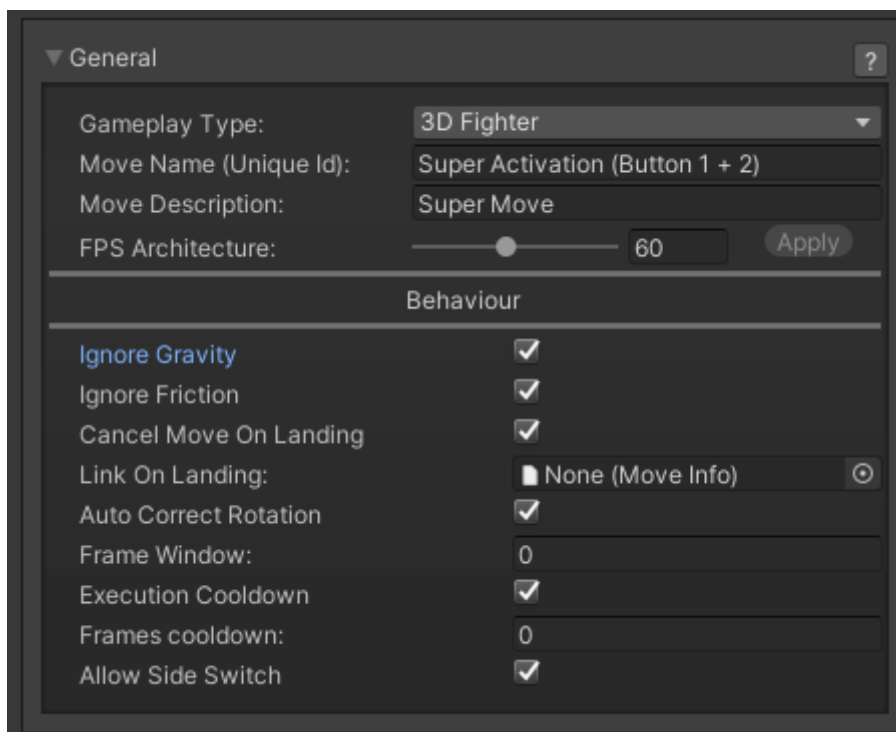


General Options

Set general options of your move here.



The screenshot shows a 'General' settings window with a dark theme. At the top, there's a 'Gameplay Type' dropdown set to '3D Fighter'. Below it are text fields for 'Move Name (Unique Id):' containing 'Super Activation (Button 1 + 2)' and 'Move Description:' containing 'Super Move'. A slider for 'FPS Architecture:' is set to 60, with an 'Apply' button next to it. A horizontal separator line is followed by a 'Behaviour' section header. Under 'Behaviour', there are several options: 'Ignore Gravity' (checked), 'Ignore Friction' (checked), 'Cancel Move On Landing' (checked), 'Link On Landing:' (set to 'None (Move Info)' with a circular icon), 'Auto Correct Rotation' (checked), 'Frame Window:' (set to 0), 'Execution Cooldown' (checked), 'Frames cooldown:' (set to 0), and 'Allow Side Switch' (checked).

Gameplay Type: Set the move to be either for 2D or 3D gameplay. 3D gameplay allows you to access the z axis on certain options.

Move Name: The move name. This is the main identifier for this move.

Move Description: The move description. Can be used in handy guides inside your game.

FPS Architecture: The frame per second architecture this move is designed for. By default this value is set to 60. Be very careful when changing this value on already coded moves. The editor will recalculate the frames in your move which can cause already coded frame data to malfunction.

Behavior

Ignore Gravity: If this move is triggered in the air, should the character ignore the laws of physics for the duration of the move.

Cancel Move When Landing: If the move was executed in the air, should it automatically cancel into the landing animation once it hits the ground? Enable this for standard air moves. Disable this if you have moves that have their own landing animations or special moves that launches the character in the air but can be punished when they hit the ground. Make sure you apply the right amount of force so the whole animation can match the game's physics.

Ignore Friction: If force is applied to this character while this move is active, ground friction will not

slow it down. (Useful for moves like Blanka's Rolling Attack or Ryu's Tatsumaki Senpukyaku)

Auto-correct Rotation: If this is toggled on, this move will automatically correct its rotation in case it crosses the opponent over.

(if Auto-correct Rotation) **Frame Window:** From which frame this move will auto-correct rotation.

Execution Cooldown: Stops the move from being executed after being executed once.

(if Execution Cooldown) **Frames Cooldown:** How many frames before the move can be executed again.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, ControlsScript hitter){  
    if (move.attackType == AttackType.EX) Debug.Log("EX Move fired!");  
}
```

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