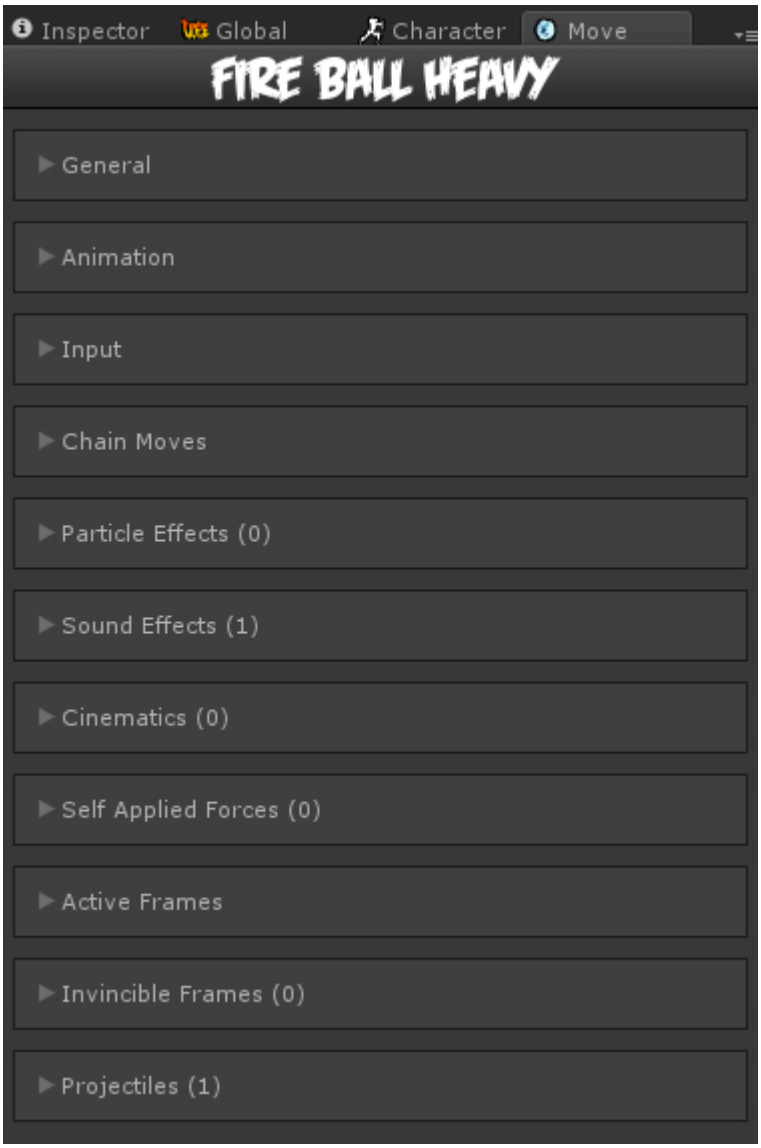
Move Editor

Create and edit all your attacks and special moves here. This is the kind of tool used by big companies like Capcom and NeatherRealms to create and balance their games.

Open an existing move file or create a new one. For this introduction we will be using several moves from the folder below. These moves are already targeted to Demo_Character.

Folder Location: `.\UFE\Characters\Demo_Character\Moves`
(SOURCE VERSION) Inherits from: `.\UFE\Scripts\MoveInfo.cs`
(OTHER VERSIONS) Inherits from: `.\UFE\Plugins\UFE.dll\MoveInfo`

To create a new move, in the project window click on `Create → U.F.E. → Move File`.



Sub-content:

- General
- Animation

- Input
- Chain Moves
- Particle Effects
- Sound Effects
- Cinematic
- Self Applied Force
- Active Frames
- Invincible Frames
- Projectiles

Related Video Tutorial:

Video

< Back to Universal Fighting Engine - Introduction

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

Permanent link:
http://ufe3d.com/doku.php/move:start?rev=1391060937

Last update: **2014/01/30 00:48**