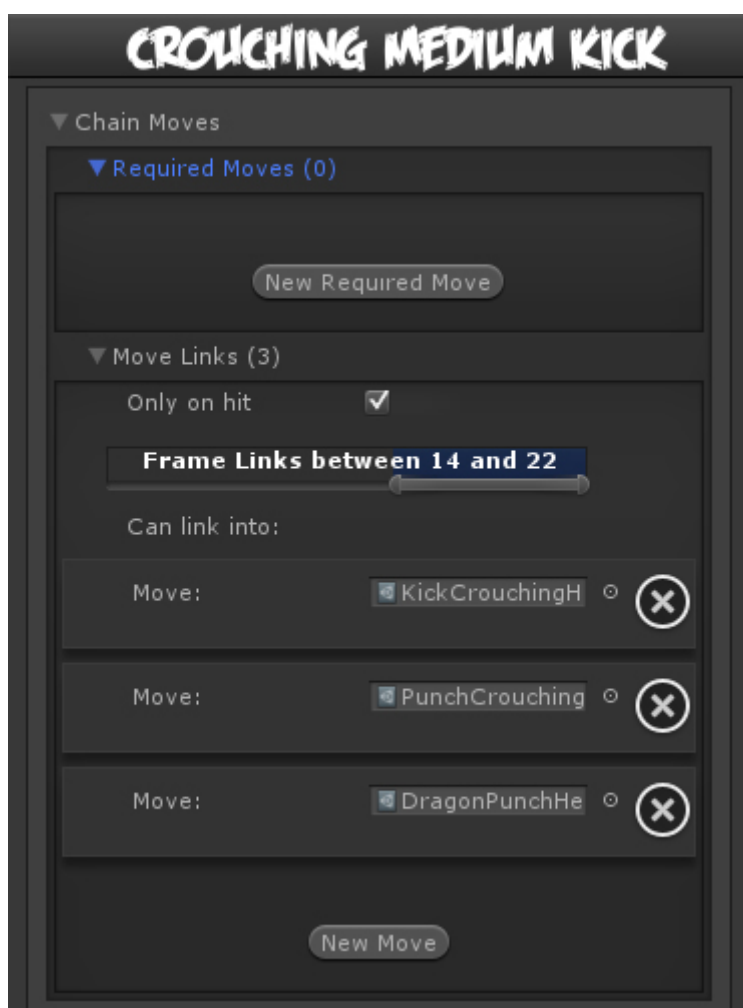


Chain Moves (Move Link)

Create custom combos and linkers by chaining moves using animation cancel techniques and frame links.

Note: This is not the only means for a combo. Raw combos can be set by carefully adjusting the frame advantages between moves so the opponent remains on hit stun.



Required Moves

If you are making a custom combo, you may have this move be only accessible after the previous hit in a chain was cast. Multiple Required Moves means multiple options for this move to be executed.

Note: A required move link can only happen if the previous move also has **Move Link** set to this move.

Example 1: Pressing *Button 1* twice can cause the character to use swing both the right and left hands to punch. *Left Punch* can be a move with the requirements of having *Right Punch*, also with *Button 1* as button execution, as its predecessor in order to be triggered.

Example 2: A move can also be triggered by several different moves. If you have *Right Punch* and

Right Kick as Required Moves, it means that this move can be linked from *Right Punch* **or** *Right Kick*.

Move Links

Select the moves in witch this move can be canceled into.

Only on hit: Should the sequence be executable only on hit or even on miss (example: Fei Long's *Rekka Kens*)

Frame link: During the execution of this move

Can link into: When the move animation's frame is in between the frame link selected, this is the list of moves this move can link into.

Code example:

```
void OnMove(MoveInfo move, CharacterInfo player){
    Debug.Log(move.moveName + " linkable moves:");
    foreach(MoveInfo nextMove in move.frameLink.linkableMoves){
        Debug.Log(nextMove.moveName);
    }
}
```

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