

Character Editor

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

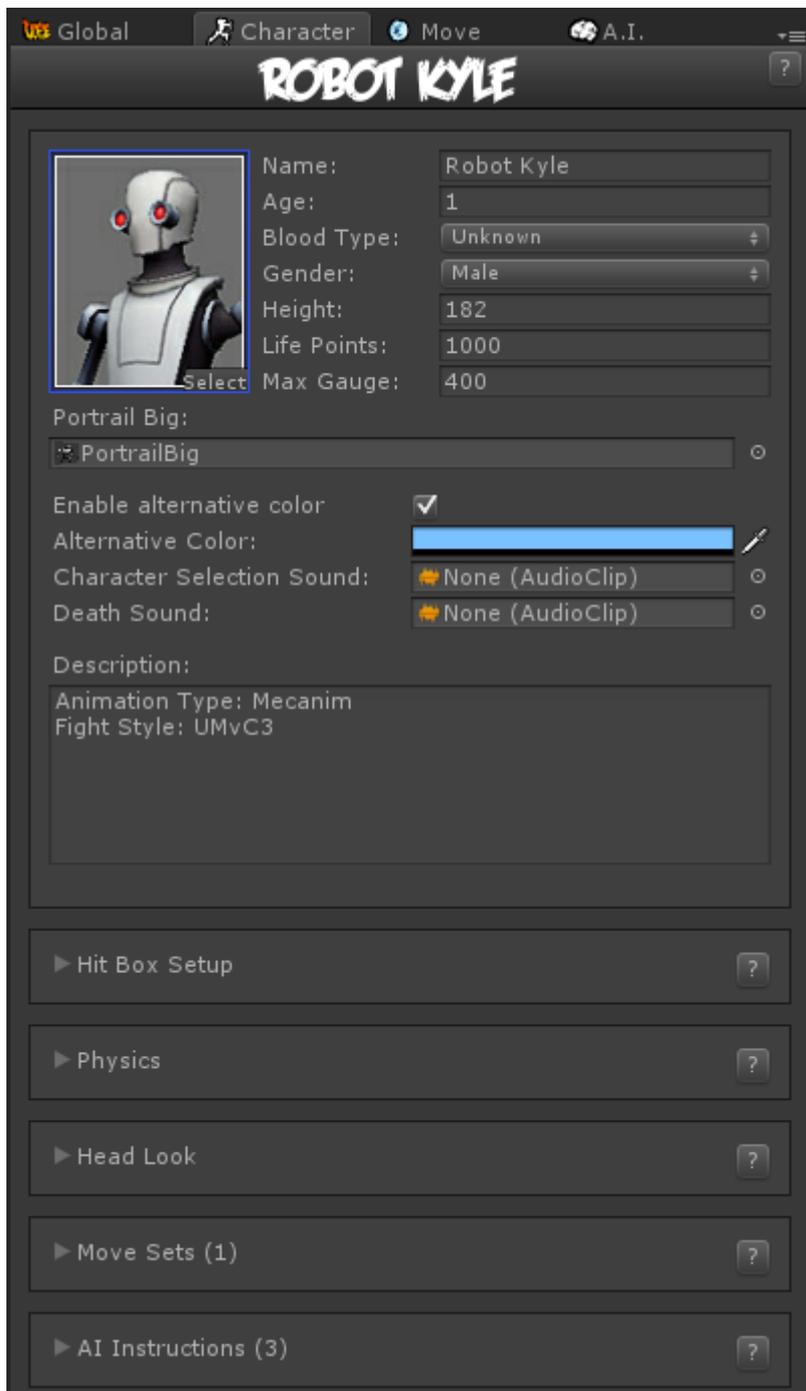
File Location: `.\UFE\Characters\Legacy_Mike\Mike.asset`.

(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`.

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`

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 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.

Debug Info: Sets what to display for this character when [Debug Mode](#) is on. When clicked the following toggles are available:

- **Move Info:** Displays the name and current frame of the current move.
- **Position:** Displays the position of the character.
- **Life Points:** Displays the life points.
- **State:** Displays the current state the character is in (Stand, Crouch, Straight Jump, Forward Jump, Back Jump, Down).
- **SubState:** Displays the current sub-state the character is in (Idle, Moving Forward, Moving Back, Blocking, Stunned).
- **StunTime:** Displays the how much longer stun will last.
- **ComboHits:** Current Combo count.
- **Input Held Time:** Creates a list for each input and display current time held for said input. Note that the Horizontal and Vertical axis are displays as a single input for each axis.
- **Button Sequence (Console):** Writes the current button sequence into the Unity console.

NOTE: some Debug Info will only show when it can. For instance, Move Info won't show a move if the character is not performing a move, and StunTime will not display if the character is not stunned.

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