

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.

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

Enable alternative color ☒
Alternative Color:
Character Selection Sound: None (AudioClip)
Death Sound: None (AudioClip)

Description:
Animation Type: Mecanim
Fight Style: UMvC3

Hit Box Setup

Physics

Head Look

Move Sets (1)

AI Instructions (3)

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.

Sub-content:

- [Hit Box Setup](#)
- [Physics](#)
- [Head Look](#)
- [Move Sets](#)
- [AI Instructions](#)

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