

Character Editor

Here you can open an existing character info file or create a new one. For this introduction we will use the Demo_Character file provided in the project.

File Location: .\UFE\Characters\Source\Demo_Character\Demo_Character.asset.


(SOURCE VERSION) Inherits from: .\UFE\Scripts\CharacterInfo.cs

(OTHER VERSIONS) Inherits from: .\UFE\Plugins\UFE.dll\CharacterInfo

To create a new character, in the project window click on Create → U.F.E. → Character File.

Global
Character
Move
A.I.

ROBOT KYLE


Name: Robot Kyle
Age: 1
Blood Type: Unknown
Gender: Male
Height: 182
Life Points: 1000
Max Gauge: 400

Portrail Big:
PortrailBig

Selection Animation: None (Animation Clip)
Selection Sound: None (Audio Clip)
Death Sound: None (Audio Clip)

Description:
Animation Type: Mecanim
Fight Style: UMvC3

Character Prefabs
Default Prefab: Robot Kyle
Alternative Costumes (1)

Hit Box Setup

Physics

Head Look

Move Sets (2)

AI Instructions (3)

Set all the major variables a character has as well as their move sets and most importantly, the hitboxes.

Portrail (small): Can be used in your own GUI. You can find an usage example on `CharacterSelectionScript.cs`

Characters Name: The name of the character.

Age: Age of this character. This, along with other information can be later displayed in a custom GUI.

Blood Type: The character's blood type (SF2 anyone?).

Gender: The character's gender.

Height: The character's height.

Life Points: How many life points this character has. If you are using percentage as damage to your moves, changing this has no impact on gameplay.

Max Gauge: The maximum amount of gauge (meter) this character can retain.

Portrail (big): Can be used in your own GUI. Code example found at
.\Scripts\CharacterSelectionScript.cs

Alternative Color: In case of mirror match, the game will attempt on changing the rendered color of player 2 to this color.

Death Sound: If defeated, this sound will be played.

Description: Character description.

Sub-content:

- [Hit Box Setup](#)
- [Physics](#)
- [Move Sets](#)

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From:
<http://ufe3d.com/> - **Universal Fighting Engine**

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Last update: **2014/01/09 01:39**

