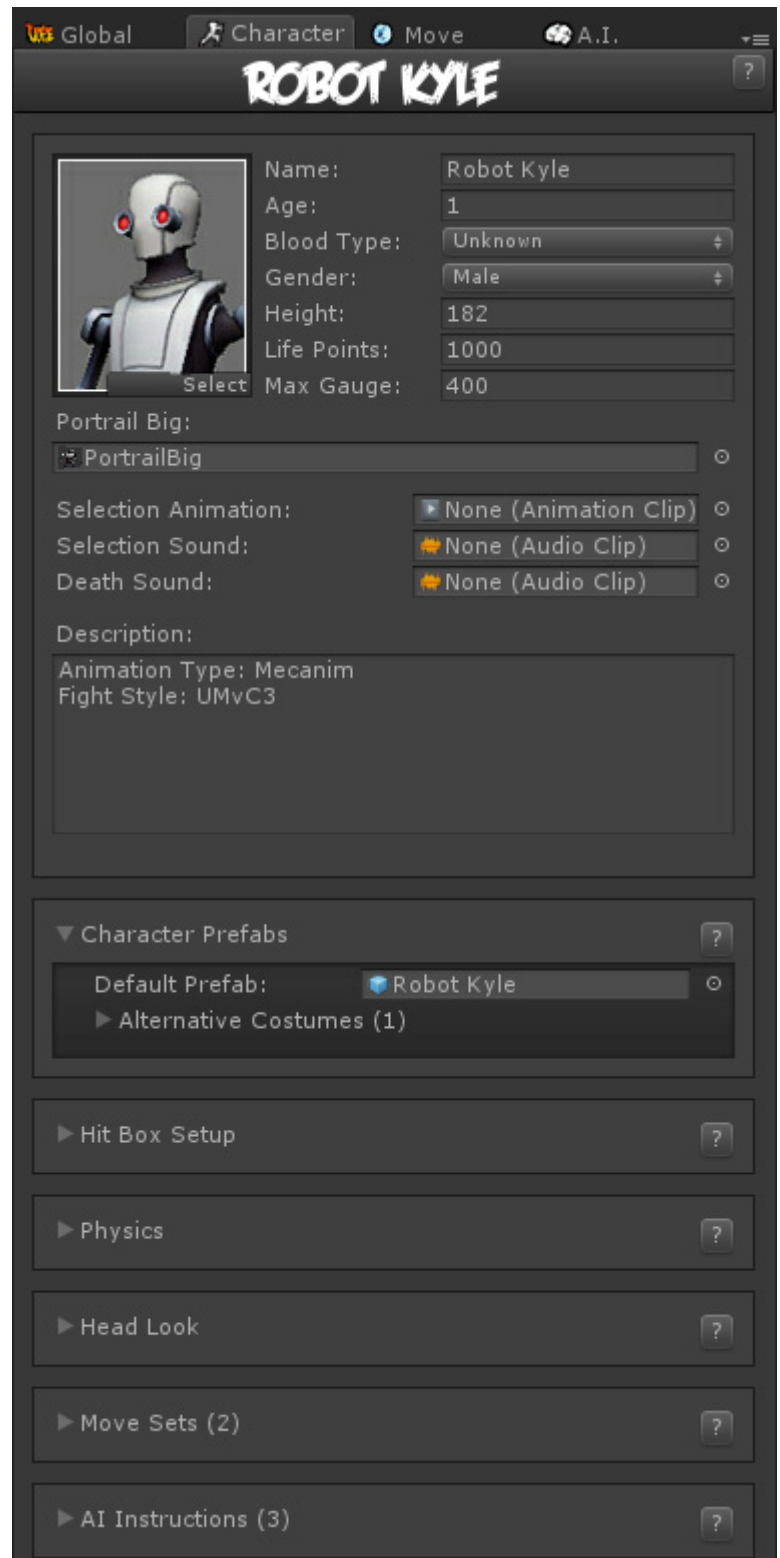


# Character Editor

Here you can open an existing character info file or create a new one. For this introduction we will use the Demo\_Character file provided in the project.



Set all the major variables a character has as well as their move sets and most importantly, the

hitboxes.

**Portrail (small):** Can be used in your own GUI. You can find an usage example on CharacterSelectionScript.cs

**Characters Name:** The name of the character.

**Age:** Age of this character. This, along with other information can be later displayed in a custom GUI.

**Blood Type:** The character's blood type.

**Gender:** The character's gender.

**Height:** The character's height.

**Life Points:** How many life points this character has. If you are using percentage as damage to your moves, changing this has no impact on gameplay.

**Max Gauge:** The maximum amount of gauge (meter) this character can retain.

**Portrail (big):** Can be used in your own GUI. You can find an usage example on CharacterSelectionScript.cs

**Alternative Color:** In case of mirror match, the game will attempt on changing the rendered color of player 2 to this color.

**Death Sound:** If defeated, this sound will be played.

**Description:** Character Description

**Sub-content:**

- [Hit Box Setup](#)
- [Physics](#)
- [Move Sets](#)

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