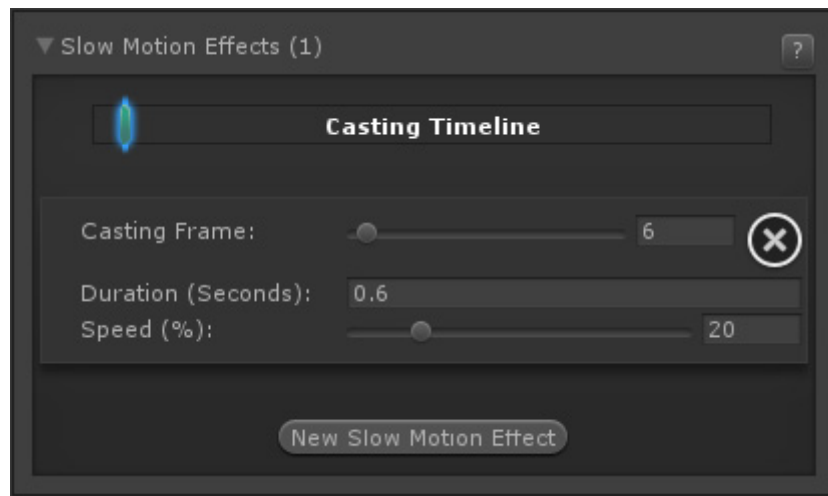


Slow Motion Effects



When triggered, the game goes into slow motion. This is done by manipulating the `timeScale` in Unity.

Casting Frame: When during the move should the slow motion be casted.

Duration (Seconds): How long should the slow motion last.

Speed (%): To what degree should the slow motion be.

From:

<http://ufe3d.com/> - Universal Fighting Engine

Permanent link:

<http://ufe3d.com/doku.php/move:slowmotioneffects?rev=1414279444>

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