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.

File Location: Characters/Source/Demo_Character

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Fortrail Big:	Name: Age: Blood Type: Gender: Height: Life Points: Max Gauge:	Robot Kyle 1 Unknown Male 182 1000 400	+ +
Selection Animat Selection Sound: Death Sound: Description: Animation Type: Fight Style: UMvi	Mecanim	▶ None (Animation Clip) ♥None (Audio Clip) ♥None (Audio Clip)	0000
 Character Prefabs Default Prefab: Robot Kyle ► Alternative Costumes (1) 			?
▶ Hit Box Setup			
▶ Physics			
▶ Head Look			
▶ Move Sets (2)			
► AI Instructions (3)			

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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