

# 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`.

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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 (You never know when someone might need blood transfusion).

**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\UI\Templates\DefaultCharacterSelectionScreen.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](#)
- [Head Look](#)
- [Move Sets](#)
- [AI Instructions \(Fuzzy A.I.\)](#)

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