Move Editor

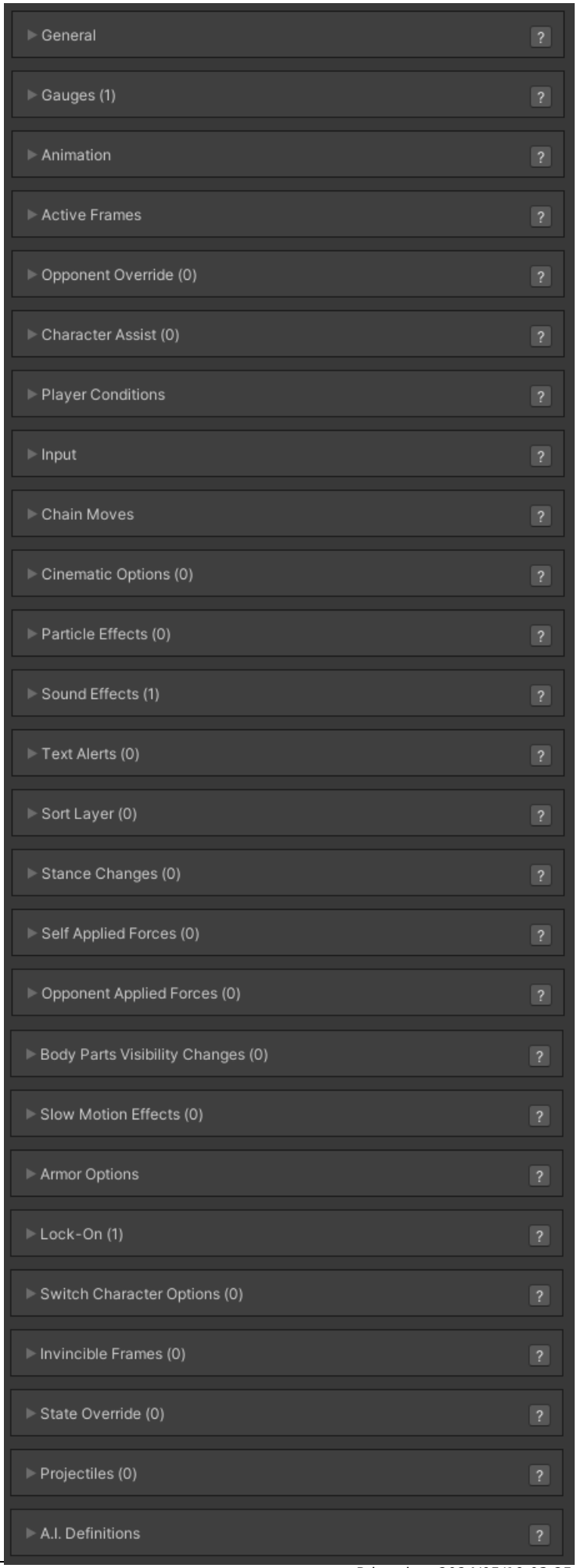
Create and edit all your attacks and special moves here. This is the kind of tool used by big companies like Capcom and NeatherRealms to create and balance their games.

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 the character Mike.

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

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

Content


General
Gauges (1)
Animation
Active Frames
Opponent Override (0)
Character Assist (0)
Player Conditions
Input
Chain Moves
Cinematic Options (0)
Particle Effects (0)
Sound Effects (1)
Text Alerts (0)
Sort Layer (0)
Stance Changes (0)
Self Applied Forces (0)
Opponent Applied Forces (0)
Body Parts Visibility Changes (0)
Slow Motion Effects (0)
Armor Options
Lock-On (1)
Switch Character Options (0)
Invincible Frames (0)
State Override (0)
Projectiles (0)
A.I. Definitions

- General
- Gauge/Meter Options
- Animation
- Active Frames
- Opponent Override
- Player Conditions
- Input
- Chain Moves
- Cinematic Options
- Particle Effects
- Sound Effects
- Text Alerts
- Stance Changes
- Self Applied Force
- Body Parts Visibility Changes
- Slow Motion Effects
- Armor Options
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- A.I. Definitions (Fuzzy A.I)

Video Tutorial

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