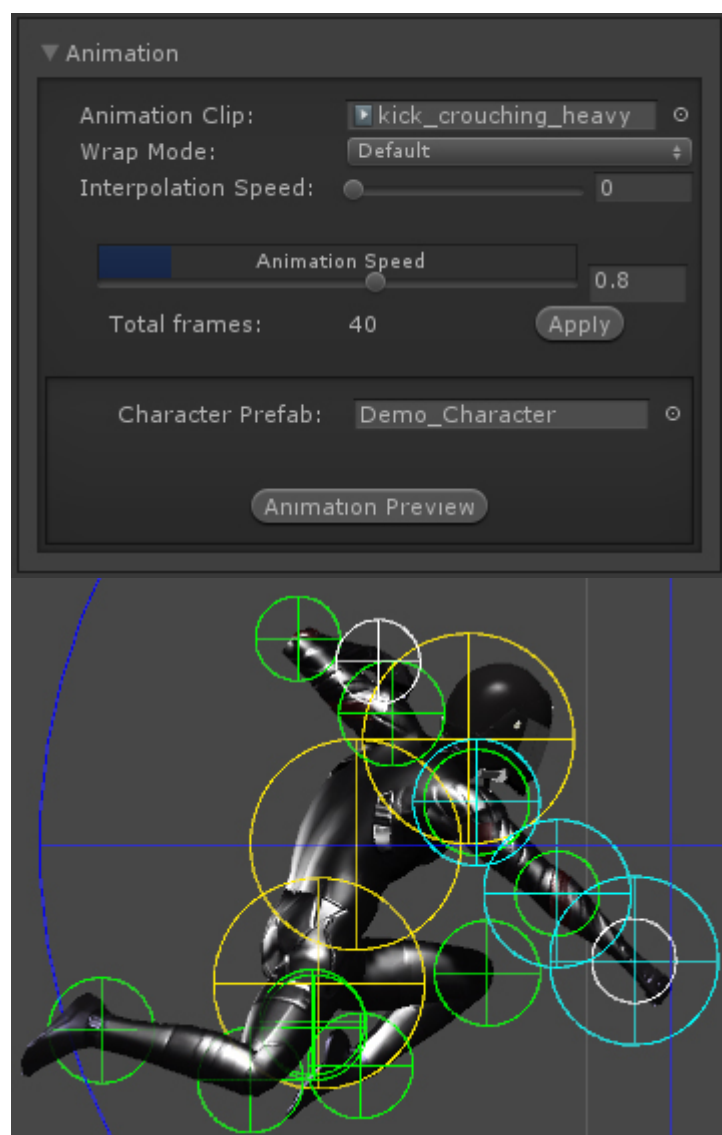


# Animation Options

Set and test move animations here.



**Animation Clip:** The animation file (Its the file under your imported FBX file structure).

**Wrap Mode:** The animation wrap mode. Only work with if *Animation Flow* is set to *Smoother* in the [advanced options](#) menu.

**Apply Root Motion:** If enabled, the animation will have total control of the characters position in the field during its duration. When the animation is over, the engine will automatically re-adjust to new position and realign the Z axis.

**Override Blending (In):** If enabled, this value will override the default blending value set for the character. Setting this value too high may affect the frame data of your move.

**Override Blending (Out):** If enabled, this value will override the default blending value set for the character when the animation ends.

**Animation Speed:** The slider allows you to tune the speed of your animation, being negative or

positive, while the blue bar shows how fast that animation will play out in the end. Negative speed will make your

**Total Frames:** Upon changing the speed of your animation, UFE will calculate, based on the FPS architecture of this move, how many frames it has. If you are satisfied with the results, click apply. Note: Make sure you work these before working with other frame options as changing these values may affect other frame data.

**Character Prefab:** Drag your [character prefab](#) to this field in order to use the Animation Preview and Cinematics.

**Animation Preview:** Preview the move animation as well as its hurtboxes. If you are using Mecanim animation, make sure the prefab has the [Animator component](#) attached with the correct avatar.

**Smooth Preview:** Play the animation in smooth motion instead of frame by frame.

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Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
    Debug.Log("This move has a total of " + move.totalframes + " frames");
    Debug.Log("Startup frames: " + move.startupFrames);
    Debug.Log("Active frames: " + move.activeFrames);
    Debug.Log("Recovery frames: " + move.recoveryFrames);
}
```

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