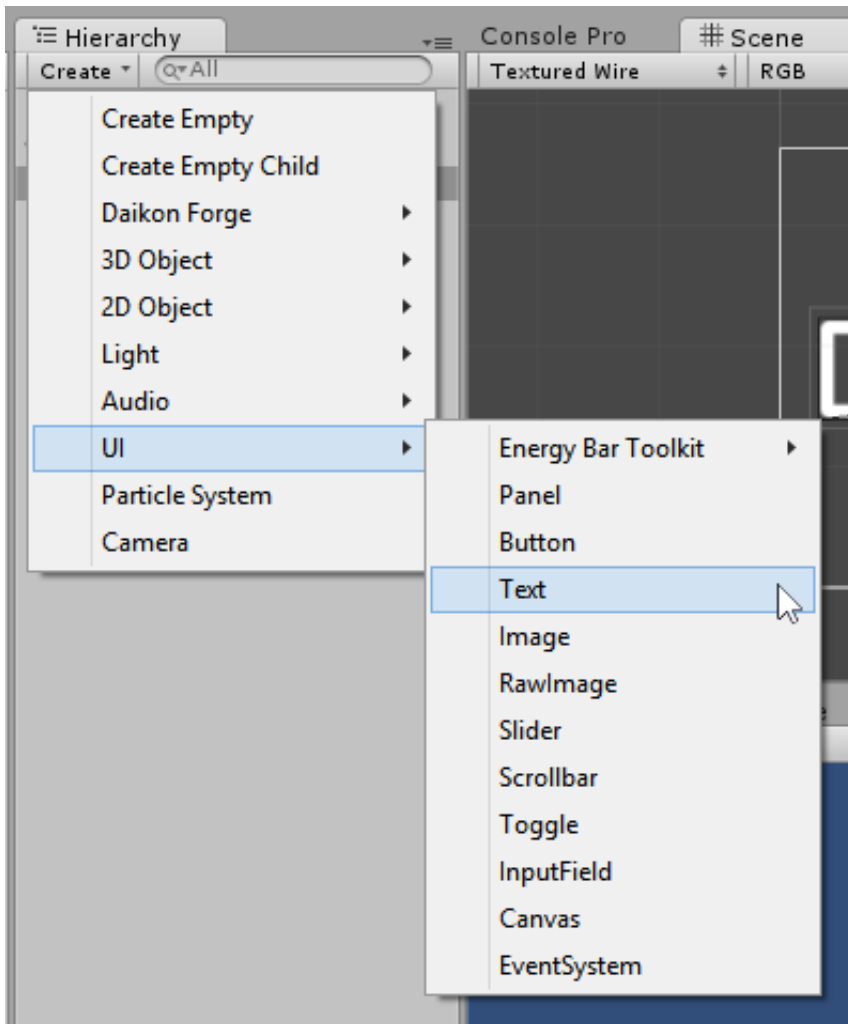
**Try to change the value once again!**



See how it is working? Nice, isn't it?

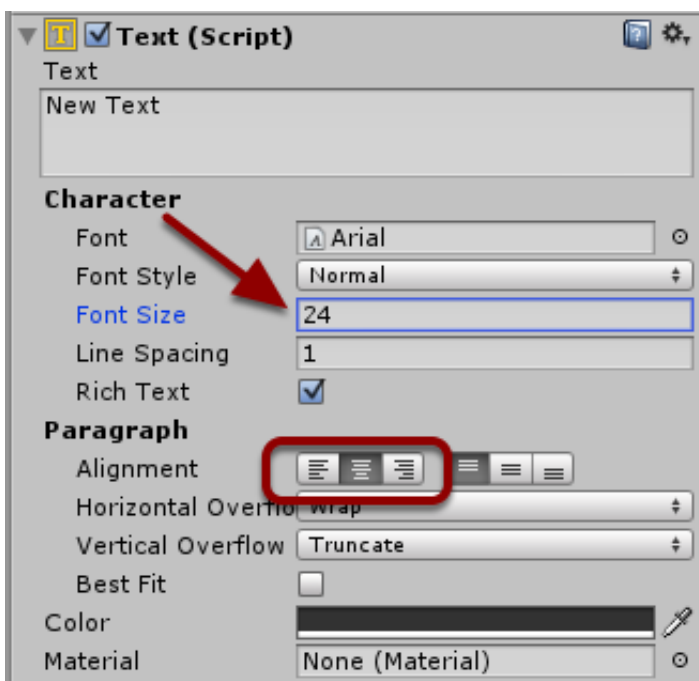
## Adding a label

OK, so how's about a percentage label? **Click on the Create button and then choose UI → Text.**



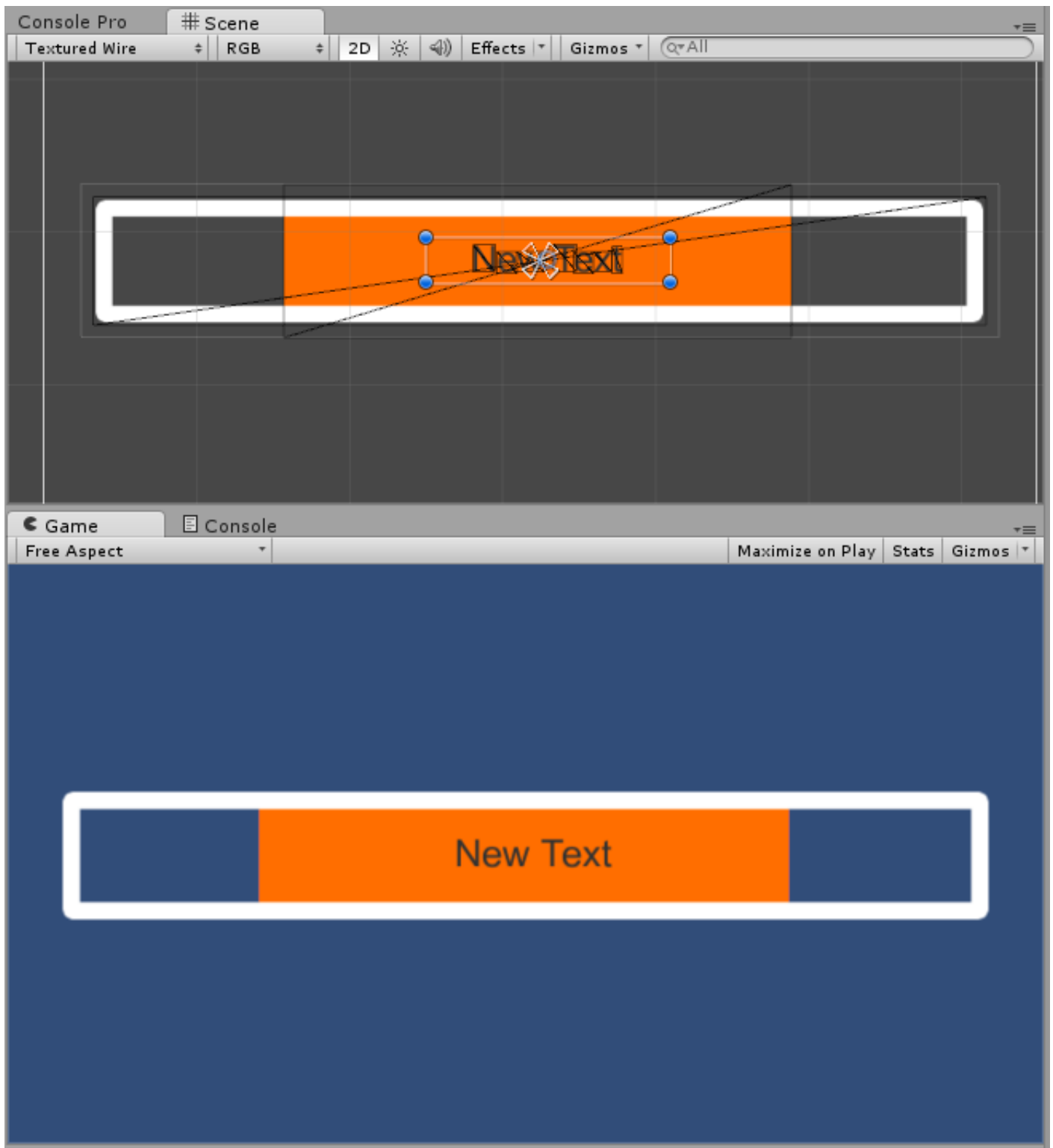
Your new text object will be a lot smaller than your bar, so **change its Font Size to 24 and set the Alignment to center.**

If your text will disappear after increasing its Font Size, make sure to increase its size, because most probably your font is larger than the text area!

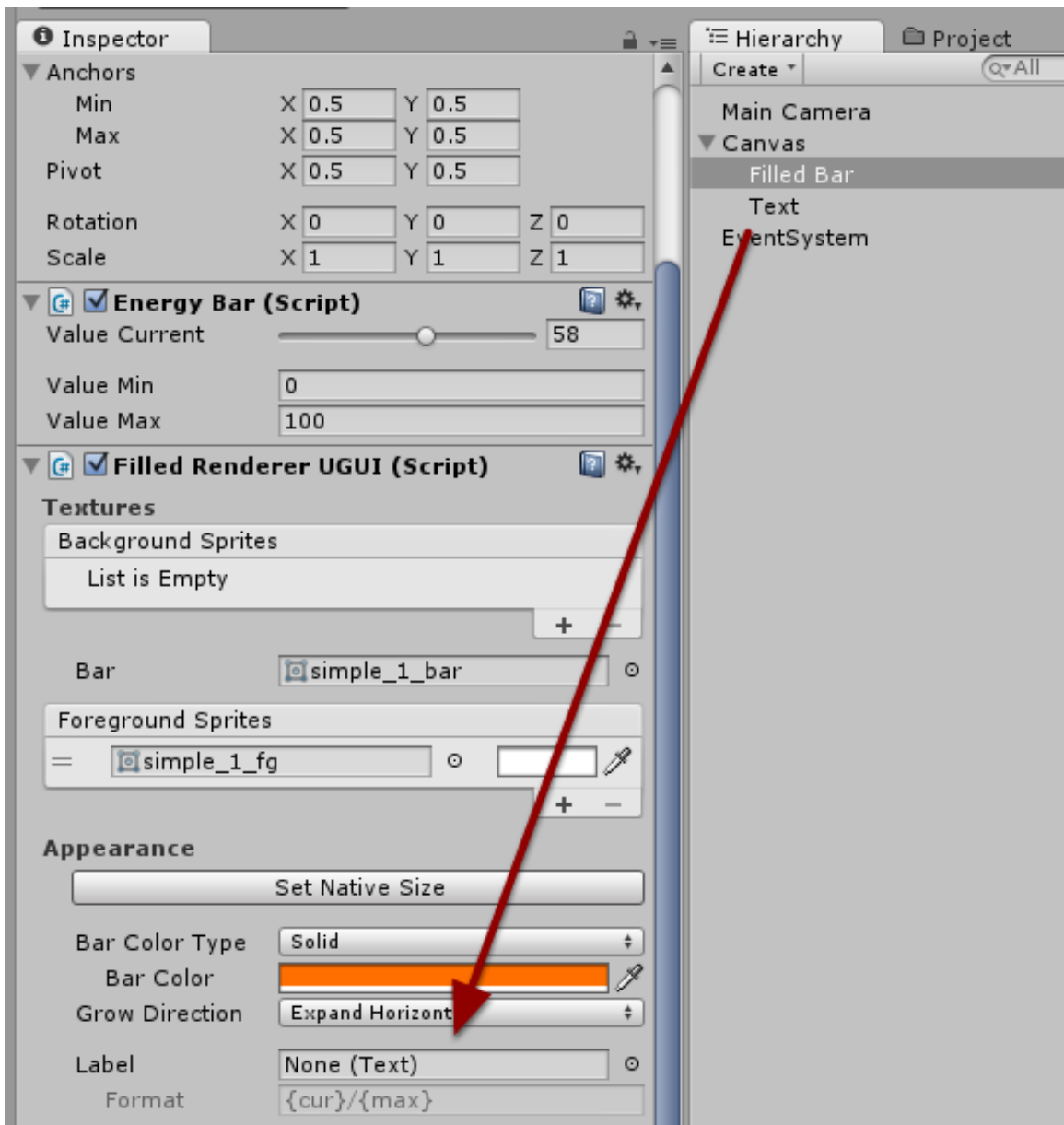


Now **set your text object position to the scene center**.

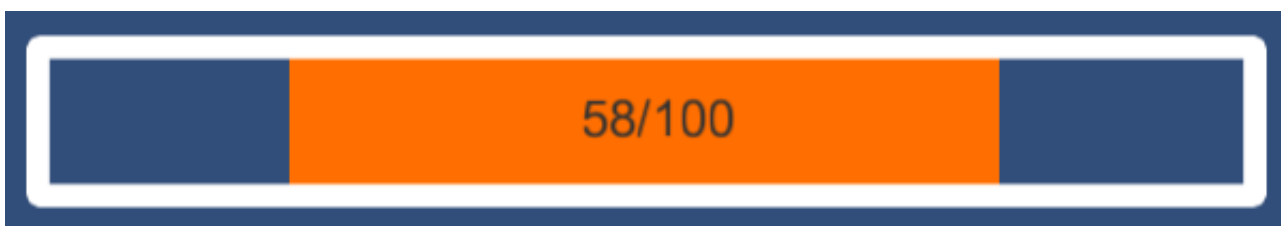
You can also put your Text object under Filled Bar object in the Hierarchy to make it move when the bar is moved.



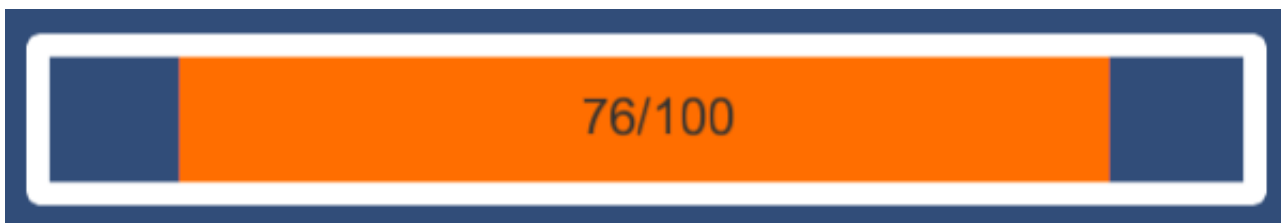
When you're done, assign your *Text* object into *Label* field in *Filled Bar* inspector.



Your *Text* object will change immediately.



Try to change your bar value to see how label is changing. Cool, isn't it? :-)



## More resources

This is not everything. Remember to see the full documentation available at <http://energybartoolkit.madpixelmachine.com/doc/latest/>.

