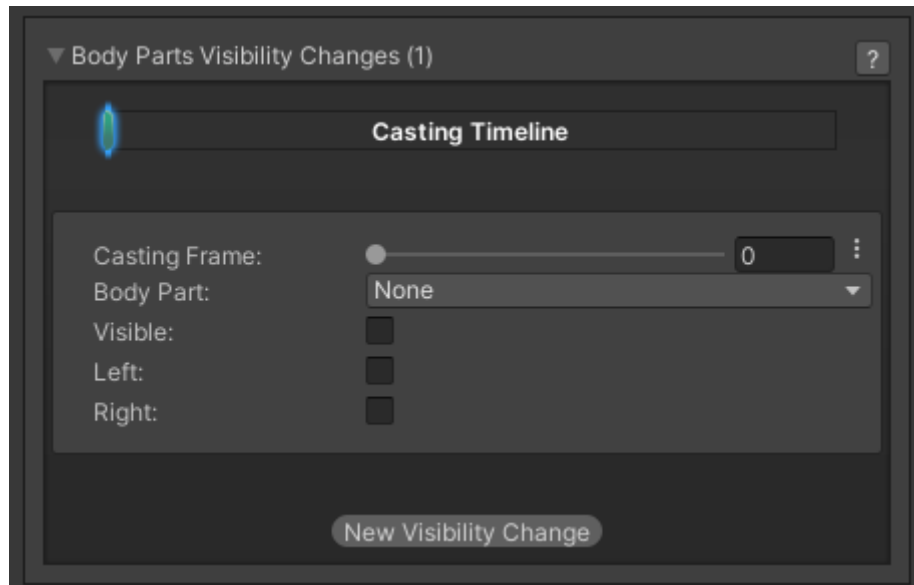


Body Parts Visibility Changes

Use this to make certain parts of the character visible or invisible (depending on the default setup assigned under the [character's hitboxes](#)).



Casting Frame: When during the move should the body part change visibility.

Body Part: The location of the game object that will change visibility.

Visible: Toggle rather or not the object will be visible.

[< Back to Move Editor](#)

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

Permanent link:
<http://www.ufe3d.com/doku.php/move:bodypartsvisibilitychanges?rev=1453103031>

Last update: **2016/01/18 02:43**

