Player Conditions

Select which conditions each player must be in order for this move to be executable.

Self / Opponent

- **Basic Move Filter:** This move is only playable if the character/opponent is executing one of the listed basic moves. To ignore this filter, leave this list with 0 elements.
- **Possible States:**
    - **State:** Select whether the character must be standing (idle, moving back, moving forward), crouching, jumping straight, jumping forward, jumping back or down.
    - **Opponent Distance:** On a proximity range, how far is the other character for this move to be allowed. 0 being very close and 100 very far.
    - **Jump Arc:** (Jump states only) Where in the jump should the character be to be able to

play this move, being 0 taking off, 50 top of the jump, 100 at landing.
- **Idle, Moving Forward, Moving Back:** (toggles, Stand state only) If standing, when can this move be executed. *Example:* Forward + Button moves can be created by having only *Moving Forward* toggled.
- **Blocking:** Can this move be executed while the player is blocking?
- **Stunned:** Can this move be executed while the player is stunned?

NOTE: With the new Player Conditions system introduced in v1.5, your previous moves (from v1.0.x) will need to run a small automatic update. To do so, simply select each move from your move list. Once the Move Editor loads it, it will automatically update them to the new system.

< Back to Move Editor

From:
http://ufe3d.com/ - **Universal Fighting Engine**

Permanent link:
http://ufe3d.com/doku.php/move:playerconditions?rev=1453103300

Last update: **2016/01/18 02:48**