

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\Demos_2DFighter\Characters\Legacy_Mike\Mike.asset`.

(SOURCE VERSION) Inherits from:

`.\UFE\Scripts\Core\Definitions\Character\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.

ROBOT KYLE (2D)

Gameplay Type:2D Fighter



Select

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

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▶ Move Sets (1)

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Gameplay Type:: Select a gameplay type.

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. This, along with other information can be later displayed in a custom GUI.

Sub-content:

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

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