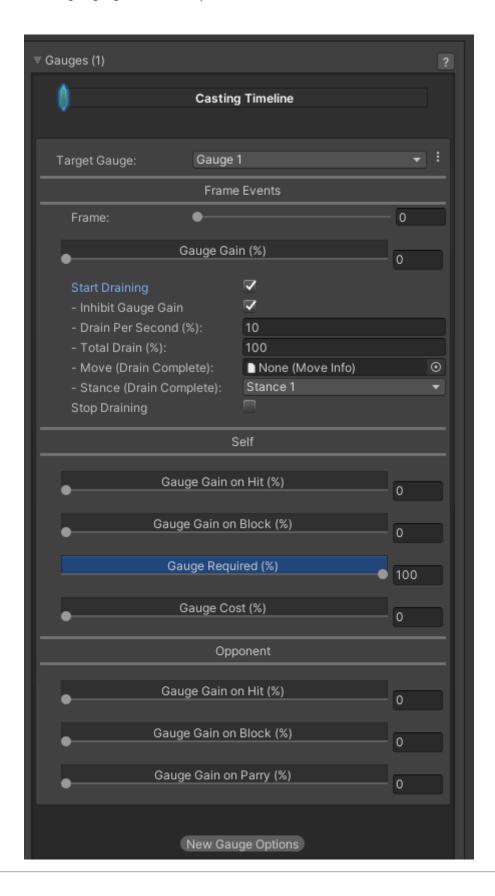
## **Gauge Options**

You can set the move's gauge gains and requirements here.



Last update: 2022/12/06 01:41

**Target Gauge:** Select which gauge these options will affect.

**Start Draining:** Once triggered, the gauge will start draining using the values below.

- *Inhibit Gauge Gain:* If toggled the character will not gain gauge while draining is active.
- Drain Per Second (%): How much meter will be drained over the course of a second while drain is active.
- Total Drain (%): How much should be drained total (to drain the full bar just type in 100).
- Move (Drain Complete): Once the drain is over you can force the character to automatically play a move (like Jason Voorhees' Pursuit move in Mortal Kombat X). This move will automatically overwrite any move the character might be playing.
- Stance (Drain Complete): Switch stances once drain is complete (see Robot Kyle's Stance Switch move for more information).

**Stop Draining:** If the meter is currently being drained, having this toggled will immediately stop the drain.

## Self

**Gauge Gain on Hit:** How much gauge is gained when this move hits.

**Gauge Gain on Cast:** How much gauge is gained when this move is cast.

**Gauge Gain on Block:** How much gauge is gained when this move is blocked.

Gauge Required: How much gauge is needed to activate this move.

**Gauge Cost:** How much it costs to play this move. If the player does not have enough gauge, it will drain all of it.

## **Opponent**

**Gauge Gain on Hit:** How much gauge will the opponent get if they get hit by this attack.

**Gauge Gain on Block:** How much gauge will the opponent get if they block this attack.

**Gauge Gain on Parry:** How much gauge will the opponent get if they parry this attack.

< Back to Move Editor

http://ufe3d.com/ Printed on 2024/05/14 15:03

From:

http://ufe3d.com/ - Universal Fighting Engine

Permanent link:

http://ufe3d.com/doku.php/move:gauge?rev=1670308916

Last update: 2022/12/06 01:41

