Custom Hitbox Editor

Custom hitboxes can be used to replace the standard automapping done by UFE for hitboxes. Use this file instead of the animation file when filling the correspondent fields under the character's moveset or the move editor.

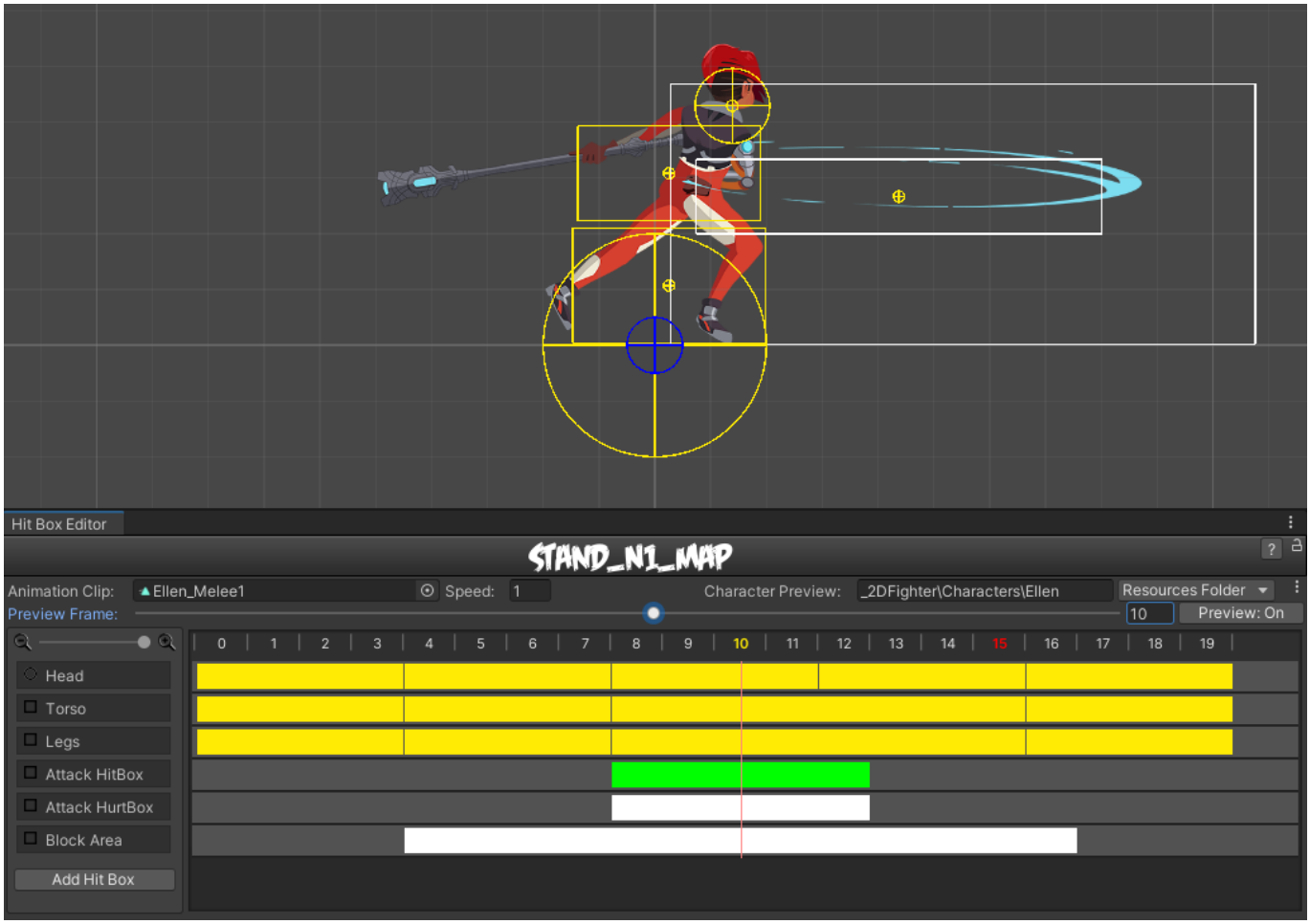
For this introduction we will be using several moves from the folder below.

Folder Location: `.\UFE\Demo\Characters\Ellen\HitboxMaps`

To create a new move, in the project window click on `Create → U.F.E. → Custom Hitbox File`.

Introduction

To use the editor, drag a 2D animation file into the **Animation Clip** field. To preview the animation, assign a character prefab to the field or used a direct link from the Resources folder.



Video Tutorial

Video

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

Permanent link:
http://www.ufe3d.com/doku.php/hitbox:start?rev=1703836059

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