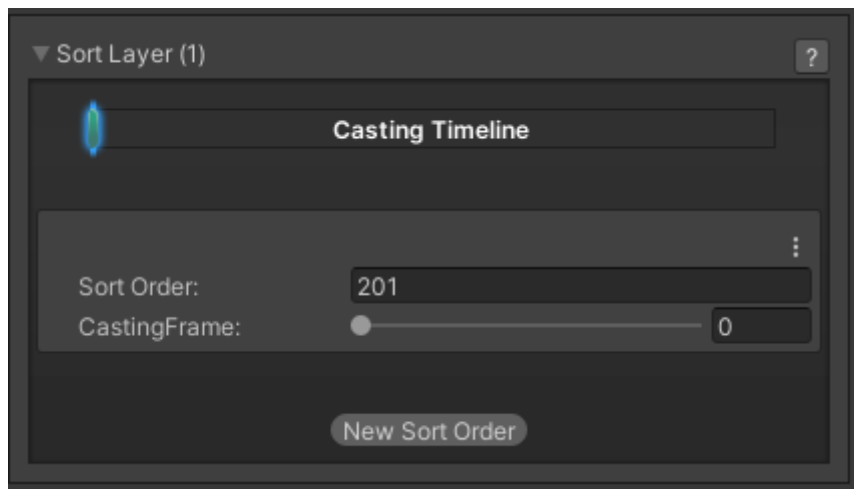


Sort Layer



When using 2D sprites, you can change the layer order at any time during a move.

Sort Order: The order (numerically) where the character layer will be relocated to.

Casting Frame: When during the move should the layer order change.

[< Back to Move Editor](#)

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