

# 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.

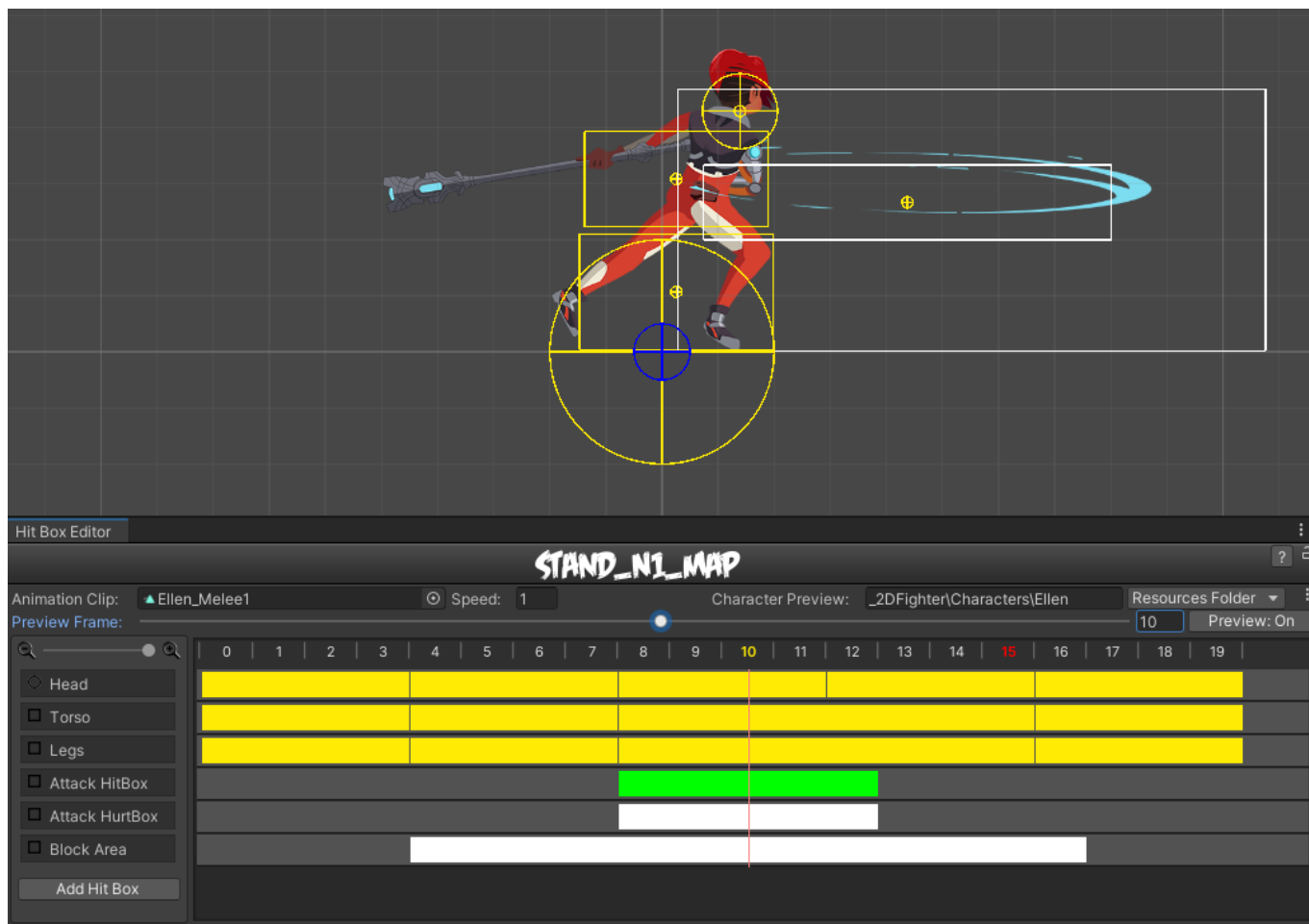
For this introduction we will be using several moves from the folder below.

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

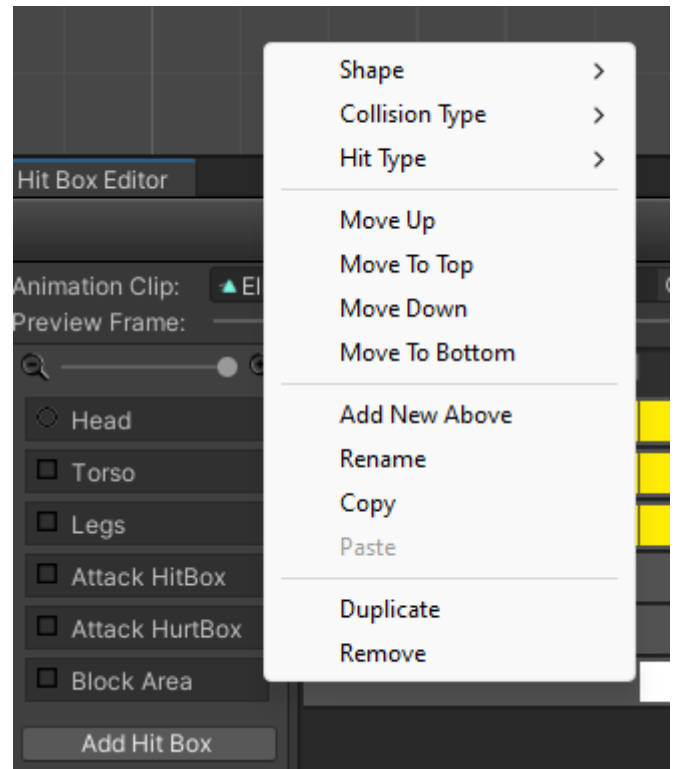
To create a new move, in the project window click on Create → U.F.E. → Custom Hitbox File.

## Introduction

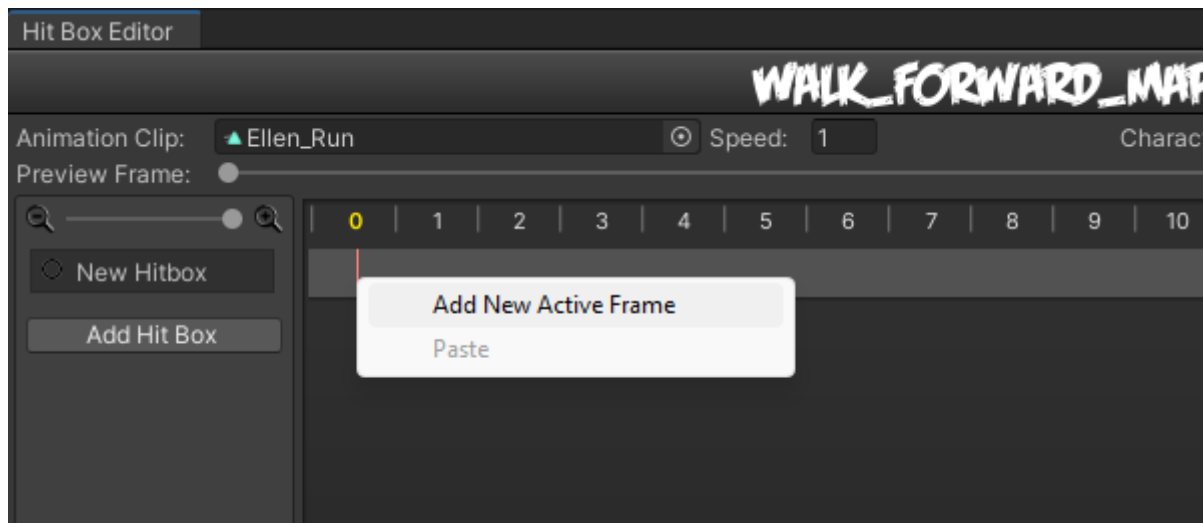
To use the editor, drag a 2D animation file into the **Animation Clip** field. To preview the animation, assign a [character prefab](#) to the field or used a direct link from the [Resources folder](#).



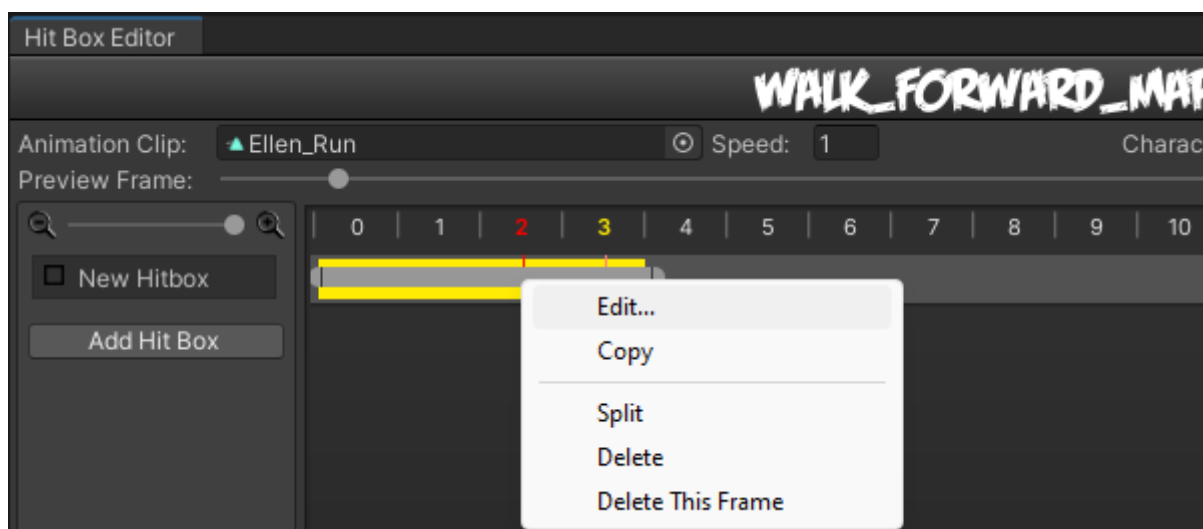
To add a new hit box click on **Add Hit Box**. Right click on it to display all the options for the hitbox such as shape, collision type and hit type.



- **Link:** The body part related to the character on screen. Navigate through the mesh and select the bone that best cover the selected body part.
- **Shape:** Circle or Rectangle shape hitbox.
- **Collision Type:**
  - Body Collider (yellow hitboxes): Movement and hit collision. Opposing yellow hitboxes cannot overlap.
  - Hit Collider (green hitboxes): Hit collision only. Opposing green hitboxes can overlap.
  - No Collider (white hitboxes): No collision. Use these for body parts that are not considered hitboxes but can be a [hurtbox](#) if needed.
  - Throw Collider (red hitboxes): Used to detect attacks that have hittype of Throw. If the character doesn't have a Throw Collider hitbox, then throws will not work against them. See also: [Throw Creation Guide](#)
- **Hit Box Type:**
  - High: If a non-knockdown attack hits this hitbox, Get Hit High animation group is triggered.
  - Low: If a non-knockdown attack hits this hitbox, Get Hit Low animation group is triggered.



Once created, right click on the empty field to create a new set of active frames for the hitbox to appear and be active.



Now, right click on the recent created active frames to see the new options.

Click on Edit to adjust the position, width and height (if its a rectangle) or radius (if its a circle).

## Video Tutorial



## Video

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

Permanent link:  
<http://www.ufe3d.com/doku.php/hitbox:start?rev=1703837932>

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