

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):

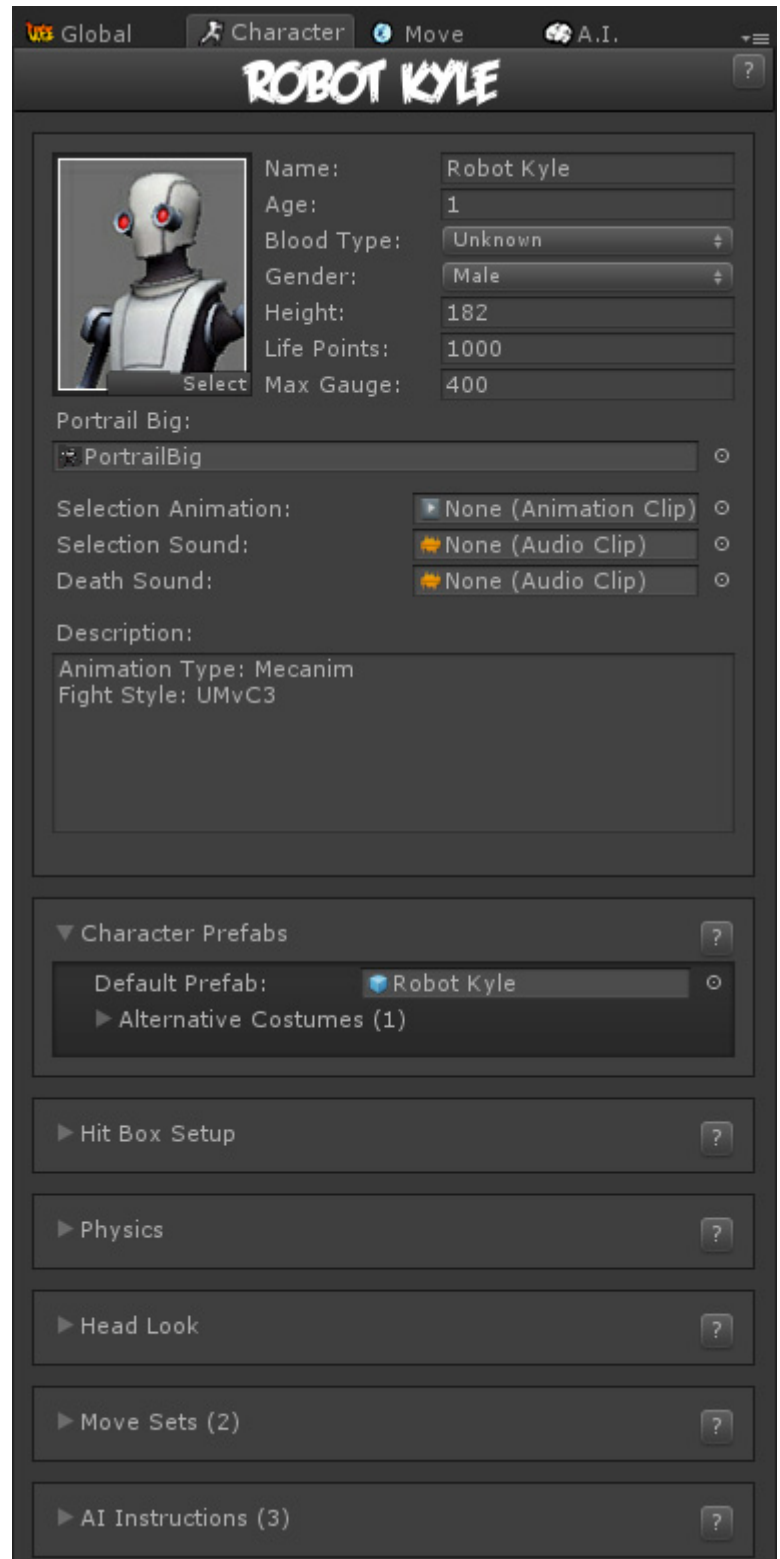
Character Sample: `.\UFE\Characters\Legacy_Mike\Mike.asset`.

(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

Selection Animation: None (Animation Clip)

Selection Sound: None (Audio Clip)

Death Sound: None (Audio Clip)

Description:

Animation Type: Mecanim
Fight Style: UMvC3

Character Prefabs

Default Prefab: Robot Kyle

Alternative Costumes (1)

Hit Box Setup

Physics

Head Look

Move Sets (2)

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](#)
- [Custom Controls](#)
- [Gauge Display](#)
- [Move Sets](#)
- [AI Instructions \(Fuzzy A.I.\)](#)



Video

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<http://www.ufe3d.com/doku.php/character:start?rev=1662932984>

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