Projectiles

Casts a projectile with the following options

Casting Frame: When during the move the should the projectile be created.

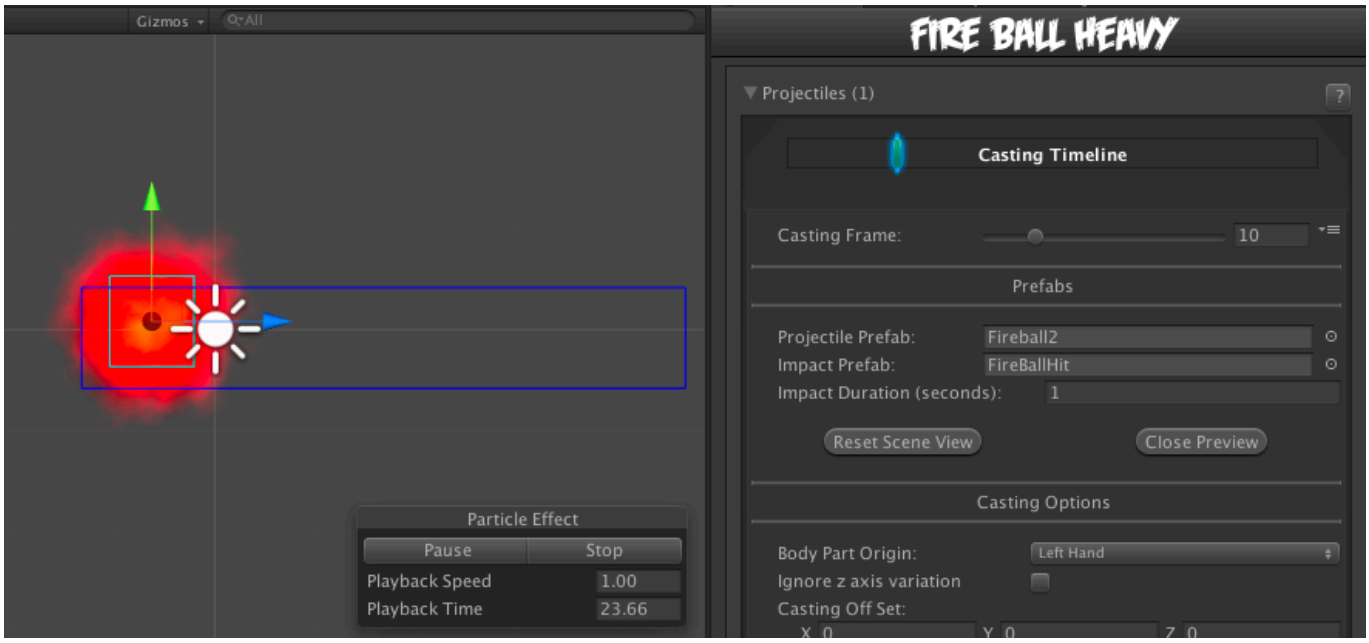
Prefabs

Projectile Prefab: Drag a game prefab to represent the projectile.

Impact Prefab: A game prefab that is created upon projectile impact.

Impact Duration (seconds): Time until the Impact Prefab is destroyed.

Preview Click this button to preview the projectile. Cyan hitbox is the impact, Dark Blue hitbox is the blockable area. Note: your projectile may not appear if the particle effect is a child in the prefab. In this case, just select the child in the hierarchy and it will appear.

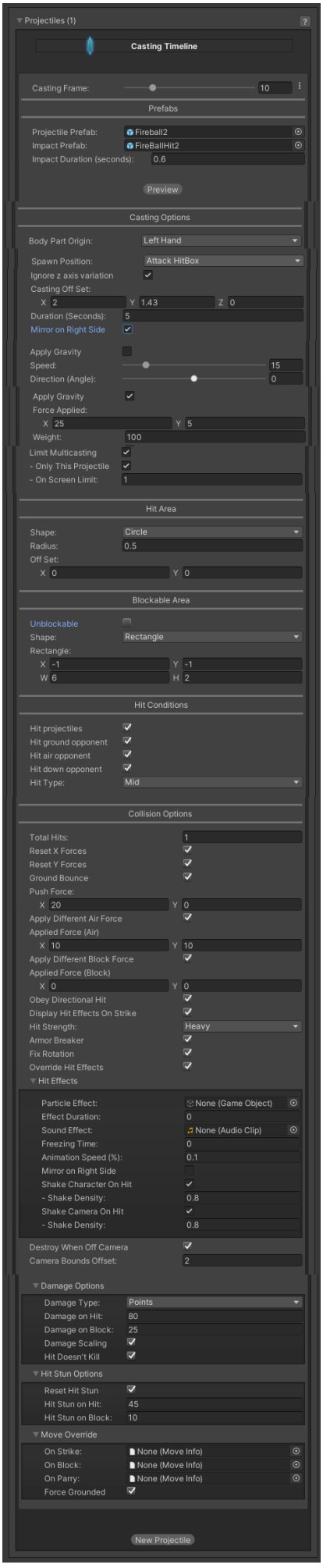


Casting Options

Body Part Origin: Where on the character the projectile is created.

Spawn Position: Which Custom Hitbox will the projectile be created at.

Ignore z axis variation: If enabled, projectile is always cast with the same z position as the characters. Enable this for more accurate alignment and consistent hitbox behavior, especially if your camera tends to rotate a lot or has wide perspective.


Projectiles (1)
Casting Timeline
Casting Frame: 10
Prefabs
Projectile Prefab: Fireball2
Impact Prefab: FireBallHit2
Impact Duration (seconds): 0.6
Preview
Casting Options
Body Part Origin: Left Hand
Spawn Position: Attack HitBox
Ignore z axis variation
Casting Off Set:
X 2 Y 1.43 Z 0
Duration (Seconds): 5
Mirror on Right Side
Apply Gravity
Speed: 15
Direction (Angle): 0
Apply Gravity
Force Applied:
X 25 Y 5
Weight: 100
Limit Multicasting
- Only This Projectile
- On Screen Limit: 1
Hit Area
Shape: Circle
Radius: 0.5
Off Set:
X 0 Y 0
Blockable Area
Unblockable
Shape: Rectangle
Rectangle:
X -1 Y -1
W 6 H 2
Hit Conditions
Hit projectiles
Hit ground opponent
Hit air opponent
Hit down opponent
Hit Type: Mid
Collision Options
Total Hits: 1
Reset X Forces
Reset Y Forces
Ground Bounce
Push Force:
X 20 Y 0
Apply Different Air Force
Applied Force (Air)
X 10 Y 10
Apply Different Block Force
Applied Force (Block)
X 0 Y 0
Obey Directional Hit
Display Hit Effects On Strike
Hit Strength: Heavy
Armor Breaker
Fix Rotation
Override Hit Effects
Hit Effects
Particle Effect: None (Game Object)
Effect Duration: 0
Sound Effect: None (Audio Clip)
Freezing Time: 0
Animation Speed (%): 0.1
Mirror on Right Side
Shake Character On Hit
- Shake Density: 0.8
Shake Camera On Hit
- Shake Density: 0.8
Destroy When Off Camera
Camera Bounds Offset: 2
Damage Options
Damage Type: Points
Damage on Hit: 80
Damage on Block: 25
Damage Scaling
Hit Doesn't Kill
Hit Stun Options
Reset Hit Stun
Hit Stun on Hit: 45
Hit Stun on Block: 10
Move Override
On Strike: None (Move Info)
On Block: None (Move Info)
On Parry: None (Move Info)
Force Grounded
New Projectile

Casting Offset: Offset the casting position relative to the bodypart origin.

Duration (Seconds): How long the projectile will last on screen before self destruct.

Mirror On Right Side: If enabled, the projectile will have it's Y rotation flipped by 180. The impact prefab will also have it's Y rotation flipped by 180.

Speed: The speed of the projectile.

Direction (Angle): Select the angle the projectile will be fired at. 0 is forward.

Apply Gravity: If enabled, gravity will be applied to the projectile.

Force Applied: The amount of force applied to the projectile. Use this to move the projectile.

Weight: A positive value will cause the projectile to fall. A negative value will cause the projectile to rise.

Limit Multicasting: If enabled, you can place restrictions on projectiles.

- Only This Projectile: If enabled, only this projectile can be active before more can be created. Useful if you only want a character to one projectile active at any given time.
- On Screen Limit: How many projectiles can be active at once.

Hit Area

Shape: Select between *circle* and *rectangle*.

(Circle) **Hit Radius\Offset:** The radius and offset of the projectile's hurtbox. For a more consistent hit effect, by default radius is set to 0 (hit only detected when the “dot” crosses one of the opponent's hit boxes).

(Rectangle) **Rectangle:** The position and size of the rectangle hurt box relative to the origin of the projectile prefab. If Follow Projectile Bounds is set below, you can use W and H to adjust the width and height relative to the projectile.

(Rectangle) **Follow Projectile Bounds (X/Y):** If enabled, the rectangle will follow the render bounds of the projectile prefab.

Blockable Area

Unblockable: If enabled, this projectile is unblockable and this sections options are disabled.

Shape: Select between *circle* and *rectangle*.

(Circle) **Hit Radius\Offset:** The radius and offset of the projectile's blockable area.

(Rectangle) **Rectangle:** The position and size of the rectangle blockable area relative to the origin of the projectile prefab. If Follow Projectile Bounds is set below, you can use W and H to adjust the width and height relative to the projectile.

(Rectangle) **Follow Projectile Bounds (X/Y):** If enabled, the rectangle will follow the render bounds of the projectile prefab.

Hit Conditions

Hit Projectiles: Should this projectile collide with other projectiles?

Hit ground opponent: If toggled on, this projectile can strike opponents that are on the ground (but not knockdown)

Hit air opponent: If toggled on, this projectile can strike air opponents.

Hit down opponent: If toggled on, this projectile can strike knocked down opponents. Make sure you have knockdown hitboxes toggled on.

Hit Type: Determine the hit conditions for this move to be blockable or trigger a different animation.

- High Low: Can be blocked high (standing) or low (crouching).
- Low: Can only be blocked low.
- Overhead: Can only be blocked high. Its recommended to always use this for air moves.
- Launcher: Can be blocked high or low. If hit, sets the opposing character direct into juggle animation.
- High Knockdown: Instantly send the opponent into `Get Hit High Knockdown` animation. This hit can only be blocked high.
- Mid Knockdown: Instantly send the opponent into `Get Hit High Knockdown` animation. This hit can be blocked either high or low.
- Knock Back: Instantly send the opponent into `Get Hit Knock Back` animation. Must apply vertical force for it to work.
- Sweep: Instantly send the opponent into `Get Hit Sweep` animation. This hit can only be blocked low.

Collision Options

Total Hits: If this projectile can hit multiple times, set them here.

Space Between Hits: If the projectile has more than 1 one hit, how much interval between each hit should it hit again. Example: Selecting High will put more time between hits.

Push Force: When the projectile hits, how far should it push the opponent.

Apply Different Air Force: If enabled, how far should it push the opponent when hit in the air.

- Applied Force (Air): When the projectile hits, how far should it push the airborne opponent.

Apply Different Block Force: If enabled, how far should it push the opponent when hit on block.

- Applied Force (Block): When the projectile hits, how far should it push the blocking opponent.

Obey Directional Hit: When the projectile hits, the forces applied will obey the opponent position in relation to the caster.

Display Hit Effects on Strike: If disabled the standard effect from `Hit Strength` will not appear.

Hit Strength: Set what kind of hit this is based on your hit effect options.

Armor Breaker: If enabled, this projectile will ignore any armor the opposing move has.

Fix Rotation:

Override Hit Effect: If enabled, it will replace the default hit effect by the one selected in the panel below this option.

- **Particle Effect:** The particle effect that is fired when the character gets hit.
- **Effect Duration:** Time before effect prefab is destroyed.
- **Sound Effect:** Sound effect that will play during hit.
- **Freezing Time:** The game will freeze for a very brief moment (in seconds) when a hit connects.
- **Animation Speed (%):** On hit, the animation speed of both characters will be set for this value.
- **Shake Character On Hit:** During the freezing time, the character can shake very slightly giving a more convincing hit effect.
- **Shake Camera On Hit:** To make the hit more impacting, you can also set the camera to shake slightly during freezing time.
- **Shake Density:** How much shake will be applied to the camera and character during freezing time.

Destroy When Off Camera: If enabled, the projectile will be destroyed if it goes past the camera's left or right boundary.

- Camera Bounds Offset: The offset of the camera's bounds. Use this to change where the projectile gets destroyed.

Damage Options

Damage Type: Set if the damage is in points or percentage.

Damage on Hit: Damage caused on hit.

Damage on Block: Damage caused on block.

Damage Scaling: Whether or not damage is scaled down based on Combo Options.

Hit Doesn't Kill:

Hit Stun Options

Reset Hit Stun: If you are using hit stun deterioration, enable this to reset the stun and its deterioration value.

Hit Stun on Hit: The amount of frames the opponent will remain stunned for after a hit.

Hit Stun on Block: The amount of frames the opponent will remain stunned for after a block.

Move Override

On Strike: If the projectile hits the opponent, override whatever the caster is doing with this move.

On Block: If the projectile hits the opponent while they are blocking, override whatever the caster is doing with this move.

On Parry: If the opponent parry this projectile, override whatever the caster is doing with this move.

Force Grounded: Immediately pulls the character (caster) back to the ground on hit.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
    foreach(Projectile projectile in move.projectiles){
        Debug.Log("Damage:"+ projectile.damageOnHit);
    }
}
```

< Back to Move Editor