Moves (Move Sets)

Set your animations, stances and moves here, as well as how hard (or easy) special moves from this character are to execute.

Execution Timing: How fast, in seconds, the keys listed in button sequence and execution have to be pressed in order to complete a special move.

Possible Air moves: How many moves can this character perform while jumping.

Blending Duration: How smooth the transition between basic moves are. Be careful as high numbers can cut down your animation and create small visual bugs as it trades response time for smoothness. The recommended (and default) value is 0.1.

Animation Type:

- Legacy: Tells UFE to read the animations from this character as *Legacy*.
- Mecanim: Tells UFE to read the animations from this character as *Humanoid*. Click here to watch Mecanim tutorial

Avatar: If Mecanim was selected, drag the character's avatar here.

Animation Control: Tell the engine which animation control it should use.

- UFE Engine: The animation flow is fully controlled by UFE's own Update cycles. Due to limitations on the Unity engine, Network games can only run using this.
- Unity Engine: The animation flow is controlled by Unity's own update cycles. UFE merely attempts to match the correct position to control the moves commands. Selecting this option

may cause minor inconsistencies. If your game requires precise frame data use *UFE Engine* instead.

Combat Stances

Each character can have one or several move sets, all classified by a combat stance. Add a new Combat Stance by clicking the **New Combat Stance** button at the bottom of this panel's section.

Combat Stance: A character can have several different fight styles, each with their own unique animations and special moves. In Street Fighter 4 for example we have Gen, a character that can swap between 2 different fight styles. Both fighting styles are completely different, from the way they move to the special moves you can execute. Combat Stances can also be used as "power up" or anything you like. Combat styles can be applied by simply changing the combat stance in the move options.

Cinematic Intro: (Optional, **PRO** and **SOURCE** only) a special move designed with just an intro animation and cinematics. UFE will check if you have this and play it at the beginning of each game. Check the example provided at `.\UFE\Characters\Mike\Moves\Intro.asset`

Cinematic Outro: (Optional, **PRO** and **SOURCE** only) a special move designed with just an outro animation and cinematics. UFE will check if you have this and play it at the end of each game if this character wins. Check the example provided at `.\UFE\Characters\Mike\Moves\Outro.asset`

Basic Moves

Set the basic animations and sounds for your character, as well as any particular effect you want to add during these events. Basic Moves are categorised into Standard Animations, Blocking Animations and Hit Animations.

Enabled Moves Disable certain basic moves in case your game doesn't require it. You may disable Move, Jump, Crouch, Block or Parry. Disabling these options completely ignore any requests, including animation and input (from both player and AI).
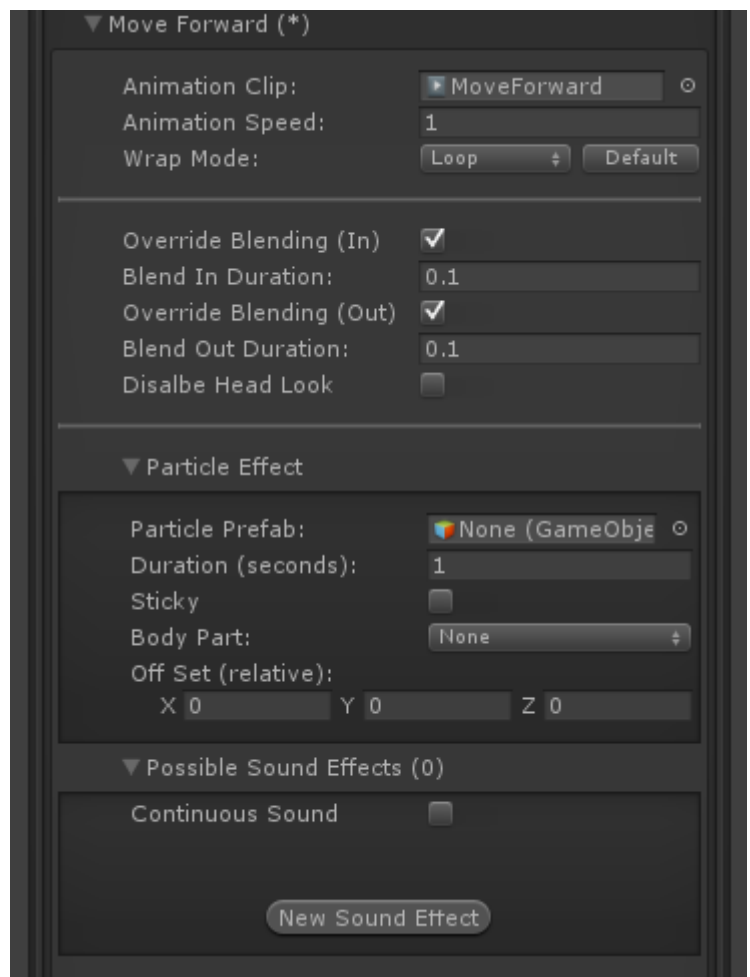
Basic Information

Animation Clip: The animation clip related to this move. Animation files are normally located under the file structure of an *FBX* file, or just as a single *.anim* file.

Animation Speed: Tune the animation speed to match the desired effect during the game. Some moves like Jumping, Falling and Landing are automatically calculated by UFE based on the jump height.

Override Blending (In): Overrides the previous out blending or default blending duration with the value below.

Blend In Duration: If *override blending (in)* is toggled on, this is the new blending in value for this animation.

Override Blending (Out): Overrides the blend in set for the next animation or default blending duration with the value below.

Blend Out Duration: If *override blending (out)* is toggled on, this is the new blending out value for this animation.
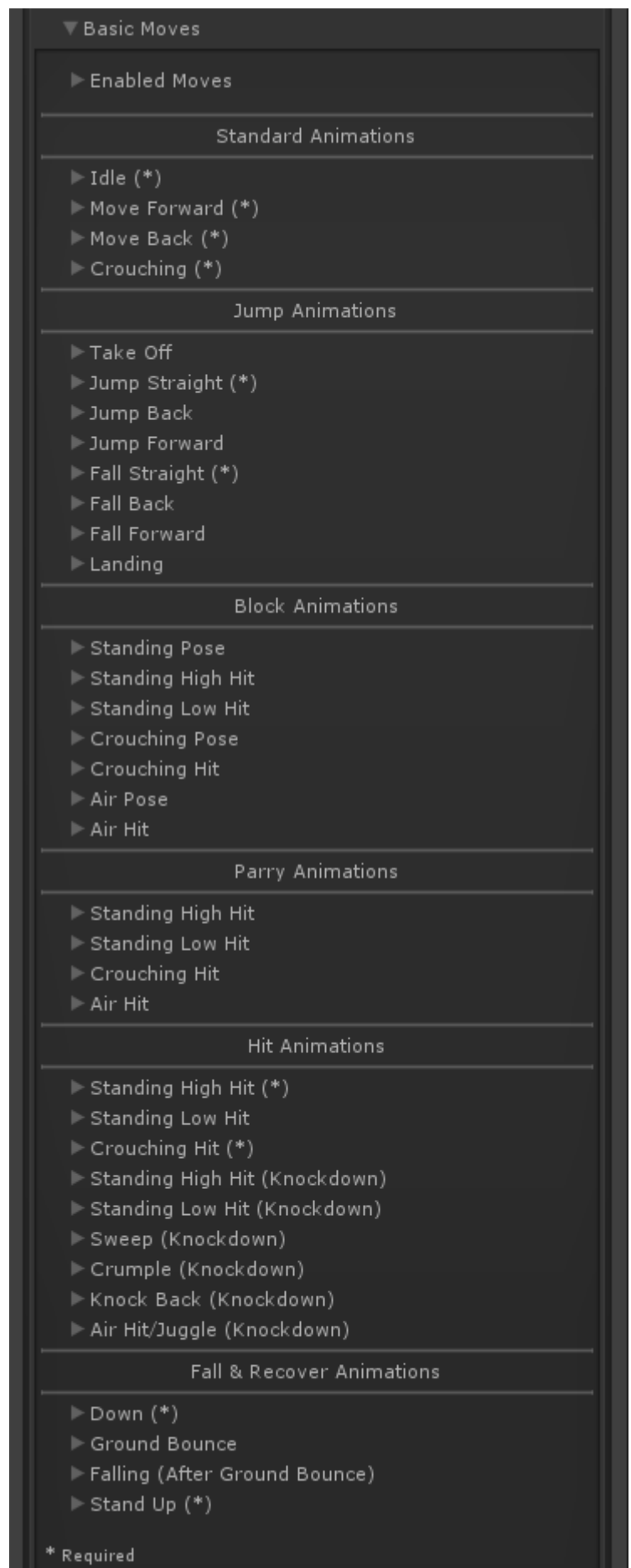
Disable Head Look: If Head Look is enabled, it will be disabled during this move.

Particle Effects:

- Particle Prefab: A prefab with particle effects that is fired when this animation plays.
- Duration (seconds): How long this effect will last on the screen.
- Sticky: If toggled on, the particle will follow the body part as it emits.
- Body Part: The body part relative to the character (defined in the hitbox setup) where this particle will appear.
- Off Set (relative): The position (relative to the body part) this particle will appear when this move plays.

Sound Effect: A custom sound that can be played when this move plays. UFE works with multichannels, so don't worry about overlapping sounds.

Continuous Sound: Should the selected sound effect keep playing while this move is in motion?

▼ Basic Moves

▶ Enabled Moves

Standard Animations

▶ Idle (*)
▶ Move Forward (*)
▶ Move Back (*)
▶ Crouching (*)

Jump Animations

▶ Take Off
▶ Jump Straight (*)
▶ Jump Back
▶ Jump Forward
▶ Fall Straight (*)
▶ Fall Back
▶ Fall Forward
▶ Landing

Block Animations

▶ Standing Pose
▶ Standing High Hit
▶ Standing Low Hit
▶ Crouching Pose
▶ Crouching Hit
▶ Air Pose
▶ Air Hit

Parry Animations

▶ Standing High Hit
▶ Standing Low Hit
▶ Crouching Hit
▶ Air Hit

Hit Animations

▶ Standing High Hit (*)
▶ Standing Low Hit
▶ Crouching Hit (*)
▶ Standing High Hit (Knockdown)
▶ Standing Low Hit (Knockdown)
▶ Sweep (Knockdown)
▶ Crumple (Knockdown)
▶ Knock Back (Knockdown)
▶ Air Hit/Juggle (Knockdown)

Fall & Recover Animations

▶ Down (*)
▶ Ground Bounce
▶ Falling (After Ground Bounce)
▶ Stand Up (*)

* Required

Specifics

Idle

- Resting Clips (1-5): When character isn't moving, you can have certain animations play at random.
- Resting Interval (seconds): Every interval cycle the engine will attempt to play one of the resting clips from above. If the randomly selected slot has no clip, it won't play anything. Example: If you want a clip to run every 6 seconds with 100% consistency, fill all the fields with that animation.

Jump Animations

- Auto Speed: If toggled the engine will attempt to synchronize the height of the jump with the animation length so both can end at the correct time to link with its next animation. Untoggle to adjust how your animation should play out.
- *Take Off* and *Landing* animation speeds are used in conjunction with the Jump Delay variable (located on the physics option)

Block Animations

- Auto Speed: If toggled the engine will use the block stun information to synchronize it with the animation length. Untoggle to run your own speed and WrapMode values.

Parry Animations

- Auto Speed: If toggled the engine will use the *parry stun* information from Block Options -> Parry to synchronize it with the animation length. Untoggle to run your own speed and WrapMode values.

Hit Animations

- Hit Variation Clips: Triggers a different clip based on the Move's Hit Type.
- Auto Speed: If toggled the engine will use the hit stun applied to synchronize it with the animation length. Untoggle to run your own speed and WrapMode values.

Down

- It's important that the WrapMode is set to *Clamp Forever*, so the character stays down (as the last frame should have the character laying down). This animation must be a continuation of *Air Hit (Knockdown)*.

Ground Bounce

- Unlike Air Hit, Ground Bounce does not operate using the auto-speed algorithm. Use WrapMode on *Clamp Forever* so the character stays in a single air pose.

Falling (After Ground Bounce)

- Use *Auto Speed* to get the animation to follow the height path or have it end in a single pose with WrapMode set to *Clamp Forever*.

Stand Up

- The time between knockdowns and stand up animations are set under knock down options).
- *Default Clip* is triggered after **Down**.
- All *Knockdown* animations can have its own follow up *stand up* animation.
  Example: You may have a sweep animation that have your character facing down instead of facing up. You can set that animation to end at the down state and have a specific stand up for the sweep animation as a continuation of that clip.
- If one of the *stand up* animations is requested but isn't set, Default Clip will be called.

Notes:

- You can return the default speed and wrapMode of any Basic Move by clicking on the *Default* button next to WrapMode.
- Because of how fast a hit stun can be, *it's recommended* that you set the override blending (in) values from *Hit*, *Block* and *Parry* animations to 0.
- None of the *Parry* moves are required if you don't have parry enabled in your game.
- None of the *Block* moves are required if you don't have block enabled in your game.
- *Bounce* and *Falling From Bounce* animations are not required if you don't have bounce enabled in your game.
- Some animations allow you to hide the hitboxes. Can be useful if you want certain animations to leave the character invincible during a certain state.

Attack & Special Moves

After creating a new move, add the move to the character by clicking **New Move** than dragging the file to the following field.
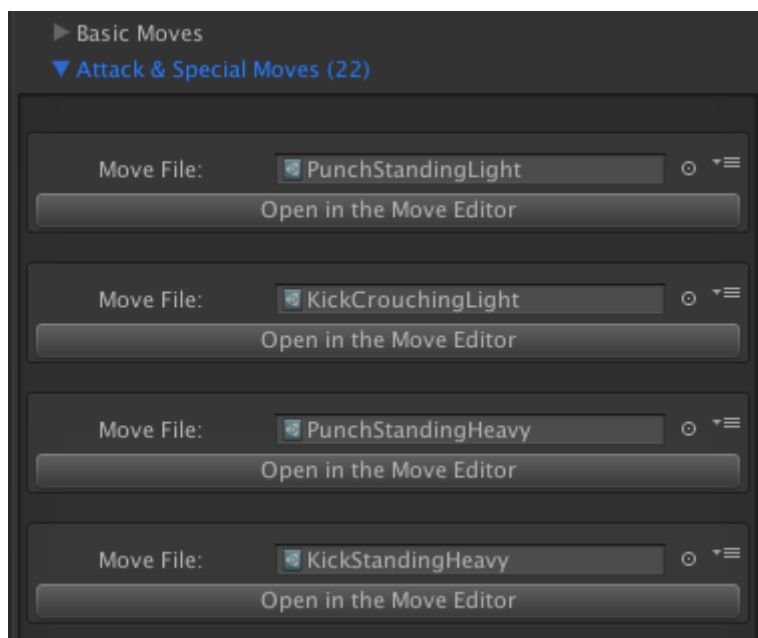
Notes:

- Moving a move file up/down with the panel options has no effect on priority of moves. It only affects the list order displayed in this panel, and is used for organisational purposes only.

As a reference, the moves from Mike are located at `.\UFE\Characters\Mike\Moves`

Code access:

`UFE.config.player1Character.moves`

`UFE.config.player2Character.moves`

< Back to Character Editor

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

Permanent link:
http://www.ufe3d.com/doku.php/character:movesets?rev=1431678735

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