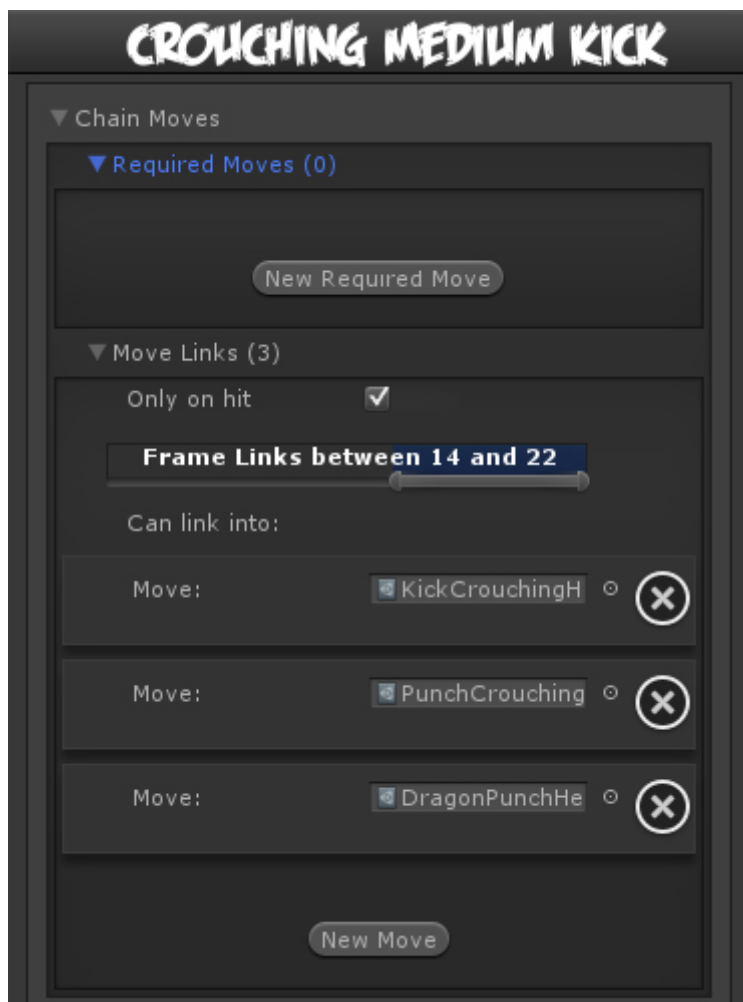# Chain Moves (Move Link)

Create custom combos and linkers by chaining moves using animation cancel techniques and frame links. This feature is only available in the **PRO** and **SOURCE** versions of UFE.

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 a **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.

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. This is how most of the BnB combos in the Street Fighter series work.

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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