

Character Editor

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

File Location: `.\UFE\Characters\Legacy_Mike\Mike.asset`.

(SOURCE VERSION) Inherits from: `.\UFE\Scripts\CharacterInfo.cs`


(OTHER VERSIONS) Inherits from: `.\UFE\Plugins\UFE.dll\CharacterInfo`

To create a new character, in the project window click on `Create → U.F.E. → Character File`.

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







Global Character Move A.I.

ROBOT KYLE


 Select


Name: Robot Kyle
 Age: 1
 Blood Type: Unknown
 Gender: Male
 Height: 182
 Life Points: 1000
 Max Gauge: 400


Portrail Big:
 PortrailBig


Enable alternative color ☒
 Alternative Color:  
 Character Selection Sound:  None (AudioClip) 
 Death Sound:  None (AudioClip) 


Description:
 Animation Type: Mecanim
 Fight Style: UMvC3

▶ Hit Box Setup 

▶ Physics 

▶ Head Look 

▶ Move Sets (1) 

▶ AI Instructions (3) 

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

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 (You never know when someone might need blood transfusion).

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. Code example at
`.\Scripts\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](#)
- [Head Look](#)
- [Move Sets](#)
- [AI Instructions \(Fuzzy A.I.\)](#)

[< Back to Universal Fighting Engine - Introduction](#)

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<http://www.ufe3d.com/doku.php/character:start?rev=1431659508>

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