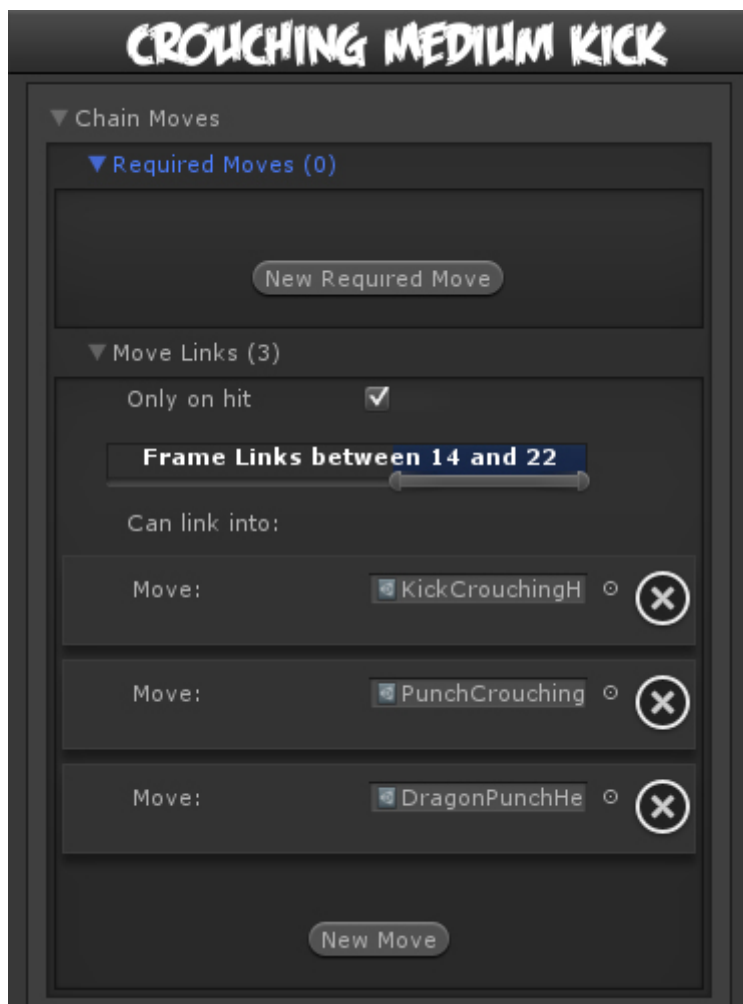


Chain Moves (Move Link)

Create custom combos and linkers by chaining moves using animation cancel techniques and frame links. This feature is only available in the **PRO** and **SOURCE** versions of UFE.



Required Moves

If you are making a custom combo, you may have this move be only accessible after the previous hit in a chain was cast. Multiple Required Moves means multiple options for this move to be executed.

Note: A required move link can only happen if the previous move also has a **Move Link** set to this move.

Example 1: Pressing *Button 1* twice can cause the character to use swing both the right and left hands to punch. *Left Punch* can be a move with the requirements of having *Right Punch*, also with *Button 1* as button execution, as its predecessor in order to be triggered.

Example 2: A move can also be triggered by several different moves. If you have *Right Punch* and *Right Kick* as Required Moves, it means that this move can be linked from *Right Punch* **or** *Right Kick*.

Move Links

Select the moves in which this move can be canceled into.

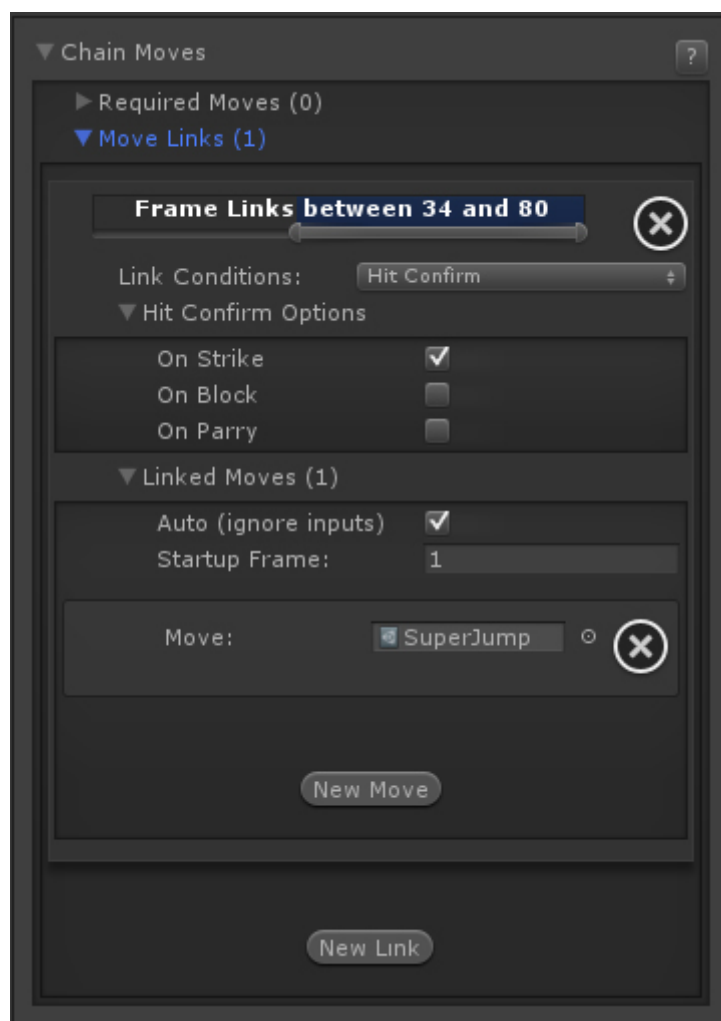
Frame link: In which frames during this move should the following moves be linkable. If the conditions are met, this move will automatically get canceled in the frame it is in.

Link Conditions:

- No Conditions: The following linked moves can be executed as soon as the frame links allow.
- Hit Confirm: The following linked moves can be executed according to the options below.
- Counter Move: The following linked moves can be executed according to the options below.

Hit Confirm

Triggers when the opponent gets hit by this attack.

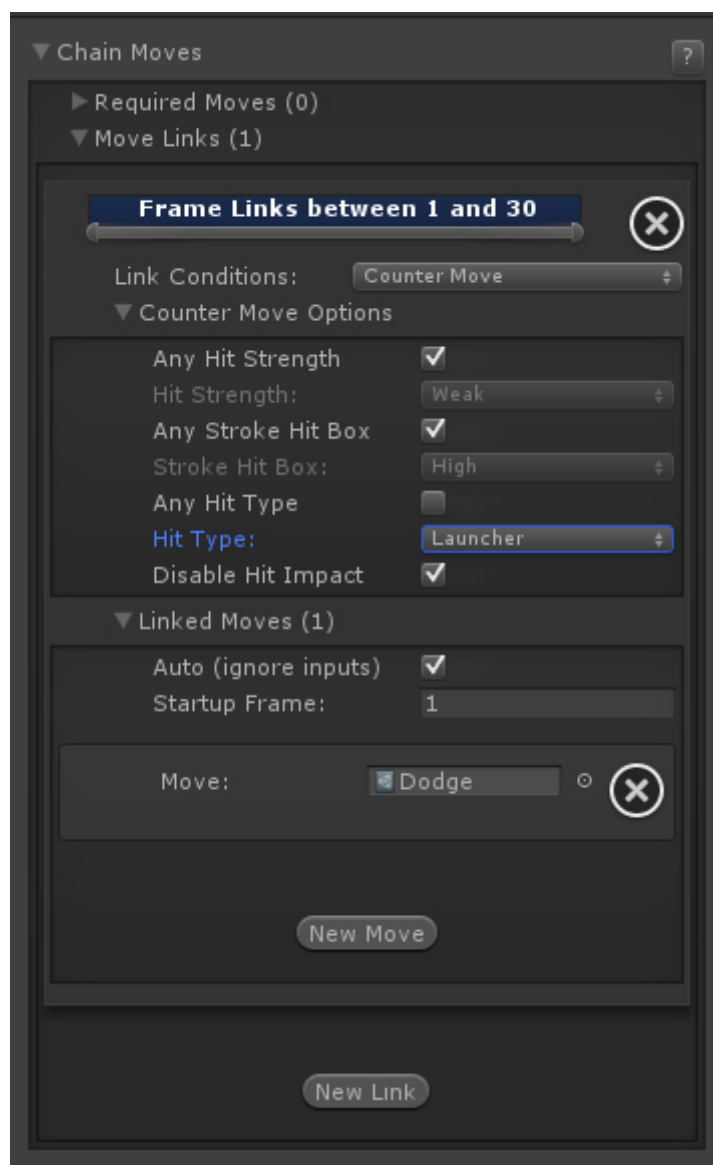


- **On Strike:** If the move strikes the opponent
- **On Block:** If the move hits the opponent while they are blocking

- **On Parry:** If the move hits the opponent as they parry

Counter Move

Triggers when the player gets hit by an opponent as this move is being executed



- **Hit Strength:** If *Any Hit Strength* is toggled off, this link will only be possible if the attack meets this criteria.
- **Stroke Hit Box:** If *Any Stroke Hit Box* is toggled off, this link will only be possible if the hit strikes this type of hit box.
- **Hit Type:** If *Any Hit Type* is toggled off, this link will only be possible if the attack meets this criteria.

Linked Moves: If all conditions are met these are the moves this move can link into.

- **Auto (ignore inputs):** If enabled, the first move on this list will be automatically triggered regardless of the input required.
- **Startup Frame:** Allows you to set in which frame should the following move(s) start from.

Useful for building custom combos such as [Killer Instinct auto-doubles](#).

Note: This is not the only means for a combo. Raw combos can be set by carefully adjusting the frame advantages between moves so the opponent remains on hit stun. This is how most of the [BnB](#) combos in the Mortal Kombat series work.

Code example:

```
void OnMove(MoveInfo move, CharacterInfo player){
    Debug.Log(move.moveName + " linkable moves:");
    foreach(MoveInfo nextMove in move.frameLink.linkableMoves){
        Debug.Log(nextMove.moveName);
    }
}
```

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