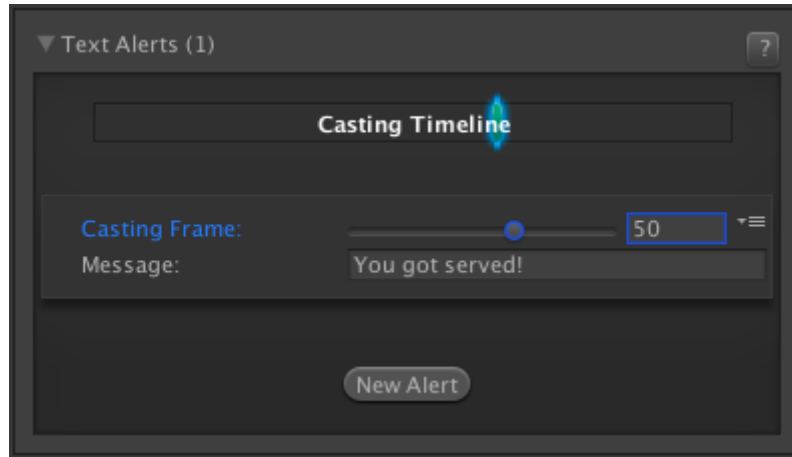


Text Alerts

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.

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