

# Character Editor

Here you can open an existing character info file or create a new one. Follow the instructions below to open Mike (character available on all versions):

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

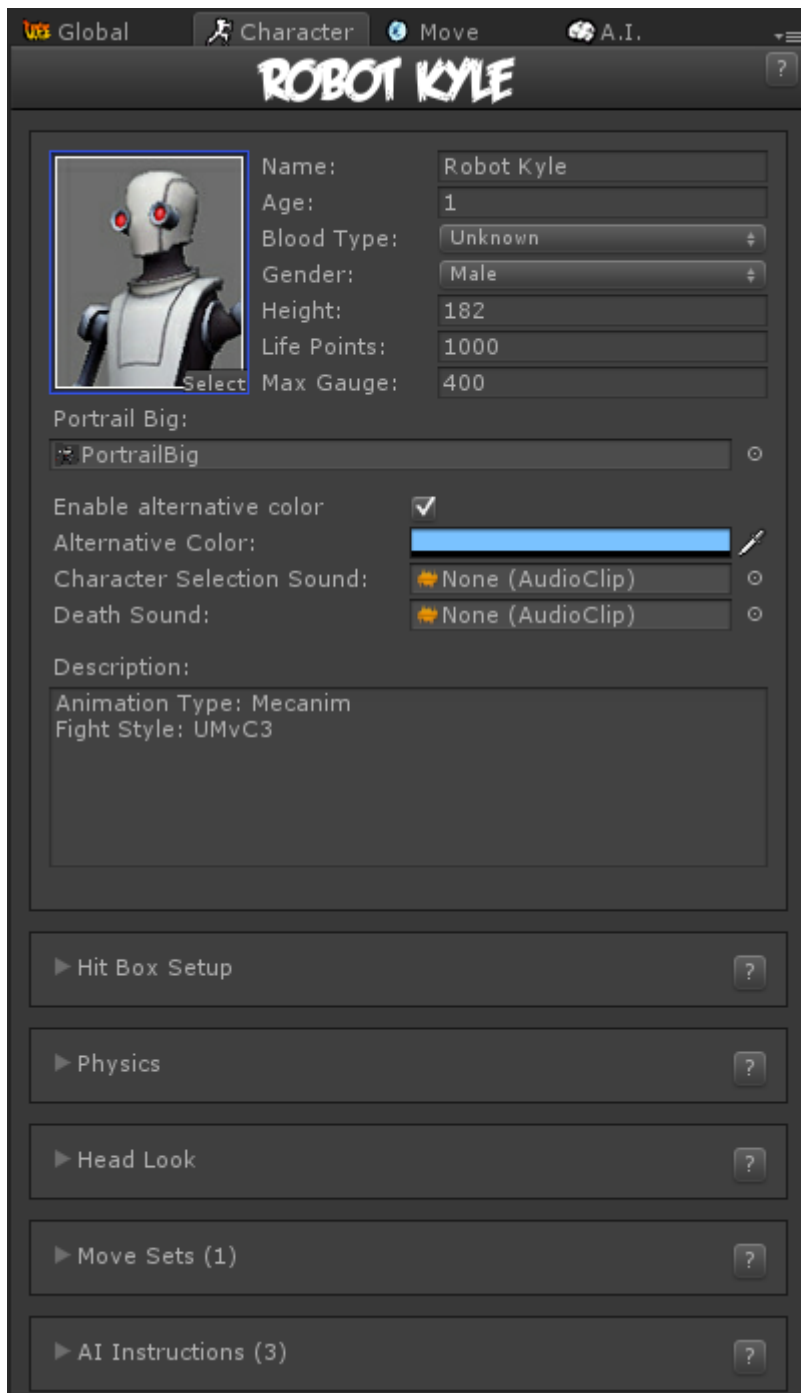
(SOURCE VERSION) Inherits from: `.\UFE\Scripts\CharacterInfo.cs`

(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`.


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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 `.\Scripts\UI\Templates\DefaultCharacterSelectionScreen.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\UI\Templates\DefaultCharacterSelectionScreen.cs.

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

**Character Selection Animation:** In case of using *3D character layout* for the character selection screen, select the animation that triggers when this character is selected.

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

**Description:** Character description.

**Sub-content:**

- [Character Prefabs](#)
- [Hit Box Setup](#)
- [Physics](#)
- [Head Look](#)
- [Move Sets](#)
- [AI Instructions \(Fuzzy A.I.\)](#)

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

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