

Text Alerts

Set specific alert messages to display during the move. This is the same system that fires combo count, counter messages, first attack and such.

Casting Frame: Frame at which to fire the message.

Message: The message string.

Click the **New Alert** button to add another message to cast.

[< Back to Move Editor](#)

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

Permanent link:
<http://ufe3d.com/doku.php/move:textalerts?rev=1414451637>

Last update: **2014/10/27 19:13**

