

Input Options

Choose the buttons or button sequences this move requires in order to be executed.

The screenshot shows a dark-themed 'Input' menu. At the top is a 'Default Inputs' section with a 'Button Sequences (3)' subsection. This subsection contains a list of settings: 'Charge Move' (checked), 'Charge Timing:' (0.7), 'Allow Input Leniency' (checked), 'Leniency Input Buffer:' (a slider set to 4), 'Allow Negative Edge' (checked), and 'Force Axis Precision' (checked). Below these are three 'Button:' dropdown menus, each currently set to 'Forward', 'Down', and 'Forward' respectively. A 'New Button Sequence' button is located below the third dropdown. The 'Button Executions (1)' subsection follows, with settings: 'On Button Press' (checked), 'On Button Release' (checked), and '- Requires Press First' (checked). Below these is a 'Button:' dropdown set to 'Button 1', with a 'New Button Execution' button underneath. At the bottom of the menu is an 'Alternative Inputs' section, which is currently collapsed.

Charge Move: If toggled, the first button press of your *Button Sequence* must be held down by the *Charge Timing* value defined below.

(Charge Move) **Charge Timing:** How long, in seconds, input must be held down for.

Allow Input Leniency: If this move has a sequence, this allows the player to input extra buttons between its button sequence. For a more detailed explanation on what it is and how it works, check out this [link](#).

(Allow Input Leniency) **Leniency Input Buffer:** If *Allow Input Leniency* is toggled on, define how many inputs can be pressed during this move's input sequence.

Allow Negative Edge: When toggled, the engine will read for [button up](#) when allowing this move to be executed.

Button Sequences: The buttons required to trigger the first sequence of your special move. You can set how fast a sequence must be executed by changing the *execution timing* in the [character's move set](#). If your move is just a standard attack, leave this option empty.

Button Executions: After the sequence of buttons have been successfully executed, use this option to select which button(s) must be pressed in order to successfully trigger the move. If your move is just a standard attack, just assign its button here.

- **On Button Press:** Move is executed on press of below button(s).
- **On Button Release:** Move is executed on release of the below button(s).
- * Requires Press First: If toggled, this move will only come out if the engine detects the button was previously pressed. Useful to have in focus attack like moves where input execution sometimes occur during buffers.

In Street Fighter, special moves can be executed either on Press or on Release. Enable both options to mimic that behaviour.

Normal attacks should only be executed on Press.

Boxer's TAP or MvC3's Zero's Hyper Zero Blaster should only be executed on Release.

NOTE: If both Press and Release are off, then the move cannot be executed. At least one of the must be enabled to allow the move to be executed.

Code example:

```
void OnMove(MoveInfo move, CharacterInfo player){
    // Creates a glow effect while holding the charge for a blaster
    if (move.moveName == "Charging Blaster"){
        _specialGlow = (GameObject)Instantiate(specialGlow);
        _specialGlow.transform = player.characterPrefab.transform;
    }else if (move.moveName == "Release Blaster"){
        Destroy(_specialGlow);
    }
}
```

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