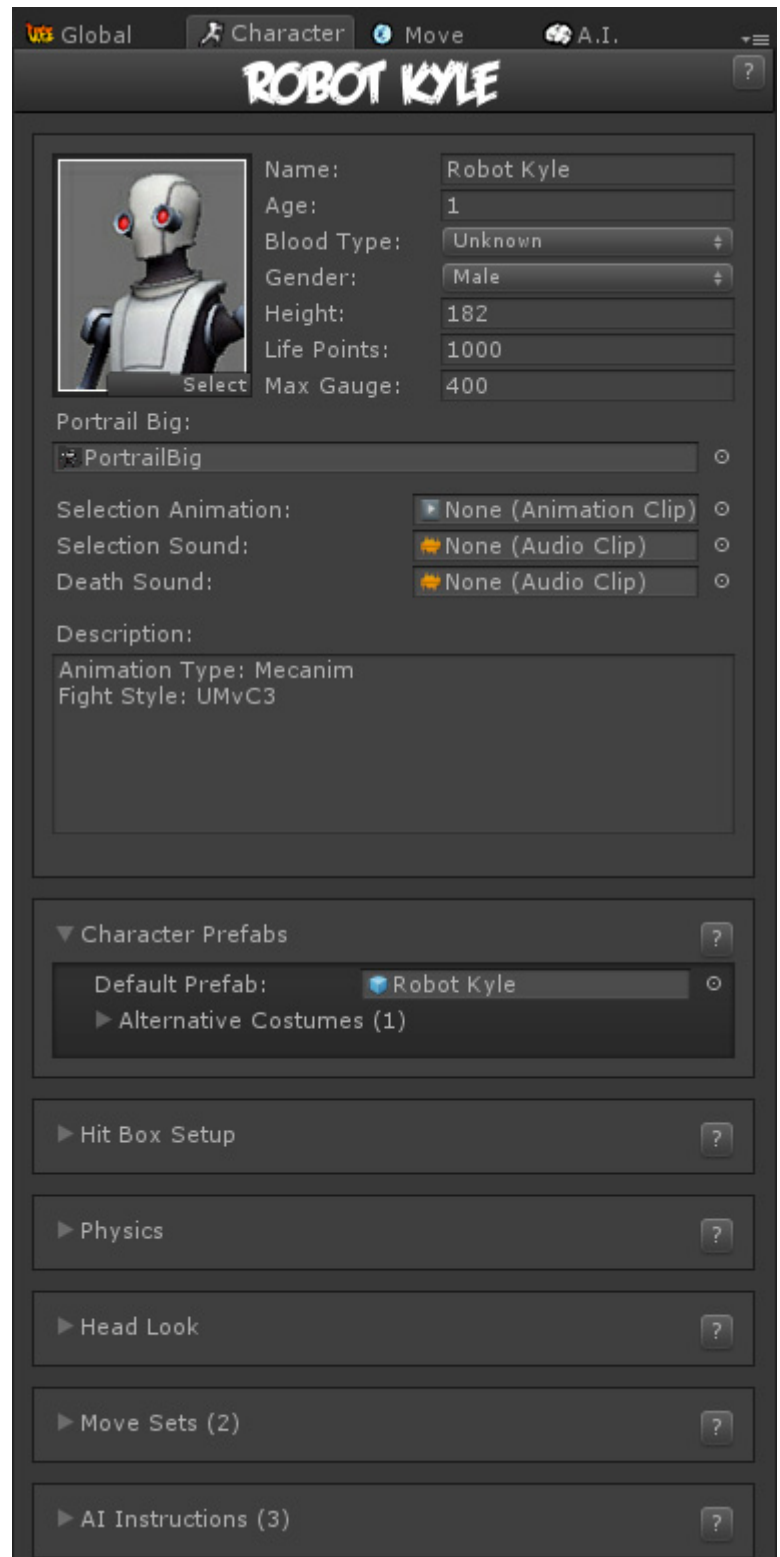# Character Editor

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

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

< Back to Universal Fighting Engine - Introduction

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

Permanent link:
http://www.ufe3d.com/doku.php/character:introduction?rev=1386661765

Last update: **2013/12/10 02:49**