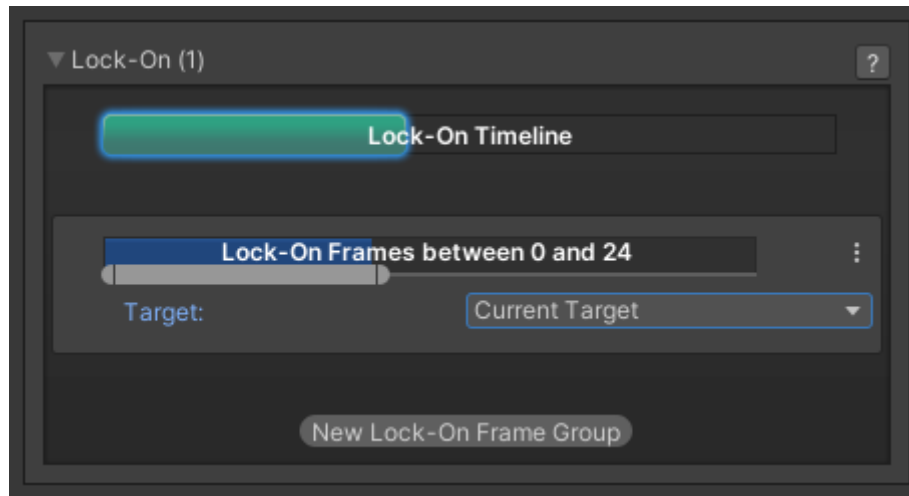


Lock-On Frames

Set the lock-on frames for your move here.



Lock-On Frames: Set which frame(s) a lock-on will be applied.

Target:

- **Current Target:**
- **Next Target:**
- **Nearest Target:**
- **No Target:**

[< Back to Move Editor](#)

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