Story Mode

Set a sequence of battles with intros, selectable characters, bosses, rivals, and much more.

Selectable Characters (Story Mode): Which characters From your character roster are selectable in the character selection screen on Story Mode?

Selectable Characters (Versus Mode): Which characters from your character roster are selectable in the character selection screen on Versus Mode?

Allow Mirror Matches: If toggled, the selected character can face itself during Story Mode.

Use the same story for all characters: If untoggled, each character will have his/her own opening/ending scene and group of characters to fight.

Story

- Opening Scene (TextureStoryModeOpeningScreen)
- Ending Scene (TextureStoryModeEndingScreen)
- Fight Groups: Define the opponents the selected character must face in order to beat Story Mode (see screenshot)
- * Before the battle (TextureConversationBeforeBattleScreen)

- * After the battle (TextureConversationAfterBattleScreen)

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<http://ufe3d.com/> - **Universal Fighting Engine**

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Last update: **2015/05/14 22:52**