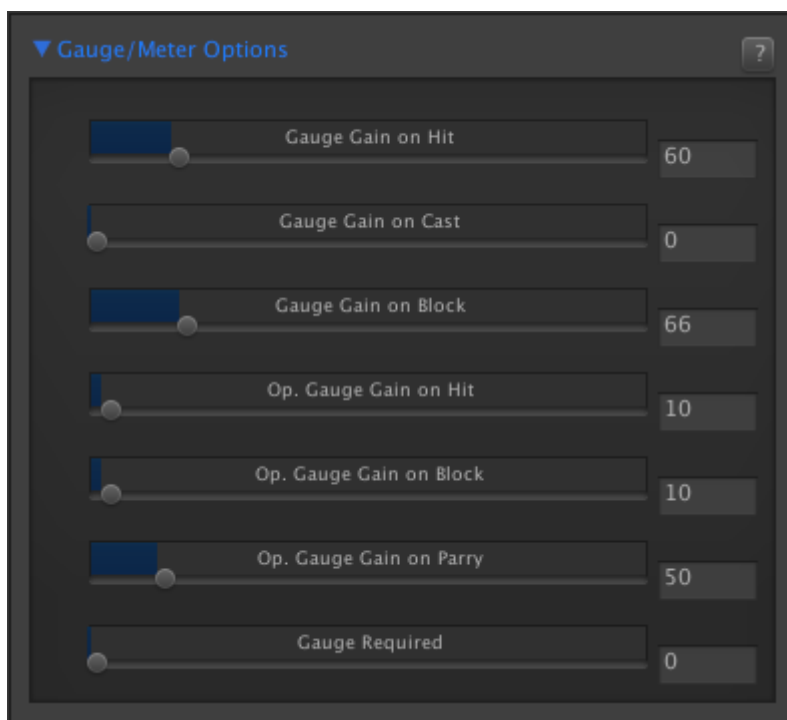


# Gauge/Meter Options

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



**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.

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

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

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

**Gauge Required:** How much gauge is required to perform this move.

[< Back to Move Editor](#)

From:

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

Permanent link:

<http://wikipedia.ufe3d.com/doku.php/move:gaugemeteroptions>

Last update: **2014/10/27 19:19**

