


# Gauge Options

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

▼ Gauges (1)

 **Casting Timeline**

Target Gauge: Gauge 1

Frame Events

Frame: 0

Gauge Gain (%) 0

Start Draining

☒ - Inhibit Gauge Gain

☒ - Drain Per Second (%): 10

☐ - Total Drain (%): 100

☐ - Move (Drain Complete): None (Move Info)

☐ - Stance (Drain Complete): Stance 1

Stop Draining

Self

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Required (%) 100

Gauge Cost (%) 0

Opponent

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Gain on Parry (%) 0

New Gauge Options

**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.

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## 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.

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From:

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Last update: **2022/12/06 01:41**

