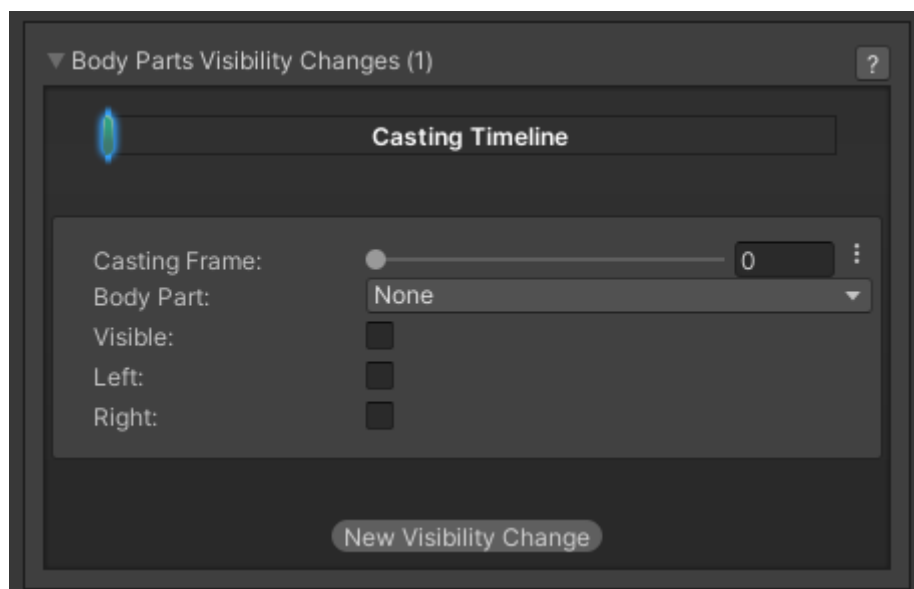


Body Parts Visibility Changes

Use this to make certain parts of the character visible or invisible (depending on the default setup assigned under the [character's hitboxes](#)). This option only works for objects detached from the main [Mesh](#).



Casting Frame: When during the move should the body part change visibility.

Body Part: The location of the game object that will change visibility.

Visible: Toggle rather or not the object will be visible.

Left: Toggle so this effect only happens if the character is on the left side (facing right).

Right: Toggle so this effect only happens if the character is on the right side (facing left).

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

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