Armor Options

Armor allows moves to resit hits without getting canceled. You can also use this option to emulate and override certain hits as it links to other moves (such as Gouken's counter attack) You can read more about armors and its behavor on SF4 by following this link.

Hit Absorption: The amount of hits this move can absorb before being canceled.

Damage Absorption (%): When being hit by a damaging attack, how much of the damage should it nullify.

Override Hit Sound: If enabled, it will replace the default hit sound with the one selected from the panel below this option.

Override Hit Effect: If enabled, it will replace the default hit effect by the one selected in the panel below this option.

Non Affected Body Parts: Allows you to select which part of the body can't resist hits (doesn't have armor). Useful in case you'd like to create your own block system.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
    if (move.armorOptions.hitAbsorption > 0) Debug.Log("This move has
armor!");
}
```

[< Back to Move Editor](#)

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