

# Character Editor

Here you can open an existing character info file or create a new one. Follow the instructions below to open Mike (character available on all versions):

Character Sample: `.\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.

## ROBOT KYLE (2D)

  
Select

Gameplay Type: 2D Fighter

Name: Robot Kyle

Age: 1

Blood Type: Unknown

Gender: Male

Height: 182

Life Points: 1000

Max Gauge: 1000

Portrail Big:

PortrailBig

Selection Animation: Counter

Selection Sound: None (Audio Clip)

Death Sound: None (Audio Clip)

Description:

Project: Fighter 2D  
Model Type: 3D Model  
Animation Type: Mecanim

▶ Character Prefabs

▶ Hit Box Setup

▶ Physics

▶ Head Look

▶ Custom Controls

▶ Gauge Display

▶ Move Sets (1)

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**Portrail (small):** Can be used in your own GUI. You can find an usage example on `.\Scripts\UI\Templates\DefaultCharacterSelectionScreen.cs`

**Portrail (big):** Can be used in your own GUI. Code example at `.\Scripts\UI\Templates\DefaultCharacterSelectionScreen.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.

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

**Character Selection Animation:** In case of using *3D character layout* for the character selection screen, select the animation that triggers when this character is selected.

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

**Description:** Character description.

**Sub-content:**

- [Character Prefabs](#)
- [Hit Box Setup](#)
- [Physics](#)
- [Head Look](#)
- [Custom Controls](#)
- [Gauge Display](#)
- [Move Sets](#)
- [AI Instructions \(Fuzzy A.I.\)](#)



## Video

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<http://ufe3d.com/doku.php/character:start?rev=1667415447>

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